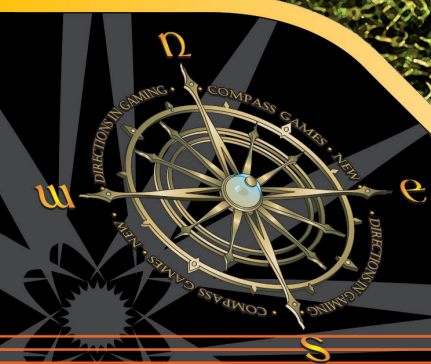


HEARTS AND MINDS

VIETNAM 1965-1975



RULES OF PLAY



Compass Games
New Directions in Gaming

I. INTRODUCTION

Vietnam, 1965. The US is deploying combat troops in South Vietnam, and operations Rolling Thunder, Steel Tiger, and Market Time are ongoing. The Allies are building deep water ports in the Vung Po and Cam Ranh bays. Ho Chi Minh has decided to take the war to South Vietnam.

One player (the Red player) controls the Communist side; the other player (the Blue player) controls the Allies. The Red player commands NVA regular units and Viet Cong (VC) in Vietnam, Khmer Rouge units in Cambodia, and Pathet Lao units in Laos. The Blue player commands South Vietnamese infantry (ARVN units), US units, international units (ROK and New Zealand, Australia, Thailand), and government forces in Laos and Cambodia.

1.1 GOALS OF THE GAME

You win the game by accumulating Political Will. The North Vietnamese player (Red) attempts to score Dove points, which add to the Political Will total. The South Vietnamese player (Blue) attempts to score Hawk points, which subtract from Political Will.

You can play an entire campaign from 1965 to 1975, or you can play a shorter scenario of however long you choose. The Scenarios show setups for every year from 1965 through 1972. Pick a starting year, pick an ending year, and that is a scenario. To decide a winner, compare your final Political Will score against the end-year goal. Each year also has automatic victory goals for each player, so your scenario might end early. The Players Chart lists Victory Goals for every scenario.

The later sections of the rules (23, 24, 25 and 26), contain scenarios, special rules for playing the 1973-1975 period, details on running the Tet and Easter Offensives, and information about specific card events.

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1.2 TERMINOLOGY

Action	One of the actions a player performs during his card-play turn – move, battle, PC-change, pacification, fly a bombing mission, do an event, or save resource points.
Air / Naval	Blue Water Navy, Gunboat, and Air Cav Allied assets.
ARVN	Army of the Republic of South Vietnam.
Asset	A support unit identified by its strength printed in a white box. An asset may attack only when at least one infantry unit accompanies it.
Blue	The Blue player, the Allied side.
CA	Cambodia.
Campaign Deck	Each player has a set of Campaign cards. He may choose one each year to add to his hand.
Dove	A dove point. Add one to Political Will on the Game Track.
Game Deck	Each player has a deck of cards consisting of his colored cards and half of the black cards.
Hawk	A hawk point. Subtract one from Political Will on the Game Track.
Infantry	Any unit whose counter depicts crossed rifles. All infantry units except Viet Cong are regular infantry. Viet Cong are militia infantry.
LA	Laos.
Lima Site 85	A special Blue asset introduced by the “Lima Site 85” card. It is a unit that does not move. See the “Lima Site 85” card description in rule 26.
NVA	North Vietnamese regular army.
NVN	North Vietnam.
Pacify	A stronger level of Blue control marked by a blue flag.
PC	Political Control. Control of SVN provinces.
PC-change	Attempt to change political control of a SVN province. Red flags mark Red's controlled provinces. Blue's controlled provinces have no flags.
Political Will	A measurement of war support and achievement. It is recorded with Hawk / Dove marker on the Game Track.
Province Border	A province that is adjacent to the SVN-Cambodia border or the SVN-Laos border. The province may be in SVN, Cambodia, or Laos.
Province City	A province that contains a city such as Saigon. You control the city if you control the province.
Province Legal	A province that a unit may occupy, as opposed to forbidden provinces. Card events can change a province's legal status. See LEGAL AND FORBIDDEN PROVINCES.



Province Mountainous	Brown bordered regions containing Montagnard Tribes, allied with the U.S. (These affect Communist Evasion)
Province Safe	A province to which a unit may retreat. See RETREATS.
Red	The Red player, the Communist side.
RP	Resource point.
RVN	Republic of South Vietnam.
SRP	Stockpile resource point, a saved resource point. This is <i>not</i> a different type of RP. It is simply an RP in a player's stockpile. We use the acronym in card text to save space.
SVN	South Vietnam.
Turn	Your card-play turn. You play a card and perform actions. Unlike other games where a "turn" is a hand of cards, here it is one card play.
VC	Viet Cong, the black counters.
Unit	All pieces that move and defend in the game are units.
Year	The play of one hand of cards by both players.

Red and **Blue** (capitalized words) are to the game's two sides: the North Vietnamese communists and the South Vietnamese Allied forces. Do not confuse them with counter colors. When referring to the red NVA units, the rules will always say "red-colored," and they will say "blue-colored" to refer to US, ROK, and IF units as a group. This means Red units include the black VC, the gray Pathet Lao, and the gray Khmer Rouge. Likewise, the green ARVN units are Blue units.

1.3 SECRECY

You should keep secret your hand of cards and your Campaign Deck. No one may examine either Game Deck. Blue may not examine hidden VC units, and Red may not examine VC units or the VC Pool until after he has deployed his VC units. All other information is public. This includes units, discard piles, and resource points in stockpiles.

2. GAME COMPONENTS

The game includes the following parts:

- 1 Rule and Scenario Book
- 1 Mounted Map - 22" x 34"
- 3 Sheets of 3/4" Counters
- 1 Deck of Cards with the following:
 - 27 Red Cards
 - 27 Blue Cards
 - 26 Black Cards
- 1 Four page set of flowcharts to assist play
- 1 Solitaire rulesbook
- 2 Player Aid Cards
- 2 Six-sided dice

3. GAME MAP

The map shows the countries of Cambodia, Laos, and Vietnam divided into provinces. The provinces regulate movement, combat, and political control. We have combined some historical provinces, and we have moved some boundary lines to improve game play. Provinces are adjacent if they share a common border, so units may move directly from one to another. Four SVN province touch at a point. For game play purposes, a point is good enough to create a border.

Border provinces are the Cambodian, Laotian, and SVN provinces that are next to the country borders. The border provinces of Laos and Cambodia form the Ho Chi Minh Trail, which is marked by a dotted line. NVN is a starting area for the Red player and represents all provinces of NVN.

SVN is divided into four military zones: I, II, III, and IV. Yellow lines mark the boundaries. The players run campaigns in these zones. Brown bordered provinces mark Montagnard tribal areas. The Montagnards live in the Central Highlands and were sympathetic to SVN. The crossed rifles symbols are US bases.

Red dots mark key cities. Sihanoukville is a port city in Cambodia, which is actually off the western map edge. It was a busy NVN port until closed in 1970. For game play, consider it to be in Cambodia's Kampot province. A city province contains a city, and a player controls a city if he controls its province.

The Airbase Box is the home base for all bombers. It represents the island of Guam and air bases in Thailand, which are off the western map edge.

Use the Year Track to mark the current year. Use the VC Pool for holding face-down VC units. The Body Count Box holds all eliminated units for the current year. After each year's Interphase, players move units from the Body Count Box to the Dead Pool, where they are available as replacements.



3.1 GAME TRACK

The map's Game Track keeps track of Political Will, RVN Stability, and the players' stockpiled RPs.

The Game Track's Hawk / Dove markers track Political Will and decide the game's winner. (Two markers exist: 10s and 1s.) They start at 10 Hawks in 1965. As you add Doves, they count down to 0 Hawks. Flip the markers to the Dove side when they cross zero, and from then on, they count up as you add more Doves. For example, if Political Will is 4 Hawks, then adding 3 Doves moves them down to 1 Hawk. Adding 4 more moves them down through 0 and up to 3 Doves. Adding 5 more moves them up to 8 Doves, and so on. Reverse the procedure if you add Hawks. (Zero is Hawk.)

Political Will starts Hawk, but it relentlessly adds Doves as time passes. This is not an indictment of the Allied cause. It is an observation that support for any war erodes as time passes, and it is just a question of how fast erosion occurs.

RVN Stability records the SVN government's stability. During the yearly Interphase, you adjust this marker to determine if the SVN government remains stable. If there is a coup, flip the marker to the Coup side.

Stockpile RP (SRP) markers record stockpiled resource points for each player. Move your marker up and down the track as you save and spend stockpiled RPs. *You may also use the numbered markers to track stockpiled RPs if you wish. Put numbered markers that total your stockpiled RP count in front of you.*



3.2 PROVINCE CONTROL

The Red player controls NVN and all SVN provinces that have red flag markers. The Blue player controls all SVN provinces without red flags. When a province changes political control, then you either add or remove a red flag from it.

Blue flags mean pacification; they do not mark control. The Blue player controls blue-flagged provinces. A province may not have red and blue flags at the same time.



No one may control or pacify provinces in Laos and Cambodia. Do not mark them with flags.

Blue flags are not control markers! You may be tempted to flip a flag marker to show a control change, but this is incorrect. Add or remove the red flag instead.

3.3 LEGAL & FORBIDDEN PROVINCES

Units may not enter forbidden provinces. If a unit is in a forbidden province, remove it and add it to next year's reinforcements. Events can change what is forbidden and legal.

- NVA and VC units are restricted to Vietnam and the Ho Chi Minh Trail.
- ARVN, US, ROK, and IF units (and bombers) are restricted to SVN.
- All Cambodian units, which includes Khmer Rouge units, are restricted to Cambodia.
- All Laotian units, which includes Pathet Lao units, are restricted to Laos.
- Tanks (both sides) may not enter Zone IV.
- The Blue Water Navy is restricted to coastal provinces.
- The Gunboat is restricted to Zone IV.

4. PLAYER'S CHART

The Players Chart contains summaries, charts, and tables. (The Bush Events table is on the last page of the Rulesbook.) If modifiers move a number outside any table's range (die rolls, factors, and so on), then use the largest or smallest number, row, or column on the table.

5. GAME PIECES

The game's counter sheets contain units and markers. Markers track game functions. Units represent forces that move and fight.

5.1 UNITS

A unit represents a fighting force. The number in a unit's lower left corner is its battle strength; the lower right number is its movement allowance. Units are either infantry or assets. All units are ground units except for Blue's three Air / Naval assets.

Infantry units are depicted with crossed rifles. Most infantry units are two-sided. One side is light-colored, which is the untried side. The other side is darker and is the veteran side. Units usually start untried and flip to veteran after they fight. The Blue player's infantry units are ARVN units (green, SVN), US (blue), ROK (blue, Republic of Korea), IF

(blue, international representing several countries), CA units (gray, Cambodia), and LA units (gray, Laos). Red infantry units are NVA (red, NVN regulars), Khmer Rouge (gray, communist Cambodians), and Pathet Lao (gray, communist Laotians).

Unit Type	Front	Back
ARVN (Army of the Republic of South Vietnam)		
US (United States of America)		
ROK (Republic of Korea)		
IF (International Force)		
CA (Cambodia)		
LA (Laos)		
NVA (North Vietnamese regular Army)		
Khmer Rouge (Communist Cambodians)		
Pathet Lao (Communist Laotians)		

Viet Cong (VC) units are militia infantry units. One counter side shows generic VC icon (its face-down side) and the other side shows its true identification. Each VC unit should be deployed with its true value face down until, and if, the Red player decides to reveal it. VC units are either regular militia or Bad Intel units. A few regular VCs are labeled “VC2,” which are stronger units. Bad Intel units are either false intelligence or random events.

Front	Back	

An asset is a support unit. Its strength is in a white box. It does not have untried or veteran status. It may not attack without friendly infantry present. Both players have artillery and tank (armor) assets, but Blue also has Air / Naval assets. Any unit that does not fly or move on water is a ground unit.

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The Blue player’s tanks arrive as normal reinforcements. The Red player’s tanks appear only in special events. Tanks are not allowed in Zone IV (the Mekong Delta).

The Blue player has three Air / Naval assets. The Blue Water Navy must always be in a coastal province. The Gunboat must be in Zone IV. The Air Cav may be in any SVN province. All three assets can react to battle. (See AIR / NAVAL REACTION.) The number in the lower right corner of the Air Cav and Blue Water Navy is their reaction range.

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Lima Site 85 is a stationary Blue asset (a unit) that the Blue player may place in Laos when he plays the “Lima Site 85” card. It improves bomber effectiveness in Laos and Zone I. See the “Lima Site 85” card description in rule 26. The Allies built this radar installation in 1966, and NVA forces destroyed it in 1968.



Bombers are not units; they are markers. They do not fight like units and cannot be eliminated, so they cannot go to the Body Count Box.



5.2 MARKERS

Markers record game information.

- Red flags/stars mark Red-controlled SVN provinces.
- Blue flags/stars mark pacified provinces. There are never red or blue flags in Laos and Cambodia. See PROVINCE CONTROL.
- Put bombers in the Airbase Box until the Blue player sends them to a province to drop their loads. They return to the Airbase Box on his next turn. A bomber's reverse side shows that he used it. A bomber is not a unit, but it does interdict movement. It may never be ambushed, raided, or eliminated. See BOMBING MISSIONS.
- The Firebase marker appears through card events and the Bush Events table. When played, take it from wherever it is and stack it with friendly units. Opposing units must subtract two from their total battle strength when they attack units who defend with it. Remove it from play if it is not with friendly units. It may not move. It is not a unit, so do not put it in the Body Count Box. Saigon and the Iron Triangle are permanent firebases. If the Firebase marker is with either one, subtract four from the attacker's total battle strength.
- The Iron Triangle marker appears when Red plays the "Iron Triangle" Campaign card. It provides the same defense as the Firebase marker, but it is never removed once placed.
- Put the Port Closed marker in Kampot when Sihanoukville closes. When closed, Red may not deploy units there during the Reinforcements Phase. Red units may move overland to Kampot even if it is closed. Sihanoukville starts open unless a scenario says otherwise.



RP Value of Card

RP Cost if Event is played

Event

Response Card

6. CARDS

There are three card decks: blue, red, and black. Each player has his own Game Deck, which has his colored cards and half the black cards. "1969" marks four red cards and four blue cards. Set these cards aside and shuffle them into their decks in 1969. Also set aside your Campaign cards. The Blue player has four Campaign cards. The Red player has six Campaign cards. Never put Campaign cards into your Game Deck.

During a year, players alternate taking turns playing one card each. Red plays first. Each card gives a player 2-5 Resource Points (RPs) when he plays a card on his turn. The RP value is in the upper left corner of each card. A player uses the RPs to buy Actions and to pay costs.

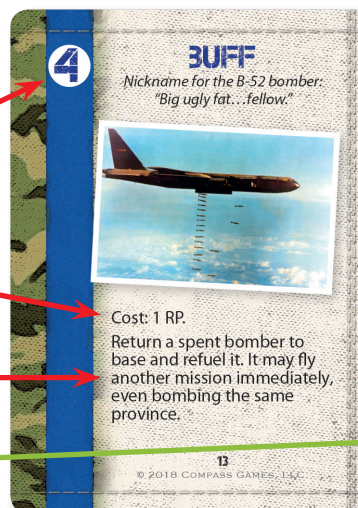
Events are in the middle of the card. Most events cost RPs. Those events list the RP cost before the event text. As an Action, a player may buy the event on his played card. He may use a card's event only once per turn. If a card lists more than one event, then he may buy each one separately. An event always overrides the rules if there is a conflict.

Some black cards have both Red and Blue events. The Red event applies to the Red player, and the Blue event applies to the Blue player. The active player uses only events of his color.

