



FIELDS OF FIRE



9TH INFANTRY REGIMENT "MANCHUS"
VIETNAM CAMPAIGN MISSION BOOK
DEC. 1966 - DEC. 1968



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FIELDS OF FIRE

ACTION MENUS

The number of cards drawn is modified by +1 for Veteran and -1 for Green based on the Recipient experience for Movement and Combat actions, and the Originator's experience for Rally actions. All Command & Control Actions are automatic; they require no Action card drawn.

4.2.1 Command & Control Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Activate a subordinate HQ or Staff	1	Auto	CO HQ, BN HQ	CO HQ: Any subordinate HQ or Staff BN HQ: CO HQ only	Both the Originator and the Recipient must be on their command sides (1,2,3B, 3.3.1). Only the BN HQ can activate the CO HQ. Only the CO HQ can activate PLT HQs or CO Staff. Flip the Command marker of the Activated HQ to its Command Available side. You may declare this action once for any failed attempt. Draw one more Action card.
b. Exhort*	1	Auto	Any HQ or Staff	Any subordinate unit	Take the asset from Command Display or from under a unit stacked
c. Deploy	1	Auto	Any HQ or Staff	Any Good Order unit	

Anti-Tank Combat Resolution and Modifiers

AT Fire or Reaction Fire Against a Vehicle

- If fire has a VOF rating of 0 or 1, first make a successful Grenade Attack attempt in order to continue (10.6.2). If Target is Ambushed add one card to this draw (10.8.3). A failed attempt ends the AT Fire (no Move marker to place).
- Calculate the net Anti-Tank modifier as follows:
Guerrilla Value of attacking unit from AT Weapons Chart
Guerrilla Value of defending unit
+ Defensive Value of defender's Terrain card
+ Cover & Concealment modifier of defender's Terrain card
+ Move & Fire modifier of attacking unit (if applicable)
+ Any of the following modifiers:
Target is Pinned -1
Target is Moving -1
Target is Pinned -1
Four in Pinned -1
Target is Ambushed (10.8.2) -2 or -4
- Draw an Action card and add the AT number on the card to the net AT modifier to get a final sum.
- Cross-reference the final sum against the target type (V or A) in the Combat Effects chart below to find the AT Combat result.

Resolving VOF Against Vehicles (10.5.3)

Calculate the Net Anti-Tank modifier as follows:

Guerrilla Value of attacking unit + 8

+ Defensive Value of defending unit

+ Cover & Concealment modifier of defender's Terrain card

+ Any of the following that apply:

Target is Moving -1

Target is Pinned -1

All Pinned VOF -1

Small Arms VOF -2

Automatic Weapon VOF -1

Heavy Weapons -1

Sniper VOF -19

Incendiary VOF -2

Miner VOF -2

Air Strike VOF -3

Draw an Action card and add the AT number on the card to the net AT modifier to get a final sum.

2 Cross-reference the final sum against the target type (V or A) in the Combat Effects chart below to find the AT Combat result.

3 Add terrain modifier if present on target card.

Combat Effects (10.7)

Final sum	Target Type A (Automat)	Target Type V (Vehicle)
-1 or less	Shredded Up	Shot down - Crushed
0 or 1	Knocked Out	Shot down - Auto rotate
2 or 3	Retreat	Crash Land
4 or 5	Pinned	Aborted - Damaged
6 or more	Massed	Aborted - Undamaged

Tank Ambush (10.8.3)

Activated Vehicles and other AT capable units take actions one at a time. Alternate between sides with the offensive side going first. Note any mission/campaign specific restrictions on the order vehicles can take actions.

- Resolve any VOF against the vehicle (10.5.3).
- Carry out one (and only one) Action from the menu below against the vehicle (10.5.4).
- Carry out Reaction AT Fire from all eligible AT capable units against the vehicle (10.5.4).
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- Flip Activated markers to Moved/Fired side. This unit may carry out no more actions or Reaction Fire this turn.
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FIELDS OF FIRE

CHARTS & TABLES PLAYER AID 1

Units Summary

Unit	Day	Limited Visibility*
1	6	4
2	3	2
3	6	4

Command Draw Modifiers Chart

When drawing for Commands, whether in the Activation Segment or the Initiative Segment modify the number on the Action card as follows:

