



# KHE SANH, 1968

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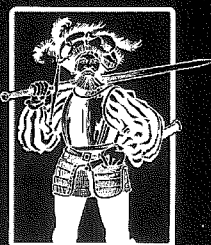
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## 1.0 INTRODUCTION

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 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.

## 2.0 GAME COMPONENTS

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

- One 23" x 34" mapsheet depicting the terrain the battle was fought over and containing the Game Turn Record, Combat Advantage Point tracks, Terrain Key and Base Capabilities Chart.
- One set of 200 die cut ½" playing pieces.
- Two 8 ½" x 11" double-sided pages with charts and tables printed in the center of the rulesbook.
- One 16 page rulebook.

Not supplied with this game but also required for play are two six-sided dice.

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 send an e-mail to: [admin@atomagazine.com](mailto: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](mailto: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.

### 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.

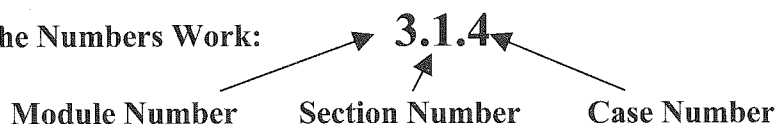
**2.1.1 Map Features:** Various types of terrain and certain features are denoted on the game map and Terrain Key. Their effects explained on the Terrain Effects Chart. These include: Clear, Paddy, Highland, Mountain, River, Stream, Bridge, Town, Fire Base, Combat Base, Demilitarized Zone, Old French Fort, Rock Quarry, and Helicopter Entry Zone. In addition, Roads run through many of the terrain types above.

**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.

### Read This First:

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the *Case System*. This approach divides the rules into *Modules* (each of which deals with a major important aspect of play). Modules are *numbered* sequentially as well as possessing a title. Each Module is divided into *Sections* that deal with a major sub-topic inside the Module) which are also *numbered* sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of *Cases*. These are the specific, detailed rules that govern play. Each Case is also *numbered* sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Using it, players can always determine where a Case is located in the rules.

### How the Numbers Work:



The example above is the number of the fourth Case of the first Section of the third Module of the rules.

### Learning to Play the Game:

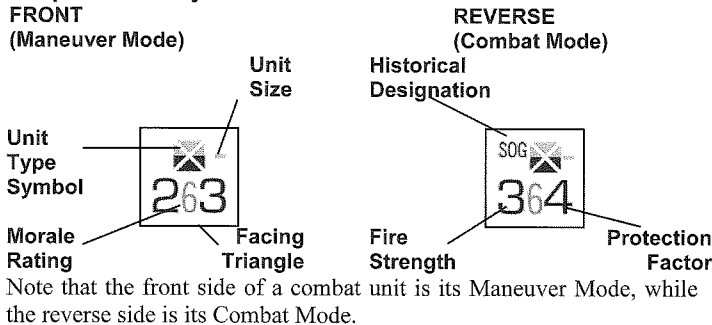
Begin by familiarizing yourself with all of the components listed for this game. Then skim through the rules and charts and read all the titles of the Modules and Sections. Set up a game scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question. The Case numbering system we employ makes it easy to look up rules when you have a question. This trial game may take you an hour or two, but it is the fastest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible - they're not designed to be memorized. Absorbing the rules in this manner (as you play along) is the best approach to mastering this game. Last, we're always open to suggestions on how to improve our rules comprehension. Write us at the above addresses if you have an idea on how we can communicate better with you.

## 2.2 The Playing Pieces

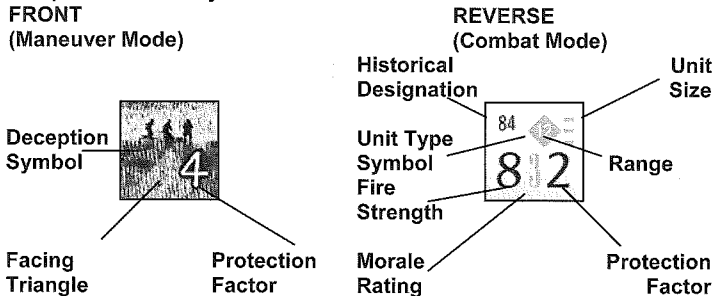
The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general the pieces represent combat units, command units or information markers.

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 various information appearing on the counters is explained in the notes following.

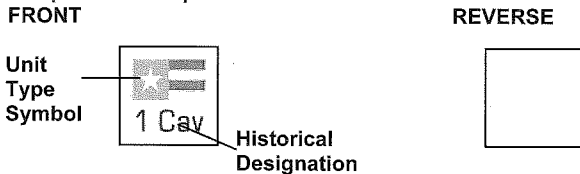
### Sample US Infantry Unit:



### Sample NVA Artillery Unit:



### Sample US Headquarters Unit:



**2.2.1 Historical Designation and Size:** The military designation of a unit. The 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:

SYMBOL	SIZE
XX	Division
III	Regiment
II	Battalion
I	Company
ooo	Platoon

**2.2.2 Facing Indicator:** The color 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 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 cohesion of the unit in combat, used only 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) to which the artillery can fire. Count range to 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 Bases and Combat Bases is listed on the Base Capabilities Chart.

**2.2.7 Unit Type Symbol:** The following symbols printed in the center of the counter indicate what kind of unit the counter represents:

	Maneuver Mode (Front)	Combat Mode (Back)
<b>Infantry-Type Units</b>		
NVA Headquarters		
US/GVN Infantry		
NVA Infantry		
US/GVN Marines		
US/GVN Airborne		
US Air Cavalry		
NVA Dummies		
<b>Armored-Type Units</b>		
US Armor		
NVA Armor		
US Armored Cavalry		
<b>Mechanized-Type Units</b>		
Mechanized Infantry		
US Headquarters		
<b>Engineer-Type Units</b>		
Engineers		
NVA Sappers		
<b>Artillery-Type Units</b>		
NVA Artillery Units		
NVA Anti-Aircraft Units		

**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 Combat Modifiers Summary

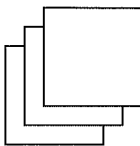
Summary, printed on the mapboard as well as the Terrain Effects Chart, the Impulse Operations Effort Capabilities Chart, Combat Results Tables, and Base Capabilities Chart, which are printed in the rules.

## 3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

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

### 3.1 Stacking

Stacking is the act of having one or more friendly units (and headquarter(s)) in the same hex during and after movement. A stack of unit(s) and any headquarter(s) 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 or other fortification hexes may have up to four friendly units per hex stacked with them. All other hexes may stack up to three units. Headquarters, air strike counters and markers of any type do not count for 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.

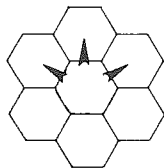
**3.1.4 Stacking Violations:** Units present in a hex in violation of the stacking limit at the end of any segment are eliminated. Units removed from play to meet stacking limits are chosen by the owning player.

**3.1.5 Limited Intelligence:** A player may only inspect the forces of the opposing player during combat. Otherwise only the top unit in an enemy force on the map can be seen.