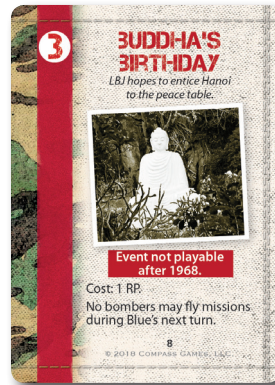
Most events resolve immediately, but a few have lingering effects. Put persistent cards face-up in front of you, and discard or remove them from the game when they expire. An event will tell you if it is persistent and if you should remove it from the game. Put your other played cards in a face-up discard pile next to your deck. If you empty your Game Deck, which may happen late in the game, reshuffle your discard pile to form a new Game Deck.

Blue Card

Red Card



In many card-driven games, you get either the points or the event when you play a card. In this game, you always get the RPs, and you may use them to buy the event. Example: Red plays “Buddha’s Birthday,” a 3 RP card. For 1 RP, he buys the card’s event, which cancels bomber missions in Blue’s next card-play turn. He has 2 RPs remaining for other actions such as movement and combat.



6.1 RESPONSE CARDS

Some events are labeled “response.” You may play a response card for its RPs during your card-play turn like any regular card (ignoring the event), or you may play a response card when you can satisfy the event’s conditions, even during your opponent’s turn. When you play a response, you do not get the printed RPs. If both players wish to play responses at the same time, the active player plays first.

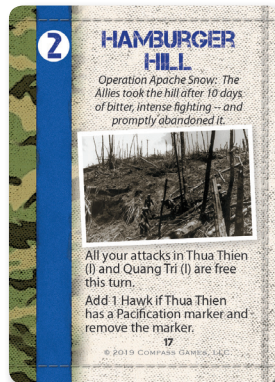
Responses allow you to immediately draw a replacement card. If the new card is a response card and you can satisfy its conditions, then you may play it immediately.

6.2 CAMPAIGN CARDS

A Campaign card is a year-long mission. It is a major operation that you may run to gain lots of Hawks or Doves. A Zone Campaign targets a tactical zone and requires that you take political control of provinces in the zone. A Grand Campaign is a major effort to win the war with one knockout blow across the entire country. It requires capturing key provinces and cities, and inflicting large numbers of casualties.

Each player has 4 Zone Campaign cards, and the Red player has 2 Grand Campaigns: the Tet Offensive and the Easter Offensive. You may secretly choose one card from your Campaign Deck each year. This is not a random selection; you pick the card you want.

You may have only one Campaign card in your hand each year. If you choose one, return any unused Campaign card in your hand to your Campaign Deck. You may also return an unused Campaign card to your Campaign Deck and replace it with a regular game card, which you draw from your Game Deck. Choosing, exchanging, and returning Campaign cards occurs during the Hand Refill Phase.



Some cards do not list an event cost, which means the player gets the RPs and the event for free. Example: Blue plays the 2 RP card “Hamburger Hill.” The free event says his actions in Thua Thien and Quang Tri provinces are free this turn. He gets the card’s 2 RPs, and he gets its free event – free actions in Thua Thien and Quang Tri.

Some black cards list two events, one Blue and one Red. Example: Red plays the 4 RP card “Whispering Death.” He might buy the Red event for RPs, which means B-52s accidentally bomb a friendly hamlet. It would put a red flag in one province. He ignores Blue’s event on the card, which allows Blue to bomb two adjacent provinces.



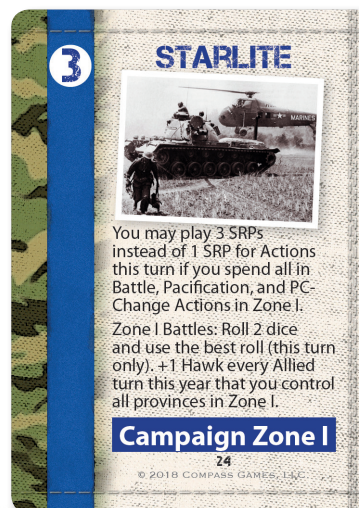
Black Card



A 1969 Card



Campaign Card



Grand Campaign Card



Play a Campaign card face up on the table just like a regular card during your card-play turn. Remove a used Campaign card from the game even if you played it just for its RPs. It never goes on a discard pile.

A campaign's first turn has advantages. Roll two dice in every battle during your first campaign turn, and use the best roll. This rule applies only during the turn you played the Campaign card. (It is a first-turn surprise.) You must meet your goals in your latter turns without it. It does not apply during your opponent's turn when you defend.

6.3 ZONE CAMPAIGNS

You play a Zone Campaign card just like any regular card. You may play it for its event or its RPs (you must announce which), or you may save it until the next year. You may play it on any turn, but the later you play it, the fewer Hawks or Doves you can earn. After you finish using it, remove it from the game. It never goes to the discard pile.

Each player has four Zone Campaign cards, one for each tactical zone. Blue's "SEALORDS" Campaign lets him bring the Gunboat into play, and Red's "Iron Triangle" lets him place the Iron Triangle marker.

A Zone Campaign card gives you 3 RPs for Actions (printed in the top left corner). The event lets you spend up to 3 more RPs from your stockpile for Actions, but you must do all battles, PC-changes, and pacifications in the target zone. *You get to spend 3 SRPs for actions instead of the normal 1 SRP.* All other Actions, such as movement, may occur anywhere. The restriction applies to all 6 RPs that the card supplies (3 card RPs plus 3 event RPs). You must do all battle, PC-change, and pacification actions in the target province.

You score Hawks or Doves at the end of each of your turns during the campaign year, starting with the turn you played the card. For Blue, you score 1 Hawk each turn you control all provinces in the zone. For Red, you score 1 Dove each turn you control a certain number of provinces in the zone (plus Pleiku and Darlac in the Ia Drang campaign). This means you could score up to 4 Hawks or 4 Doves if you play the card on your first turn of the year.

6.4 GRAND CAMPAIGNS

If the Red player chooses a Grand Campaign card, then he must play it on his first turn of the year, and he must play it for its event. He must have 6 RPs in his stockpile before he plays the card. He may not play it just for the RPs, and he may not save it. Score a Grand Campaign at the year's end during the Interphase. The Tet Offensive and the Easter Offensive are complex affairs. Consult rules 24 and 25 for information on preparation, play, and scoring.

7. RESOURCE POINTS

You spend RPs to buy Actions and to pay costs. During your turn, you may spend the RPs from your just-played card plus 1 RP from your stockpile to buy Actions. You must buy Actions to move your units, start battles, convert provinces via PC-changes, and to buy card events. A payment is any other RP expenditure. You may use all your available RPs (including your entire stockpile) to make a payment.

Some examples of payments are: (1) You save a Laotian or Cambodian faction from collapse. (2) The Blue player stops a coup. (3) You roll for a PC-change or pacification and come up short, so you pay the difference to do the action. (4) An event gives you an option to pay for a benefit (a payment). Note that buying an event is an Action and not a payment!

You may save any number of RPs to your stockpile for later use. Use the SRP markers on the Game Track to record the number of RPs in your stockpile. As an alternative, you may use the number markers to track your stockpiles.

Do not get hung up on the differences between RPs and SRPs. The active player uses the RPs he gets from his card plus 1 stockpile RP (SRP) each turn to buy Actions such as buying an event. Otherwise, an RP is as good as an SRP and vice versa. For example, if the active player receives an "R" combat result, he may lose either one SRP or one RP from his just-played card.

8. SEQUENCE OF PLAY

A "hand of cards" covers one year of history. In the first year of a scenario, skip the Reinforcements Phase.

REINFORCEMENTS PHASE:

Both players deploy reinforcements and replacements (Blue first).

HAND REFILL PHASE:

Players refill their hands to five cards. A player may choose one Campaign card. The Red player decides first.

CARD PLAY PHASE:

Players take turns playing one card each for four rounds (Red first). In each card-play turn, a player buys and does Actions.

INTERPHASE:

Players adjust Political Will and RVN stability on the Game Track.

8.1 REINFORCEMENTS PHASE

Players together follow these steps in the Reinforcements Phase.

1. Players collect bonus RPs, which they add to their stockpiles. Each player receives 2 RPs. Red receives +1 RP (3 total) starting in 1968 and ending the year after Blue plays the “Commando Hunt” card event. Blue receives +1 RP (3 total) every year that Political Will is Hawk.
2. Move all units from the Body Count Box to the Dead Pool with a few exceptions. (1) Put all VC units into the VC Pool. (2) Remove NVA tanks from play. They do not return except by events. (3) Remove from the game all units from a collapsed Laotian or Cambodian faction. They never return.
3. Each player takes reinforcements for the current year. See the Reinforcements table on the Players Chart. The available units should be next to the map, out of play.
4. Vietnamization begins in 1969, which means the Blue player must withdraw mostly US units from the game. Remove them first from the Dead Pool and then from the map. Take veteran units before any others. Do not remove bombers; they remain in play until 1973. Remove as many units as possible. If short, ROK and IF units may not substitute for US withdrawals, but all US infantry and assets are eligible. For every two US units you remove (no matter where they come from), promote one untried ARVN infantry unit to veteran status. Promoted ARVN infantry may be replacements, reinforcements, or units already on the map.
5. Each player takes his replacements from the Dead Pool. A certain number are free; a player must pay RPs if he wishes to take more. Players receive the following free replacements from the Dead Pool: 8 NVA units, 5 ARVN units, 1 US or ROK or IF unit, and all Pathet Lao, Khmer Rouge, CA, and LA units. All units in the Dead Pool are eligible including Air / Naval assets. Players may buy additional units from the Dead Pool for 1 stockpile RP each. All infantry replacements are untried. Players may not take or buy his opponent’s units.
6. Certain 1969 event cards may leave non-native units in forbidden provinces of Laos and Cambodia. The players must remove them from these provinces. Blue must add them (at their current untried or veteran status) to his current reinforcements. Red must re-deploy them, which are in interior Cambodian and Laotian provinces, either to border provinces of the same country or to NVN. No enemy units may be present in the target provinces if possible.
7. Players deploy all units (Blue first). Infantry units arrive untried unless noted otherwise. Obey stacking limits. See WHERE TO DEPLOY UNITS on the Players Chart.

Blue deploys, if possible, his US/ROK/IF units to any base provinces free of Red units and red flags. If he cannot deploy all his US/ROK/IF units at bases, he may deploy the balance to SVN coastal provinces without red flags. The provinces may contain enemy units, but his first choice must be provinces without enemy units. US/ROK/IF units have priority at bases, so he cannot fill up the bases with ARVN units to trigger this rule.
8. Refuel all bombers by turning them face-up.
9. Red draws and deploys 1 VC unit from the VC Pool. If Tet has not occurred and Red has less than 10 VC units in play, he draws and deploys a second VC unit. He deploys VC units in red-flagged provinces or border provinces in Laos or Cambodia. Blue units may not be present in any case. He deploys them face down, and he may not examine them until after deployment.
10. Blue may re-deploy all his Air / Naval assets plus up to 5 friendly units in SVN to any legal SVN provinces free of Red units and red flags. He may also re-deploy them to Saigon even if enemy-occupied. He may re-deploy all his CA and LA units to any non-border provinces in their home countries without enemy units. Obey stacking limits. *If a coup is in effect, remember that some ARVN units must stay in Saigon. See RVN STABILITY.*
11. Red may re-deploy his Pathet Lao and Khmer Rouge units to border provinces in their home countries. No enemy units may be present.
12. If 1969, both players shuffle their 1969 cards into their Game Decks. Do not add the discard piles to the Game Decks.

It is 1968. Blue receives 2 RPs and adds them to the 2 stockpile RPs he saved, giving him 4 in his stockpile. (Political Will is in Dove territory, so he does not get a bonus.) There are 2 blue-colored units (a ROK infantry and the Air Cav) and 6 ARVN units in the Dead Pool. He gets back as replacements 1 blue-colored one (he takes the Air Cav) and 5 ARVN. He decides to buy back the last ARVN for 1 RP, but he leaves the ROK unit until next year. All the replacements are untried, and he deploys them with his reinforcements.

8.2 HAND REFILL PHASE

At the beginning of a year, each player draws cards from his Game Deck so that his hand has five cards. If a player's Game Deck has no cards left, he shuffles his discard pile to form a new Game Deck. Players may not remove or discard cards from their hands or decks except in the normal course of play.

A player may choose one card each year from his Campaign Deck. The card replaces one card that he would have drawn from his Game Deck and counts as one of his five cards. He may see his first four cards before he decides to choose a Campaign card. A player must announce if he takes a card from his Campaign Deck, but he does not reveal its identity. The Red player must decide and announce first.

A player may have only one Campaign card in his hand. If he saved one from a previous year, he may keep it, he may exchange it for a different Campaign card, or he may return it to his Campaign Deck and draw a regular card from his Game Deck. The exchange is secret. In 1973, remove from the game all unused Campaign cards, which include those in players' hands.

8.3 CARD PLAY PHASE

Players alternate playing one card each, starting with the Red player, for four turns. Choose a card from your hand, reveal it, and use its RPs to buy Actions. Then put the used card on your discard pile. (Exception: Remove Campaign cards from the game.) Each player saves his unplayed cards (usually one) for the next year. The saved card may be a Zone Campaign card; it may not be a Grand Campaign card.

If you play a Campaign card for its event, put it face up on the table in front of you, where it stays until the end of the year. You may play a Zone Campaign card on any turn, but the Red player must play the Tet or Easter Offensive card on his first turn of the year. A Campaign card played for its event is in play for the entire year. Remove it from the game at the year's end regardless if you played it for its event or for its RPs.

After you play a card, you may use the card's RPs to buy Actions in any order you choose and as often as you can afford, but you must complete one Action before you choose another. You may spend one more RP from your stockpile each turn to buy Actions. You save unspent RPs to your stockpile. You may not do any Action (including bombing missions and using your 1 stockpile RP) until after you play a card. The Actions are:

- Conduct a bombing mission with an unspent bomber. (Blue's turn only, free.)

- Buy an event printed on your played card.
- Spend 1 RP to mobilize all friendly units in one province.
- Spend 1 RP to conduct a battle round in one province.
- Spend 1 RP to attempt to change political control in one province.
- Spend 1 RP to attempt pacification. (Blue's turn only)

It is important to remember that you may not interrupt one Action with another. For example, you may not buy an event while moving a group. For this rule, your movement Actions include enemy ambushes, and your battle Actions include enemy retreats and evasions.

8.4 INTERPHASE

The Interphase occurs at the conclusion of every year. *Remember to flip the Political Will markers to Hawk or Dove when they cross zero. Zero is Hawk.*

1. Score any played Grand Campaign cards.
2. Check for faction collapse in Laos and Cambodia. This happens if all your units in a faction are in the Body Count Box. Ignore units that have not yet arrived as reinforcements. To prevent a collapse, you must pay 3 stockpile RPs to prop up your faction. Otherwise, it collapses and you remove your faction units from the game. Add 3 Hawks or 3 Doves. See CAMBODIA AND LAOS.
3. Add Dove points to Political Will on the Game Track. Add 1 Dove if the current year is after 1968, and add 1 Dove for every US/ROK/IF unit (blue-colored units) in the Body Count Box. Add still another Dove if there are not more Red units than Blue units in the Body Count Box. Finally, count the number of red-flagged provinces in SVN and add Doves: 7-8 = 1 Dove, 9-10 = 2 Doves, 11-12 = 3 Doves, 13-14 = 4 Doves, 15+ = 5 Doves.
4. Check the SVN government's stability. To keep it stable, the Blue player must pay stockpile RPs equal to the difference between the number of ARVN units in the Body Count Box and the number of pacified provinces in SVN. If he cannot pay the difference, the government falls. Add +3 Doves to the Game Track, set all veteran ARVN units in SVN to untried, and recall ARVN units to Saigon. See RVN STABILITY for details.
5. Check for victory. The Players Chart explains the victory conditions. Each year lists an end-game goal for Political Will. If you have reached the end of your scenario, compare the current Political Will to this number. There are also auto-victory thresholds for both sides at the end of each year.

It is the 1968 Interphase, the end of LBJ's time. The Political Will marker is set to 0 Hawks. Red has 7 NVA units and 1 VC in the Body Count Box, but he controls 11 provinces. Blue has 5 ARVN and a ROK unit in the Body Count Box and 2 pacified provinces.