A. If the HQ or Staff is	Mod.
Pinned	-1
Green	-1
Veteran	+1
Under a Cover marker (basic cover, fortifications or buildings)	+1
B. If the HQ or Staff are under a VOF	Mod.
Small Arms (S) VOF	-1
Automatic Weapons (A) VOF	-2
Heavy Weapons (H) Sniper (S)*, Grenade Attack (GA), Incendiary or Air Strike VOF	-3
C. The Current Activity Level is No Contact	
No minimum resolving commands is 1 if activated but 0 if using Initiative.	
HQs on a card targeted by a Sniper will suffer the command-draw penalty regardless of the Sniper's actual target unit in the previous turn (7.15).	

Spotting Attempt Draw Modifiers chart

Base draw is two Action cards, minimum is one

Spotting Attempt to	Mod.	Target's card has	Mod.
Spotting Attempt to	-1	+1 or more Cover & Concealment value*	-1
Spotting Attempt to	+1	+0 Cover & Concealment value*	+1
Spotting Attempt to	-1	On the same card as spotter	+1
Spotting Attempt to	-1	Exposed	-2
Spotting Attempt to	-1	A unit with a VOF rating of A	+1
Spotting Attempt to	+1	A unit with a VOF rating of H or G	+2

Side Attack (7.10)

Unit on attack	Valid Target
Same card	Any enemy unit
Adjacent range	Any enemy infantry unit*
	Any enemy infantry unit*

PLAY

CO HQ	CO XO	1st SGT	1st PLT	2nd PLT	3rd PLT	4th PLT	CO 1SGT
Activation Completed	Activation Completed	Activation Completed	Activation Completed	Activation Completed	Activation Completed	Activation Completed	Activation Completed
Max Spend Limited Visibility	Max Spend Normal Visibility	Max Spend Normal Visibility	Max Spend Normal Visibility	Max Spend Normal Visibility	Max Spend Normal Visibility	Max Spend Normal Visibility	Max Spend Normal Visibility
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16

TURN	GAME TURN	2	3	4	5	6	7	8	9	10
------	-----------	---	---	---	---	---	---	---	---	----

GREEN	CO HQ ASSETS	SKILLS	EXP.	CO XO ASSETS	SKILLS	VETERAN +1	CO 1SGT ASSETS	SKILLS
1/1	2/1	3/1	1/2	2/2	3/2	1/3	2/3	3/3
4th PLT ASSETS	SKILLS	EXP.	1/4	2/4	3/4	4th PLT ASSETS	SKILLS	EXP.
1/4	2/4	3/4	4th PLT ASSETS	SKILLS	EXP.	1/4	2/4	3/4

UNITS ELIMINATED

CASUALTIES EVACUATED

ENEMY CASUALTIES CAPTURED

PHASE

PHASE

Energy Activity Phase (Defensives)

Friendly Command Phase

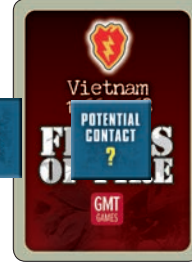
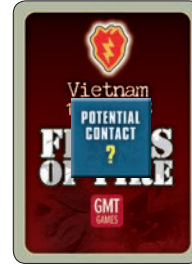
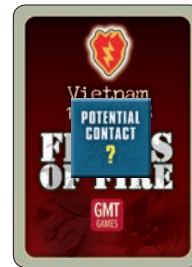
Enemy Activity Phase (Offensives/Patrols)