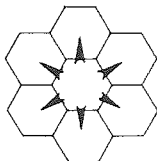
### 3.2 Zones of Control (ZOCs)

Combat units (but not headquarters or markers) project a Zone of Control 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 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 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.

**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 project into 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 or retreat 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 that enters a hex into which an enemy unit or force is projecting a ZOC (a "controlled" hex) must immediately stop and end movement for that segment.

**Exception:** Units using Infiltration Movement, see Module 6.0.

Units that have stopped 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 freely exit the enemy ZOC hex. Except when using Infiltration Movement, units may not move directly from one enemy ZOC hex to another enemy ZOC hex however, without first moving into a hex not in an enemy ZOC or unless the hex to which they move is already occupied by other friendly units.

**3.2.5 Combat Effects of ZOCs:** Enemy ZOCs block the retreat of friendly units. If the enemy controlled hex(es) are occupied by friendly units and the player expend Combat Advantage Points (CAPs - see Section 7.4), he may retreat his units through enemy controlled hexes. Units unable to retreat due to lack of CAPs or friendly units, of by the presence of enemy units and/or their ZOCs are eliminated instead.

**3.2.6 Disruption and ZOCs:** Units that become Disrupted (see Case 7.3.4) lose their ZOC for the duration of disruption.

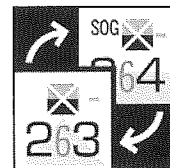
### 3.3 Deployment Modes

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 unit counters the front side is the Maneuver Mode, with a color triangle printed at the bottom, the back side 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:** 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 all units. A 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 color triangle printed near the bottom of the piece.

**3.3.1 General Rule:** The color triangle of a 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 "flank" hexsides. A unit in Maneuver Mode projects its ZOC into its facing hexsides. A unit in







Maneuver Mode can attack only into 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 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

In general, players may not freely examine each other's forces except insofar as the top counter of a force is visible on the mapboard.

**3.5.1 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 successively 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. 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 finished and play proceeds to the next turn. A game turn marker is moved ahead one box on the Turn Record Track (printed on the mapboard) and play proceeds. Victory is judged at the end of the last turn of play.

### 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.

### 4.2 Initiative Phase

Not used in the Basic Game. See the Advanced Game rules.

### 4.3 The Impulse

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

**A. The Movement Segment:** The phasing player can move any, all, or none of his units on the board in accordance with rules for this function. The player can change the deployment modes of some of all 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 grouped on hexes in observance of the stacking rules (see Section 3.1).

**B. The 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 rule for Infiltration Movement (see Module 6.0).

**Note:** In the Advanced Game, US/GVN Heliborne Assaults also occur during the NVA/VC player's Infiltration Segment of the Impulse.

**C. The 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.

**D. The 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 a 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 in the deployment mode exhibited at the beginning of the player's Movement Segment. Changing deployment mode occurs during the Movement Segment (costs 2 MPs) does not alter the Movement Allowance available that segment. A unit expends MPs to enter hexes 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 MP or CAP (see Section 7.4) costs.

**5.2.1 Movement Allowance Limits:** No unit can ever spend more MPs than the allowance showing for that type of unit and the given level of Operations Effort. 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 and may move no further than the Movement Allowance of the slowest unit permits. 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:** Units cannot enter hexes containing the opponent's units, or those defined as impassable. Units cannot cross hexsides defined as impassable. Some types of units specified by the TEC cannot enter certain kinds of terrain hexes.

**5.2.4 Restricted Terrain:** US and GVN units may enter partial Demilitarized Zone (DMZ) hexes but may not enter, infiltrate, or retreat through or into any hex located entirely within the DMZ, or they are eliminated. 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.

## 5.3 Helicopter Movement

See the Advanced Game.

# 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 be capable of expending CAPs (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 a unit may enter, but units pay no MP costs to infiltrate. Units may only infiltrate through permissible terrain and move directly from one enemy ZOC covered hex to another. Infiltration Movement is movement directly from enemy controlled ZOC hex to ZOC hex. Only hexes covered by the opponent's ZOCs can be entered, and only from adjacent enemy ZOC-controlled hexes. The player must expend one CAP for each unit for each ZOC-controlled hex traversed (infiltrated).

## 6.2 Heliborne Assaults

US/GVN Heliborne Assaults occur immediately after the NVA/VC player's completes his Infiltration Segment. See the Advanced Game rules.

# 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 two six-sided dice and the CRT that is printed with the game charts and tables. The attacker can initiate combat with any, all, or none 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:

1. Assault combat includes Close Assaults, Mixed Assaults and Surprise Assaults.  
**Advanced Game Addition:** *Heliborne Assault is a fourth type.*
2. Harassment and Interdiction Fire (HIF) is fire combat over long range initiated by units with artillery capabilities.
3. Air combat includes anti-aircraft in which ground units attempt to obstruct air units, and Arc Light strikes, in which B-52 bombers execute concentrated bombardments of selected hexes.

Each of these combat variants corresponds to a line across the top of the Combat Results Table and is 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. Units also use their Morale Rating in resolution of all variants of assault combat. Units use only their Protection Factor when resolving as Harassment and Interdiction Fire combat or Arc Light strikes.

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

1. A heading with lines corresponding to the variant forms of combat, and;
2. An upper matrix which generates basic odds columns, and;
3. A lower matrix that contains the actual set of odds columns.

The number ranges across each line of the heading represent combat differentials. A combat differential is the difference between the total Fire Strengths of the attacking and defending units.

**Exception:** *In Harassment and Interdiction Fire the differential is the difference between the total attacking artillery Fire Strength and the total of all the Protection Factors of all the units in the hex bombarded.*

The differential is cross-indexed on the appropriate line of the heading, 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 for the terrain. 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 of the attacker's participating ground units plus any Artillery Fire Strengths from 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 in the hex under attack from the attacker's total Fire Strength. The defender may also add to his total the Artillery Fire Strengths of any friendly artillery units or bases within range of the hex under attack.

**Exception:** *Defending artillery units themselves in the same hex under attack may only add in their Protection Factor to the defender's total. Defending artillery units 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:** Defending units always use their Protection Factors on the upper matrix of the CRT to derive the basic odds column. (Thus, Protection Factors are used twice when resolving Harassment and Interdiction Fire but only once in other forms of combat). Take the highest Protection Factor of any single defending unit and modify this for the terrain occupied (see the TEC). A Protection Factor above "7" on the Upper Matrix of the CRT is treated as "7".

**7.1.5 Terrain:** The type of terrain the defending unit(s) occupies is used twice in the resolution of combat to generate modifiers that affect outcomes. On the upper matrix of the CRT the terrain modifier adds to the Protection Factor of a defending unit in determining basic odds. On the lower matrix of the CRT the terrain modifier subtracts from the dice roll that decides combat outcome. Specific modifiers for each terrain type are given on the Terrain Effects Chart. The terrain effect of a fortification is cumulative with other terrain in the hex. In any other case where a given hex contains more than one type of terrain, use the terrain modifier most favorable to the defender.