First check for the collapse of a faction in Laos, which means that at least one side's Laotian units are all in the Body Count Box. If it were true, the controlling player would have to pay stockpile RPs to save it or else lose Hawk or Dove points, and the faction would vanish. Skip Cambodia because Cambodia is still neutral and has no units in the game in 1968.

Next, adjust Political Will on the Game Track. There is a dead ROK unit, so add 1 Dove and flip the marker to the Dove side since it has passed zero. It is not 1969 yet and Red's body count is greater than Blue's, so there are no adjustments there, but 11 red flags add 3 more Doves to Political Will. Political Will is now 4 Doves.

Next check RVN Stability. There are 5 dead ARVN, but there are 2 pacified provinces, so Blue owes 3 stockpile RPs to keep the government stable. He is ready to pay it, but Red plays a response card that increases the cost by 1. The government collapses; a coup results. Add 3 more Doves to Political Will (now 7 Doves), Blue loses all his stockpile RPs, all veteran ARVN become untried immediately, and the required ARVN units are recalled to Saigon (see ARVN Stability).

9. MOVEMENT

You must spend 1 RP to use one movement Action. This mobilizes all friendly units in one province so they can move. Mobilized units move by tracing a path through adjacent provinces that share a common border. (*Darlac, Tuy Hoa, Phu Bon, and Khanh Hoa all share common borders.*) You do not have to move mobilized units, but you must mobilize a province to move even one unit there. You may mobilize and move the same unit more than once per turn.

A unit may move as far as its movement allowance allows. Each entered province costs a movement point. You may not save or transfer movement points. Units may not enter forbidden provinces.

Mobilized units move in a group of one or more units. A group may drop off units as it moves, but it may not pick up units while moving. A player must finish one group's movement before he starts another. Groups from one province may move to different provinces.

Enemy units do not affect moving ground units except:

1. Ground units must pay +1 movement point to pass through a province that contains veteran enemy units or enemy bombers. Units do not pay extra if they begin their move in such a province -- only if they enter and exit it in the same move. VC units, Air / Naval units, and retreating and reacting units never pay extra.
2. Ground units must stop in a province where an enemy unit ambushes them. If the ambush does not eliminate any unit, the ground units may continue moving. You may move stopped units in the same turn by spending another RP to mobilize the province.

Blue spends 1 RP to mobilize Saigon. A group of Saigon units move to Binh Duong, perhaps to attempt a PC-change there. Other units in Saigon are also mobilized, so some could move away by sea, or move overland to other provinces, or just stay in Saigon. Blue spends another RP to mobilize Binh Duong. He again moves the original Saigon units plus any other units in Binh Duong that he chooses.

9.1 AIR / NAVAL MOVEMENT

The Air Cav, Gunboat, and Blue Water Navy (assets) may move to any legal province when mobilized. Each travels alone in a one unit group. Red units do not affect its movement. It is immune to ambush. These assets may react to battles. The number in the lower right corner on these counters is their reaction range, not movement allowance. (See AIR / NAVAL REACTION.)



Suppose all three Air / Naval units are in the Zone IV coastal province Kien Hoa. If Blue mobilizes Kien Hoa, then the Gunboat could move to any province in Zone IV, the Blue Water Navy could move to any SVN coastal province, and the Air Cav could move to any SVN province. Remember that enemy units do not affect their movement, so they do not pay a “pass-through” extra movement cost, and they cannot be ambushed.

9.2 ARVN

If you mobilize ARVN units, then you must announce the target province, the path to get there, and which ARVN units are moving in the group. Roll one die. The result is the number of movement points that group may spend. The group must then follow your indicated path. It does not have to use all its movement points. If you change your mind and wish to move the group somewhere else, you would have to spend another RP and follow the same procedure to try to send the group to the new destination. Once you roll the die, other friendly units in the province may join the ARVN group.



You may move ARVN units from a province to the same or different target provinces, in different size groups, even one at a time. You do not have to assign destinations all at once. You may choose some ARVN units and resolve their movement before you choose other ARVN units to move.

Blue mobilizes two ARVN units in Saigon. He attempts to move them from Saigon through Binh Duong to Tay Ninh, 2 provinces away. He rolls a 4; they arrive in Tay Ninh. He needed to roll at least a 2. If he had rolled a 1, he could move the ARVN only one province. He could put both in either Saigon or Binh Duong, or put one in each province. If US units also occupied Saigon, Blue could wait until after the die roll to decide if they should join the ARVN group.

9.3 AMPHIBIOUS MOVEMENT

If the Blue player mobilizes a coastal province, then any Blue groups there may move directly to any other SVN coastal provinces. Only ground units may use amphibious movement. Red units may ambush a group moving by sea in the destination province only. Blue ground units may retreat by sea, but they may not reinforce by sea. ARVN units moving amphibiously do not make movement die rolls regardless of the distance moved. A unit may not combine regular movement with amphibious movement on the same RP. Blue units may move by sea during a monsoon. See the card “Monsoon Season.”

9.4 NORTH VIETNAM

The NVN “province” represents all provinces in NVN, so there are no stacking limits there. One RP mobilizes up to one stack of units (a “province worth”) in NVN. See STACKING. One RP does *not* mobilize all units in NVN!



9.5 VC MOVEMENT

Only one VC unit may move each Red turn. It moves to an adjacent province. It may be revealed or concealed. It may move only once per turn. This one VC unit may mobilize by itself or as part of a larger group.

9.6 STRATEGIC MOVEMENT

NVA units (not VC, Khmer Rouge, or Pathet Lao) may move strategically. A mobilized NVA group may move any distance along the Ho Chi Minh Trail. The trail includes NVN and all border provinces in Laos and Cambodia. The journey must be entirely on the trail, including the start and stop provinces. It may not start in or enter any province where there are more Blue units and bombers than Red units present. Lima Site 85, although a Blue unit, has no effect on strategic movement, and it does not count when counting Blue units in a province. *There is no strategic movement during monsoons. See the card “Monsoon Season.”*

Red mobilizes a stack of NVA units in NVN and moves them south, hoping to get them all the way down to Kampot. Lima Site 85 is in Savannakhet, but the stack ignores it because Lima Site 85 does not affect strategic movement. Saravan contains a Blue Laotian unit and a Red Pathet Lao unit. The NVA stack moves through Saravan because it has as many Red units as Blue. The NVA group crosses into Cambodia. There is one Blue CA unit in Mondolkiri and no Red units, so the group may not enter Mondolkiri. It must stop one province short in Ratanakiri. The entire journey from NVN to Ratanakiri cost 1 RP.

10. STACKING

A *stack* is the units you may have in one province at a time. Count each player's stacking separately. Bombers and markers do not count against stacking limits. In general, you may stack together four regular infantry units and one of each type of asset unit. Units of different nationalities may stack together.

The Blue stacking limit per province is:

- 4 infantry units
- 1 artillery unit
- 1 tank unit
- 1 Air Cav
- 1 Blue Water Navy
- 1 Gunboat
- 1 Lima Site 85

The Red stacking limit per province is:

- 4 regular infantry units (NVA, Khmer Rouge, and Pathet Lao)
- 1 artillery unit
- 1 tank unit
- 2 VC units

Units may over-stack as they move through a province unless it contains enemy units. They may not enter an enemy-occupied province if they would cause over-stacking, and they may never stop in any province over-stacked. Units may over-stack as they retreat through a province even if enemy units are present. If ambushed, they stop temporarily to resolve the ambush, but they must then continue their retreat.

There is no stacking limit in NVN, but the Red player may find it convenient to arrange his units there in stacks. Remember that mobilizing NVN mobilizes only one stack per spent RP.

11. BATTLES

You may buy a battle Action for 1 RP when opposing forces occupy the same province. A battle Action is one battle round. You may attack the same province multiple times by paying 1 RP for each battle Action (round). However, you pay for the battle round only if you roll battle dice. (Units might evade and retreat, which could cancel the battle.) The attacking player chooses which units attack, but the Red player must reveal and resolve concealed VC if they participate. The defender must include all his units in the province.

A battle round consists of the following steps:

1. Defending units may attempt to evade.
2. Reveal any concealed VC units. Resolve Bad Intel units on the Bush Events table.
3. If no defending units remain in the battle, abort the battle sequence. The attacker does not spend his RP.
4. If Blue is attacking, Air / Naval units may react, but both Red and Blue units must be present.
5. Each player sums his battle factors, rolls a die, and consults the Battle table on the Players Chart. The result is the damage applied to the opponent's units. Fire is simultaneous. Players promote surviving, untried infantry units. The attacker now spends his RP for the battle.
6. If Blue is defending, he may react with Air / Naval units, but both Red and Blue units must be present.
7. The defending player may spend RPs to reinforce the battle from adjacent provinces. Ambushes are permitted. Blue units may not reinforce by sea, and VC units may not reinforce at all. Skip this step if there are no defending survivors. The defender may reinforce even if no attackers remain in the province.

The following subsections explain the steps in more detail, so you might want to delay reading the following examples until after you have read those subsections.

Blue moves 3 ARVN and 1 ROK infantry into Pleiku, which Red controls with 2 NVA infantry and a concealed VC. After any VC ambush is resolved, Blue announces his intent to attack. He says that he is spending 1 RP, but it is not yet spent. Red decides that the VC will evade, which may happen even if it ambushed the Blue units and survived. The VC successfully evades. Red then attempts to have the 2 NVA units evade, which also succeeds. All Red units have vanished. There is no battle, so no Air / Naval units react, no one is promoted, no defending reinforcements arrive, and (most importantly), Blue gets his RP back.

Blue moves 3 ARVN and 1 ROK infantry into Pleiku, which Red controls with 2 NVA infantry and a concealed VC. The VC fails evasion, so Red reveals it. If it were Bad Intel, he would send it to the VC Pool and roll on the Bush Events table. Blue's Air Cav, which is 3 provinces away, reacts and flies to the battle.

Each player adds up his battle factors in the province. Red has 3 factors (2 for 2 untried NVA and 1 for a regular VC). He rolls a 4, which gives him 7 (3 factors + roll 4). He checks the Red column of the Battle table and sees he delivers 1 hit to Blue. Blue has 6 factors (4 for his 4 untried infantry and 2 for the Air Cav). He rolls a 4. The total is 10. Under the Blue column, he sees he delivers "1R" damage. Red must eliminate 1 unit to the

Body Count Box plus either 1 RP (from his stockpile because he is not the active player) or 1 more unit. Blue must lose 1 unit. Red may promote his surviving NVA units because they faced 5 Blue units. Blue may promote 3 units because Red started with 3 units. Blue now spends his battle RP because the units engaged.

Red might spend 1 stockpile RP to bring in reinforcements from an adjacent province if he wants to take a stand and expects another round of combat. Blue does not need a special reinforcements step because he can simply mobilize another province for 1 RP and move more units in as normal movement.

11.1 BATTLE RESULTS

Each player rolls one die and adds it to his total battle factors. The result applies to his opponent's units. The owning player decides how he applies losses. Put eliminated units in the Body Count Box. Combat is simultaneous.

These rules apply to all tables and events that produce kill and "R" results. If the result has a number, you must remove that many units from your battle group. If losses eliminate the entire group, ignore any excess including any "R" result. If the result has an "R," you must lose either 1 unit or 1 RP (your choice). If you have no RPs (from your played card if any or your stockpile), you must lose a unit. If you have no units left, you may ignore the result.

Red attacks one ARVN unit with a stack of 5 NVA. Both players roll, and both suffer "1R" results. Blue loses his ARVN. He ignores the "R" because he has no more units in the battle. Red loses one NVA. He also loses either 1 RP (from his card or his stockpile) or 1 more NVA. He decides to remove 1 RP from his stockpile. This is a payment, so he still gets 1 SRP for Actions.

11.2 EVASION

Units may attempt to avoid battle by evading. Successful evaders may retreat. However, an evasion is risky because a player can lose an RP or a unit and still not escape.

Air / Naval units always evade successfully by themselves. Each VC unit must attempt evasion individually. All remaining units who wish to evade must evade in a single group. You may not evade the remaining units individually or in smaller groups. See the Evasion table on the Players Chart. Notice that a group of 4 or more units may not evade, but you may attempt evasion with only some of the units. For example, 4 NVA units could not evade, but you could evade 3 NVA units and leave one behind. A unit may attempt only one evasion per battle round. You may evade units in any order, so you could roll for a group evasion before you evade your VC or Air / Naval units.

Count the number of units in the group, roll one die, and consult the Evasion table on the Players Chart. If the result

is "R," the player must lose either one stockpile RP or one unit from the group. The "R" result is both a mandatory loss and an evasion failure. You may not change your mind after a roll. If the evasion succeeds, the group retreats. See RETREATS. If it fails, the group must fight the battle.

A VC uses special rows (one for concealed and one for revealed) on the Evasion table. If a concealed VC fails evasion, the Red player must reveal it. If it is Bad Intel, he must roll on the Bush Events table and send the Bad Intel to the VC Pool. A VC unit that ambushes may evade. VC units retreat like normal ground units.

Blue announces a battle in Pleiku against 4 NVA infantry, an NVA artillery unit, and 2 VC (1 revealed and 1 concealed). Red decides to evade both VC. He rolls separately for each one using different rows on the table. He may not evade 5 NVA units, so he chooses to attempt to evade 3, and the remaining 2 must stay behind to face the battle. He rolls a "1" on the NVA evasion, which is an "R" result. He loses 1 stockpile RP, and all 5 NVA units remain for the battle. It is up to Red in which order he attempts evasions.

11.3 RETREATS

Units retreat because of events or successful evasions. In most cases, a group of units must successfully evade to retreat. See EVASION for how this is done. The owning player retreats his units in groups to the nearest safe provinces. The owning player determines how many and which units are in each retreating group, but VC and Air / Naval units retreat alone. A group may drop off units as it retreats, which usually happens because of stacking limits. The nearest province is the one whose path crosses the fewest provinces. A safe province must meet all these requirements:

- free of enemy units and enemy bombers,
- friendly-controlled or a province in Laos or Cambodia,
- has stacking room, and
- the unit may legally occupy the province.

In general, Red units retreat to red-flagged provinces, to border provinces in Cambodia or Laos, or to NVN. Blue units retreat to SVN provinces with no red flags. Enemy units may not be present in all cases. VC units retreat just like NVA units.



For each retreating group, you must trace a path through provinces to its destination. The passed-through provinces may cause over-stacking and may have enemy units. A retreat is not movement, so ignore movement points and movement allowance. Veteran units do not inhibit retreats, and events targeting movement do not apply. It does not cost RPs to retreat. Units must retreat to the nearest safe

province even if it is farther away then they could normally reach. (For example, a VC, who can move only 1 province, could retreat 3.) The retreating player may choose if more than one province qualifies. If a province reaches its stacking limit, other units must retreat to the next nearest safe province.

Air / Naval units retreat to any safe province within their reaction range; it does not have to be the nearest. If that is not possible, retreat them to the nearest safe province beyond their reaction range.

Blue ground units in a coastal province may retreat amphibiously to safe coastal provinces. This is always considered a one-province retreat, so it is always a first option. For example, an ARVN in Thua Thien (zone I) could retreat overland to an adjacent safe province or to *any* safe province by sea, even as far as Kien Giang (zone IV). Both have the same priority.

A VC unit may ambush ground units who retreat into or through the province it occupies. The group must temporarily stop to resolve the ambush (and may be temporarily overstacked), but then it must continue retreating to its destination. A group retreating by sea may not be ambushed.



Once units have successfully evaded, you may split them into smaller groups to retreat. For example, suppose a group of 3 NVA units successfully evaded. You may now retreat them in 1-3 retreat groups. Generally, the only issue that should concern you about retreating groups is ambush because units are always ambushed in a group. If they are not passing through enemy units, then how you group them is unimportant.

Very Important Reminder! In many games, a unit may retreat to an adjacent vacant space. It is not true here, especially for VC units! The Blue player controls vacant provinces, so they are not safe for Red.