Mutual Capture and Retreat Phase

AT Combat & Vehicle Movement Phase

Mutual Combat Phase

Clean Up Phase



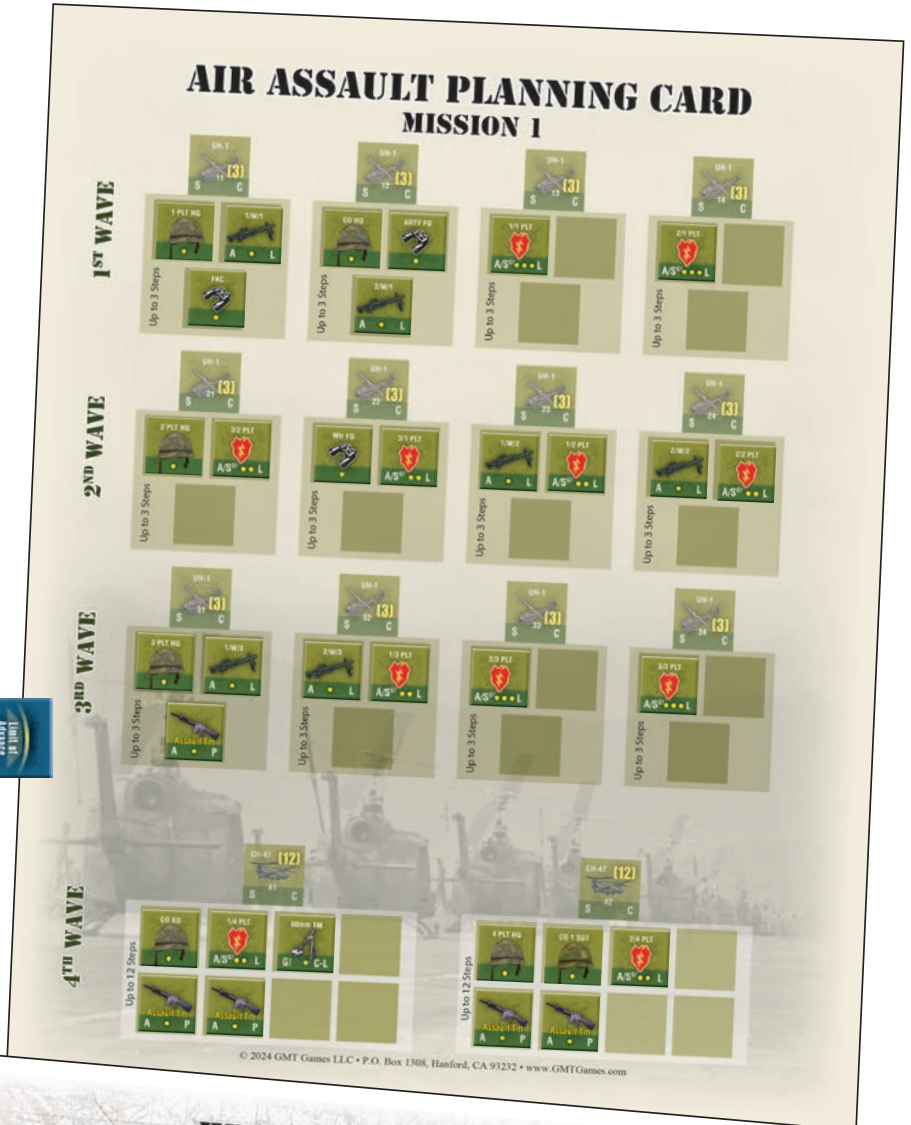
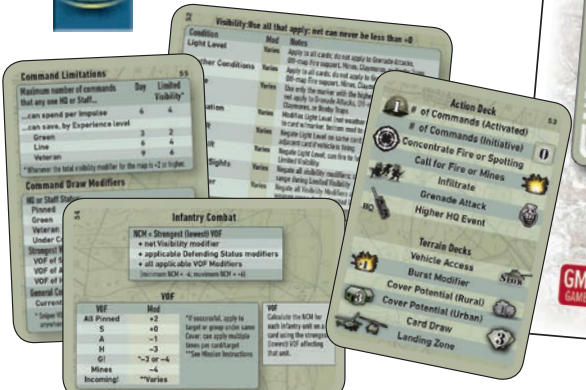
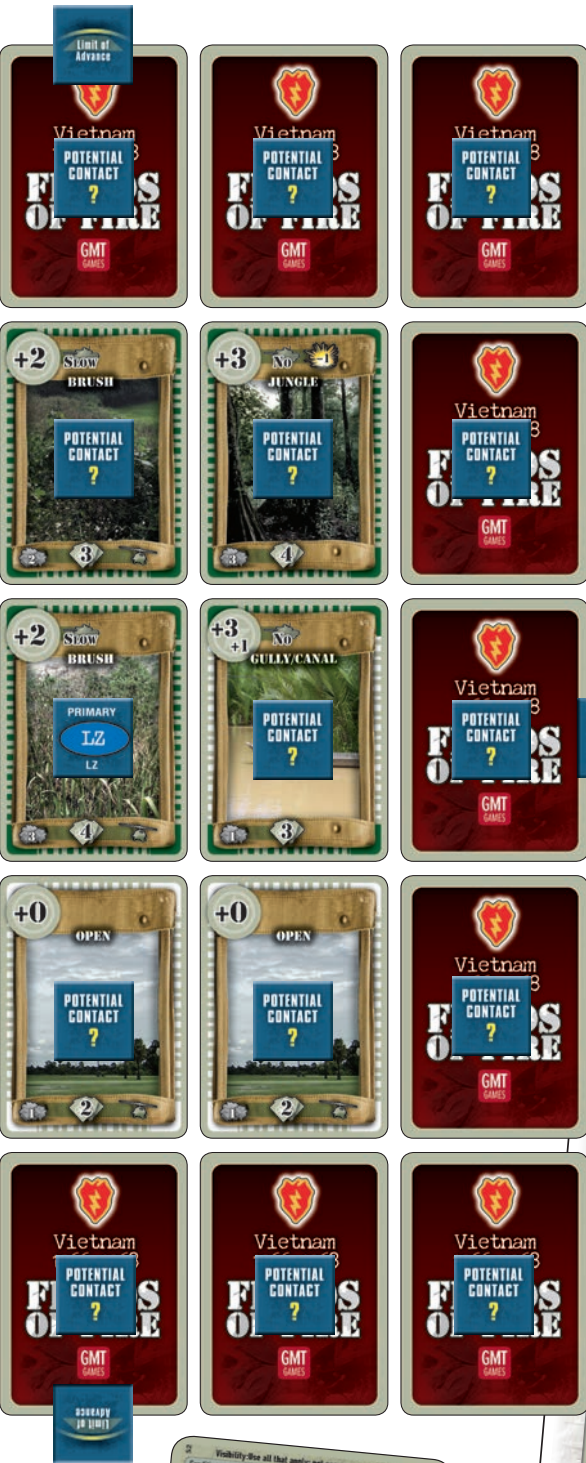