**7.1.6 Other Modifiers:** A number of specific conditions can modify either the basic odds column on the lower CRT or the dice 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 the targets of assaults from their own flanking hexes. Units in Combat Mode are considered to face all adjacent hexes and suffer no such restrictions.

## 7.2 Combat Restrictions

There are certain restrictions in effect when engaging in combat.

**7.2.1 Differential Minimums:** Each attack must attain at least the minimum differential permitted by the CRT headings for that type combat. Attacks with less differential than listed are not allowed.

**7.2.2 Single Assault Type:** Only one assault type, of only one type, can be made against any given hex during a Combat Segment. All units defending 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 units cannot split their Fire Strengths 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 unbridged 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 in any assault converts that combat into a Mixed Assault, using that differential line of the CRT heading.

## 7.3 Assault Combat

Assault combat in general represents short range and hand-to-hand fighting for positions. To engage in any type of assault combat, the attacker's units must be on hexes adjacent to the units they wish to engage. 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 CRT heading.

**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. Under certain conditions in some scenarios, attacking troops may use the "Surprise Assault" line of the heading. 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. 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 Addition:** *If any heliborne units participate in the attack, they then may use the "Heliborne Assault" differential line of the CRT.*

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

1. Both the attacker and defender total their respective Fire Strengths into one score (see Case 7.1.1). Subtract the defender's score from the attacker's to establish the differential.
2. On the appropriate differential line of the CRT heading, 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 (for terrain) Protection Factor of the best defending unit. The letter result on the upper matrix sets the basic odds column for the lower matrix of the CRT.
3. 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, morale, airpower, and the presence of Headquarters units. Column modifiers are explained fully in specific rules governing each function.
4. The attacker states whether he chooses to modify the lower CRT column further by expenditure of CAPs.
5. Check the Terrain Effects Chart and the specific combat situation for any conditions that modify the dice roll for resolution. The attacker now states all modifiers in effect and rolls two six-sided dice. The adjusted result of this dice roll determines the combat outcome on the CRT.
6. Using the final adjusted odds column of the lower matrix cross-index the dice result for the outcome. Adjusted rolls greater than 15 are treated as 15, rolls less than -7 are counted 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.
7. Both players adjust their CAP record markers, and execute on the mapboard any results mandated by the CRT. If all defending troops retreat from a hex one or more of the surviving attacking units can advance to occupy it. 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 Combat Results Table (CRT) are stated in a uniform fashion. On the upper matrix a letter result refers to a column of the lower matrix: a "--" result signifies that the attack is an automatic failure. 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
--	No Effect
1	1 CAP awarded (only)
2	2 CAPs awarded and the indicated player must retreat all involved units two hexes
3	3 CAPs awarded and the indicated player must Disrupt all involved units <b>or</b> retreat them two hexes
4	4 CAPs awarded and the indicated player must Disrupt all involved units <b>and</b> retreat them two hexes
5 to 7	5 to 7 CAPs awarded respectively and the indicated player's units are eliminated.

**7.3.4 Disruptions:** On certain combat results (3 or 4) the player's units become Disrupted. This effect signifies that the unit or force is now disorganized and its effectiveness is impaired. Disrupted units recover their normal cohesion by stages in the Recovery Segment that occurs after the Combat Segment during the Impulse. Disrupted status is denoted by a marker placed on top of the affected unit or force. 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, uses only half of its Fire Strength in defense, and has its Protection Factor reduced by 1 (one). For movement purposes, Disrupted units may use only half the MPs generated by the Operations Effort expended (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 may subsequently move into a hex containing normal units; undisrupted units are not affected by such action; place undisrupted units on top of the disrupted ones in this case.



**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:

1. Immobile units (those which cannot normally move) are eliminated instead.
2. Units cannot retreat through hexes containing enemy units, or through hexes into which they cannot 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 9.3.1).
3. Armored and mechanized type units may not retreat across river hexsides except at bridges.
4. Units cannot exceed stacking limitations on the hex in which they end their retreat.
5. Units cannot displace other friendly units on the hex in which they end the retreat.
6. Units cannot end their retreat on a hex adjacent to the one they originally occupied.
7. Units must retreat to an unoccupied hex if possible.

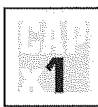
Units may retreat across enemy ZOC-covered hexes only by expending CAPs by the player. If the player cannot meet the CAP cost for retreating a unit, the unit may not withdraw across enemy ZOC-covered hexes. However, the presence of friendly units in an enemy ZOC-covered hex negates the enemy ZOC for retreat purposes.

**Exception:** US Special Forces units, etc., (see Section 11.1) and Viet Cong (VC) units may retreat freely through hexes covered by enemy ZOCs regardless of the presence of friendly units. No CAP expenditure is required either.

Units that cannot retreat within these restrictions are eliminated instead.

## 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 is 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 his 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.



**7.3.1 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 other enemy ZOC hexes without expending CAPs. In Close and Mixed Assault combat the player can use CAPs to modify the lower matrix CRT column in combat resolution. Two CAPs equate to one column shift to the right on the CRT. Only the attacker may use CAPs in Combat.

**Advanced Game Addition:** CAPs are sometimes used in the Decision Segment to bid certain levels of Operations Effort.

**7.3.2 Limitation on CAP Expenditures:** The player may not expend more than six ("6") CAPs in any one transaction. A transaction is one battle resolution, the Infiltration Movement of a unit or force from its hex of origin to its final destination hex, or a full retreat through enemy ZOCs from starting to end point.

**Advanced Game Addition:** A transaction is also one round of bidding.

## 7.5 CRT Column Modifiers

As a general rule, the attacker checks for the presence of any of these modifiers. All column shifts below are cumulative on the Lower Matrix CRT column.

**7.5.1 Flank Attacks:** Shift one column to the right on the CRT if the defending units do not face all the attacking pieces.

**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 on the lower matrix of the CRT 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 on the lower matrix of the CRT 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 on the lower matrix of the CRT 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 attacker may shift one lower matrix CRT column to the right for each Air Strike counter that is supporting the attack.



The defender 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 to the right on the lower matrix of the CRT for each two CAPs expended by the attacker.

**7.5.8 High Operations Tempo:** See the Advanced Game rules.

## 7.6 CRT Die Roll Modifiers (DRMs)

As a general rule, the defender checks for the presence of any of DRMs. All DRMs below are cumulative into a single net dice roll on the Lower Matrix CRT column.

**7.6.1 Terrain:** Adjust the dice 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 Helicopter Gunships:** See the Advanced Game rules.

