

HEARTS & MINDS ERRATA

13 June 2019

CARDS

- A couple of the Blue veteran units are missing their Strength and Movement numbers but since all Blue veteran units use the same numbers this does not hinder play

CARDS

- Blue card #5 "Search and Destroy" is missing the word "**Response**"
- Blue card #20 is missing the year "**1969**".

MAP

- Corps boundaries are red not yellow.
- Mountain regions are outlined in brown.
- Provinces with blue boundaries (& Crossed M-16s) contain US bases,
- The rules mention "four provinces meeting at a point" This was rectified prior to production.

EXAMPLE

- Page 20 - Under the 2nd RP Spent section, a move of ARVN units into Quang Duc is followed by an NVA evasion attempt. The evasion attempt should not have been made.
- Page 21 - The Battle under the 5th RP causes a "1R" result. This was meant to be "1RP."
- Page 21 The last line of the first column, "the blue player now turns attention to Phuoc Long." Should have been deleted ... nothing is happening in Phuoc Long .. except for an after-hours party at the NCO club!

SOLITAIRE PLAY GUIDE

- Directions to form the solo play & response decks is erroneous. Corrections follow:
 - All four black response cards are added to the Blue Response cards (total of 7)
 - No black cards are added to the Red Response cards (total of 7)
 - Eight (not 10) black cards are added to the Blue deck (total of 23)
 - Thirteen (not 15) black cards are added to the Red deck (total of 23)
 - Both decks should contain 23 (not 25) cards.
- The term "engaged" means a province containing both allied and communist forces. A province containing Allied forces and an unrevealed VC unit is not considered "engaged."
- The red bot makes a Raid Roll (#15) before making the initial "movement roll." If no units are located in North Vietnam the red bot still rolls a die to see if an odd result will move units along the Ho Chi Minh Trail.
- "If no province contains a single red unit no raid is made." If multiple provinces contain a single red (or black) unit determine which are adjacent to Allied units and if more than one – make a Bot Decision Roll (Even=yes, Odd=no)
- When the Bot says to spend 1 RP to move and attack the weakest area - this means spend ONE RP to move AND attack for ONE combat round in ONE adjacent area

- "Weakest random Force" refers to the least amount by the sum of all combat factors.
- "Largest concentration" refers to the number of units as opposed to the sum of their strength.
- In the last paragraph of the Red Bot's section 4 (if ODD) the final sentence should read, "If no NVA units are located outside of North Vietnam."
- In the first paragraph of the Red Bot's section 5 (if EVEN). There is a reference to #6. This is an artifact referring to an order that was later removed. Ignore.

SOLITAIRE MATRIX

- Mobilize A Province Procedure - The Movement Allowance diamond asks if the movement allowance has been used up. If the answer is NO, it points to the diamond denoted Continue. Continue if you so desire, or as with most decisions, roll a die If even - move on. If odd - stop.



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SEARCH & DESTROY

US Strategy:

Move in, attack, and get out.



Play in one battle before the battle dice are rolled. Roll your battle die and apply results before Red adds his factors and rolls his die.

If played in the same battle as DAC CONG, discard this card with no effect.

Draw a card.

RESPONSE

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OPERATION MENU

*A secret bombing campaign
meant to destroy enemy bases
in Cambodia.*



Cost: 1 RP.

Bomb Cambodia 3 times.
You may bomb the same
province more than once.
Do not use bomber markers;
just point and bomb.

★ 1969 ★

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