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A CH-47 Chinook flies into a Landing Zone marked with purple and yellow smoke.

Historical Notes

YOUR MISSION:

To close with the enemy by means of fire and maneuver in order to destroy or capture him, or repel his assaults by fire, close combat, and counterattack.

US Army Field Manual FM 7-10: The Infantry Rifle Company

In 1957 the regimental structure that had been in use during WWII and Korea was changed to “The Pentomic Division”. The regiment was re-designated First Battle Group, 9th “Manchu” Infantry at Ft. Wainwright, Alaska.

The Pentomic experiment did not last long and was replaced with the ROAD (Reorganization Objective Army Divisions) organization in early 1963. This was a concept based on the experience of armored divisions from WWII, in which brigades were comprised of interchangeable battalions. Battalions would retain regimental designations, and, under this plan, five battalions of the 9th Infantry were formed. Two were in the Army Reserve (3/9 and 5/9). 1/9 and 2/9 were part of the reactivated 2nd Infantry Division, Ft. Benning, Georgia, and 4/9 was at Ft. Wainwright.

In 1966, 4/9 was assigned to the 1st Brigade, 25th Infantry Division “Tropic Lightning,” and shipped out to Vietnam. The 4/9 “Manchus” were in Vietnam for four and a half years, operating out of Cu Chi and Tay Ninh, northwest of Saigon.

After Vietnam, 1/9, 2/9 and 4/9 were part of the 2nd Infantry Division, stationed in Korea and the USA. 1/9 deployed to Iraq in 2004 and 4/9 did so in 2007. Today, only the Fourth Battalion remains active, and is part of the 1st Stryker Brigade Combat Team (SBCT), 4th Infantry Division at Fort Carson, Colorado. Thus, the tradition of the Manchus lives on. For a more detailed history, see www.manchu.org.

Vietnam Campaign

December 1966 – December 1968

Vietnam War Brigade Organization

X The Army discontinued the regimental combat team (RCT) concept and moved to brigades (BDE) still commanded by a Colonel (Col). It had three maneuver battalions (these could be a mix of infantry, mechanized infantry, or armor battalions), a field artillery battalion, and a headquarters and headquarters company (HHC).