## 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 above elements of the combat resolution system are used in resolving these combat types as well but the attacker never suffers tactical effects nor the defender receive CAPs as a result of bad 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. The attacker finds the CRT heading column with the total of his participating artillery unit or base Artillery Fire Strength points. The defender then subtracts the total Protection Factors of all of his defending units in the hex (as modified by the terrain type they are in) under HIF attack from the attacker's total Artillery Fire Strength. Friendly defending artillery units or bases within range may not participate during HIF attacks. Find the new differential and resolve the attack on the upper matrix using the defending unit with the best Protection Factor present 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). Otherwise, only the DRMs for the terrain type the defender is in apply for HIF combat on the lower matrix. 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. There is no differential calculation for Arc Light attacks, simply find the CRT heading column corresponding to the number of B-52s being used, and cross-index this with the defending unit with the best Protection Factor (as modified by terrain) present in the hex. Otherwise, only the DRMs for the terrain type the defender is in apply for Arc Light combat on the lower matrix. Other modifiers described in Sections 7.5 and 7.6 are not used.

## 8.0 ARTILLERY

There are two forms of artillery capabilities in the game. The US/GVN player has a number of bases 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. 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 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.

## 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. A Combat Base possesses an intrinsic defensive Fire Strength of 6 against assaults (for defense comparison purposes only), does project a ZOC into all six surrounding hexes, and has other properties as specified on the Base Capabilities Chart.

**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 of 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 and the TEC.

**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

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 dice 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 is served by several regular artillery units. These show a Range printed in the center of the Unit Type Symbol of the unit's Combat Mode face, and an Artillery Fire Strength value. NVA artillery units may not fire during an Impulse in which they move.



## 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 Airstrike markers. The US/GVN player has ten (10) Airstrike markers, each of which entitles him to a column shift on the lower matrix of the CRT. If the player is the attacker, the column shift is to the right on the CRT and airstrikes are placed during the Movement Segment of the Impulse. If the player is defending, the column shift is to the left on the CRT and the airstrike is placed during the opponent's Combat Segment. Each airstrike counter is available only once per game turn though it can be used in any Impulse thereof. Strikes that have already been used in the turn should be placed 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 Assaults (and not HIFs). The use of airpower in a given assault does not change the CRT heading line under which that combat is resolved.



## 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. 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 CRT column is determined strictly by the number of B-52s attacking a given hex, differentials are not calculated. B-52s may not be used for Tactical Air Support purposes (see Section 9.1 above).



## 9.3 Airmobile Operations

See the Advanced Game.

## 9.4 Anti-Aircraft (AA) Fire

See the Advanced Game.

# 10.0 THE RECOVERY SEGMENT

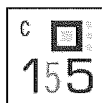
In the phasing player's Recovery Segment following the Combat Segment, all friendly and enemy units marked with Disruption markers in the phasing player's color work to normalize their cohesion. Dark shaded disruption markers in the phasing player's colors revert to their lighter-shaded side. Light shaded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

# 11.0 SPECIAL UNIT TYPES

Several special units present in the battle require special rules to model their unique capabilities.

## 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 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.

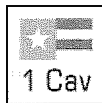
**11.2.1 US Special Forces Units:** Certain US units are capable of Infiltration Movement (see Module 6.0) through enemy ZOCs. Such units have black or half black Unit Type Symbols printed on them. These units include the US Army Special Forces (SF) unit, the Mike Force unit, the PRU and SOG, and the US Marine 1<sup>st</sup> 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 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 Addition:** All US/GVN HQs are airmobile.



**11.2.3. 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):

1. A 5-4-3 US Marine battalion may be exchanged for four generic 1-4-3 companies (labeled "A" to "D").
2. A 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").
3. A 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 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 8.3.) 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 when eligible to do so during a segment 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.

**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 pieces back printed with dummy counters with no combat value. Until revealed, dummies operate with their deceptive Maneuver Mode face showing using the "other" column Movement Allowance 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.

## 12.0 REINFORCEMENTS AND RE-PLACEMENTS

See the Advanced Game.

## 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. There are no degrees of victory in the *Khe Sanh, 1968* simulation, one is either the victor or is the 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 the scenarios is presented in a standard format in several scenario listings. The scenario listing also gives the title of the scenario, its length in game turns, the victory conditions applicable, and any special rules that may apply only to the scenario in play.

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 in conformity with 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 or (if no level is given for the scenario) at zero. 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

**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 survive at the end of the scenario.

**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.



### 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:

At any hex(es) on the active mapboard 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 heading throughout the scenario.

## 14.2 Introductory Scenario 2:

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

**Situation:** The North Vietnamese 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 action at Lang Vei features the first combat use of tanks by the North Vietnamese of the war. The NVA must overwhelm Khe Sanh's defenses. The American player attempts to survive the enemy onslaught.

**Duration:** 4 game turns

**Victory Conditions:** The NVA/VC player wins by occupying with his units or being the last to pass through certain objective hexes. These hexes are 0404; 1004; 1006; 1106; 1108; 0808; 0809; and 0807. The NVA/VC player wins if he occupies any five of these eight hexes at the end of the last turn of play. The US/GVN player wins by avoiding the NVA/VC victory conditions.

**Active Mapboard:** Only a limited portion of the total game mapboard is used for this scenario. This active portion consists of the Khe Sanh airfield (hex 0808) plus a band of hexes eight hexes wide radiating out 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 the game with a stock of 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, 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 on any active mapboard hex 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 heading (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.

## THE 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.

### 2.2 Advance Game 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.

#### Sample Combat Village Unit:

**FRONT**  
(Deception Mode)

Unit  
Type  
Symbol



Protection  
Factor

**REVERSE**  
(Combat Mode)

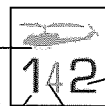


Combat  
Village  
Symbol

#### Sample Helicopter Unit:

**FRONT**  
(Available Mode)

Unit  
Type  
Symbol



Protection  
Factor

Fire  
Strength

Morale  
Rating

**REVERSE**  
(Expended Mode)



Missions  
Expended  
Symbol

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.

**2.2.9 Airmobility (Advanced Game):** 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.

## 2.3 Advanced Game Markers

Several new marker types are used in the Advanced Game including Bid and Landing Zone markers. Pictures of these markers appear beside the relevant portion of the rules text.

# 3.0 ADV. IMPORTANT CONCEPTS BEFORE YOU BEGIN

## 3.1 Helicopter Stacking

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

## 3.2 Helicopter Zones of Control

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

## 3.3 Helicopter Deployment Mode (Addition)

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

# 4.0 ADV. 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.

## 4.2 Initiative Phase

The players bid capability against each other as measured by points of Operations Effort (see Case 4.2.2 below). Players bid in the Initiative Phase of the game turn, and winner of the bid takes the first Impulse of the turn and each alternate Impulse thereafter until he has expended all his Operations Effort Points (OEPs). The opponent takes the second Impulse of the game turn and each alternate Impulse thereafter until he has expended all available OEPs.

**4.2.1 Impulse Declaration:** The player entitled to take the current Impulse now declares how many OEPs he will expend now to support his game activities. In their initial Impulse each turn the players are each required to expend the exact amount of OEPs bid in the first go around of 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.

**4.2.2 Operations Effort:** Each player receives 6 OEPs each turn that represents the daily activity of forces under command. OEPs expended in the Impulse determines the movement capability available to units on the map and, depending on the OE level in use, 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.

