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1.0 INTRODUCTION

In 1965, North Vietnam committed its army to the conquest of South Vietnam. The plan was to cut South Vietnam in half by cutting through the Central

Highlands from Cambodia to the sea. The proposed route was through the American Special Forces Camp at Plei Me, then to the coast near the port of Qui Nhon, approximately 300 miles northeast of Saigon. In response to this increased activity of the North Vietnamese Army (NVA), the United States dispatched the newly formed First Air Cavalry Division to Vietnam to contain this offensive. The 1st Air Cav was the result of the U.S. Army's experiments with the helicopter since the end of World War II. The hope was that fresh American manpower, plus the innovation of "vertical envelopment", would turn the war in South Vietnam's favor.

From October 27, to the end of November, the 1st Air Cav destroyed one NVA regiment and badly mauled another. Unfortunately, while inflicting severe damage to the NVA, the 1st Air Cav also suffered heavy casualties, particularly at an obscure river basin called the Ia Drang Valley. In the desperate fighting there, almost 100 Americans died, and an equal number were wounded. *First Team: Vietnam* is a solitaire simulation of this series of battles.

1.1 GAME SCALE

The game map covers an area of approximately 400 square miles. Each turn equals two days, and each combat strength point equals from one to three hundred (depending on the unit) men.

2.0 GLOSSARY OF GAME TERMS

ACCESS LINE: Each location is connected to one, or more, adjacent locations by "access lines". The lines are color coded according to the predominant terrain in the area. Units move from location to location along these access lines.

AN KHE BOX: The First Air Cavalry division was based at the Vietnamese town of An Khe which is several miles to the east of the map area. The An Khe Box represents this base.

BATTERY: Artillery battalions are divided into four batteries of guns. Each battery is the equivalent of a company in an infantry battalion.

BROKEN UNIT: Infantry units suffering from the stress of combat reach a breaking point beyond which their will to continue fighting is greatly reduced. This is represented in the game by BROKEN units. NVA units are broken when they are reduced to their last combat step. American units are broken if they are flipped to their reverse side

because of "B" or "A" results on the Combat Results Table, or five steps of fatigue.

COMBAT-READY: American units have two sides to a counter; their full strength or "combat-ready" side and the reverse, which represents different statuses, depending upon the unit. For helicopters, the non-combat-ready side is fatigued; for American Infantry, the reverse side is the unit when Broken, and for artillery, it is the FIRED side.

COMMAND POINTS: Command Points represent the ability of an army to support its ground troops in combat. The American player must spend Command Points to use artillery, helicopters and air support, as well as gather intelligence and keep his infantry supplied with ammunition and food. Only the American player has Command Points.

COMPANY: The company is the standard combat unit in the game. The exact makeup of a company differs from unit to unit, but it is approximately 100 to 300 men. In the game, the terms "company" and "units" are used interchangeably.

CONTACT: The exact location of North Vietnamese Army units at the beginning of the game is not known by the American player. When they are discovered and placed on the board, they are considered "contacted".

DEDICATED ARTILLERY:

A battalion of artillery is usually committed to support a particular brigade's operations. These are referred to as dedicated artillery units. There is a severe penalty in command points if the unit fires in support of a brigade to which it is not dedicated. (*Example:* Any battery of the 2/19 may fire in support of any unit from 1st brigade {i.e. 1/8, 2/8 and 1/12 infantry battalions} at the normal command point cost.)

EFFECTIVENESS RATING:

A military unit is more than just the number of men in the ranks; it is equipment, leadership, morale and training. The effectiveness rating is a reflection of these intangible qualities.

FATIGUE: Military operations of any sort are rough on men and equipment. The primitive tropical conditions of Vietnam were especially so. Fatigue is a measure of the effect that days of marching and fighting has on infantry units. Only American units are affected by fatigue.

IDENTIFIED: NVA units which are in the Zone Boxes are "Identified". NVA units in a Zone Box are somewhat vulnerable to air strikes, but cannot be attacked by ground units or helicopters.

*While taking shelter, troops call for artillery.
[Wide World.]*





LANDING ZONE: An area with enough clear space for large scale helicopter landings.

LOCATION: Any of the large circles or shield symbols on the map is a location. Six contiguous locations all belong to the same ZONE.

PATHFINDER: A pathfinder unit is a highly specialized group of engineers used to find, or blast out of the jungle, a landing zone for helicopters.

REFIT BOX: The Refit Box represents the helicopter repair facilities at An Khe. Helicopters that break down from accelerated use, or combat, are placed in this box.

ROAD LOCATION: A road location is any location connected to at least two road access lines. In addition to its number, it also contains the route number of the major road.

STEP: NVA units have four steps, each of which represents a lower combat strength and effectiveness. When an NVA unit has lost all four steps, it is eliminated. American units have only two steps, full and BROKEN.

THE UNKNOWN BOX: Uncontacted NVA units start the game in the Unknown Box and may be directed to move to a zone by the NVA Offboard Movement Table, or may be placed in a zone by the use of American Intelligence. NVA units may not be attacked at all while in the Unknown Box.

ZONE: Zones are used to control the offboard movement of NVA units. Only Identified NVA units may be in a Zone Box. NVA units in Zone Boxes have a limited vulnerability to air strikes, but otherwise, may not be attacked.

ZONE DISPLAY: The Zone Display contains all the Zone Boxes. It is divided into six ranks.

ZONE CLASS: Zone Class is the alphabetical order of the zone, e.g. "F" is a higher Zone Class than "A" or "E".

3.0 INITIAL SET-UP

Take the twelve LZ markers and place them with their "LZ" sides face up. Mix them together. Place up to two in the locations in any zone until all the LZ markers have been placed on the map. Put a Special Forces Garrison on the locations marked on the map, along with one full strength supply counter in each location. Put all 21 full strength units of the NVA in the Unknown Box. Place all the American combat units in the An Khe Box. The American does not start with any supply markers at An

Khe.

4.0 SEQUENCE OF PLAY

4.1 AMERICAN PLAYER TURN

4.11 Command Phase

The American player receives twenty COMMAND POINTS to help maneuver his forces.

4.12 Intelligence Phase

The American player may expend Command Points to reveal face-down Landing Zone counters and attempt to "Identify" or "Contact" NVA units. There is no Intelligence Phase on Turn 15 (skip this phase on Turn 15).

4.13 First Assault Phase

A) Supply Segment: The American player may purchase supply counters to be placed at An Khe.

B) Air Strike Segment: The American player may use tactical airstrikes and B-52s to attack Identified and Contacted NVA units.

C) First Transport Segment: All helicopter transports not in the Refit Box may transport one unit (either an infantry company or a supply unit) between one LZ and another. Except for exchanges [see Section 9.11], only one unit may be carried from one LZ to a second LZ in this segment. If there are Identified NVA units in the zone, or Contacted units in the location where landing occurs, then check for an ambush. Return all transporting helicopters to An Khe at the end of the segment.

D) Ground Movement Segment: All American ground units not being transported by helicopter move. Check for ambush by Identified NVA units or Contacted NVA units in the location entered. Moving units suffer fatigue. Check for NVA evasion.

E) Support Segment: Allocate artillery and tactical airstrikes to ground combats. Scramble helicopter gunships or Aero-Rocket companies, and observation helicopters.

F) Open Combat Segment: Resolve Open Combat between American units and NVA units. Reduce supply counters. American infantry units may suffer one or more levels of fatigue due to combat. Return all combat and observation helicopters to An Khe at the end of the segment. Flip artillery units that were used to support American units to their "fired" side.

G) Final Transport Segment: As the first transport segment.

4.14 First North Vietnamese Army Assault Phase

H) First Target Determination Segment: Check to see if there are any priority targets in zones occupied by Identified NVA units. If there are, check to see how many Identified units in the zone attack the priority target. Finally, check to see if Identified units attacking are also ambushing the priority target.