Blue attacks a lone VC in the coastal province Binh Tuy. The VC evades. Long Khanh is vacant and adjacent, but it is not safe because Blue controls vacant provinces without flags. Red controls Phuoc Long, which is 2 provinces away, but a Blue unit is also there, so it is not safe. Assuming there are no other safe provinces in SVN within 3 provinces, the VC must retreat to the Cambodian border provinces of Mondolkiri or Kampong Cham provided no Blue units are there.

Red attacks 3 Blue infantry units in Quang Tri. The Blue units evade. Thua Thien is adjacent, but a VC unit occupies it, so it is not safe. The nearest safe province overland is Quang Nam, which is 2 provinces away, but it is not an option because the

Blue units are in a coastal province, so all retreats by sea are as good as a one-province retreat. The Blue units can retreat to any safe provinces on the coast.

11.4 AIR / NAVAL REACTION

The Gunboat, Blue Water Navy, and Air Cav units may react to a battle within its reaction range for free during either player's turn. Move the unit to the battle province. It may pass by enemy units without effect (no ambushes or movement penalties), but it may not pass through forbidden provinces. Reaction movement is not regular movement, so it does not cost RPs to move. If the Blue player is attacking, these units react before battle dice are rolled. If defending, they react after battle dice are rolled. Air / Naval units may react only to battle provinces where both Blue and Red units are present. If all Blue or Red units were eliminated or disappeared (by evasion, for example), then no one may react to that province.



Each unit may react up to its range. Air Cav may react up to 3 provinces away, the Blue Water Navy may react up to 8 coastal provinces away, and the Gunboat may react to any province in Zone IV.

Each unit may support an unlimited number of battles during a turn provided the next battle is within the unit's range. For example, the Air Cav in Quang Tri may fly 3 provinces to support a battle in Quang Tin, and then follow that up by supporting another battle that is 3 provinces away from Quang Tin, all in the same turn.

Reminder: When you mobilize an Air / Naval unit by spending 1 RP in a province it occupies, it may move to any legal province on the map. For example, the Blue Water Navy may sail to any coastal province. Movement has nothing to do with reaction.

11.5 DEFENDER REINFORCEMENTS

At the end of a battle round, the defending player may reinforce the battle provided at least one friendly unit survived combat. It costs 1 stockpile RP to move any number of units (limited by stacking) from one adjacent province to the battle province. A defender may reinforce from more than one adjacent province, paying 1 stockpile RP for each province. The Blue player may not use amphibious movement to reinforce. All units arrive in groups. VC units may not reinforce except during major offensives. Reinforcing groups may be ambushed. The defender may reinforce even if no attacking units remain in the province. The payment covers only the cost for reinforcing that round. Each battle round requires separate payments.

It is Red's turn. A battle was just resolved in Pleiku, and 1 Blue infantry survives. Blue pays 1 stockpile RP to reinforce Pleiku with 3 infantry from adjacent Darlac. A VC in Pleiku ambushes the Darlac group, killing 1 infantry. For no extra cost (he has paid for Darlac this round), Blue reinforces with another infantry from Darlac (a one-unit group). The plucky VC ambushes that infantry too!

11.6 BATTLEFIELD PROMOTIONS

Units are promoted in battles, ambushes, and some raids. All other eliminations do not cause promotions, including bombing missions and evasion failures. Any infantry units that were in the battle groups and present when the battle dice were rolled are eligible for battlefield promotions. Flip over one untried infantry unit to the veteran side (owning player's choice) for every opposing unit that fought in the battle. Count enemy units that were eliminated too. In an ambush, promote one defender to veteran status if either the ambusher or defender loses a unit. The ambusher's side does not promote his units. For a raid, the event will specify if anyone is promoted.

4 untried ARVN infantry enter Darlac, which a lone VC occupies. The VC ambushes the group. Red rolls a 1, which kills the VC. Blue promotes 1 untried ARVN to veteran status. He would promote 1 ARVN even if the VC had killed an ARVN instead, but no one would have been promoted if the ambush had no effect.

4 NVA attack 3 ARVN. At the end of the battle, Red could promote up to 3 NVA infantry and Blue up to 4 ARVN infantry from their surviving units.

12. VIET CONG

Viet Cong (VC) units are the Red player's guerrilla infantry. They are either concealed (face down) or revealed (face up). Treat a concealed VC unit as a regular VC unit even if it is something else. The Red player randomly draws and deploys them face down from the VC Pool, and he may not peek at them until after he deploys them.

The VC Pool is a face-down pile of VC units in the map's VC Pool box. Shuffle returned VC into the VC Pool. You may also put them in a bag or cup, but you will need to point to where you will deploy one before you draw it.

There are two kinds of VC units: regular Viet Cong militia units and Bad Intel units. The regular VC units are true army units with the ability to ambush the enemy and fight in battles. A few regular VC units are labeled "VC2." These are veteran VC units who are deadlier in ambushes and battles. Bad Intel units represent false intelligence and random events. They may never ambush, attack, or defend, but they may evade battles and do PC-changes while concealed.

If a revealed regular VC is eliminated, put it in the Body Count Box. If a concealed regular VC is eliminated, put it in the VC Pool. (This is a rare occurrence and usually happens by an event only.) Put revealed Bad Intel units in the VC Pool.

If a concealed VC is stacked with other Red units, then the Red player must assign all losses to other units and only to a concealed VC as a last resort. The Red player may re-conceal a VC unit if it is in a province with no Blue units present.

The Red player may not voluntarily reveal a concealed VC unit. For example, he may not reveal a VC to be a casualty, nor may he reveal Bad Intel units just to get them off the map. VC units are revealed in the following cases only:

- An event says to reveal a VC unit.
- A VC unit is about to ambush. Bad Intel units cannot ambush, so this case applies only to regular VC units.
- A VC unit is committed to battle. VC units (including Bad Intel units) are not required to evade, so the Red player may choose to reveal a concealed Bad Intel unit in this case, but it is not to his advantage to do so.

Bad Intel events (Bush Events) occur only in SVN. If revealed elsewhere, ignore the following Bush Event procedure. When a Bad Intel unit is revealed, roll two dice (one at a time), consult the Bush Event table, and implement the event. If two Bad Intel units are revealed at the same time in the same province, resolve only one. Then return all revealed Bad Intel units to the VC Pool.

It is not to Red's advantage to reveal Bad Intel units. Bad Intel units function as effectively as any other VC unit when concealed, and when revealed, the result is of no benefit to Red most of the time. In general, Red should avoid revealing Bad Intel units at all costs.

Generic



VC



Bad Intel



VC2



13. BOMBING MISSIONS

As a free Action during his turn, the Blue player may take an unspent bomber from the Airbase Box, put it on an SVN province, and conduct a bombing mission. He flips it to its spent side to show he has used it. It returns to the Airbase Box at the beginning of his next turn or at the end of the year, whichever is first.

Fresh



Spent



Bombers usually fly only one bombing mission each year. You may not save unused missions to the next year. Bombers remain spent until they refuel. They automatically refuel at the beginning of each year. To refuel, flip a spent bomber to its unspent side. *The spent side of a bomber counter shows bombs exploding beneath the plane.*

The Blue player may use any number of his fueled bombers each turn, but only one bomber may attack each province each turn. The “Commando Hunt” card event removes this limitation. A bomber may attack only SVN provinces until a card event allows otherwise.

To resolve a bomber attack, count the number of enemy units in the province, roll a die, and consult the Bomber table on the Players Chart. The Red player applies losses to whichever units he chooses, but he may not select a concealed VC if other friendly units are available. Put lost units in the Body Count Box, but put a lost concealed VC in the VC Pool. A bombing mission does not promote untried units.

Some events refuel a bomber during the year. A bomber must be in the Airbase Box to refuel. It may not refuel or return it to the Airbase Box on the same turn it flies a mission.

A bomber may not be ambushed, raided, or add factors to battles. It does force Red units to spend +1 point to move through a province with a bomber, and it may negate Red's strategic movement in the right circumstances.

Blue starts the year with 2 fueled bombers in the Airbase Box. On his first turn, he sees 4 Red units (3 NVA and 1 face-down VC) in Pleiku. He flies one bomber to Pleiku and flips it to its spent side. He rolls a 4, and Red loses 1 NVA unit to the Body Count Box. It cannot be the concealed VC because NVA units are available. The flipped bomber stays in Pleiku where it slows down Red movement. Blue could fly his second bomber this turn, but it would have to be to a different province (until he plays “Commando Hunt”). If he wanted to bomb Pleiku again, it would have to be on a different turn. On his next card-play turn, he returns the spent bomber in Pleiku to the Airbase Box. It remains spent until the year ends or until he plays a card that lets him refuel bombers at the Airbase.

14. AMBUSHES

A regular VC unit (not Bad Intel) may ambush a Blue ground group that enters a province it occupies. An ambush does not cost RPs. The VC may not ambush a stationary group or a group moving away. If more than one group enters a province, the VC may ambush each group as it arrives. However, a target group may be ambushed only once per province. An ambush is part of the movement action, so resolve it immediately before the active player buys another action. It is not part of a battle.

The VC may ambush mobilized units, retreating units, and units reinforcing a battle. It may never ambush a bomber or any Air / Naval unit. Ambushed units may not evade the ambush.

The Red player must announce an ambush as soon as a Blue group enters the province. If the VC is concealed, the Red player must reveal it. Bad Intel units may not ambush. Red chooses which VC unit ambushes if there are two. (The second does nothing.) It ambushes the entire defending group. The Red player rolls one die and consults the Ambush / Raid table on the Players Chart. The result can affect both the ambusher and the defenders. Players apply the results to their own units. If either player loses a unit, the Blue player promotes one unit in his group to veteran status. Eliminated units go to the Body Count Box.

A group must stop if the ambush eliminates a unit on either side. To move again, the active player must spend another RP. If the ambush eliminates no one, then the group may continue moving at no extra RP cost. If a retreating group is ambushed, it must continue to a safe province unless the ambusher was eliminated and no other enemy units occupy the province.

2 concealed VC and 3 NVA occupy Pleiku. A group of 3 ARVN units move into Pleiku. Red exposes one VC (it is a VC2) and announces an ambush. (The second VC may do nothing and may remain concealed for now.) The roll kills 1 ARVN, so Blue promotes one other ARVN to veteran. Blue now moves a second group of 1 ARVN, 1 US, and 1 tank to Pleiku. Again the VC2 unit ambushes this group (Red might have chosen the other VC to ambush instead), but this time no one is hurt, so there is no promotion. The second group could continue moving at no extra cost. Blue announces an attack, but there are no more ambushes because the VC2 unit can ambush only units when they move into the province. Both VC may evade the attack.



15. RAIDS

A raid is similar to an ambush. It is always a card event. One or more units attack enemy units in an adjacent or same province. The raiding units do not move to the target province. (They slipped into the province to conduct the raid and withdrew.) Units may not evade, ambush, reinforce, or react to a raid.

Use the Ambush / Raid table on the Players Chart to resolve the attack. The event card expresses the raid with a modifier such as "RAID+3," which means to add +3 to the die roll. The defender applies any damage to his units. Put eliminated units in the Body Count Box. The event will specify if promotions can occur.

16. CAMBODIA AND LAOS

Each player controls two factions, one for each of these countries. The Blue player controls the Laotian Army and the Cambodia Army. The Red player controls the Pathet Lao and the Khmer Rouge. Players begin the game with veteran units in Laos. Cambodian units arrive as reinforcements in 1969.

A faction may collapse if all of its units in play are in the Body Count Box during the Interphase. Ignore any units that have not yet appeared as reinforcements; treat them as if they did not exist. If all your faction's units are in the Body Count Box, then you may avoid a collapse by paying 3 stockpile RPs during the Interphase. You must pay for each faction separately if both threaten collapse at the same time.

If your faction threatens collapse and you do not pay 3 RPs, then the faction collapses. Remove from the game all units in the faction, including future reinforcements. If a Blue faction collapses, immediately add 3 Doves to the Game Track. If a Red faction collapses, add 3 Hawks instead. The opposing faction takes control of the country, and it may never collapse. From that moment on, all its units in the Body Count Box return as reinforcements at no cost during the Interphase. If the Khmer Rouge takes control of Cambodia, then Sihanoukville is open for the rest of the game. If the Blue player's Cambodian faction takes control, put the Port Closed marker in Kampot province, and no Red units may deploy there during the Reinforcements Phase.

If both opposing factions in Laos (or Cambodia) face collapse simultaneously, then each player must pay 3 stockpile RPs to save his faction. Red must pay first. If one faction collapses, follow the procedure above. If both opposing factions collapse, remove both from the game (close Sihanoukville if Cambodia), and do not add any Hawk or Dove points.

Cambodian units do not enter the game until 1969. Before 1969, Cambodian factions cannot collapse, so nobody pays RPs to keep Cambodian factions afloat before 1969. Ignore all events and procedures pertaining to Cambodia before 1969.

In general, Blue's main forces may not enter Laos and Cambodia, and Red's NVA and VC forces are limited to the Ho Chi Minh Trail. Both players have 1969 cards that allow their forces to enter Cambodia and Laos. After a card's event has expired, those forces must exit the country. They are re-deployed during the next Reinforcements Phase as reinforcements.

Blue deploys 2 veteran Cambodian units in Cambodia in 1969. During the year, Red eliminates both units. Blue now faces Cambodian collapse because both (all) deployed Cambodian units are in the Body Count Box. We ignore future Cambodian reinforcements. Blue must pay 3 stockpile RPs in the Interphase or watch his Cambodian faction collapse. Beware! There is a response card that can increase the cost!

17. POLITICAL CONTROL CHANGES

The Red player controls all SVN provinces that have red flags. The Blue player controls the rest, including those with blue flags. No one controls Laotian and Cambodian provinces.



You may spend 1 RP to buy the PC-change Action, which lets you try to take control of a SVN province. At least one friendly unit and no enemy units must be present. Bombers do not count.

An ARVN or VC unit automatically succeeds for the owning player. A VC may be face up or down, and if face down, it may be a Bad Intel unit.

If no VC or ARVN unit is present, roll one die. The attempt succeeds if the result is less than or equal to the number of your units in the province. (All assets count including Air / Naval units.) If it fails, you may buy another PC-change Action to try again, or you may spend RPs to make up the difference. For example, if you had 4 units in the province and rolled a 6, your attempt would succeed if you paid 2 more RPs. (Note: Making up the difference is a payment, not an Action purchase, so you may spend your stockpile RPs to pay the difference.)

If the Red player succeeds in his PC-change attempt, put a red flag in the province. If the Blue succeeds, remove the

red flag. You may buy any number of PC-change Actions during your turn, even for the same province.

Red has 3 NVA units in a province, and no Blue units are present. He wishes he had a VC there because the change would be automatic. He spends 1 RP for the PC-change Action, hoping for a 3 or less. He rolls a 4. He failed by 1 (4 minus 3), so he spends 1 more RP to pay for success. As an alternative, he could decide to try again by spending another RP and rolling again.

18. PACIFICATION



The Blue player may spend 1 RP during his turn to attempt a pacification Action. The SVN province must have no enemy units and no red flags, and at least one US or IF infantry unit (not ROK) must be present. Once all US and IF infantry withdraw from SVN, pacification is no longer possible.

The procedure to pacify a province is identical to a PC-change Action, except no unit automatically pacifies. Pay 1 RP and roll one die. Pacification is successful if the result is less than or equal to the number of Allied units in the province. (Yes, all Allied units count.) If successful, put a blue flag in the province. If unsuccessful, the Blue player may pay RPs to make up the difference. See POLITICAL CONTROL CHANGES for an example. The blue flag remains intact as long as at least one Allied unit stacks with it. Remove the blue flag the instant no Allied unit is present. Important: A US or IF infantry unit must be present to attempt pacification, but any Allied unit is enough to keep pacification.