**4.2.3 Impulse OE 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.

**4.2.4 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 OE bid costs five CAPs and a 6 OE 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 4.2.6), 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.

**4.2.5 Assessing the Bid:** If either player outbid the opponent on OEPs offered, that player receives the Initiative and takes the first Impulse, expending OEPs equal to the bid. If the bid is a tie and the OEPs offered by both players 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 offered by both the players together totals 2 OEPs or less, the turn is considered closed for operations by a Pass Turn.

**4.2.6 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.

**4.2.7 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 he has 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.

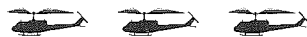
# 5.0 ADV. MOVEMENT SEGMENT

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. Actual levels for these values are specified by the Impulse Operations Effort Capabilities Chart. Levels vary according to the player's own choice for OEP expenditure.

## 5.3 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 9.3.1). 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:

1. US HQ units are always capable of helicopter movement.
2. US and GVN Marine, Airborne, and Air Cavalry battalions are capable of helicopter movement in either mode.



3. GVN Ranger Infantry units are capable of helicopter movement when in Maneuver Mode (only).
4. 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.

**5.3.1 Landing Zones (LZs):** LZ markers are used to indicate where helicopter units are basing themselves on the ground on the map at the end of each Impulse they remain in play. LZ markers must be placed in hexes free on enemy units. LZs may be placed on towns, combat and fire base hexes for free (costs 0 MPs) and this allows up to 5 helicopter units to stack there. Any other type hex except paddy and South China Sea can also have a LZ marker placed in it as well, but these "limited" LZs costs the first helicopter unit to create it 3 MPs and only 3 helicopter units may stack there. LZ markers are brought into play through the act of a helicopter creating one to land in (place a LZ marker there). LZ markers are limited to one per hex. LZs disappear when all of the helicopter units occupying them fly off. A LZ is considered "hot" (operations opposed) if NVA/VC units are located adjacent to it. 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 Advanced Game Section 9.4) 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. A LZ becomes "cold" the instant during a turn that opposing enemy forces are no longer adjacent to the LZ hex. The US/GVN player may create more LZ markers if he needs them, the countermax is not a limit in this case.



**5.3.2 Helicopter Unit Movement:** The Impulse Operations Effort Capabilities Chart has one column that specifies the number of hexes helicopter units can fly, and the number of missions they can conduct during the current Impulse, for each level of Operations Effort expended. 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 a 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 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 (see Advanced Game Section 9.3) below.

**5.3.3 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 accounted against the airmobile capacity of the player, not the 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 expended their Movement Allowance.

## 7.0 ADVANCED GAME COMBAT

The Advanced Game adds Heliborne Assaults (HA) to the combat types permitted and Gunship helicopters can now supply DRMs.

**7.3.1 Types of Combat:** A Heliborne Assault is any assault in which at least one of the attacker's participating units arriving by helicopter on a "Hot" LZ. The attacker may freely use airpower to support the HA, but any use of Artillery Fire Strength points converts the HA into a Mixed Assault using that line on the CRT heading.

**7.5.8. Operations Effort Tempo:** Players operating at OE 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.

**7.6.3 Helicopter Gunships:** In addition to contributing their Fire Strengths and Morale Ratings, the US/GVN player may add or subtract +1/-1 on dice roll in his favor for each Gunship helicopter he uses on Offensive Close Support Mission/Defensive Close Support Missions.

## 9.0 ADV. GAME AIRPOWER

The Advanced Game adds Helicopter Airmobile Operations.

### 9.3 Helicopter Airmobile Operations

A variety of helicopter units permit the US/GVN player to utilize airmobile tactics in the advanced game. These units are a major resource for the player. Airmobility enables the US/GVN player to shift forces rapidly and to make the most effective type of assaults. Helicopter units based at LZs or off the map carry out a variety of missions as detailed below.

**9.3.1 Helicopter Missions:** Transport and Gunship helicopter types carry out missions from LZs using an operations cycle detailed below:

1. 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. TF missions occur during the Movement Segment of the US/GVN player's Impulse. All types of helicopters may conduct TF missions.
2. Combat Support (CS): A mission in which Gunship helicopter units (only) can fly to hexes being attacked (whether offensively or defensively) and contribute their Fire Strengths, Morale Ratings, and DRMs to the combat. Simply fly the Gunship unit to the hex being attacked, leaving enough Movement Allowance for the unit to fly back to a LZ after the combat is resolved. A Gunship must return to base immediately after completing its CS mission.
3. 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 a 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.
4. 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 a 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 a LZ or enter a "hot" one.

**9.3.2 Helicopter Operations Cycle:** Different kinds of helicopter missions occur at different specific points in the Impulse:

1. TF and TR missions occur during the US/GVN player's Movement Segment.
2. HA missions occur during the NVA/VC player's Infiltration Segment after all NVA/VC player Infiltration Movement is complete.
3. Offensive CS missions occur during the US/GVN player's Combat Segment. Place the Gunship(s) adjacent to the hex to be attacked. After combat resolution, return the Gunships to a LZ.
4. Defensive CS missions occur during the US/GVN player's Infiltration Segment and conclude after the NVA/VC player's Combat Segment. Place the Gunship(s) on the hex expected to be attacked. After combat resolution, or if no attack occurred, return the Gunships to a LZ.

Note that the level of OE expended 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." Flip all helicopter units back over to their Combat Mode side at the start of the US/GVN player's Impulse except those on Defensive CS missions that flip over at the start of the NVA/VC player's next Impulse. In between missions, helicopters are considered to be on the ground on their LZs and subject to stacking limits. Helicopters on the ground cannot use their Fire Strength or other factors for defense. If sitting unaccompanied in a hex entered by the opponent, or if accompanying ground units



are eliminated or forced to retreat, helicopters are 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.*

## 9.4 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.

**9.4.1 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 a 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 currently based on a LZ may still participate in the defense of that hex with all their factors (consider this a "free" Defensive CS mission), but are exposed to AA Fire from opposing units before the opponent resolves his ground assault on the LZ hex. AA Fire can result as ineffective, abort the helicopter mission, or sometimes destroy the helicopter (and any unit it may be carrying).

**9.4.2 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 unit can subdivide its value to fire at more than one target. Helicopters are targeted individually and cannot be attacked in groups.

**9.4.3 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 Heading Table. (NVA artillery units and VC Combat Villages have a nominal AA Fire Strength of 1 each.) Use the Protection Factor of the helicopter being attacked and reference the upper matrix to determine the proper lower matrix column. Roll two dice and obtain the result from the lower matrix. There are no die roll modifiers on AA Fire. Then cross-reference the result from the lower matrix with the AA portion of the CRT Tactical Results Chart. Helicopters (and their loads) forced to abort due to AA Fire are removed from the mapboard and must 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
1 or 2	No effect
3 or 4	No CAPs awarded but abort the helicopter, which is immediately taken off the mapboard with its load
5 to 7	5 to 7 CAPs awarded respectively. The helicopter (and its load) is destroyed.