I) NVA Offboard Movement Segment: Roll two dice and cross index the result with the turn on the NVA Offboard Movement Table. Place newly Identified NVA units on the proper zone, or, if a (-) result, move all Identified NVA units to the next zone. There is no Segment I during Turn 15.

J) Second Target Determination Segment: As the first, except that targets are checked for in the new zones. If there was no (-) result in Segment I, then ignore this segment and go on to Segment K. There is no Segment J during Turn 15.

K) NVA Ground Movement Segment: Move all Contacted NVA units. If NVA units move into a location containing American units under Hold Markers, check to see if they are ambushed.

L) NVA Ambush Segment: Check to see if Contacted Units ambush any priority targets not stacked under HOLD Markers in their location. Resolve ambushes.

M) NVA Open Combat Segment: NVA units attack priority targets. Check for NVA night attack. The American player may place artillery and tactical airstrikes (within command point limitations). He may also scramble helicopter support. Resolve Open Combat between NVA units and American ground troops.

N) NVA Evasion Segment: Broken or outnumbered NVA units attempt to retreat.

O) American Maintenance Segment: All fatigued helicopters and artillery units with their "fired" side showing are flipped to their combat ready side.

* * * THE SECOND AMERICAN AND NVA ASSAULT PHASES ARE CONDUCTED EXACTLY AS THE FIRST * * *

- 4.2 SECOND AMERICAN ASSAULT PHASE
 - A) Supply Segment
 - B) Airstrike Segment
 - C) First Transport Segment
 - D) Ground Movement Segment
 - E) Support Segment
 - F) Open Combat Segment
 - G) Final Transport Segment
- 4.3 SECOND NVA ASSAULT PHASE
 - H) First Target Determination Segment
 - I) NVA Offboard Movement Segment
 - J) Second Target Determination Segment
 - K) NVA Ground Movement Segment
 - L) NVA Ambush Segment
 - M) NVA Open Combat Segment
 - N) NVA Evasion Segment
 - O) American Maintenance Segment
- 4.4 FATIGUE REDUCTION PHASE

All American ground units in Pleiku, Plei Me or Duc Co Special Forces Camps, and the An Khe Box may remove 2 steps of fatigue [see Section 12.4].

4.5 FINAL SUPPLY PHASE

All supplied American units on the map expend one step of supply.

5.0 COMMAND POINTS

Command points (hereafter referred to as CPs) are vital to the American player. They represent the ability of the U.S. command structure to support the troops in the field. While the American player has an enormous amount of firepower at his disposal, only the infantry can be used without restriction. All the other supporting arms require CPs to get into action. CPs can also be used to help pin down the location of NVA units and to find natural Landing Zones for the helicopters. The American commander receives 20 Command Points each turn. They must be used during the turn in which they are received. Unused Command Points are lost at the end of the turn.

5.1 INTELLIGENCE

During the Intelligence Phase of the turn, the American player may expend Command Points to find Landing Zones. Turning over a face-down LZ counter costs one CP.

Command points may also be spent to pinpoint where NVA units are. The American player may attempt to either 1) Move one NVA regiment (lowest numbered regiment present) from the Unknown Box to a Zone Display Box, or 2) Move one NVA company (lowest numbered company from the lowest numbered regiment present) from a Zone Box to a location on the board.

Only one attempt to Identify or Contact NVA units through intelligence may be made per turn. The American player may flip as many LZ markers as he desires (and has command points for). The player may do his intelligence operations in any order. (Example: He may flip two LZs, attempt to move the 66th regiment from the Unknown Box to a zone, and then flip three more LZs.)

The base cost to either Identify or Contact NVA units is 1 CP. The die is then rolled, and on a roll of "1", the attempt is successful. The American player may increase his chances of success by spending more Command Points, up to a maximum of three, but he must commit the CPs to the effort before the die-roll for success is made. For each additional CP over the base cost, subtract one from the die-roll.

If success is indicated, then the American player rolls one die and consults the Intelligence Table to see which Zone Display Box on the Zone Display the targeted NVA regiment should be placed in. (Example: There are two NVA regiments in the Unknown Box, the 32nd and the 66th. The American Player spends 2 CPs for intelligence. He rolls a "2". Since he spent an additional CP, this is subtracted from the die-roll. 2 - (minus) 1 = 1, and the 32nd regiment (the lowest numbered regiment present in the Unknown Box) is removed from the Unknown Box. It is Turn 2, and the American player rolls a "4" on the American Intelligence Table. The regiment is placed in Zone C.) The procedure to contact an Identified company is similar, except for the result. If the lowest numbered company of the lowest numbered regiment in a Zone Box is contacted through intelligence, roll a second die; the result is the location number in the zone where the company is placed. Roll a third die and this is the number of consecutive companies from the same regiment in the zone which are also contacted. These units are placed in the same location as the successfully targeted company. (Example: The American Player contacts the 107/66. His third roll is a "3". The next two consecutive units are

placed, namely the 108th and 109th of 66th regiment. Since there are no more companies in the regiment, no more companies are Contacted.)

5.2 SUPPLY

The American player may create new, full strength supply counters at An Khe at a cost of 1 CP. Simply take a supply counter from the unused or expended counters and place it at An Khe.

5.3 PATHFINDERS

The use of this special unit costs one CP [see Section 14.1].

5.4 HELICOPTER TRANSPORT

A transport helicopter may carry any infantry or supply unit from any LZ to any other LZ at a cost of 1 CP.

5.5 SCRAMBLING GUNSHIP AND AERO-ROCKET COMPANIES

Combat helicopters may be moved to any location on the board from An Khe at a cost of 1 CP per unit.

5.6 ARTILLERY

Three of the four Artillery battalions in the game are "dedicated" to firing in support of an infantry brigade. One (the 2/17) is not dedicated, and may fire in support of any brigade without penalty. Each battery firing in support of a brigade with the same symbol as the artillery unit, costs 1 CP. Firing in support of any other brigade or an SF Garrison costs 2 CPs per battery. Each battery of the 2/17 always costs 1 CP to fire.

5.7 TACTICAL AIRSTRIKES

Each tactical airstrike costs 2 CPs.

5.8 B-52 STRIKES

Only two B-52 strikes are allowed per Game. They cost 2 CPs per strike.

6.0 SUPPLY

Supply represents the consumption of ammunition and food by infantry in the field. Only American units are affected by supply.

6.1 SUPPLY STATES

A unit is either supplied or unsupplied. To be supplied, a unit must be in the same location with either a full or half strength supply marker. Only infantry units on the board need supplies. Infantry units at An Khe are always considered supplied, as long as they are at An Khe.

6.2 EFFECTS OF BEING UNSUPPLIED

Infantry which is unsupplied may not initiate combat. Unsupplied units add 1 extra step of fatigue when using ground movement. Unsupplied units may not



recover steps of fatigue. Units firing against unsupplied American infantry receive an automatic 4 shifts to the right on the Combat Results Table.

6.3 SUPPLY CONSUMPTION

American ground units consume supply as a result of combat *and* during the final Supply Phase. A supply unit (full or half strength) may supply either one stack of American infantry (2 units or the four units of the same battalion) or one Special Forces Camp Garrison. A supplied stack which is involved in combat (including an ambush where it did not fire back) expends one step of supply. For each supplied stack on the board during the Final Supply Phase of the turn, reduce one accompanying supply unit by one step. If supply is available to a stack, it may not be withheld; it must be expended. Supply expended because of combat is expended at the instant of combat.

6.4 SUPPLY OVERRUN

If a supply marker is in a location by itself, and an NVA unit moves into the location, the Supply Marker is removed from the board and the NVA unit immediately regains one step. (Note: An NVA unit may never be raised above its original strength at the start of the game.)

7.0 AIRSTRIKES

Airstrikes include both sorties by tactical fixed wing aircraft like A-4 Skyhawks, and bombardments by strategic bombers (i.e. the B-52s). During the American Airstrike Segment, airstrikes may be placed against locations containing only contacted NVA units, or against a Zone Box on the Zone Display where NVA units are present in the hopes of attacking them.