19. RVN STABILITY

The RVN Stability marker on the Game Track measures the stability of the SVN government and economy. Set the marker to zero at the start of each year. (Ignore any adjustments made in the previous year.) During the Interphase, add 1 for every pacified province, and subtract 1 for every ARVN unit in the Body Count Box. If the marker is less than zero after the Interphase adjustment, the Blue player must spend stockpile RPs to stabilize the government. Each spent stockpile RP adds one point to the track. *Be aware that Red's "Nguyen Cao Ky" response card can raise the cost by 2 stockpile RPs.*

If Blue cannot raise RVN stability to 0 or better, a coup occurs. Flip the stability marker to its Coup side as a reminder. If the government is stable, flip it to its stable side. A coup lasts for one year, but coups may occur in back-to-back years.

When a coup occurs, do the following steps:

- Add 3 Doves to the Game Track.
- Remove all stockpile RPs from the Blue stockpile.
- Immediately flip all ARVN infantry units to their untried side.
- Remove all non-ARVN units from Saigon and add them to the upcoming year's reinforcements. Then add ARVN units so there are 4 infantry, 1 artillery unit, and 1 tank in Saigon. (Skip any that are unavailable.) Take the units from the upcoming reinforcements and replacements, and from anywhere in SVN (Blue's choice). The Saigon units may not move for the entire next year. You do not need to replace any that are eliminated. You may put a blank marker atop them as a reminder.

At the end of the year, there are 7 ARVN units in the Body Count Box. Blue has 3 pacified provinces, so he must pay 4 stockpile RPs to stabilize the government. RVN Stability is re-calculated fresh each year, so return the marker to zero regardless if Blue pays or not.

20. 3RD EDITION CREDITS

Designer: John Poniske

Developer: Stan Hilinski

Graphic Design: Knut Grunitz

Box Design: Knut Grunitz and Brien Miller

Booklet Design: Ken Dingley

Rules and Proofreading: Stan Hilinski, Chad Mekash

Flow Charts: Judd Vance and David Wessman

Playtesters: Stan Buck, Bill Lawson, Chuck Frascati, Dan Raspler, Nick Drochak, John Poniske Jr., Stephen Quirke, Camilo Coreal

Second Edition Graphic Design: Sean Cooke

Produced by: Ken Dingley and Bill Thomas for Compass Games, LLC.

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The Blue Allied Player (Hereafter Blue) sees a communist buildup that threatens to cut South Vietnam in two. He plays his biggest RP card to stem the tide **NGUYEN VAN THIEU**. Once committed, Blue indicates that he will not spend the 2RP necessary to prevent coups this year. He will instead spend 4 to 5 RP on field operations.

3rd RP Spent: Blue considers reinforcing the Quang Duc attack by sending in the Veteran US Infantry unit from Phuoc Long but decides against it and instead banks 1SRV for future use.

4th RP Spent: Blue is now ready for combat in Darlac. Red chooses not to evade. Both players add their battle factors. Blue has $2+2+2+1+1=8$. Red has $2+2+2=6$. Red does not reveal and commit his VC (probably Bad Intel. It rarely benefits red to reveal Bad Intel). Blue rolls his die and adds 3 to his factors for a combat total of 11. Checking the blue column on the Battle Table Blue sees that he has caused



Red a 2 unit loss. Red chooses to lose his Veteran Infantry and his artillery (He salvages his tank because Red Tanks are hard to come by). Red rolls a 3 and adds this to his total to give him 9 combat factors. Checking the red column of the Battle Table, Red sees that he has caused Blue 1 unit casualty. Blue chooses to lose his untried ARVN unit. Since Blue faced 3 enemy units he would be eligible to promote up to three untried units. Since he has only one untried US Infantry unit, he promotes it to veteran status. This battle ended, Blue turns his attention to Phuoc Long.

$$\begin{matrix} \text{US Veteran Infantry} & \text{US Artillery} & \text{US Tank} & \text{US Infantry} & \text{ARVN Untried} & \text{Die} \\ 2 \times 6 & +2 \times 6 & +2 \times 6 & 1 \times 6 & 1 \times 6 & 3 \\ \hline & & & & & = 11 \end{matrix}$$

$$\begin{matrix} \text{NVA Veteran Infantry} & \text{NVA Artillery} & \text{NVA Tank} & \text{Die} \\ 2 \times 4 & +2 \times 4 & +2 \times 4 & 3 \\ \hline & & & = 9 \end{matrix}$$

5th RP Spent: Here the lone communist Veteran tries but fails to evade and at 2 combat factors he faces 4 blue combat factors, $2+1+1=4$. Blue rolls a 6, adds it to his combat factors, $4+6=10$ and checks the Battle Table. The result is 1R meaning the red player has the choice of losing 1RP/SRP or losing 1 unit. In this case, since Red has already lost 2 units in the adjoining battle and a unit lost here would mean the removal of a veteran unit and totally abandoning the province, Red chooses to lose one of his precious SRPs. The up-side is that he retains a presence in Quang Duc. Red then rolls his die resulting in a 2. This gives him $2+2=4$ and checks the Battle Table. As expected, the Red response causes no damage to the Blue player. Blue promotes his untried US unit to veteran.

$$\begin{matrix} \text{ARVN Veteran} & \text{ARVN Untried} & \text{US Untried} & \text{Die} \\ 2 \times 6 & 1 \times 6 & 1 \times 6 & 6 \\ \hline & & & = 10 \end{matrix}$$

$$\begin{matrix} \text{NVA Veteran} & \text{Die} \\ 2 \times 4 & 2 \\ \hline & = 4 \end{matrix}$$

Post Script: Blue has achieved his goal of occupying both communist held provinces and blunting the Red player's attempt to divide South Vietnam in two. In addition he has gained two veteran units, gained an SRP for future operations and robbed Red of one of his SRPs. He has also insured that his air mobile unit in Long Khanh is available to respond to an attack in either province (Within 3 provinces). Overall, this was a highly successful turn.



22. DESIGNER NOTES

My interest in America's withdrawal from Vietnam runs deep. As a Marine Corporal, I participated in the 1975 evacuation of Saigon and Phnom Penh. I salute you who survived the horror of that conflict and your brothers who never returned.

A decade of American involvement in Vietnam saw our military expand and strengthen and our economy soar, yet America suffered over 360,000 casualties. One of those casualties was our national identity. In comparison, our ARVN allies endured five times the casualty rate, and for every American that fell, so did ten of the enemy, or so we were told. The universal question is why did America fail?

We made mistakes compounded by distance and ideology. We fought a wily enemy who had the stamina to weather the relentless attrition we inflicted. More important, America was divided over our involvement. Our leaders faltered in their resolve. We fought and died bravely but never won over the Vietnamese people nor arrived at a consensus as to why we were there in the first place.

*H&M is a simple approach to our complex "police action." Military tokens are of indeterminate strength and unit designation. Each incorporates men, material, logistics support and in the case of VC and NVA units, popular indigenous support. Most Vietnam games have a US and a North Vietnamese player. Since our Vietnamese allies outnumbered our own troops, and other world allies sacrificed 27,000 of their soldiers, H&M has a North Vietnamese player and an **Allied** player.*

In H&M, untried units are a liability. Only blooded veterans will bring the war to a successful conclusion. Yet, as they say, no broken eggs, no omelet. Untried units will die to create those veterans.

There is no defined "front" in H&M. NVA units and their VC allies are likely to appear anywhere at any time. Intelligence about Viet Cong activity is false as often as it is true. The enemy often evades combat if he was present at all. The NVA player may avoid battle by dispersing into the bush or retreating into a nearby province or even turn the tables by turning on his attackers in ambush.

America has overwhelming firepower but VC insurgents have a ghostlike ability to appear and disappear almost at will. The NVA disregards political boundaries and waits for the right moment to mobilize the country for their devastating Tet offensive, while the US President anticipates an invasion of Cambodia and the disruption of the Ho Chi Minh Trail.

H&M is fast paced and nearly as maddening as the real thing. The challenge is yours. As the NVA player, can you unite your country or as the Allies will you defeat the North Vietnamese before Vietnam becomes the quagmire we all remember? Good luck!

John Poniske

23. SCENARIOS

1. Players choose sides and pick starting and ending years. Many players choose 1966 for their first game.
2. Separate the cards into three decks: the black deck, the north player's red deck, and the south player's blue deck. Remove and set aside from the red and blue decks the 1969 cards (4 blue and 4 red) and the Campaign cards (4 blue and 6 red). You may never look at your opponent's Campaign deck.
3. Shuffle the black deck and deal the cards face-down to the players. (Each player will get 13 black card cards.) Shuffle your black cards with your cards to form your Game Deck. Put it face-down near your side of the map. Neither player may look at either Game Deck, but anyone may look at both discard piles.
4. Draw five cards from your Game Decks for your starting hand. You may secretly choose one Campaign card, which substitutes for a card in your hand. (You draw only four cards from your deck.) You must announce if you take a Campaign card, but keep its identity secret. (Red announces first.)
5. Mix all VC units face-down and put them in the VC Pool Box. If you wish, you may also store them next to the map or in a bag or cup, in which case Red should point to where he will place a VC unit before he draws it. Red may not peek at VC units until after he deploys them. VC units set up face-down.
6. Skip the Reinforcements Phase for the first year. You may find it convenient to stack future reinforcements by entry year next to the map. You will have extra units: 3 US infantry, 4 NVA infantry, 1 NVA artillery, and 4 NVA tanks. They enter either by card or during the Easter Offensive.
7. If you start with units in the Dead Pool, you may buy them back with your starting stockpile RPs. Deploy them as reinforcements. Each unit in the Dead Pool costs 1 stockpile RP.
8. Put your units on the map as listed in the scenario. For ease of setup, the listed provinces run from north to south. Put the Political Will marker on the Game Track and flip it to the Hawk or Dove side as the scenario states.
9. The Blue player may re-deploy up to 5 friendly units to any provinces that do not contain red flags or Red units.
10. There is no scenario for 1973-1975. If you choose to play during that period, start in 1972, and see the special rules in for 1973-1975 at the end of this Section.

The scenarios represent reasonable starting positions and are not historically accurate. If you would like more accuracy, you may remove Campaign cards by their real dates.

- 1965 Starlite, Ia Drang
- 1966 White Wing
- 1967 Junction City, Khe Sanh
- 1968 SEALORDS, Tet Offensive
- 1968-72 Commando Hunt
- 1969-70 Operation Menu
- 1970 Cambodia Incursion
- 1971 Lam Son 719
- 1972 Easter Offensive

1965

Both players may draw Campaign cards to start, but no one may play one on his first turn. Red deploys first. Put the Political Will marker on 10, Hawk side up. Blue may re-deploy 5 friendly units plus his Air / Naval units after setup.

RED SETUP

- Stockpile: 2 RPs.
- Red-flagged provinces (10): Quang Tri, Kontum, Pleiku, Quang Duc, Phuoc Long, Binh Duong, Tay Ninh, Kien Phong, Ninh Thuan, An Xuyen
- Deploy the following units in North Vietnam and/or on the Ho Chi Minh Trail (the border provinces of Laos and Cambodia): 4 veteran NVA infantry, 8 untried NVA infantry, and 2 artillery units.
- Put 2 veteran Pathet Lao infantry in Saravan, Laos.
- Put 1 face-down VC unit in every red-flagged province. Put 2 more face-down VC units in red-flagged provinces or in Laotian or Cambodian border provinces. A province is limited to 2 VC units.

BLUE SETUP

- Stockpile: 2 RPs
- Thua Thien: 1 veteran US, 1 US artillery, 1 veteran ARVN, 1 untried ARVN
- Quang Nam: 1 veteran ARVN, 2 untried ARVN, Blue Water Navy (on the coast)
- Binh Dinh: 1 veteran US, 1 untried ROK, 2 untried ARVN
- Tuy Hoa: 1 Air Cav, 3 untried ARVN
- Darlac: 4 untried ARVN
- Long Khanh: 4 untried ARVN
- Saigon: 2 untried US, 1 veteran ARVN, 1 ARVN artillery, Pacification marker
- Kien Hoa: 1 untried US, 3 untried ARVN
- Champasak: 3 veteran Laotian infantry
- Airbase box: 1 bomber

1966

Put the Political Will marker on 7, Hawk side up.

RED SETUP

- Stockpile: 4 RPs
- Red-flagged provinces (10): Quang Tri, Quang Ngai, Kontum, Pleiku, Binh Long, Tay Ninh, Binh Duong, Kien Phong, An Giang, Kien Hoa
- North Vietnam: 9 untried NVA
- Quang Tri, Quang Ngai, Kontum: 1 VC each
- Pleiku: 2 VC
- Mondolkiri (Cambodia): 2 vet NVA, 2 untried NVA, 1 artillery, 1 VC
- Binh Long, Tay Ninh, Binh Duong, Kien Phong, An Giang: 1 VC each
- Kien Hoa: 3 untried NVA, 1 vet NVA, 1 artillery
- Saravan (Laos): 2 vet Pathet Lao

BLUE SETUP

- Stockpile: 4 RPs
- Pacified provinces (3): Quang Nam, Binh Dinh, Saigon
- Thua Thien: 3 untried ARVN, 1 vet ARVN, 1 US artillery
- Quang Nam: 2 untried ARVN, 1 vet ARVN, 1 vet US, 1 US tank, Blue Water Navy
- Binh Dinh: 3 untried ARVN, 1 vet US, Air Cav
- Tuy Hoa: 2 untried ARVN, 1 untried US, 1 untried ROK
- Darlac: 2 untried ARVN, 2 vet ARVN
- Khanh Hoa: 2 untried ARVN, 2 untried US, 1 US artillery
- Long Khanh: 2 untried ARVN, 2 untried US
- Saigon: 1 untried ARVN, 1 vet ARVN, 2 untried US, 1 ARVN artillery
- An Xuyen: 1 untried ARVN, 2 vet ARVN, 1 untried US
- Champasak (Laos): 3 vet LA
- Airbase box: 2 bombers

1967

Put the Political Will marker on 3, Hawk side up.

RED SETUP

- Stockpile: 3 RPs
- Red-flagged provinces (11): Quang Tri, Thua Thien, Kontum, Pleiku, Binh Dinh, Quang Duc, Phuoc Long, Binh Long, Tay Ninh, Kien Phong, An Xuyen
- North Vietnam: 9 untried NVA, 1 artillery
- Quang Tri: 4 untried NVA
- Thua Thien: 3 vet NVA
- Quang Tin: 1 vet NVA, 1 untried NVA
- Kampot: 3 untried NVA, 1 vet NVA, 1 artillery
- Saravan (Laos): 2 vet Pathet Lao
- Put 1 face-down VC unit in every red-flagged province and one in Kampot.

BLUE SETUP

- Stockpile: 3 RPs
- Pacified provinces (4): Saigon, Long Khanh, Long An, Binh Tuy
- Quang Nam: 1 vet US, 1 US artillery, 1 US tank, 1 vet ARVN, 1 untried ARVN, Blue Water Navy
- Quang Ngai: 3 untried ARVN
- Phu Bon: 1 vet US, 1 vet ROK, 1 US tank, 2 untried ARVN
- Tuy Hoa: 1 vet US, 1 untried ROK, 2 untried ARVN
- Darlac: 2 vet US, 2 untried ARVN
- Khanh Hoa: 1 untried US, 2 untried ARVN
- Ninh Thuan: 1 vet ARVN, 2 untried ARVN
- Long Khanh: 2 untried US, 1 US artillery, 2 untried ARVN
- Binh Tuy: 2 untried ARVN
- Saigon: 2 untried US, 1 vet ARVN, 1 ARVN artillery, 1 Air Cav
- Long An: 3 untried ARVN
- Kien Giang: 1 untried US, 1 US artillery, 3 untried ARVN
- Champasak (Laos): 3 vet LA
- Airbase: 2 Bombers

1968

The Tet Offensive occurred in 1968. Put the Political Will marker on 0, Hawk side up. Red may skip the Tet Offensive, but you may play a variant where Red must run it.