**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 defense and allows the most valuable units (such as HQs) to arrive without exposure to AA fire.*

## 11.0 ADV GAME SPECIAL UNITS

The advanced game adds Viet Cong Combat Villages to the NVA/VC player's side.

**11.3.6 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.



**11.3.6 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 (receiving a die roll bonus on the AA CRT) and thus need not be adjacent to a LZ to turn it "hot." AA Regiments always reveal themselves when conducting AA Fire.



## 12.0 ADV. GAME REINFORCEMENTS & REPLACEMENTS

At various times in the campaign game both 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.

### 12.1 US/GVN Reinforcements

The US/GVN player's pieces arrive as Reinforcements. These pieces may be brought on the board at the road entering the map from the southeast edge (hex 0239) to move by land movement. The US/GVN player chooses the deployment mode of entering pieces, units move normally and pay MP costs for the hex of entry. Units eligible for transport by helicopter can be lifted by Transport helicopter units, including helicopters forced to abort off the board in the preceding friendly Impulse.

### 12.2 NVA/VC Replacements

The NVA/VC player receives new units in the form of replacements of 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.

## 14.0 THE ADVANCED GAME SCENARIO

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

### 14.3 Advanced Game Campaign Scenario: Operation Pegasus to Khe Sanh (Mar. 6 – Apr. 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 clear the road to Khe Sanh with both ground and airmobile operations.

**Duration:** 5 game turns

**Active Mapboard:** The entire mapboard is active.

**Victory Conditions:** The US/GVN player wins if at the end of the last turn of play, he can trace a continuous line of road hexes unobstructed by opposing units or their ZOCs connecting Khe Sanh Combat Base (hexes 0808, 0809, 0807) with the road entry point (hex 0239) at the southeast edge of the map. The NVA/VC player wins by avoiding the US/GVN conditions of victory.

**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.

## 15.0 DESIGNER'S NOTES

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**KHE SANH, 1968** BEGAN AS A RETURN TO ROOTS. THAT IS, MY VERY FIRST published game, now almost thirty years ago, was a game covering the Vietnam war. I wished to do something in the modern period, and my *Crisis: Sinai* had centered on armored operations. The other major aspect in modern warfare is the existence of a helicopter-rich environment. Vietnam is clearly a venue for intensive helicopter action. When I cast about for a more specific subject, what occurred to me was a game centering on the northern portion of what used to be South Vietnam, the region known as "I Corps," or "Eye Corps." Thus my initial design concept consisted of an I Corps game emphasizing helicopter operations.

As the design work progressed it became clear that the Eye Corps theme remained too broad. With the strong insurgency component in Vietnam combat, combined with the fact that Eye Corps repeatedly became the seat of more conventional military operations, we could not avoid a game that would have to encompass the full range of counterinsurgency/regular warfare activity. Moreover, Eye Corps had been the scene for a number of distinct military campaigns, especially between 1966 and 1972. To design a game with that much scope would make it less distinguishable from some Vietnam games already in print, while a game covering that many campaigns quickly grew to boxed game proportions. The Eye Corps subject was not suitable for treatment in the format of a magazine game.

At that point I stepped back, looking for a battle action in Eye Corps with a distinctive flavor. The siege of Khe Sanh quickly came to mind. It is probably the largest pitched battle of the Vietnam War, certainly one of the most important to Americans. A couple of games on Khe Sanh exist but they focus on the actual siege of the combat base, with a succession of battles for several surrounding hills, the Khe Sanh village, and the Special Forces (Green Beret) camp of Lang Vei. I did not want to duplicate that approach, and it is also true that a close-in battle game like that offered less scope for the helicopter tactics I wished to feature in the design. However, the attack to relieve Khe Sanh, called Operation PEGASUS, encompasses enough geographic scope to give the helicopters their due, while also featuring good battle action in the attempt to break the siege of the combat base. Thus, Khe Sanh became the subject for this game. For those who want to replay the siege there is a scenario starting with the battle actions around Khe Sanh and Lang Vei. The core of the game, however, lies in the Pegasus scenario.

As a tactical/operational simulation I have used *Khe Sanh, 1968* as vehicle for a modern period adaptation of the game system I innovated in several World War II designs (*Warsaw Rising*, *Monty's D-Day*, *Fortress Berlin*). This features what I term an integrated maneuver-combat system. That is, units have modes optimized for either movement or fighting, with their vulnerabilities and combat value changing with their disposition. For the Vietnam era, it became natural to add that units are only able to perform the air assault function when in maneuver mode.

Also desirable in this game system is the way it dispenses with the mathematical inconvenience of calculating odds ratios. A simple subtraction of attacker strength from that of the defender creates a factor differential that is all that is necessary to use the combat results table. Other aspects may modify the die roll used to resolve combat but the method is simple and straightforward. In keeping with the fluidity of combat in the Vietnam War, the outcome of combat gives "advantage" to either player and does not necessarily eliminate units from the game.

Although this game system is well established in my body of design work, it is probably less familiar to gamers accustomed to conventional design approaches. I have therefore grouped the usual elements of movement and combat into a basic game, one that is associated with the Khe Sanh Siege scenario. The subtleties of helicopter tactics are linked to the Pegasus scenario in the Advanced Game.

Air Assault tactics in the Vietnam war involved the advantage of an incredible degree of mobility and surprise action but had the drawback that inserting airmobile troops made them especially vulnerable. Moreover, operations were linked quite symbiotically with the "Landing Zones" (LZs) where troops touched ground. The airmobile mechanics in *Khe Sanh, 1968* are intended to portray these features of the reality.

Also significant in simulating a Vietnam subject, and going beyond basic tactical fluidity, is the frequent shifting of the initiative. American-South Vietnamese forces grasped the initiative when they went over to offensive operations, but quite frequently the North Vietnamese and Viet Cong dictated the pace and locale for combat. To permit shifting of initiative I have structured a game turn consisting of Impulses. The number of Impulses and order in which they are taken can vary, and every turn players contest the Initiative. Some gamers may recognize this mechanic as an adaptation of the bidding system I innovated in my designs *Campaigns of Robert E. Lee* as well as *The Army of the Heartland*. Originally developed in a Civil War context, this technique nevertheless works very well for Vietnam also. For solitaire play I suggest the use of two dice in two different colors: designate one color for each side; high roll wins the Initiative for the turn and takes an Impulse using up the amount of Operations Effort set by the die roll; in case of a tie roll again. Again this particular game mechanic has been built into the Advanced Game.

There are aspects of Vietnam I would like to have covered in greater detail, such as the interplay between guerrilla and conventional operations. That would have required a larger game than what is possible in a magazine format, however. I believe what we have is a good mixture, and have minimized missing elements by selecting a campaign about as conventional as it got in the Vietnam War. Enjoy *Khe Sanh, 1968*. I commend it to you.