Airstrikes have two strengths (unlike ground units, they have no effectiveness rating). The first and strongest strength is the Support Factor. The SUPPORT FACTOR is used when attacking in conjunction with infantry. The second strength is the STRIKE FACTOR, which is used when attacking NVA units during the Airstrike Segment.

B-52s have a Strike Factor only. B-52s may not be used in locations where American infantry is present, nor may they be used against the Pleiku location. There are two B-52 strikes in the game. They may be combined with each other, but they cannot be used in conjunction with Tactical Airstrikes. Each B-52 strike may only be used once per

game.

7.1 TAC AIR IN CONJUNCTION WITH AMERICAN UNITS

The Support Factor of the airstrike is simply added to the total firepower of the American units when firing (but not when calculating NVA combat superiority).

7.2 TAC AIR (and B-52) AIRSTRIKES

During the Airstrike Segment, Tac Air and B-52s may be used against locations containing Contacted NVA units or Zone Display Boxes containing Identified NVA units. B-52s and Tac Air resolve their airstrikes in the same way, however, B-52s and Tac Air may not be used against the same location during an Airstrike Segment.

7.21 Resolving Airstrikes

The strike factors of all B-52s or Tac Air units attacking the same location are added together. Each NVA unit in the location is attacked separately, using the Combat Results Table. Airstrikes do not have efficiency ratings but do receive shifts for combat superiority.

7.22 Airstrikes Against Zones

Airstrikes may be placed against zones where there are Identified NVA units. Before an attack may be made, roll one die; this is the Location Box where the NVA units are (for airstrike purposes only). Roll a second die; this is where the airstrike actually falls. If the two are the same, then an attack occurs. If they are different, then the NVA units are unaffected, and the Airstrike has been wasted. (Note: The NVA units are never actually placed in the location, the attack occurs in the Zone Box.)

When attacking a zone, total the Strike Factors of all tactical airstrikes and attack each NVA unit in the location individually. You may attack up to six units per airstrike, starting with the lowest numbered company in the lowest numbered regiment in the zone.

8.0 STACKING

The stacking limit is the number of units which may be in a location at the end of any segment.

8.1 STACKING IN AN KHE

There is no stacking limit in An Khe. Any number of units may be present.

8.2 AMERICAN STACKING

The American player may have either two infantry units or all the companies from one battalion (4) in a location. Helicopter units, supply markers, the pathfinder unit, and tactical airstrikes

never count against the stacking limit.

8.3 NVA STACKING

The NVA may have up to six units in a location. There is no stacking limit in either the Unknown Box or any of the Zone Display Boxes.

9.0 HELICOPTERS

Helicopters perform several vital functions in *First Team*. They transport infantry and supplies, provide fire support, and render artillery fire more accurate.

9.1 HELICOPTER TRANSPORT

Transport helicopters may move to any location on the board that is an LZ. Pleiku, Duc Co and Plei Me Special Forces Camps, and any valid LZ marker, are considered LZs. There is no range limitation. A helicopter company may carry one infantry unit or supply marker and drop it off in the LZ. One transport helicopter company may carry one unit per segment [Exception: see Section 9.11, Exchanges].

9.11 Exchanges

A helicopter transport unit may carry either an infantry unit or supply unit from An Khe to an LZ on the board, drop off the unit, and then pick up a unit at the LZ to be carried back to An Khe. The transport must return to An Khe after picking up the second unit, it may not fly to any other LZ.

9.12 Heliborne Retreat

If American infantry in a location with an LZ suffer a retreat result during combat, they may retreat by helicopter. The helicopters may only pick up infantry, not supplies, and they must return with their cargo to An Khe.

9.2 SCRAMBLING COMBAT HELICOPTERS

Combat helicopters are "scrambled" or moved from An Khe and may move to any location on the mapboard during the Support Segment of the American Assault Phase or during the Open Combat Segment of the NVA Assault Phase. The location does not have to be an LZ. They are returned to An Khe at the end of the segment in which they are scrambled.

9.3 HELICOPTER STATUS

Helicopters (with the exception of Aero-Rocket companies) may be in any of three conditions:

- 1) combat-ready,
- 2) fatigued, or
- 3) in the Refit Box.

If a helicopter is used in any segment, it is flipped from its combat-ready side to

its fatigued side. Fatigued helicopters may still perform all their normal functions (although combat helicopters will have reduced strengths). A fatigued helicopter which is used in a segment is placed in the Refit Box when it is returned to An Khe. Helicopters in the Refit Box may not be used for any missions.

9.4 RECOVERING FROM FATIGUE AND REFITTING

Fatigued helicopters are flipped to their combat-ready side during the American Maintenance Segment. Refitted helicopters may only be brought out of the Refit Box by the expenditure of Command Points in the American Maintenance Segment. They are then flipped to their combat-ready side.

9.5 AERO-ROCKET COMPANIES

Aero-Rocket companies do not have a fatigued side. They are placed in the Refit Box after each use.

9.6 AERO-ROCKET COMPANIES IN CONJUNCTION WITH AMERICAN UNITS

The Support Factors Aero-Rocket companies are added to the combat strength of American Infantry when firing. It is not included when NVA combat superiority is being calculated. (*Example: An NVA company with strength 8 is attacking an American Company with strength 3. The American player scrambles three Aero-Rocket companies in support. The NVA superiority is 8 to 3, or 2 - 1. When the American fires back, the American superiority will be 78 to 8, or 9 - 1.*)

9.7 AERO-ROCKET COMPANIES ATTACKING ALONE

Aero-Rocket companies may attack locations without infantry support. They use their combined Strike Factors and attack each individual NVA infantry unit separately. They have no efficiency rating and receive shifts only for combat superiority.

10.0 GENERAL MOVEMENT

The General Movement rules apply to American units and NVA units which have been Contacted (i.e. are on the board). NVA units have additional strictures placed on their movement which are detailed later [see Section 13.7]. American units may be moved one at a

Chinook helicopter of The First Air Cav delivers troops near Pleiku. [U.S. Army.]





NVA OFF-BOARD MOVEMENT TABLE

TURN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
D	2	3D	->	->	236D	->	236F	236G	->	23F	236F	23G	2J	236H	236I
	3	->	->	236A	26E	->	2G	->	3H	23H	236H	6C	36G	6G	6I
I	4	.	.	->	26CAM	->	23G	6D	236E	2E	3F	236H	2H	2I	23I
	5	.	.	->	->	3B	23C	23C	.	->	->	->	->	->	->
C	6	.	.	->	->	.	->	.	.	->	->	->	->	->	->
	7	->	->	->	->	->	.	.	->	->
E	8	6A	->	->	->	->	->	->	->	->
	9	.	.	3E	->	->	23B	.	->	->	->
R	10	->	3D	2C	->	2B	->	->	2F	2J	2H	26H	23J	23G	236H
	11	6CAM	2C	2D	2G	26G	23G	236G	3B	3G	3H	23H	26I	236I	->
O	12	23B	->	3G	236CAM	->	36G	->	23G	23F	236F	26H	236I	2G	236I

Explanation Of Results

. : No movement

-> : All NVA units on the Zone Display move to the highest adjacent zone box in the next rank.

2, 3, 6: Each of the three numbers stands for one of the NVA regiments in the game. (2 = 32nd reg., 3 = 33rd reg., 6 = 66th reg.)

CAM or Letter from A to J: CAM = Cambodia. Letter code means place listed regiment in listed zone box on zone display.