RED SETUP

- Stockpile: 6 RPs
- Red-flagged provinces (10): Quang Nam, Quang Tin, Quang Ngai, Kontum, Pleiku, Phu Bon, Binh Long, Tay Ninh, Kien Phong, Ba Xuyen
- North Vietnam: 11 untried NVA, 1 artillery
- Quang Nam: 3 vet NVA, 1 artillery
- Quang Tin: 3 vet NVA, 1 artillery
- Quang Ngai, Kontum, Pleiku, Tay Ninh: 1 VC each
- Phu Bon, Binh Long: 2 VC each
- Kien Phong: 2 vet NVA, 1 VC
- Ba Xuyen: 2 vet NVA, 2 untried NVA, 1 VC
- Savannakhet (Laos): 2 untried Pathet Lao, 1 vet NVA
- Xekong (Laos), Mondolkiri (Cambodia): 1 VC each
- Kampot (Cambodia): 2 untried NVA

BLUE SETUP

- Stockpile: 5 RPs
- Pacified provinces (5): Lam Dong, Phuoc Long, Long Khanh, Saigon, Binh Duong
- Quang Tri: 3 untried ARVN
- Thua Thien: 2 untried ARVN, 1 untried IF, 1 untried US, 1 US tank, 1 US artillery
- Binh Dinh: 2 untried ARVN, 1 vet US, 1 untried ROK, Blue Water Navy
- Darlac: 2 untried ARVN, 1 untried US, 1 untried ROK, 1 US tank
- Phuoc Long: 3 untried ARVN
- Lam Dong: 2 untried ARVN, 1 vet ARVN, 1 untried US, 1 US tank
- Long Khanh: 4 untried ARVN, 1 US artillery
- Binh Duong: 2 vet ARVN, 1 vet US
- Saigon: 2 vet US, 1 untried ARVN, 1 ARVN art, Air Cav
- An Giang: 2 vet US, 2 untried ARVN
- Kien Hoa: 1 vet ARVN, 1 untried ARVN, 2 untried US, 1 US artillery
- An Xuyen: 2 untried ARVN, 1 vet US
- Saravan West (Laos): 1 untried LA
- Champasak (Laos): 2 vet LA
- Airbase: 2 bombers

1969

Put the Political Will marker on 6, Dove side up. Each player prepares his Game Deck as usual. Remove 16 cards from each deck, shuffle in the 1969 cards, and return the 16 cards to the bottom of the decks.

RED SETUP

Red removes from the game his Campaign cards “Iron Triangle” and “Tet Offensive.” The following setup includes 4 NVA units from 1970 and 1971. If playing into 1970 or 1971, Red should prepare the 1970 and 1971 reinforcements, but he must remove 3 NVA infantry units from 1970 and 1 NVA infantry unit from 1971.

- Stockpile: 2 RPs
- Dead Pool: 4 NVA.
- Red-flagged provinces (11): Quang Tri, Quang Nam, Quang Tin, Darlac, Quang Duc, Phuoc Long, Binh Long, Tay Ninh, Binh Duong, Kien Phong, An Giang
- North Vietnam: 11 untried NVA
- Quang Tri: 3 untried NVA, 1 artillery, 1 VC
- Quang Nam: 2 vet NVA, 1 untried NVA, 1 artillery
- Quang Tin: 1 VC
- Darlac: 2 vet NVA, 1 untried NVA, 1 artillery
- Quang Duc: 1 untried NVA, 1 vet NVA
- Phuoc Long: 2 vet NVA, 1 VC
- Binh Long: 2 untried NVA, 1 vet NVA
- Tay Ninh: 1 VC
- Binh Duong: 1 VC, Iron Triangle marker
- Kien Phong: 1 untried NVA
- An Giang: 1 VC
- Xekong (Laos): 1 untried NVA, 2 untried Pathet Lao
- Kampot (Cambodia): 1 untried NVA, 1 vet Khmer Rouge

BLUE SETUP

Blue removes from the game his Campaign card “SEALORDS.” Setup excludes 2 US infantry units, which have been withdrawn.

- Stockpile: 3 RPs
- Pacified provinces (3): Binh Tuy, Long Khanh, Saigon
- Thua Thien: 1 untried ARVN, 2 vet ARVN, 1 vet US, 1 US artillery
- Quang Ngai: 3 untried ARVN, 1 vet ROK, 1 ARVN artillery
- Kontum: 1 untried ARVN, 1 vet ARVN, 2 vet US, 1 US tank
- Pleiku: 2 untried ARVN, 1 vet ARVN, 1 vet ROK, 1 US tank
- Phu Bon: 1 untried IF, 3 untried ARVN
- Khanh Hoa: 1 untried US, 2 untried ARVN, 1 US tank, Air Cav
- Binh Thuan: 3 untried ARVN, 1 vet ARVN
- Long Khanh: 2 untried ARVN, 2 vet ARVN, 1 US artillery
- Binh Tuy: 1 untried ARVN, 1 vet ARVN, 1 untried US, Blue Water Navy
- Saigon: 1 vet ARVN, 1 ARVN artillery, 2 untried US, 1 vet US
- Long An: 1 untried ARVN, 1 vet ARVN, 2 vet US, 1 US artillery, gunboat
- Kien Giang: 1 untried ARVN
- Champasak (Laos): 2 vet LA, 1 untried LA
- Phnom Penh: 2 vet CA
- Airbase: 3 bombers

1970

Put the Political Will marker on 11, Dove side up. Each player prepares his Game Deck as usual. Remove 16 cards from each deck, shuffle in the 1969 cards (minus Blue's "Commando Hunt"), and return the 16 cards to the bottom of the decks.

RED SETUP

Red removes from the game his Campaign cards "Iron Triangle" and "Tet Offensive." The following setup includes one NVA unit from 1971. If playing into 1971, Red should prepare the 1971 reinforcements, but he must remove one NVA infantry unit.

- Stockpile: 2 RPs
- Dead Pool: 3 NVA
- Red-flagged provinces (11): Quang Tri, Quang Nam, Quang Tin, Kontum, Pleiku, Phu Bon, Phuoc Long, Binh Long, Tay Ninh, Binh Duong, Kien Phong
- North Vietnam: 9 untried NVA
- Quang Tri: 4 untried NVA
- Quang Nam: 2 untried NVA, 1 artillery
- Quang Tin: 1 untried NVA
- Kontum: 1 vet NVA, 1 VC
- Pleiku: 2 vet NVA, 1 untried NVA
- Phu Bon: 1 VC
- Phuoc Long: 3 vet NVA, 1 artillery, 1 VC
- Binh Long: 2 vet NVA, 1 artillery
- Tay Ninh: 1 VC
- Binh Duong: 2 vet NVA, Iron Triangle marker
- Kien Phong: 2 vet NVA, 1 VC
- Saravan (Laos): 2 vet Pathet Lao
- Kampot (Cambodia): 2 untried NVA, 2 vet Khmer Rouge

BLUE SETUP

Blue removes from the game his Campaign card "SEALORDS." Put the 1969 card "Commando Hunt" face-up, in play. Its event is active. Setup excludes 8 US infantry units, which have been withdrawn.

- Stockpile: 5 RPs
- Pacified provinces (3): Long Khanh, Binh Tuy, Saigon
- Thua Thien: 1 untried ARVN, 1 vet ARVN, 1 vet US, 1 untried US, 1 US artillery
- Binh Dinh: 3 untried ARVN, 1 US tank
- Tuy Hoa: 1 vet ARVN, 2 untried ARVN, 1 vet US
- Darlac: 3 untried ARVN
- Quang Duc: 2 vet ARVN, 1 vet US, 1 US artillery, 1 US tank
- Tuyen Duc: 1 vet ARVN, 2 untried ARVN, 1 untried ROK, 1 US tank
- Long Khanh: 3 untried ARVN, 1 vet ARVN, 1 ARVN artillery
- Binh Tuy: 1 vet ARVN, 1 untried ARVN
- Saigon: 4 vet ARVN, 1 ARVN artillery
- An Giang: 2 untried ARVN, 1 vet ARVN, 1 vet ROK, 1 US artillery, Gunboat, Air Cav
- Kien Hoa: 3 untried ARVN, 1 untried IF, 1 ARVN artillery, Blue Water Navy
- Champasak (Laos): 3 vet LA
- Phnom Penh: 3 vet CA, 1 untried CA
- Airbase: 3 bombers



1971

Put the Political Will marker on 16, Dove side up. Each player prepares his Game Deck as usual. Remove 16 cards from each deck, shuffle in the 1969 cards (minus Blue's "Commando Hunt"), and return the 16 cards to the bottom of the decks.

RED SETUP

Red removes from the game his Campaign cards "Iron Triangle," "Ia Drang," and "Tet Offensive."

- Stockpile: 2 RPs
- Dead Pool: 4 NVA
- Red-flagged provinces (8): Quang Tri, Thu Thien, Quang Tin, Kontum, Binh Long, Tay Ninh, Binh Duong, An Giang
- North Vietnam: 10 untried NVA, 1 artillery
- Quang Tri: 3 untried NVA
- Thua Thien: 3 vet NVA, 1 artillery
- Quang Tin: 2 untried NVA, 2 vet NVA
- Kontum: 2 vet NVA, 1 VC
- Binh Long: 2 vet NVA, 1 artillery, 1 VC
- Binh Duong: 2 vet NVA, 1 VC, Iron Triangle marker
- An Giang: 4 untried NVA
- Saravan (Laos): 2 vet Pathet Lao, 1 untried NVA
- Kampot (Cambodia): 1 vet NVA, 2 vet Khmer Rouge, 1 untried Khmer Rouge

BLUE SETUP

Blue removes from the game his Campaign cards "White Wing" and "SEALORDS." Put the 1969 card "Commando Hunt" face-up, in play. Its event is active. Setup excludes 14 US units and one IF unit, which have been withdrawn.

- Stockpile: 4 RPs
- Pacified provinces (5): Quang Ngai, Binh Dinh, Binh Tuy, Long Khanh, Saigon
- Quang Nam: 1 untried ARVN, 3 vet ARVN, 1 US artillery, Blue Water Navy
- Quang Ngai: 4 vet ARVN, 1 US artillery
- Binh Dinh: 2 untried ARVN, 1 ARVN artillery, 1 vet ROK, Air Cav
- Pleiku: 3 vet ARVN, 1 untried ARVN, 1 US tank
- Phuoc Long: 2 vet ARVN, 1 untried ARVN, 1 ARVN artillery
- Long Khanh: 2 untried ARVN, 1 vet ARVN
- Binh Tuy: 3 vet ARVN, 1 untried ARVN
- Saigon: 2 vet ARVN, 2 untried ARVN, 1 ARVN tank
- Kien Phong: 2 vet ARVN, 1 ARVN artillery
- Kien Giang: 2 untried ARVN, 1 vet ARVN, 1 US artillery, 1 vet ROK, gunboat
- Champasak (Laos): 2 vet LA, 1 untried LA
- Phnom Penh: 3 vet CA, 1 untried CA
- Airbase: 3 bombers



1972

The Easter Offensive occurred in 1972. Put the Political Will marker on 19, Dove side up. Red may skip the Easter Offensive, but you may play a variant where Red must run it. Both players remove all Campaign cards from the game except for Red's "Easter Offensive." Do not shuffle 1969 cards into the Game Decks.

RED SETUP

- Stockpile: 6 RPs
- Dead Pool: 6 NVA
- Red-flagged provinces (10): Quang Tri, Thu Thien, Quang Tin, Kontum, Quang Duc, Binh Long, Tay Ninh, Binh Duong, Long An, An Giang
- North Vietnam: 11 untried NVA
- Quang Tri: 3 untried NVA
- Thua Thien: 3 vet NVA, 1 artillery
- Quang Tin: 1 untried NVA, 1 artillery, 1 vet NVA
- Kontum: 3 vet NVA, 1 artillery, 1 VC
- Quang Duc: 1 vet NVA, 2 untried NVA, 1 VC
- Binh Long: 2 vet NVA, 1 VC
- Tay Ninh: 1 untried NVA
- Binh Duong: 2 vet NVA, Iron Triangle marker
- Long An: 1 VC
- An Giang: 1 untried NVA
- Saravan (Laos): 2 vet Pathet Lao, 1 vet NVA
- Kampot (Cambodia): 2 untried Khmer Rouge, 1 vet Khmer Rouge

BLUE SETUP

Put the 1969 card "Commando Hunt" face-up, in play. Its event is active. Setup excludes all US units, 1 IF unit, and 1 ROK unit, which have been withdrawn.

- Stockpile: 4 RPs
- Pacified provinces (5): Tuyen Duc, Phuoc Long, Binh Tuy, Long Khanh, Saigon
- Quang Ngai: 3 vet ARVN, 1 vet ROK
- Pleiku: 2 untried ARVN, 2 vet ARVN, 1 ARVN artillery
- Darlac: 4 vet ARVN
- Tuyen Duc: 1 untried ARVN, 3 vet ARVN
- Phuoc Long: 2 vet ARVN, 2 untried ARVN, 1 ARVN art
- Long Khanh: 3 untried ARVN, 1 vet ARVN
- Binh Tuy: 1 untried ARVN, 2 vet ARVN
- Saigon: 3 vet ARVN, 1 untried ARVN, 1 ARVN tank
- Kien Hoa: 3 vet ARVN, 1 ARVN artillery
- Champasak (Laos): 2 vet LA, 1 untried LA
- Phnom Penh: 2 vet CA, 2 untried CA
- Airbase: 3 bombers

1973-75 – PLAYING TO THE BITTER END
THE HO CHI MINH CAMPAIGN

If you wish to continue play beyond 1972, use the following rules.

There is no scenario for this period, so you must start in 1972 or earlier to play into 1973-1975.

1. Use Red's battle table for both players. (The Allies have lost US close air support.)
2. Remove all Campaign cards and all 1969 cards from the game.
3. Remove all VC units from the map. No VC units appear for the remaining years. Ignore parts of events that deploy VC units.
4. During the Reinforcements Phase, do not remove Red tanks from the Dead Pool. Red may take them just like any other replacements.
5. Both players may move and retreat by sea, but no more than 4 coastal provinces away in one action.
6. Close Sihanoukville. (Put the Port Closed marker in Kampot.) Red units may not deploy there during the Reinforcements Phase.
7. In the 1973 Reinforcements Phase, remove all bombers and any blue-colored units from the game. This should be 3 bombers and 1 ROK unit. The Blue player may promote 2 ARVN infantry to veteran status.
8. If Red did not run the Easter Offensive in 1972, there should be 3 or 4 tanks, 4 NVA infantry, and 1 artillery unit still in the Reinforcements Pool. Red may take 3 reinforcements from this pool each year while they last. If the Easter Offensive did occur, there will be no Red reinforcements.
9. In the first step of the Reinforcements Phase, make further adjustments to bonus RPs.
 - a. 1973: Red = +1 RP, Blue = -1 RP (Red's total will be 3 or 4, depending on "Commando Hunt" being in play. Blue gets 1 total.)
 - b. 1974: Red = +2 RPs (4 or 5 total), Blue = -2 RPs (0 total)
 - c. 1975: Red = +3 RPs (5 or 6 total), Blue = -2 RPs (0 total)
10. At the end of 1975, do the usual end-year scoring, but Red also receives 1 Dove for every SVN city province he controls and occupies. (In 1975, the North Vietnamese ran one final major campaign to overrun South Vietnam.)

24. TET OFFENSIVE

General Vo Nguyen Giap brought the war to the cities of South Vietnam on January 30, 1968 during celebrations of the Lunar New Year. The NVA and Viet Cong coordinate a surprise attack on more than 100 towns and cities. The North had to save men and materials for this offensive, and the Red player in the game must likewise save RPs.

PREREQUISITES:

- **RED** must have at least 6 stockpile RPs to play this card.
- **RED** must play it for its event between 1968 and 1970 only.
- **RED** must play it for its event on his first turn of the year.
- **RED** may never save it or play it solely for the RPs.