--- John Prados

## COMBAT MODIFIERS SUMMARY

### CRT COLUMN SHIFTS (USE ON THE LOWER MATRIX ONLY)

<b>Combat Advantage Points:</b>	1 column shift right for attacker for each 2 CAPs he expends (do not use for HIF attacks).
<b>Flank Attack:</b>	1 column shift right for attacker if conducting flank attack against defender (do not use for HIF attacks).
<b>Defender Surrounded:</b>	1 column shift right for attacker if defender is surrounded by attacking enemy ground units or their ZOCs (do not use for HIF attacks). Helicopters may not be used to claim this modifier.
<b>Combined Arms:</b>	1 right column shift for attacker if he has combined arms attacking the defender's hex (do not use for HIF attacks).
<b>Armor Superiority:</b>	1 column shift right if the attacking player has at least one armor or armored cavalry unit attacking. Defender can negate this column shift if he has at least one armor, armored cavalry or mechanized unit present in the hex. (Do not use for HIF attacks).
<b>Unit Integrity:</b>	1 column shift right for attacker for each participating HQ. Defender can negate any 1 attacker column shift granted (for any reason) for each defending HQ that is participating. (Do not use for HIF attacks).
<b>Airpower:</b>	1 column shift right or left (attacking or defending) for each Air Strike used by US/GVN player in his favor (do not use for HIF attacks).
<b>Local Observers:</b>	1 column shift right when conducting HIF attacks (only) if attacker has at least one friendly ground unit adjacent to the defending target hex.
<b>Operations Level</b>	1 or 2 column shift right when attacking and side is at Operations Effort level 5 or 6 respectively (Advanced Game only).

### DICE ROLL MODIFIERS (USE ON THE LOWER MATRIX ONLY)

<b>Terrain:</b>	-N as listed in the TEC for the terrain the defender is in.
<b>Morale:</b>	-2 on dice roll if one of the defender's units has the highest Morale Rating. No effect if attacker does.
<b>Anti-Aircraft Regiments</b>	+1 on dice roll for each NVA AA regiment conducting AA Fire (only) against US/GVN helicopters.
<b>Gunship Helicopters:</b>	+1/-1 on dice roll (attacking/defending) in the US/GVN player's favor for each helicopter gunship he uses in the combat.

## CRT TACTICAL RESULTS

RESULT	GROUND COMBAT EFFECT	ANTI-AIRCRAFT COMBAT EFFECT
--	No Effect	No Effect
1	1 CAP awarded only.	No Effect
2	2 CAPs awarded and opponent must Retreat 2 hexes.	No Effect
3	3 CAPs awarded and opponent must Disrupt or Retreat 2 hexes.	No CAPs awarded but abort the helicopter. Immediately take it off the mapboard with its load
4	4 CAPs awarded and opponent must Disrupt and Retreat 2 hexes.	No CAPs awarded but abort the helicopter. Immediately take it off the mapboard with its load
5	5 CAPs awarded and opponent is Eliminated.	5 CAPs awarded and the helicopter (and its load) is destroyed.
6	6 CAPs awarded and opponent is Eliminated.	6 CAPs awarded and the helicopter (and its load) is destroyed.
7	7 CAPs awarded and opponent is Eliminated	7 CAPs awarded and the helicopter (and its load) is destroyed.

## BASE CAPABILITIES CHART

FEATURE OR BASE TYPE	INTRINSIC DEF. FIRE STRENGTH	ARTILLERY FIRE STRENGTH	ARTILLERY RANGE	MORALE RATING	PROTECTION FACTOR	DICE ROLL MODIFIER
<b>Combat Bases</b>	6	18	28	4	7	-4
<b>Khe Sanh Combat Base (0808-0809)</b>	6	12	16	4	7	-4
<b>Fire Bases</b>	4	12	16	4	6	-4
<b>Lang Vei Fire Base (0404)</b>	4	0	0	4	6	-4
<b>Hill 881 South Fire Base (1004)</b>	2	4	12	4	6	-4
<b>Viet Cong (VC) Combat Villages</b>	4	0	0	5	6	-4

**Note:** All Fire and Combat Bases, and Combat Villages project valid ZOCs into all their surrounding hexes. All Fire and Combat Bases (and NVA artillery units) must halve their Artillery Fire Strength when firing at more than one half of their maximum Range.

# IMPULSE OPERATIONS EFFORT CAPABILITIES CHART

Operations Effort (OE) Level	MOVEMENT ALLOWANCE (IN MPs)		HELICOPTERS		
	Movement Mode Mech/Other	Combat Mode Mech/Other	Missions Permitted	Distance (in Hexes)	CRT Column Shift Bonus
1	10 / 6	6 / 4	1	20	None
2	16 / 12	8 / 6	1	25	None
3 (Basic Game Level)	24 / 18	12 / 8	2	30	None
4	30 / 24	16 / 10	2	35	None
5	36 / 30	20 / 12	3	Any	1 Column Shift Right
6	42 / 36	24 / 14	3	Any	2 Column Shifts Right

Key: Number to the left of the slash is the MPs permitted for mechanized units (mech., armor, armored cav., US HQs), number to the right for all other unit types. "Any" distance for helicopter missions equals infinite range on the map board for the current Impulse.

Combat Effects lists the indicated number of columns shifted right on the lower matrix of the CRT when operating at the indicated OE level. This applies only to Assaults and HIF combat and only in the player's own Combat Segment.

## TERRAIN EFFECTS CHART (TEC)

TERRAIN TYPE	MP COST GROUND/CHOPPERS	STACKING LIMITS	PROTECTION FACTOR EFFECTS <sup>1</sup>	COMBAT DRM EFFECTS <sup>1</sup>
Clear	2 MPs / 1 MP	3 Ground Units	+0	-0
Road	1 MP / 1 MP	Other Terrain	Other Terrain	Other Terrain
Bridge	+0 MPs / +0 MPs	NA	No Effect	No Effect
Town/ with LZ marker	1 MP / 1 MP	4 Ground Units/ 5 Helicopters	+1	-3
Old French Fort	1 MP / 1 MP	4 Ground Units	+1	-3
Rock Quarry	1 MP / 1 MP	3 Ground Units	+1	-3
Paddy <sup>2</sup>	3 MPs / 1 MP	3 Ground Units	+1	-2
Highland <sup>2</sup>	4 MPs / 1 MP	3 Ground Units	+2	-3
Mountain <sup>3</sup>	6 MPs / 1 MP	3 Ground Units	+3	-4
Stream <sup>4</sup>	+1 MP / +0 MPs	NA	+1	-1
River <sup>4</sup>	Cross at bridges / +0 MPs	NA	+1	-1
Fire Base <sup>5</sup> / with LZ marker	Other Terrain	4 Ground Units/ 5 Helicopters	6	-4
Combat Base <sup>5</sup> / with LZ marker	Other Terrain	4 Ground Units/ 5 Helicopters	7	-4
VC Combat Village <sup>6</sup>	Other Terrain	4 Ground Units	6	-4
Helicopter Entry Zone	Other Terrain	Other Terrain	No Effect	No Effect
Demilitarized Zone Line	Other Terrain	Other Terrain	No Effect	No Effect
South China Sea	PRO / 1 MP	PRO / NA	NA	NA
Deployment Mode Change	+2 MPs / NA	NA	NA	NA
Enter/Exit a Hot LZ	Other Terrain / +2 MPs	Other Terrain	Other Terrain	Other Terrain
Create a LZ <sup>7</sup> in any non-Town or non-Base hex	NA / +3 MPs	Other Terrain/ 3 Helicopters	Other Terrain	Other Terrain

<sup>1</sup> Always use only the single most terrain effect advantageous to defender (except for streams and rivers, see below).