LOCATION VALUES FOR CONTACTED UNIT MOVEMENT

- Adjacent Location with Highest Location number . . . +1
- Adjacent Location with Highest Zone Class +1
- Location contains Special Forces Camp +1
- Road Location +1
- Pleiku +5

VALUES ARE CUMULATIVE

LOCATION VALUES FOR BROKEN UNITS MOVEMENT

- Lowest numbered location +1
 - Lowest Zone Class -1
 - Road Location -1
 - Special Forces Camp or Pleiku -1
 - Any Location containing American Units -5
 - Cambodia +5
- (Once again, Values are Cumulative)

AMERICAN INTELLIGENCE TABLE

TURN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
DIE ROLL	1	A	A	A	A	B	C	C	D	D	F	F	G	H	H
	2	A	A	B	C	C	C	D	D	F	F	G	G	H	I
	3	A	B	C	D	D	D	F	F	F	G	G	H	I	I
	4	B	C	D	D	E	D	F	G	G	G	H	I	J	J
	5	C	D	D	C	C	E	G	F	G	J	I	J	J	I
	6	D	D	E	C	D	F	G	J	J	H	J	H	I	H

The letter code = the zone box where the target regiment is placed

COMMAND POINT COSTS

- | | |
|--|---|
| FLIP LZ Counter.....1. | Scramble Combat Helicopter.....1 |
| Identify or Contact NVA Unit..... 1 to 3 | Fire Artillery.....1 (if firing in support different brigade.....2) |
| Buy Supply Unit.....1 | |
| Use Pathfinder.....1 | Tac Air Strike.....2 |
| Helicopter Transport (per Company).....1 | B-52 Strike.....2 |

COMBAT RESULTS TABLE

ATTACK COLUMN

		1	2	3	4	5	6	7	8	9	10	11
D	1	--	--	--	--	--	R*	R	R	1	2*	3
	2	--	--	--	--	R	R	R*	2	2	3	4*
I	3	--	--	--	R	R	1	1	2	3*	5	6
	4	--	--	R	R	R	1	2	3	4	2B*	3B*
E	5	--	R	R	1	1	2	2	3*	1B	3B	A*
	6	--	1	1	1	2*	2	3	3	2B*	A	AA
R	7	--	R	R	R	1	2	1B	3	4	5	A
	8	--	1	1	1	1	2	2	3	A*	6	6*
O	9	--	1*	1	1	2*	1B	3	2B*	5	AA*	8*
	10	--	1	1*	2	2	2*	2B*	3	3B	6	8*
L	11	--	1	2	2	2	2	4	2B	5	AAA	AAA
	12	--	2	2	2*	3	3	4	4	AA*	8*	AAA

DIE-ROLL MODIFIER
+1 for each unit being fired on

COLUMN SHIFTS

For each Combat Superiority Ratio above 1-2: +1 column
Effectiveness Rating: (+) number of columns to the right equal to the current Effectiveness Rating.

Ambush +2	Firing on units which are
Firing from a hold position +1	out of supply +4
Firing at a hold position -1	NVA Night Attack +3
For each artillery battery	For each supporting location +1
firing in support +1	

OTHER GAME OPERATIONS REQUIRING A DIE ROLL

Entering a zone containing Identified NVA units: (1 die) If die roll <= number of American occupied locations in zone then all Identified Units are contacted.

Allocating Identified Units to an Attack: Divide Regiments in zone into stacks of six: (1 die) If die roll for each stack is <= lowest effectiveness rating in stack, stack is placed in target location.

NVA Evasion: (1 die) Broken Units evade on a roll of "1". Other NVA units evade if the die roll is <= effectiveness rating.

NVA Ambush: (1 die) Contacted Units - die roll is <= lowest effectiveness rating in location; Identified Units, divide into stacks of six, if die roll is <= than lowest effectiveness rating in stack, ambush occurs.

NVA Night Attacks: (1 die) NVA Open Combat Segment Only - 1-4.

Explanation of Effects

(R) American and NVA: All infantry units of the affected side must retreat from the location. NVA units must retreat to the adjacent unoccupied location with the lowest zone class and location number. If there are no unoccupied locations adjacent then the lowest numbered company of the lowest numbered regiment in the location takes a one step loss. American units may retreat to any unoccupied location, or any location occupied solely by American units, within stacking limits. They may also opt to retreat by helicopter transport. Supply units cannot retreat, nor may Special Forces Camp Garrisons. If no unoccupied locations exist, and no helicopter transport are committed to the retreat, one American infantry unit is broken.

(#) NVA: NVA units take step losses. Losses are apportioned by NVA infantry units in the location taking one step loss (being flipped over, or being replaced by a reduced strength counter) starting with the lowest numbered company of the lowest numbered regiment in the location and continuing until all losses are satisfied or until every unit in the location has taken a step loss. If there are still step losses remaining to be taken, then repeat the procedure until all step losses called for have been applied to units, or all units are eliminated.

AMERICANS: A number of casualty points equal to the result is added to the total on the casualty point track. A number of fatigue points equal to the result are suffered by American units in the location (see Fatigue for how to apply the fatigue steps).

(#B) American: A number of American units equal to the result may break. Starting with SF Camp Garrisons, roll for each American infantry unit in the location up to the number of units shown in the result. If the die roll is higher than the current effectiveness rating of the unit, then the unit is immediately flipped to its broken side (or eliminated if an SF Garrison). If the roll is lower, then the unit is not flipped, but suffers one fatigue point, and a casualty point is registered on the track. No unit may be rolled for more than once per segment. Units which are already broken are not affected.

NVA: A number of units equal to the result may break. Starting with the lowest number company of the lowest numbered regiment, roll a die and check each NVA unit in the location up to the number of the result. If the die roll is higher than the current efficiency rating, the unit is immediately reduced to its broken side. If the die roll is equal to or less than the die roll, the unit loses one step. Units which are broken already are not affected.

(A, AA, & AAA) American and NVA: One, two or three infantry units are automatically broken. There is no die roll. Units which are already broken are not affected.

(*) If American player is firing and American artillery is involved, American suffers one casualty point.

If NVA is firing and American player has helicopters involved, return one helicopter to refit box (cargo is returned to An Khe Box).



time or in stacks (subject to the stacking rules) at the American player's discretion. NVA units are always moved in the largest possible stacks (i.e. all the units in a location, or Zone Display Box, move together).

10.1 GROUND MOVEMENT

Infantry units may either move from one location to a connected location which is adjacent (connected by an access line of any color), or a HOLD marker may be placed on the units [see Section 11.24]. American infantry may move up to two locations along a major or minor road, *provided* they are both connected *and* adjacent. They may not move one location along a road and then move off into a non-road location. If an NVA unit is occupying the first road location that an American unit enters, the American unit must stop and may move no further in that Ground Movement Segment.

Infantry may move from or to the An Khe Box onto the board along any road leading off the east edge of the map at no cost. Route 14 on the north-east edge of the map does not count for moving units onto the board from An Khe.

10.11 Supply Units

Supply units must be carried either by helicopters or infantry units. They may not move by themselves. They may be moved a maximum of two adjacent locations, when moving by road, and only one location when being moved along non-road access lines, during any Ground Movement Segment.

10.12 American Artillery

American Artillery units never leave the An Khe Box.

10.13 Cambodia

No American unit may ever enter Cambodia.

10.2 ENTERING ZONES WITH IDENTIFIED NVA UNITS

After all American ground movement is over for the segment, total the number of American occupied locations in any zone where there are Identified NVA units. Roll a die. If the number rolled is equal to or less than the number of locations which are American occupied, then all Identified units in a zone are Contacted. Divide the NVA regiments into stacks of six, containing consecutively numbered companies. Any remainder forms a separate stack. (*Example:* If all of the 66th regiment is in Zone C and is Contacted by this method, then the first stack would contain the 101st through 106th companies of the 66th, while the second stack would contain the 107th through 109th companies of the 66th.) Roll the die

again for each stack; this is the location where the stack is placed. (*Example:* The 66th regiment is in Zone C. When die-rolling for location, the first roll is a "6" and the second roll is a "3". The 101st - 106th would be placed in C6, while the 107th - 109th would be placed in C3.)