As the RED PLAYER, you must do the following steps in order when you plays the Tet card:

- Remove 6 RPs from his stockpile.
- Deploy up to 8 untried NVA infantry and/or artillery units from your off-map units (not the Dead Pool) to border provinces in Cambodia and Laos. Take these units from future reinforcements. The removed units are unavailable in those years. (To manage reinforcements, you should stack units for the upcoming years on or near the year track.) Always take all NVA units from the next year before taking units from the year after that. For example, if this is 1968, you would take all 4 NVA from 1969, all 3 from 1970, and 1 from 1971. In 1970, you would receive 1 Khmer unit and no NVA units. If you run Tet in 1970, take 3 NVA infantry from the extra 4 infantry units, which you would have used for the Easter Offensive.
- Draw 4 VC units from the VC pool and deploy them normally. Then reveal all VC units on the map. Do not roll Bush Events. Return all Bad Intel units to the VC Pool.

The following rules are in effect during the FIRST RED TURN of the year:

- The Tet card is worth 9 RPs. **RED** may not play any other RPs or stockpile RPs to buy Actions, but he may still use stockpile RPs to make payments.
- In all battles, **RED** rolls his battle die twice and uses the best roll. This bonus is for the surprise of the offensive. It applies to Red's first turn only – the turn he plays the Tet card.

The following rules are in effect during the ENTIRE TET OFFENSIVE YEAR, including Red's first turn:

- All VC units may move each turn and may move more than once.
- If a VC unit uses the PC-change Action (or is present when other friendly units attempt a PC-change), return it to the VC Pool. If more than 1 VC unit is present, return only 1 to the VC Pool.
- In any battle, VC units must absorb losses before NVA units.
- All VC units remain face-up for the entire year. Flip down survivors during the Interphase. If Red draws and deploys any VC units during the year, he must deploy them face-up, but return Bad Intel units to the VC Pool, and do not draw a replacement. There are no Bush Events during Tet.
- **BLUE** may fly 2 additional bombing missions this year. Put 2 blank markers in the Airbase box to remember, so when a used bomber returns to base, flip it over to its fueled side and discard a marker.
- In the Interphase, **BLUE** must pay at most 5 stockpile RPs to prevent a coup, unless **RED** plays "Nguyen Cao Ky," which raises the ceiling to 7 RPs.

Score Doves at the next Interphase. There is no mid-year scoring.

- Score 1 Dove for every SVN city province over 3 that Red controls. There are 8 cities in SVN.
- Score 1 Dove for every SVN border province over 4 that Red controls in zones II and III. There are 8 such border provinces.
- Score 1 Dove for every 5 Blue units (includes ARVN, CA, LA) in the Body Count Box, rounded down.

OPTIONAL CAMPAIGN RULE:

Players may reuse their used Zone I, II, III or IV Campaign cards in a later year. The restriction remains that only one campaign card may be chosen each year. The Tet and Easter Offensive Campaign cards may not be reused. This option allows players to maintain pressure on key areas. It keeps their opponent guessing, since a zone is no longer safe just because a certain zone campaign has already been played.

25. EASTER OFFENSIVE

North Vietnamese leaders called this the Nguyen Hue Offensive. With all US units withdrawn, the North faces ARVN ground units and massive US air power.

PREREQUISITES:

- **RED** must have at least 6 stockpile RPs to play this card.
- **RED** must play it for its event in 1972 only.
- **RED** must play it for its event on his first turn of the year.
- **RED** may never save it or play it solely for the RPs.

RED performs the following steps in order when he plays the Easter Offensive card:

- Remove 6 stockpile RPs from his stockpile.
- Deploy 4 untried NVA infantry units, 4 tanks, and 1 artillery unit from Red's off-map units (not Dead Pool) in North Vietnam or Cambodian border provinces. Use less if there are fewer units available. (Red may have used events to deploy units earlier in the game, so some of the off-map units may already be in play.)
- **RED** may reposition 4 infantry units and 1 artillery unit from North Vietnam to a Cambodian border province.
- Reveal all VC units. Return Bad Intel units to the VC Pool. Do not roll Bush Events.

The following rules are in effect during **RED'S** first turn of the year:

- The Easter Offensive card is worth 9 RPs. **RED** may not play any other RPs or stockpile RPs to buy Actions, but he may still use stockpile RPs to make payments.
- In all battles, **RED** rolls his battle die twice and uses the best roll. This bonus is for the surprise of the offensive. It applies to **RED'S** first turn only – the turn he plays the Easter Offensive card.
- Special rules take effect during the Easter Offensive year.
- **BLUE** may refuel 3 bombers at the start of each Blue card-play turn during this year. This means Blue flips his bombers face-up for re-use every turn. He loses unused missions. (With 4 turns, that is 12 bombing missions!)
- Deploy face-up any VC units added by events. Return Bad Intel units to the VC Pool. Do not roll Bush Events.
- All VC units may move each turn and may move more than once.
- There are no Bush Events during this year.
- In the Interphase, Blue must pay at most 5 stockpile RPs to prevent a coup, unless Red plays "Nguyen Cao Ky," which raises the ceiling to 7 RPs.

Score Doves at the last Interphase. There is no mid-year scoring.

- Score 1 Dove for every SVN city province over 3 that Red controls. There are 8 cities in SVN.
- Score 1 Dove for every 4 Blue units (includes ARVN, CA, LA) in the Body Count Box, rounded down.

26. CARD PLAY NOTES

General information:

- No card event exists that lets you look at or take a card from your opponent's hand. No card forces anyone to discard a card from their hand. In general, your hand is safe from prying eyes and sticky fingers.
- Be very careful with saving just enough stockpile RPs to keep Laos or Cambodia from collapsing or to keep the SVN government stable. Your opponent can raise your cost at the last moment in the Interphase with either the black card "Apocalypse Now" or the Red card "Nguyen Cao Ky." Try to have two extra stockpile RPs just in case.
- Red has cards ("Buddha's Birthday") that can stop bombing during one of Blue turns, so be careful of saving bombing missions until the last Blue turn.
- Blue goes last each year except when Red plays "A Limited War." Then Red gets the last turn (an extra one) with 2 RPs. Red cannot score a zone campaign during the extra turn.
- Both players' 1969 cards have campaigns (drawn, not chosen) to invade Laos and Cambodia.
- Some cards have lingering effects. Leave them face-up on the table as a reminder and get rid of them when they are no longer pertinent.
- The Game Decks will run out around 1972.

BLACK CARDS

2 MONSOON SEASON: If you play this card for its event, then both players play their fourth (last) card of the year under extreme monsoon conditions. If you play it for its event as one of your first three card-plays, it is worth 4 RPs, which you can use normally without monsoon effects. Put the card near the map to remember it will affect each player's last turn. Note: (1) if Blue plays it for its event on his fourth card, then only he suffers the monsoon (a dumb move), and (2) you don't have to play it for its event, in which case you have a 3 RP card. Monsoon effects? Red may not use strategic movement, no one's tanks may move, and all other ground units may move only one province by land per mobilization. It also affects combat and bombing missions. (See the combat and bombing tables.) It has no effect on Air / Naval assets or amphibious movement.

7 FULL METAL JACKET: You gain a Hawk or Dove if you take control of Thua Thien *this turn*. You get nothing if you already control it when you play the card. Hue, which is in Thua Thien, was a significant city, so there was a lot of propaganda value in capturing Hue. If you control it, do not hold it lightly.

8 APOCALYPSE NOW: The event affects only one country if your opponent is trying to save both Cambodia and Laos in the same Interphase.

9 OUT COUNTRY: This card encourages you to heat up the action in Laos or Cambodia. If you attack there with at least one friendly faction unit, then add +3 to your total factors in one battle round. The event is free except for the normal 1 RP payment for the battle Action. Use it for one battle round only.

13 WHISPERING DEATH: If Red puts a red flag in a pacified province, remove the blue flag. It does not matter if Blue units are present.

17 FIREBASE ZULU: The -2 modifier is to total factors, not to each unit. If you put the firebase in Saigon or with the Iron Triangle marker, then enemy units attack that province with -4 total factors. The firebase stays in the province even after the card is discarded (assuming friendly units are present). If the card is played again and the firebase is already in play, then move it to the new province.

20 CHINA & THE USSR: Blue can spend only up to the number of RPs that Red owns. It has no effect when Red has no stockpile RPs. It counts only RPs that Blue spends for the event and nothing else. The tank unit is one that is off-map and not in play.

21 TET HOLIDAY: You may play this event only if no enemy units entered the Body Count Box during your current turn. If your opponent accepts the cease-fire, then until the start of your next turn or year's end (whichever is first), both players ignore "R" results or any results that would put units in the Body Count Box. Effects that remove units from play or return units to the VC Pool may still occur. Bush Events may occur, but ignore casualties.

24 MAD MINUTE: You play two cards during your card-play turn: this card and the card you would normally play. This card adds +2 RPs to the other card's printed RP value.

BLUE CARDS

2 KIT CARSON SCOUTS: You may choose ARVN tanks and artillery too. You may play the event even if no ARVN unit is in the Dead Pool and Body Count Box. Just skip ARVN placement.

3 PLATOON: How it works: Blue plays card. Red loses one unit. Blue rolls die and loses unit on 1-3. Red may try

evasion with remaining units. Blue may repeat the procedure again and again as long as he has units there.

4 TUNNEL RATS: You flip the VC2 to remember that you are removing it. Keep the card handy to remember. You must designate the VC2 when you play the card during the Card Play Phase. Not playable during the Interphase. Count the VC2 as 3 dead Red units during the next Interphase.

7 NGUYEN VAN THIEU: For 3 RPs, you can guarantee that the SVN government does not collapse in the next Interphase. Put this card in the Body Count Box to remember. Other cards that affect the government's stability have no effect.

12 WILLIAM WESTMORELAND: If you sorted reinforcements for every upcoming year in the game, you should have 3 unassigned US infantry units. Use them for this card. You may deploy them in any SVN provinces, including ones with enemy units. VC units may not ambush them.

14 LIMA SITE 85: This is a radar installation. It is also a special Blue asset. It may not move, attack by itself, evade, or retreat. Red destroys it by attacking and delivering one hit to it. It may stack with other Blue units (usually Blue Laotians), and it attacks and defends normally like any other asset. (Think of it as a weak artillery piece that is welded to the ground.) When destroyed, remove it from the game. Do not put it in the Body Count Box. Its effects last as long as it is on the map. If Red does attack it, count it as a US unit for promotion purposes.

17 HAMBURGER HILL: You add 1 Hawk if you remove the pacification marker. You may have just placed it, or it may have existed for some time. You do not have to remove it. It's your choice.

18 THE "OTHER WAR": Remove the red flag. Re-deploy any Blue unit there if there is no Blue unit there. The unit does not have to be US or IF infantry. You may do the event even if Red units are present.

19 DOMINO THEORY: The card is worth 3 RPs if NVA units are in Laos or Cambodia. It is worth 4 RPs if NVA units are in both countries. If you do not play it for your card play, then you may play it as a response at any time. Add 1 SRP to your stockpile and draw a replacement card.

21 LAM SON 719: This was a Blue operation into Laos where the US provided air support and ARVN units did the grunt work. Hawks are scored at the end of Red turns, not Blue turns.

22 COMMANDO HUNT: This event lets Blue bomb the same province more than once per turn for the rest of the game. It also cancels the bonus RP that Red starts to receive in 1968.

23 CAMBODIA INCURSION: Remember that Khmer Rouge units are considered Red units too. Put the Port Closed marker in Kampot.

24-27 THE ZONE CAMPAIGNS: For “SEALORDS,” put the Gunboat in any Zone IV province. You get 6 RPs to spend for actions, 3 from the card and 3 from your stockpile. All battle, PC-change, and pacification actions must be spent in the target zone with those 6 RPs. See CAMPAIGN CARDS in the rules for more information.

RED CARDS

2 TUNNELS OF CU CHI: Play the card instead of attempting to evade. You may use the event to evade any number of units from the province. You are not bound by 3 or less.

8 BUDDHA’S BIRTHDAY: The event shuts down bombers for one card-play turn, not the year.

9 SAPPERS: How do I pick a random unit? One way: Blue shuffles his stack and hides it behind his hand. Red calls out a number. Blue counts down from the top of his stack and eliminates that unit.

10 GENERAL UPRISING: The red flag goes down even if the VC unit was eliminated in its move. Moving the VC and placing the red flag are independent events.

14 UNCLE HO: Add +1 to the total battle factors per battle, not to each unit.

19 THE SECRET WAR: The communists invade Laos. Red scores Doves if he can eliminate all Blue LA units by the end of the year. The catch is that Blue can immediately buy them back for RPs if there is at least one survivor during Blue’s turn, so Red’s real task is to eliminate all of them in one card-play turn.

20 CAMPAIGN X: The communists invade Cambodia. It works just like “The Secret War.”

21 WALTER CRONKITE: The US units must be on the map and not in the Body Count Box or Dead Pool. If less than 2 are available, take as many as you can. Blue chooses the units.

22-25 THE ZONE CAMPAIGNS: You get 6 RPs to spend for actions, 3 from the card and 3 from your stockpile. All battle and PC-change actions must be spent in the target zone with those 6 RPs. See CAMPAIGN CARDS in the rules for more information.

26-27: THE GRAND CAMPAIGNS: See CAMPAIGN CARDS in the Rules for more information. Also, Section 24 and 25 have explicit information about running the Tet and Easter Offensives. You must consult those sections before running those campaigns.

DEDICATIONS

The following are dedications from supporters of the 2nd edition of Hearts and Minds which was originally funded on Kickstarter. We’ve reprinted them here in the 3rd edition as a tribute to all who Serve: past, present and future.

MATT WAY: For my niece, Whitney, and her husband, USMC LCpl Jacob Seagle: Thank you for your service and sacrifices and the sacrifices of those at home.

DON GARLIT: In memory of Douglas Burdick (KIA, 1968) and William Airlie (KIA, 1970), both Redford Union HS, Michigan, 1966 graduates and my classmates. RIP.

JOHN WOOTRESS: John A. Wootress, Sr.-Decorated soldier who served two tours in Vietnam with honor. He fiercely protected his Country, his men, and his family with unwavering dignity and wit.

PAUL SKRABUT: Thank you ...

DAVID SLATER: For Bruce E. Sedleck, USMC 67-68 RVN -You’re not forgotten.

SCOTT HENSHAW: In memory of Sergeant James Eli “Killer” Mahon.

CARLYLE CAMERON: It’s important each day to take a moment to remember and to honor the many sacrifices of our soldiers, sailors, and airmen and their families.

BRIAN SNOW: To those that leave something precious & irretrievable behind in whichever distant strip of land they are called upon to tread.

GIL WINTERS: Sgt. John Pitcher, 21st Australian Engineer Support Troop (1967-68). John passed away Oct. 28, 2012 at the age of 71 -he will be missed.

RON GREGORY: In Memoriam Stephen T. Kucas, Field Artillery Senior Sergeant, 41st Artillery Group, KIA 1 March 1968 Binh Duong Province, South Vietnam

DAVID TANCREDI: Dedicated to my father Donald Tancredi who served in Vietnam and all the other disabled veterans that served their country. Thank you.

DAVID KENNEDY: TMK-WWII, TMKII-Vietnam.

REUBEN LOPEZ: To my dad A.E. Lopez and all those who served with honor, thank you for your sacrifice.

TOM VOLPE: To my uncle, Charlie Piscitelli, of the “The Fighting” 69th Division, U.S. Army. Veteran of the Battle of the Bulge, and the Elbe River meeting.

LENNY GLYNN: To the memory of Col. John Norton, my uncle, who fought in the Battle of the Bulge.

DILLON FORMO: Thanks to my Grandpa for his service in Korea, and my friend Ryan for his service in Operation Iraqi Freedom. Keeping Us Free!

ROBERT HUNTSMAN: In fond memory of Major Robert Huntsman who served in the Vietnam War. We honor and remember his sacrifice. May we never forget his loyalty.