<sup>2</sup> Armor and armored cavalry units may enter highland and paddy hexes only when following along roads.

<sup>3</sup> Armor, armored cavalry and mechanized units may not enter mountain hexes.

<sup>4</sup> Streams and rivers halve Fire Strengths of all units assaulting across them (fractions ignored) except helicopters and unit/base Artillery Fire Strengths. Protection Factor increases and Combat DRMs are cumulative with all other terrain effects for defender's hex.

<sup>5</sup> Fire and combat bases are printed on the map and increase the stacking limit for ground units in the hex to 4 (a LZ marker placed on one allows up to 5 helicopters to be based there). See the Base Capabilities Chart for other properties.

<sup>6</sup> Viet Cong combat villages are represented by actual unit counters and increase the stacking limit for ground units in the hex to four, and have other properties as specified on the Base Capabilities Chart.

<sup>7</sup> A LZ marker can be placed in any non-town/non-base hex as well except paddy and South China Sea hexes and allows up to three helicopter units to be based there.



# COMBAT RESULTS TABLES (CRT)

CRT HEADING TABLE

Attack Type	Point Superiority										
Surprise Assault	-10	-5	0	5	8	12	16	20	24	30	36+
Close Assault	-10	-5	0	5	8	12	20	36	48	60+	●
Mixed Assault	-5	3	12	20	25	36	45	55	60	70	80+
Heliborne Assault	-30	-20	-10	-5	0	5	8	12	16	20	24
HIF	0	12	24	36	48	60	72	84	96+	●	●
Anti-Aircraft	-1	0	1	2	3	4	5	6	7	8	9+
B-52	●	●	1	●	●	●	2	●	3	●	●

UPPER MATRIX

Adjusted Protection Factor											
0	C	D	D	E	F	G	H	I	I	J	J
1	C	C	D	D	E	F	G	H	I	I	J
2	B	C	C	D	D	E	F	G	H	I	I
3	B	B	C	C	D	D	E	F	G	H	I
4	A	B	B	C	C	D	D	E	F	G	H
5	A	A	B	B	C	C	D	D	E	F	G
6	--	A	A	B	B	C	C	D	D	E	F
7+	--	--	A	A	B	B	C	C	D	D	E



























































































LOWER MATRIX

Odds Column (from Upper Matrix above)												
Dice Roll	A	B	C	D	E	F	G	H	I	J	K	Dice Roll
-7 or less	5 / 0	4 / 1	4 / 0	3 / 0	3 / 1	2 / 0	2 / 0	1 / 1	1 / 0	1 / 0	--	-7 or less
-6	4 / 1	4 / 0	4 / 0	3 / 1	2 / 0	2 / 0	1 / 1	1 / 0	1 / 0	--	1 / 1	-6
-5	4 / 0	3 / 0	3 / 1	2 / 0	2 / 0	1 / 1	1 / 0	1 / 0	--	1 / 1	1 / 1	-5
-4	3 / 0	3 / 1	2 / 0	2 / 0	1 / 1	1 / 0	1 / 0	--	1 / 1	1 / 1	--	-4
-3	3 / 1	2 / 0	2 / 0	1 / 1	1 / 0	1 / 0	--	1 / 1	1 / 1	--	0 / 1	-3
-2	2 / 0	2 / 0	1 / 1	1 / 0	1 / 0	--	1 / 1	1 / 1	--	0 / 1	0 / 1	-2
-1	2 / 0	1 / 1	1 / 0	1 / 0	--	1 / 1	1 / 1	--	0 / 1	0 / 1	0 / 1	-1
0	1 / 1	1 / 0	1 / 0	--	1 / 1	1 / 1	--	0 / 1	0 / 1	--	0 / 2	0
1	1 / 0	1 / 0	--	1 / 1	1 / 1	--	0 / 1	0 / 1	--	0 / 2	0 / 2	1
2	1 / 0	--	1 / 1	1 / 1	--	0 / 1	0 / 1	--	0 / 2	1 / 3	0 / 2	2
3	--	1 / 1	1 / 1	--	0 / 1	0 / 1	--	0 / 2	1 / 3	0 / 3	1 / 3	3
4	1 / 1	1 / 1	--	0 / 1	0 / 1	--	0 / 2	1 / 3	0 / 3	0 / 3	0 / 3	4
5	1 / 1	--	0 / 1	0 / 1	--	0 / 2	1 / 3	0 / 3	0 / 3	1 / 4	0 / 3	5
6	--	0 / 1	0 / 1	--	0 / 2	1 / 3	0 / 3	0 / 3	1 / 4	0 / 4	1 / 3	6
7	0 / 1	0 / 1	--	0 / 2	1 / 3	0 / 3	0 / 3	1 / 4	0 / 4	1 / 5	0 / 3	7
8	0 / 1	--	0 / 2	1 / 3	0 / 3	0 / 3	1 / 4	0 / 4	1 / 5	0 / 5	1 / 4	8
9	--	0 / 2	1 / 3	0 / 3	0 / 3	1 / 4	0 / 4	1 / 5	0 / 5	1 / 6	0 / 4	9
10	0 / 2	1 / 3	0 / 3	0 / 3	1 / 4	0 / 4	1 / 5	0 / 5	1 / 6	1 / 3	1 / 5	10
11	1 / 3	0 / 3	0 / 3	1 / 4	0 / 4	1 / 5	0 / 5	1 / 6	1 / 3	0 / 6	1 / 3	11
12	0 / 3	0 / 3	1 / 4	0 / 4	1 / 5	0 / 5	1 / 6	1 / 3	0 / 6	1 / 7	0 / 5	12
13	0 / 3	1 / 4	0 / 4	1 / 5	0 / 5	1 / 6	1 / 3	0 / 6	1 / 7	0 / 7	1 / 6	13
14	1 / 4	0 / 4	1 / 5	0 / 5	1 / 6	1 / 3	0 / 6	1 / 7	0 / 7	1 / 7	0 / 6	14
15+	0 / 4	1 / 5	0 / 5	1 / 6	1 / 3	0 / 6	1 / 7	0 / 7	1 / 7	0 / 7	1 / 7	15+

Attacks at less than the differentials provided are not allowed. Players cannot voluntarily reduce their differentials or odds columns.

Results to the left of the slash award CAPs to the defender and have tactical effects on the attacker; those to the right give CAPs to the attacker and have tactical effects on the defender.





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# Khe Sanh

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