Locations containing SF Camps with existing garrisons DO count when attempting to contact NVA units in this way, but only in conjunction with American units entering other locations in the zone. SF Camp Garrisons and any units stacked with them may not contact NVA units by themselves. (*Example:* An American battalion is stacked with the SF Garrison at Duc Co. There are no other American units in the zone. The units at Duc Co may not roll to contact enemy units in the zone. If the battalion moved to an adjacent location in the same zone, then the SF Camp would count, and the zone would be considered to have two locations occupied.)

11.0 COMBAT

First Team: Vietnam features two different kinds of combat: ambush and open combat. In all combat situations, there is an attacker (the side which initiated the combat) and a defender. In an ambush, only the attacker fires, and only the defender suffers casualties. In open combat, the attacker fires first, then the defender. Losses from open combat are taken after both sides have fired. A side may initiate open combat only during its own friendly Open Combat Segment; thus, an NVA unit could not initiate combat against American units during the American Open Combat Segment.

11.1 WHO MAY HAVE COMBAT

Combat may only occur between American and NVA units in the same location. The American player is never required to attack. NVA units in the same location with American ground units MUST attack if the total combat strength of the American ground units is equal to or less than the total combat strength of the NVA in the location. If the combat strength of the U.S. units is greater, the NVA units CANNOT attack. The one exception is ambush. Even if an NVA unit is outnumbered, it must attempt to ambush.

11.2 COMBAT PROCEDURE

Ambush and Open Combat are resolved using the same procedure. Regardless of

who is firing, all attacks start on column one of the Combat Results Table. A quick glance at the Combat Results Table will show that no damage can be done at column one, however, a number of conditions will raise most attacks to higher columns on the CRT. Conditions which change the basic attack column are called "shifts", and each shift received adds one or more columns to the attack. Any attack less than column one is considered a column one attack, and any attack greater than column eleven is resolved on column eleven.

11.21 Combat Superiority

The first type of shift calculated is for combat superiority. Total the entire combat strength which is firing, then total the combat strength of all ground units which are being fired upon. Divide the firing side's total by the target side's total, and round down any remainder. This is the number of columns which are added. (*Example:* Six full strength NVA companies {48 strength points} are firing on one American battalion {8 strength points}. Forty-eight divided by eight equals six, with no remainder. Add six to column one, and the attack is now a column seven attack. Note, however, that this is only the first of several conditions which can increase an attack.)

11.22 Efficiency Ratings

Add a number of columns equal to the lowest efficiency rating of friendly units in the location. It doesn't matter if they're firing in the attack or not, the lowest efficiency rating is used. (*Example:* Three American units are firing. Two of the units have an efficiency of five, the remaining unit's efficiency rating is one. Only one column is added because of the third unit.) There is one exception: the efficiency of broken NVA units is not considered when calculating shifts due to efficiency. The efficiency rating of broken NVA units is only used if there are no non-broken NVA units in the location.

11.23 Ambush

If firing units are ambushing, two columns are added to the attack.

11.24 Hold Markers

If firing units are under a Hold Marker, another column is added to the attack.

11.25 NVA Night Attacks

Before an attack (either ambush or Open Combat) by NVA units is resolved, roll a die. If the result is 1, 2, 3 or 4, the NVA are attacking under cover of night. Add three columns to their attack.

11.26 Firing on Unsupplied U.S. Units

If any of the American units in a location being fired upon are out of supply,

four columns are added to the NVA attack.

11.27 American Artillery

For each American artillery battery firing in support of U.S. ground units, one column is added to an American attack.

11.28 Observation Helicopters

If the American player has an observation helicopter in a location where American artillery is firing in support, the U.S. attack receives one additional column. No extra benefit is derived from having more than one observation helicopter present.

11.29 Supporting Locations

When ground units are in a location which has no enemy units, but which is adjacent to a location where friendly units are firing, they may support the firing units. Each adjacent location which is supporting adds one column to the attack. A location may not support more than one other location. (*Example:* Locations A1, A2 and A3 contain American battalions. American units are firing in locations A1 and A3. The American units in A2 may support either A1 or A3, but not both.) NVA units automatically support the adjacent attack against the highest priority target. American units may support any adjacent combat of the American player's choice. Supporting units are immune from combat results suffered by friendly units in the location they are supporting. NVA units being attacked solely by helicopters may not be used to support. Locations occupied by helicopters alone may not be used to support. Support expends one step of supply for each location used to support.

11.210 Density

After all shifts have been calculated and the final column where combat will be resolved is determined, roll one die. Add the number of infantry units being fired on to the die-roll. (*Example:* American units are firing on five NVA infantry companies and an artillery battery. When the die is rolled, five would be added to it, one for each of the infantry companies and nothing for the artillery company.)

11.3 AMBUSH

Ambushes are different from Open Combat in several respects. Unlike Open Combat, where both sides fire, only one side fires and causes casualties. Where Open Combat can only take place during an Open Combat Segment, ambushes can occur during American Transport and Ground Movement Segments (NVA ambushing U.S.), NVA Target Determination Segments (Offboard NVA units ambushing U.S.), NVA Ambush Segment (Contacted NVA

units ambushing U.S.), and during NVA Ground movement (U.S. ambushing NVA).

11.31 Units Eligible to Ambush

Since ambush eligibility is such an integral part of NVA movement, the circumstances which trigger NVA ambushes are explained in the NVA Operations Section. American ground units are only eligible to ambush NVA units if:

- 1) they are stacked under a HOLD marker,
- 2) there were no NVA units in the location at the beginning of the NVA Ground Movement Segment, and
- 3) Contacted NVA units moved into the location during the Ground Movement Segment.

11.32 Ambush Determination

Roll one die. For the NVA, if the result is equal to or less than the lowest efficiency rating in the group (not counting broken units), an ambush occurs. For American units, subtract the lowest NVA efficiency rating (in the group which is being ambushed) from the lowest American efficiency rating in the location where the ambush is being attempted. If the sum is less than or equal to the die-roll, the ambush occurs. In either case, if the die-roll is greater, the ambush is unsuccessful.

11.33 Resolving Ambushes

Use the procedure stated in 11.2. However, calculate an attack only for the side which is ambushing. The defending side does not fire back, although American units defending in an ambush must expend supply as though for a normal attack.

11.34 Locations Which Cannot Be Ambushed

American units in Pleiku and Special Forces Camps with intact American Garrison units cannot be ambushed. American units stacked under HOLD markers cannot be ambushed by Contacted NVA units.

11.4 COMBAT HELICOPTERS

There are three kinds of American combat helicopters: Observation, Aero-Rocket companies, and gunships. Observation helicopters have already been explained [see Section 11.28]. Aero-Rocket companies are treated like airstrikes; they may either add their support factor to the combat strength of a ground attack, or attack NVA units individually during the American Open Combat Segment.

11.41 Gunships

In any location where American units are being fired on, and there is also an American helicopter gunship company,

the number of Casualty Points suffered is reduced by half (rounding fractions up). This does not reduce the number of Fatigue Points suffered by American ground units in the location, nor does it reduce the number of units which must roll for breaking or which are automatically broken (it would, however, halve the number of Casualty Points from units which rolled for, but did not, break). No further benefit is derived from having more than one helicopter gunship company in a location.

11.5 HOLD MARKERS

A HOLD marker represents the unit(s) in "dug in" positions organized for defense. Any number of ground units (up to the stacking limit) may be placed under a HOLD marker. HOLD markers are placed at the end of the Ground Movement Segment on units which have not moved during the preceding segment. Ground units under HOLD markers may not initiate combat, however, they receive a one shift benefit when firing defensively. They also may not move unless the HOLD marker is removed first. Units firing at a HOLD position are penalized. Units firing at a HOLD position are penalized by a -1 column shift. HOLD markers are removed if the unit moves or is forced to retreat due to combat.

11.51 Hold Locations

All American ground units in the following locations are considered to be under a HOLD marker: Pleiku, Duc Co and Plei Me Special Forces Camps (if those camps have intact garrisons). In addition, American units in these locations may attack [this is the one exception to Section 11.5].