NICHOLAS KNIGHT: To my father, Donald R. Knight, USMC and Foreign Service. Thank you for showing me the world.

DARREN COMEAUX: Tillman Brignac. .. who survived but lost his best friend in the same mortared foxhole.

PHIL LEWIS: MSgt Preston Lewis completed a distinguished 20-year USAF career in 2004 and now serves alongside his wife (Karen) in the Salvation Army.

ANDY HUNT: Celebrating the efforts of Bob Matthews and Bill Dixon with their efforts to teach the younger generations about the war. www.bridgebackfoundation.org

WILLIAM HAY: My nephew John

KOUICHI SHINODA: to all men for brave and valiant.

EDWARD UHLER: To Michael Uhler, thank you for helping me become the man I am today. I miss and love you. RIP, Dad. (USCG/USN 1970)

GEORGE VAN WALLENDIAEL: Dedicated to the memory of Paul S. your service to our great country and your friendship are not forgotten. R.I.P George V. and Tom D.

CHRISTOPHER TISON: Thank you to relatives Teodoro Ramones and Edward Tison for their military service.

MILTON SOONG: For all the service member who fought for this country but received no recognition and thanks.

DAN CUNNINGHAM: Thank you to my brother Matt Cunningham for his service and sacrifice.

BRUCE GERYK: Seweryn Michalski, Polish Army in 1920 Russo-Polish War, insurgent in 1944 Warsaw Uprising, fought for freedom.

STEVEN RAUCH: In honor of all the men from Garden City, Michigan who served, were wounded, or gave their lives for others so we might enjoy liberty-you are not forgotten.

JONATHAN DAVID SHUKERT: For Dr. Samuel Allen Shukert's service in the Mekong Delta from 1964-1965.

TED WERNER: Theodore J. Werner Jr. Father, soldier, citizen, role model. Thank you for everything; you are missed.

JOHN SMALES: With love and respect to SMSgt. Retired John B. Smales, Sr., USAF Crew Chief C-130 B #61-0961 Tan Son Nhut Air Base, Saigon '65-68.

EDUARDO GUIMARAES: Congratulations and keep up the good work.

JONATHAN HARRISON: See the Queen of the Night: what a curse She has become. Goodness between ourselves and That.

JAMES DUNDAS: Flying Officer G.G. Dundas, RCAF, WW II: My Hero, My Idol, My Best Friend, My Dad. Thank you for everything, Love, Jim.

JUNIUS STONE: Junius Bragg Stone Sr.

WILLIAM WATKINS: To my Georgetown '64 classmates and my cousins, too few of us made it. Too few.

JASON YOUNG: Benicio "Nino" Gallego was like a father to me growing up. I will never forget the stories of his time in Vietnam as a medic.

BILL CRONIN: General Norman Schwarzkopf, Jr., and all who served with him, thank you for your sacrifices. Especially Noel Digby, my father's friend, RIP. Go Army!

BEN STEPHENSON: The Vietnam Veterans were not given the tribute they rightfully deserved for performing the Service asked of our Nation.

AARON ISAAC: James E Isaac USS Ticonderoga.

WILLIAM MARCY: Lt. Commander Theodore Putnam, 1st Marine Airwing, VMFA-531 (1963-1967); Sgt. Bill Marcy 101 Airborne, 75th Ranger, L Company, KIA May 20 1969 A-Shau Valley

DAVID SISKIN: Burt Siskin USN 1953-54.

STEPHEN STANTON: For Robert H. McWilliams, Jr., PFC, Marines, KIA, Canton, Pennsylvania.

SHERMAN WADDELL: Ray Roop.

ROB TOKARZ: Thanks to all service members past, present and those to come.

JAQUE ANDRE: James L. White, USMC; Underwater Demolition, 1944-1964. For service and sacrifice in WW II, Korea, Lebanon, Vietnam and Cuba.

ANTHONY PERGOLIZZI: PFC Justin C Pergolizzi, USMC-2007 IRAQ-1st LAR.

MARK HERMAN: To all the brave men and women who fought with honor for our country.

JAMES CROSFIELD: Major Perkins, thank you.

ROGER NORD: To Gust O. Nord, Private, volunteered in Wisconsin, 76th Field Artillery, 3rd Division, WW1, at Chateau Thierry and Saint Mihiel, wounded in Argonne.

SEAN VESSEY: To Gust O. Nord, Private, volunteered in Wisconsin, 76th Field Artillery, 3rd Division, WW1, at Chateau Thierry and Saint Mihiel, wounded in Argonne.

STEVEN MARTIN: We are forever in your debt for your sacrifices and service.

KEN CHO: Jimmy, Maribel, Alex and Jose.

CHRIS A CORNAGHIE: Lt Col Andrew R Esposito, M.D. Tinian, 1945.

SCOTT DUNCAN: Geoff Hamm died serving in Vietnam. We never met but his college teammates regarded him highly.

MARTIN KNAUSEDER: In honor of Steve Biro.

CHRIS JAPP: Thanks to all for your service.

DANIEL BANISZEWSKI: This is for all branches of the military. Thank you so much for everything you do. It is greatly appreciated.

RICHARD THOMPSON: To the successors of the "On the Roof Gang" who served at DaNang and other WestPac sites, supporting units afloat, aloft, and ashore.

NAKAMURA MASAHIRO: To all soldiers who fell down in the Far East.

WYATT BOGAN: For my brother, Lt Col (Ret) Cary Bogan.

RICK BYRENS: Cpt. William H. Byrens USAAC, Iceland 1942-1945.

JOEL EDDY: Dedicated to Clifford Eddy, crossed into the blue.

CHU WAIYIN: Dr Chu Wai Yin Angus.

DOUGLAS REILLY: In memory of Lawrence John Reilly Jr., lost at sea-U.S.S. Evans accident, June 3, 1969, South China Sea.

RICHARD HSU: To my mentor, CDR James Lindsey (USN, Retired). USMMA95.

THOMAS CROYLE: To My Uncle Marlin Croyle and his dedicated service to our country in the US Army.

CHEE-YAN HIEW: In memory of all the ANZAC personnel involved in the Vietnam conflict.

RICK PASQUALE: To my dad, who served on the USS White Marsh (LSD-8) and helped her survive a collision with an iceberg.

SHANE BREWER: To my Dad. You served then, serve now, and taught me to do likewise.

DAVID ZAMIELLO: To my father, Frank Zammiello, for his service in the U.S. Army during the Vietnam War.

MICHAEL FRALISH: Thanks for your service, Dad. Semper Fi!

RICHARD DIOSI: To all those who have given their lives to protect others RIP.

JOSEPH HAYGOOD: Sgt Homer L Haygood USAF 1963-67-Thanks Dad.

BOB CHRISTIE: A much deserved thank you to all who served and sacrificed.

DANIEL LEADER: To the brave crews of USS Thresher and USS Scorpion who perished at sea while serving as U.S. Navy submariners during the Cold War.

ALFRED WALLACE: To my uncle, Chris Wallace, Seabee, supporting the bases outside Saigon.

DR. PETER PERLA: For all those teenagers of the sixties who fought in a most unpopular war.

ERIC WALTERS: In Memoriam: CAPT Ray Alan Walters, USN (Ret.), on board USS ORISKANY (CVA-34) Yankee Station/Tonkin Gulf, 1969-1970.--From Col. Eric Monroe Walters, USMC (Ret.).

MIKE OWENS: Dedicated to the memory of 1 LT Thomas Martin. KIA, Busayifi, Iraq, October 14, 2007. RIP.

GERALD CLARKE: Robert Clarke, captain, USMC: True Marine, meaning marine for life: Duty, Courage, Honor, Country first, yet still, God before everything.

KARL WILLIAM BROMANN: you served in the navy during the Vietnam era with dedication and honor; just like you have as a father. Love you.

LINDA JENSEN: For all those who proudly served in my family: maternal grandfather (USA), father (USN), husband and son (USMC). and myself (USAF).

RUSSELL ALPHEY: E.W.Allan.

JAMES PORTER: Thanks to all who have served.

BARRY SETSER: Dad-thanks for teaching me how to live.

CHRISTOPHER BARRON: Thank you to all my brothers and sisters in the 8th and 9th Engineer Battalions that have served in support of the Global War on Terror.

IAN SCRIVINS: Dedicated to all those who died in wars in the Twentieth Century.

MAGNUS GRAN LID: Mary Therese Klinker

RICH SOMMER: Richard Sommer Sr.

G. JAY CHRISTENSEN: Dan Constant, Vietnam Veteran, long-time wargamer and former student of business communications at CA State University, Northridge.

STEVE ELLIOTT: Mike Elliott.

MARK STANOCH: Alfred Warakomski.

CINDY NOWAK: To my Dad, Glen Fessler, US Army Medic, 14th Inf Regiment 25th Infantry Division, 1950-1953.

CHRISTOPHER DONOVAN: In memoriam: Floyd Garry, 1st Marine Division, U.S.M.C., 1943-1946. Born on a farm in Minnesota. Enlisted at 16. Later recalled for Korea. Rest in peace.

ANDY FOULKE: Dr. Robert Howes.

BRETT ORR: Roland Orr.

TONY KERST AN: At the going down of the sun and in the morning, we will remember them.

JASON HENKE: Elroy Henke (WWII and Korea) and Cal (WWII); Grandfather and Grand uncle respectively.

DAVID ELLS: LT(JG) John F. Kennedy.

ADAM HACKLEY: My heartfelt thanks to all the members of the armed services whose sacrifice never was, and never can be, fully appreciated.

ART MARKS: Arthur T. Marks Jr. 1922-1986 United States Navy-WWII/Korea/Vietnam-We love you, Papi. Forever in our Hearts and Minds.

JOHN PONISKE: John D. Poniske and John B. Poniske. Marines, family, my guides to being a strong man and a good person.

CARMEN PETRUZZELLI: USMC Herbert Wood.

GORDON PUESCHNER: In memory of Marvin Pueschner, Navy, U.S.S. Salisbury.

STEPHEN SHEDDEN: In Honor of my Dad, Robert Allen Shedden, U.S.N. Korean War.

TAN WEI VI: To all infantrymen past, present and future, always the backbone of the fight.

CHRIS NEWELL: Dedicated to all soldiers serving peace throughout the world.

GARY H. WISHIK, M.D.: For my father Julius Wishik, who became a Marine on December 8, 1941.

MARTIN GALLO: For all those who served, thank you.

AARON KREBS: We thank all who served, especially our dad/grandpa Kim, a/k/a the Light LT with 3/4 Cav near Pleiku and Ia Drang. Bless you all.

CHRISTOPHER CARL: First Lieutenant Walter Neville Levy, C Company, First Battalion, First Marines-Killed in Action, September 1965

RALPH SHELTON: Col Harold A Shelton - F-105 pilot 86 combat missions.

LTC SHANNON ESPINOZA: For all those who served, we salute and honor your patriotism and sacrifice-your cause was just. Lieutenant Colonel Shannon Espinoza.

KEITH LAYTON: Christopher C. Lang, Marine Corps Sergeant, served 6 months in Chou Lie and 6 months in Dong Ha. Thank you for your service.

THEODORE BARNETT: My father, William Woodson Barnett, Jr., fought in two wars and served with pride and dignity.

WILLIAM HENSHAW: To USN(R)MC Robert M Cobbett who keeps the ammo moving forward., To SPS JAMES GREGORY CONDON III KIA., To SP4 RICHARD FRANCIS GLINIEWICZ KIA.

WADE HYETT: "In memory of John Robert Hyett, father of Wade, Gary and Jill Hyett, for his service to his country in the U.S. Navy during World War II."

GRANT WYLIE: Skip Schweizer and Bill Griffith, served USN during Vietnam. Melody Faulkenberry and Mike Paul, served in US Army, Iraq and Afghanistan. Thank you for your service.

BUSH EVENTS TABLE (BAD INTEL UNITS)

These events apply to only SVN provinces. Do not roll on this table in Laos and Cambodia. When a player is asked or required to spend RPs, he may spend stockpile RPs too, and they do not count against his Actions. When an event specifies units or a province, it is always in the province where the event occurred.

Die1	Die2	Effect
1-2	1-6	Faulty intelligence. Nothing here but an empty village and a few water buffalo.
3	1-2	There is a lull in the fighting. Each player gains 1 stockpile RP.
	3	The Blue group here conducts a Zippo Mission. Blue conducts a RAID+1 in this province or an adjacent province. No defensive fire. Promote 1 Blue unit in the group if there is a raid.
	4	The Allies expect a communist buildup here. If on the map, Blue must put the Air Cav in this province.
	5	Intelligence reveals the location of a VC headquarters. Blue rolls on the Bomber table against 1 province in zones III, IV, or Cambodia.
	6	Evidence is discovered that there is a very large number of Chinese soldiers in North Vietnam. Blue may not fly bombing missions for the rest of this year. The White House fears that bombing might trigger a Chinese response.
4	1	An exceptionally severe storm strikes this province. Both sides must retreat all units, Red first. The Allies may assist the villagers with aid. If Blue spends 1 RP immediately, add +1 to RVN Stability and remove any red flag here.
	2	Blue units discover a hidden Red supply cache. Red must lose 1 stockpile RP. Ignore if his stockpile is empty.
	3	Tu Dai - Blue units stumble upon a booby trap area. The Blue group loses 1 unit randomly.
	4	The North broadcasts via radio a rousing patriotic speech by Ho Chi Minh. Search the VC Pool for a VC2 unit and put it in this or an adjacent province. Use a VC regular if no VC2 unit is in the pool.
	5	Chieu Hoi Program – Viet Cong soldiers defect to the South. Blue places 1 untried ARVN in this province or an adjacent province. Take from any off-map ARVN units or from the Dead Pool, Blue's choice. No event if none are available.
	6	VC leaders in this province are assassinated. Put this Bad Intel unit in the Body Count Box and count it as a VC casualty in the next Interphase.
5	1	VC forces escape through tunnels and the tall elephant grass. Red draws a VC unit and places it face down in a legal province adjacent to this one.
	2	VC forces vanish into the countryside. Put this Bad Intel off-map, and return it face down to this province during Red's next card-play turn. If he forgets, he must return it to the VC Pool.
	3	Natives provide intelligence to Blue units. The Blue group here receives one free action (move, attack, pacify, or PC-change), but they must do it immediately or lose the bonus.
	4	US congressmen visit this province on a fact-finding tour. Are they happy? Blue may spend RPs before he rolls 1 die. Each spent RP adds +2 to the result. Add 1 Dove if the die roll result is less than 6. (This is not an Action, so he may spend any stockpile RPs he has.)
	5	A US pilot is shot down in this province. Blue must either spend 1 RP to rescue him, or add 1 Dove.
	6	CORDS. Rural Reconstruction program improves relations with the locals. Mark this province as pacified.
6	1	Saigon recalls ARVN units to protect against a possible coup. If ARVN units are in this province, Blue must pick them up and put them next to the map. He deploys them during the next Reinforcements Phase.
	2	Blue units stumble into a large Red force. Red must add units to this province so that the stack has at least 4 infantry. Take NVA infantry units from North Vietnam first and then from any other provinces second. Red must attack once at no RP cost. He rolls his attack die twice using the best roll.
	3	Blue units discover a reinforced enemy position. Take the firebase marker from wherever it is and put it in the province as a Red firebase. If there are no NVA units here, take 1 NVA unit from anywhere on the map, flip it to vet, and stack it with the Red firebase.
	4	Bob Hope, John Wayne, Ann-Margret, and other celebrities entertain the troops. Promote all US units in this province to veteran status. If there are no US units present, promote 1 Blue unit here of any nationality.
	5	Dak Son - VC killed around 250 civilians in Dak Son, northeast of Saigon, in 1967. Add 1 Hawk and add 1 to RVN Stability. (It does not have to be 1967.)
	6	My Lai - In 1968, US Army forces killed hundreds of unarmed citizens in the South Vietnamese hamlets of My Lai and My Khe. The incident prompted widespread outrage. Add 1 Dove and subtract 1 from RVN Stability. (It does not have to be 1968.)