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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 * * *