11.6 ARTILLERY

Artillery units which fire in a segment are flipped to their "fired" side. They may not be used again until they are flipped to their combat-ready side in the American Maintenance Segment.

11.61 Artillery Support

Artillery can only attack in conjunction with American ground units. Artillery may not be used to support attacks made solely by helicopters or airstrikes, nor may artillery attack a location by itself.

11.7 BROKEN UNITS

Broken units represent infantry which has lost much of their combat efficiency because of casualties and their effect on morale. Broken units may not initiate combat. They may only fire in the enemy's Open Combat Segment. However, if American broken units are present in the location, their effectiveness is still used to determine shifts to the right in an American attack. Broken NVA units use their efficiency rating



only if they are the only NVA units in the location.

12.0 INFANTRY FATIGUE

Fatigue reduces the effectiveness rating of American infantry units. Each time an American unit is moved on the ground or has combat, it incurs one or more steps of fatigue. These are indicated by markers placed below the stack. When moving, all units moving along the same access line suffer the same amount of fatigue. Combat suffered fatigue may be distributed among units.

12.1 MOVEMENT WHICH CAUSES FATIGUE

Movement by helicopter transport or along major or minor roads does not cause fatigue. Movement from location to another through jungle (green access lines) or river (blue access lines) causes 1 step of fatigue. Movement from one location to another through jungle/mountains (brown access lines) costs 2 steps of fatigue.

12.2 EFFECT OF SUPPLY STATE ON FATIGUE

Units which are out of supply suffer an additional step of fatigue during ground movement.

12.3 EFFECT OF FATIGUE ON EFFECTIVENESS RATING

For each step of fatigue a unit has incurred, its effectiveness is reduced by one (*Example:* If a unit's effectiveness were "5" and it had 3 steps of fatigue, the current effectiveness rating would be "2").

12.4 RECOVERING STEPS OF FATIGUE

American infantry units may reduce fatigue at four locations: the An Khe Box, Pleiku, and Duc Co or Plei Me Special Forces Camps. Fatigue is reduced by two steps for each Fatigue Reduction Phase that the affected American infantry unit is present in the location, AND HAS NOT MOVED OR PARTICIPATED IN COMBAT DURING THE PREVIOUS TURN. A unit may have a HOLD marker placed and still recover from fatigue. Note that the two Special Forces Camps are locations for fatigue recovery only if they still have intact Garrisons and NVA units are not present in the location. Pleiku is a location for recovery fatigue if no NVA units are present (Determination of valid recovery locations is made at the beginning of the Fatigue Reduction Phase).

12.5 DISTRIBUTING FATIGUE DUE TO COMBAT

When American infantry suffers fatigue steps from movement, all the units which moved to the location are equally affected. Fatigue as a result of combat, however, may be distributed among any of the American units involved in that combat as the American player sees fit. (*Example:* A stack of three American units suffers a five casualty point result in combat. Three points may go to one unit, and two to the second unit in the stack, while the third remains unaffected, or the American player may put four fatigue steps on one unit and one another and still leave a third unaffected.)

12.6 MAXIMUM FATIGUE LEVELS

Any American unit which suffers five steps of fatigue is automatically broken. No American unit may ever be given more than five steps of fatigue, although if a unit breaks because of fatigue suffered (either because of combat or movement), the broken side has all fatigue removed. If a broken unit suffers five steps of fatigue for any reason, it is eliminated.

13.0 NVA OPERATIONS

The usual game is intended for two or more players, with one player opposing the other. In *First Team: Vietnam*, the American player is pitted against a side which is controlled by a series of rules and random events.

13.1 UNIT STATES

North Vietnamese Army units are in one of three states: UNKNOWN, IDENTIFIED, or CONTACTED.

13.11 Unknown Units

All NVA units start in the UNKNOWN BOX. Units in the Unknown Box are not in play, yet, and cannot be affected by what happens on the board. Unknown units may only move from the Unknown box to the Zone Display, and then only if caused to do so by results on the NVA Offboard Movement Table or the American Intelligence Table.

13.12 Identified Units

Any unit in a Zone Box of the Zone Display is IDENTIFIED. To a limited extent, Identified units are in play, however, they cannot participate in ground attacks, nor can American ground units attack them. Identified units are moved from one Zone Box to another, according to results on the NVA Offboard Movement Table. Ident-

fied units become Contacted units if they are called upon to attack a priority target.

13.13 Contacted Units

Contacted units are NVA units which are fully in play. They can make ground attacks, move on the board from one location to an adjacent location, and they can be ambushed or attacked by American ground units.

13.2 USING THE OFFBOARD MOVEMENT TABLE

The NVA Offboard Movement Table does two things: 1) It moves entire NVA regiments from the Unknown Box to one of the boxes on the Zone Display, or 2) It moves every group of NVA units in the Zone Display from one Zone Box to another Zone Box. Which function it serves depends upon the result on the table.

Two dice are rolled at the beginning of Segment 1, the NVA Offboard Movement Segment of each NVA Assault Phase. Cross index this die-roll with the turn number that you are playing. The result will be one of three things:

1) a dot, this means that nothing happens.

2) an arrow (), this means that all the units currently on the Zone Display are moved from the Zone Box they are in, to a Zone Box in the next RANK. Look at the Zone Display; you will see that the Zone Boxes are organized into ranks - Cambodia is Rank 1, Zone A is Rank 2, Zones B, C and D are in Rank 3, and so forth. Most of the Zone Boxes either touch or have a double arrow connecting them to one or more other zones. When an arrow result occurs, move all the units in a Zone Box to the connected Zone Box in the next rank with the highest zone class. (*Example:* All of the NVA 66th regiment and two units of the NVA 33rd regiment are in Zone Box A on the Zone Display. An arrow result is rolled on the NVA Offboard Movement Table. The A Zone Box touches the Zone Boxes for Zones B, C and D. "D" is the highest zone class, so all eleven units {nine from the 66th plus the two from the 33rd} are moved into the Zone D Box.) Repeat the procedure until all the units on the Zone Display have been moved once.

3) a 2, 3, and/or 6 and either a zone letter or CAM. The numbers stand for each of the three regiments (2 for the 32nd, 3 for the 33rd and 6 for the 66th). If the indicated regiment (or regiments) are still in the Unknown Box when this result is rolled, take the entire regiment out of the Unknown Box and place it in the indicated Zone Box on the Zone Dis-

play or in the CAM(bodia) zone (also on the Zone Display). If the regiment named in the result is already on the Zone Display or in a location on the board, then ignore the result.

13.3 HOW NVA UNITS BECOME CONTACTED

NVA units become contacted by either American Intelligence (explained in the Section Command Points), or by being moved from a Zone Box on the Zone Display to a location on the board in order to attack a Priority Target, (either by ambushing it or attacking it in Open Combat).

13.31 Priority Targets

A priority target is any location containing a prime objective of the North Vietnamese Army. Priority Targets are (in order of importance):

- 1) Pleiku,
- 2) Any Special Forces Camp,
- 3) Any road location, and
- 4) any location with American ground units.

During the target determination phases, a check is made to see if any NVA units on the Zone Display attack priority targets on the board.

