

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