13.32 Target Determination

Each Zone Display Box corresponds to the six numbered locations on the board which carry the same zone class. (*Example:* Zone Box C on the Zone Display corresponds to locations C1 through C6 on the board.) For each Zone Box on the Zone Display which has one or more NVA units, look at the corresponding locations on the map. If there is a priority target in any of the six locations, then there is the possibility that some or all of the NVA units in the Zone Display Box will be removed from the Zone Display Box and placed in the location with the priority target. Separate the units in the Zone Display Box by regiment. Then divide each regiment into stacks of six CONSECUTIVELY numbered units. Any remainder becomes a separate stack. (*Example:* the 66th regiment is in Zone Display Box C, and a stack of American ground units is in C3. The 66th regiment is divided into two stacks, the first one containing companies 101 through 106, the second stack holding companies 107 through 109. For each STACK in the regiment, roll one die. If the die-roll is equal to or less than the lowest efficiency rating in the stack, then that entire stack is removed from the Zone Display Box and placed in the location with the priority target. If the first stack was less than six units, roll for the next stack. If the die-roll is equal to or less than the lowest efficiency

Wounded 1st Air Cav soldier awaits evacuation. [Moscardo.]





rating in the stack, then companies (starting with lowest numbered company in the stack) are removed from the Zone Display Box and placed in the location until either the stacking limit is filled (i.e. six units) or there are no more units left in the Zone Display Box. All of the units which have been moved from the Zone Display Box to a location on the board are now Contacted.

13.33 The Pleiku Zone

The Pleiku Zone Box on the Zone Display is the one exception to 13.32. If NVA units are in the Pleiku Zone Box during a target determination phase, then a number of units (starting again with the lowest numbered company of the lowest numbered regiment present) up to the stacking limit are removed from the Zone Display Box to the location marked Pleiku. This is automatic; no die-roll is performed.

13.34 Zones With More Than One Priority Target

In the event that a zone contains more than one priority target, a check (using the method stated in 13.32) is made using the most important target first i.e.:

- 1) Pleiku,
- 2) SF Camps,
- 3) Road Locations, and
- 4) Locations with American Ground Units.

*(Example: Zone G has four priority targets; G4 is Plei Me Special Forces Camp, G3 and G5 are road locations, and the American 2/7 battalion is stacked in location G2. During the Target Determination Phase, NVA units in Zone Display Box G would check to see if they attack. The first check would be for Plei Me Special Forces Camp. If there were any NVA units left in Zone Box G, they would check to see if they are placed on G3 (as the lowest numbered location for that kind of target). Any remainder would then check to see if they are placed on G5, and last of all, if there are still NVA units in Zone Box G, a check would be made for location G2. If there is more than one location in the zone with the same kind of target, then locations which have more than one priority target have precedence within that particular target type. *(Example: G5 and G3 are both road locations. The American 2/7 battalion is stacked in G5 while G3 is empty. When checking for road locations {as in 13.32} check G5 before G3.)**

13.4 TARGET DETERMINATION AND AMBUSH

Any NVA units which were moved from the Zone Display to a location because of 13.32 check to see if they ambush any American units in the lo-

cation where they have been placed. Units check for ambushes after all target determination has taken place. These ambushes are resolved at the end of the Target Determination Segment, and any units which ambushed during a Target Determination Phase, may not ambush again during Segment L.

13.5 CONTACTED UNITS

Any NVA unit in a location is a CONTACTED unit.

13.51 Moving Contacted Units

All the NVA units in a location are treated as a single group for movement purposes (even if they come from different regiments). During the NVA Ground Movement Segment, each group of NVA units in a location is checked to see if it moves, and if so, to which adjacent location it goes. The group's initial location and any adjacent locations is rated according to the following schedule:

- ◇ Location with the highest location number: +1
- ◇ Location with the highest zone class: +1
- ◇ Location contains Special Forces Camp: +1
- ◇ Road Location: +1
- ◇ Pleiku: +5
- ◇ Location contains American units with a combat strength equal to or less than NVA units: +1
- ◇ Location contains American units with greater combat strength than NVA units: -1
- ◇ Location contains maximum stacking limit of NVA units: Prohibited

Values are cumulative. *(Example: Six NVA units are stacked in D3. Location D3 is adjacent to A2, C1 and D2. D3 has the highest Zone Class {D} and the highest location number {3} for a rating of two {2}. D2, however, also shares the same Zone Class {D}, is a road location {Route 19} and also contains Duc Co Special Forces Camp, for a grand rating of three {3}. A2 and C1 are both rated zero {0}.)* Contacted groups move to the adjacent location with the highest rating, or if the location where they are stacked at the beginning of ground movement has the highest rating, they do not move. It is possible for part of a group to move to one location, while another part moves to a different location. This would happen if there were less than six NVA units in the adjacent location. In this case, units would move until the stacking limit was filled, and the rating process would be applied again to the remaining units.

13.52 Movement Limits

Each NVA unit may move only once

per Ground Movement Segment.

13.6 CONTACTED UNITS AND AMBUSH

Contacted units may ambush American infantry. An ambush check is made if:

1) American ground units enter a location with Contacted NVA, and there were no American units in the location at the start of the American Ground Movement Segment or the American Transport Segment, or

2) Contacted NVA units enter a non-Special Forces Camp location during NVA ground movement and there were no NVA units present in the location at the beginning of that Ground Movement Segment.

Ambush checks and resolution of ambushes caused by Condition 2, above, occurs during Segment L, the NVA Ambush Segment. Otherwise, ambushes are resolved immediately, before any other movement is started.

13.7 NVA EVASION

NVA units attempt to evade if they are either broken, or outnumbered. NVA units are outnumbered if the total American combat strength in the location is greater than the total NVA combat strength in the location. NVA evasion is determined:

1) At the end of the American Ground Movement Segment, and

2) At the beginning of the NVA Evasion Segment.

Roll for each eligible NVA in the location separately. Broken units evade on a die-roll of one through five. Outnumbered NVA units evade if the die-roll is equal to or less than their current effectiveness rating. In locations where broken and non-broken NVA units are together, roll for the broken NVA units first, then check to see if the evasion of the broken units has lowered the total NVA combat strength in the location enough to leave the non-broken NVA units "outnumbered". When rolling the die, subtract one for each adjacent location which contains American ground units and no NVA units. Do not count the location which is being rolled for. NVA units which evade are placed in the Zone Display Box which corresponds to the location they evaded from. *(Example: A unit successfully evading from C6 would be placed in Zone Box C.)*

13.71 NVA Garrisons

When NVA units take Pleiku, a road location, or a Special Forces Camp, a certain number of units must be left behind as a garrison. SF camps must be garrisoned by half the units which originally took the location (use the lowest numbered companies from the lowest numbered regiments) rounding fractions

up. Road locations must be garrisoned by ONE unit. Pleiku must be garrisoned by SIX units. All other targets are not garrisoned. As long as the location is garrisoned and no American units are present, the location is not considered a priority target for NVA movement (the NVA would, however, still collect victory points.) If the location is re-entered by American units, the location becomes a priority target once more.

13.72 At the end of any Segment in which only NVA units are left in a priority target location, a HOLD marker is placed on the garrison units.

13.73 Broken NVA will move backwards through zones until they reach Cambodia, at which point they are removed from play (they are not counted as destroyed units). Broken NVA units cannot attack. They are only moved to the game map if they are found. They may be attacked.

14.0 SPECIAL UNITS

There are certain special units in the game which are governed by special rules, or which are exempt from some of the standard rules. These are the Pathfinders, Special Forces Camp Garrisons, and 1/9 Reconnaissance Battalion.

14.1 PATHFINDERS

Normally, a helicopter transport may not move to a location, unless it is a valid LZ. Helicopters which are accompanied by the Pathfinder unit may land at any location on the map. The pathfinders must be carried by a helicopter company, which can carry no other unit during that segment, and which must return to An Khe at the end of the segment. The pathfinders are ignored during ambush determination and have no value in combat, themselves. If stacked with units that are ambushed and forced to retreat, the pathfinder may retreat. If they are in a location by themselves and an NVA unit enters the location, they are permanently eliminated and count as one company destroyed for Victory Point purposes. Pathfinder units may not be used in a location which contains Contacted NVA units.

14.2 SPECIAL FORCES CAMP GARRISONS

Special Forces units are considered infantry units, except that they may not use ground movement or helicopter transport. There is no broken side to a Special Forces Camp Garrison; if they are broken, they are eliminated. However, casualty points inflicted against

Special Forces Garrisons are not registered on the Casualty Point Track (though they may still suffer fatigue). (Special Forces Camps were predominantly Montagnard tribesmen with about a dozen Green Berets directing the force. If they break, they are assumed to melt back into the Central Highlands. If evacuated, only the Green Berets would be taken out, and thus the force ceases to exist.) Whenever a "B" or "A" result is suffered by a location containing an SF Camp, the SF Camp checks for Break (or actually breaks in the case of an "A" result) first, before any other American ground units are checked.

14.3 THE 1/9TH RECON

None of the units in the 1/9th Recon require Command Points to use. They are exempt from the Command Point requirements. The 1/9 Helicopter transport unit may only transport the 1/9 infantry unit. The 1/9th Observation helicopter only benefits if the artillery is firing in support of the 1/9 infantry unit.

15.0 VICTORY CONDITIONS

The attempt to cut South Vietnam in half during 1965 was the first real military bid the NVA made to end the war. The hope was for a quick victory. However, barring that, there was always the awareness that the Americans, like the French before them, would give up and go home if the cost became too great. Either was an acceptable outcome. For the U.S., the goals were not so clear, except for one, to stop the North Vietnamese army from achieving its goals, preferably by shattering the force being used.

Victory is based on points. Only the NVA is awarded points, although American actions may cause points to be subtracted. Victory Points awarded for exclusive possession of locations is calculated at the end of the second NVA Open Combat Segment.

VICTORY POINT SCHEDULE

- ◇ Only NVA units in Pleiku:
Automatic NVA strategic victory
 - ◇ NVA unit occupies a road location (whether occupied by American units or not): +1
- (Note: Road locations in Cambodia do not count for NVA Victory Points unless the Invasion of Cambodia Optional Rule is in effect. Also, both SF camps and Pleiku are road locations.)

- ◇ NVA unit occupies a SF Camp location in which there are no American units: +3
- ◇ For each American Casualty Point inflicted: +1
- ◇ For each American Broken or SF Camp Garrison eliminated: +10
- ◇ For each American Company (other than SF garrisons) eliminated: +25
- ◇ For each NVA unit broken: -1
- ◇ For each NVA unit eliminated: -2

Victory Points are cumulative, so an NVA Company which has been eliminated and was also broken has a total value of 3.

15.1 VICTORY SCHEDULE

NVA Strategic Victory: Exclusive Possession of Pleiku at the end of any NVA second Open Combat Segment.

- ◇ Tactical Victory: 30 Points
- ◇ Limited Victory: 10 Points
- ◇ Draw: -14 to +9 Points
- ◇ American Tactical Victory: -15 Points or less

15.2 EXPLANATION OF VICTORY LEVELS

The object of the NVA assault was Pleiku as the first step towards cutting South Vietnam in half. With the capture of Pleiku, they would be on their way to this goal, as well as disposing of a major American Air Base. The loss of Pleiku, the major city in the Central Highlands, would have been an epic disaster, both militarily and politically for the government of South Vietnam and the United States.

An NVA Tactical Victory could mean a good many things, depending on how it came about, either through heavy American casualties or the destruction of two major Special Forces Camps in the area. Both would have made spectacular headlines in the U.S. and probably accelerated the anti-war movement. In addition, Montagnard support in the Central Highlands would have been broken, or worse, turned to NVA advantage.

An NVA Limited Victory would mean giving the Americans a bloody nose, but with no vital geography falling into the hands of the NVA.

A Draw would actually be worse for the Americans, as their prestige would have suffered at getting as good as they gave from a supposedly inferior enemy. The NVA might have been tempted to try a similar strategy in 1966 instead of returning to the slow but time-tested methods of guerrilla warfare.

An American Tactical Victory is, in fact, what actually happened. The NVA inflicted a few hundred casualties and



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lost almost two regiments in the process. The force withdrew, and the North Vietnamese rethought their approach. There is a reason why there is no Strategic Victory for the Americans: none was possible. The North Vietnamese were simply not going to abandon a goal of 20 years' long-standing, even in the face of losing a single force in its entirety. The war ground on to its unfortunate conclusion, aided by the delusion of American success created by the battle in the Ia Drang Valley.

16.0 OPTIONAL RULES

The two following rules cover situations which might have occurred. The first, invasion of Cambodia, allows you to make the same mistake that Richard Nixon made seven years later. The second is much more likely. When the campaign opened, a battalion of 120mm

mortars and 14.5mm anti-aircraft guns was still making its way down the Ho Chi Minh Trail, intended for the regiments which were now fully engaged in combat.

16.1 INVASION OF CAMBODIA

The American player may move units and make airstrikes into the six locations in Cambodia. The first turn in which this occurs, the NVA is automatically awarded 10 Points. For each turn thereafter, in which American units or airstrikes are present in Cambodia, the NVA gains 5 Points.

16.2 NVA ARTILLERY

Three NVA artillery units are available in the game. They are permanently attached to the first consecutive NVA infantry company in each regiment (in other words, where it goes, the artillery goes). Like American artillery, it provides a column shift to the right in any combat where it is present. If the company to which it is attached is eliminated, so is the artillery unit. If the unit to which it is attached is broken, the

artillery unit is immediately reassigned to the next highest consecutive company which is not broken (even if this unit is in a different location). If the regiment is entirely eliminated, then the artillery unit is also eliminated and counts as an extra, broken, eliminated NVA company. NVA artillery, when fired, is flipped to its "fired" side, and recovers during the American Maintenance Phase.

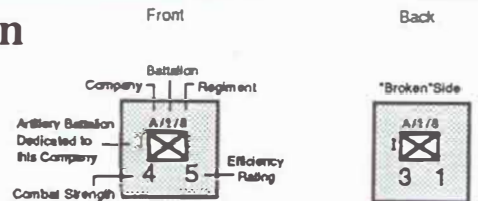
16.21 AA Ability

Each NVA artillery unit has an organic anti-aircraft ability. If an NVA artillery unit is stacked in a location where a combat which also involves any American helicopter or tactical airstrike unit is occurring, and the combat result includes an "*", then one helicopter, or airstrike unit, is permanently eliminated. This occurs even if the NVA artillery units FIRED side is showing. Any helicopter or airstrike unit eliminated in this way counts as an eliminated (but not broken) company, for NVA VP purposes. **EW**

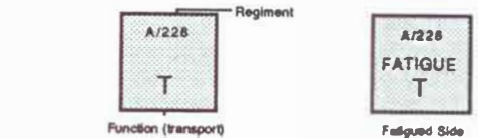
Unit Identification

-  = INFANTRY
-  = ARTILLERY
-  = AERO ROCKET
-  = HELICOPTER
-  = TACTICAL AIR
-  = B-52
-  = SUPPLY
- G** = GUNSHIP
- T** = TRANSPORT
- OBS** = OBSERVATION
- LZ** = LANDING ZONE
- F#** = FATIGUE MARKER
- GREEN** = US FORCES
- RED** = NVA FORCES
- BLUE** = SUPPLY MARKERS

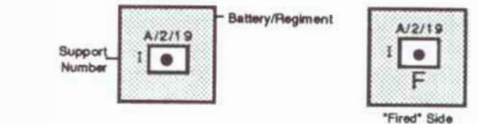
US INFANTRY COMPANY



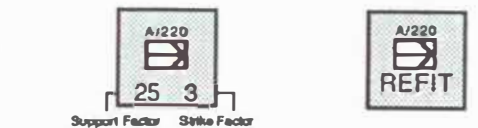
US HELICOPTER COMPANY



US ARTILLERY BATTERY



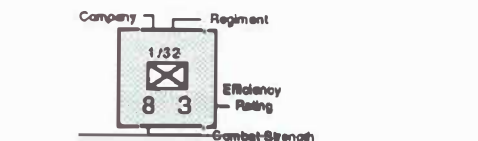
US AERO ROCKET



US AIRSTRIKE



NVA INFANTRY COMPANY



NVA ARTILLERY BATTERY