II The infantry battalion (BN) was commanded by a Lieutenant Colonel (LtCol). It had three (later 4 then 5) rifle companies and an HHC.

I The rifle company (CO) was commanded by a Captain (Capt). It had three rifle platoons, a headquarters section, and a mortar platoon with 2 81mm mortars. The mortar platoon would often be used as a fourth rifle platoon and the mortars would be used in defensive positions and could be combined at the battalion level.

● The rifle platoon (PLT) was led by a Second Lieutenant (2ndLt) and a Sergeant First Class (SFC). It has three rifle squads and a weapons squad with 2 M60 machine guns. It was the primary maneuver element of a rifle company.

● The rifle squad (SQD) was led by a Staff Sergeant (SSgt). It had 11 soldiers at full strength, but in action the squads typically still hovered around 6-9 soldiers. It was divided into two 5 man fire teams. Each fire team was led by a sergeant (Sgt) and had 1 M79 40mm grenade launcher and 4 M16A1s.

The Vietnam War brigades were combined arms formations capable of operating independently from the division. The brigade was task organized and modular. Given the nature of the Vietnam War rifle companies were the primary ground maneuver unit, thus the added fourth and then fifth rifle companies. The organic firepower of a battalion was less than during the

Korean War, without all the recoilless rifles and mortars, but this was compensated by ease of maneuver by helicopter, and much more responsive artillery and close air support.



A soldier of the 4/9th near Cu Chi. Note the 25th Infantry Division "Tropic Lightning" flash on his shoulder, and the M113 Armored Personnel Carrier providing support in the background.

The Manchus and 25th Division

4/9 were part of 1st Brigade, 25th Infantry Division between March 1966 - December 1970.

1st Brigade was made up as follows:

Combat Troops:

- 4th Bn/9th Inf., Apr 1966 – Dec 1970
- 2nd Bn/14th Inf., Apr 1966 – Jan 1970 (the "Golden Dragons" were with the 9th during the Boxer Rebellion, too)
- 4th Bn(Mech)/23rd Inf., Apr 1966 – Dec 1970
- 3rd Bn/22nd Inf., Feb 1970 – Nov 1970
- 7th Bn/11th Art. (105mm How) DS 1st Bde, Apr 1966 – Dec 1970
- 3rd Bn/13th Art (155mm How/8" How), Apr 1966 – Dec 1970

Supporting Units:

- 25th Aviation Battalion
- Co. A "Little Bears"
- Co. B "Diamondhead"
- 3rd Sqn/4th Cav, Mar 1966 – Dec 1970
- 187th and 188th Assault Helicopter Companies

Armor:

- 1st Bn/69th Armor, Mar 1966; transferred to 4th Inf. Div. Aug 1967
- 2nd Bn/34th Armor, transferred from 4th Inf. Div. Aug 1967 – Dec 1970

The 4/9 were initially made up of three Rifle Companies; A (Alpha), B (Bravo) and C (Charlie), with a Headquarters and a Headquarters Company (including 4x 4.2" mortars). In early August 1967 a fourth rifle company, D (Delta), was added, followed by another, E (Echo) in late September 1968.



A 4/9 60mm mortar team take a break during operations near Cu Chi, 1967.

Helicopter Assaults

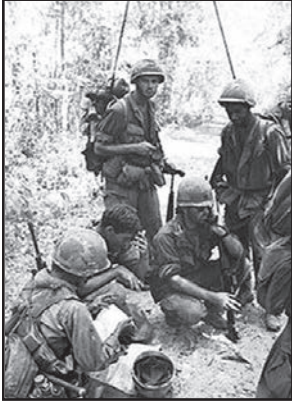
One of the primary methods of moving infantry into battle during the Vietnam War was via Helicopter. This had some advantages and disadvantages. On the plus side, it gave US forces unprecedented mobility and flexibility. They were not road bound in a country with few decent roads. On the negative side, though the helicopters provided "tactical" surprise, they did not provide actual surprise—in other words, they gave away US positions. This was made worse by the dependence on helicopters for resupply. Another problem with helicopters was that they could not carry much heavy equipment. The days of the heavy weapons companies—like those in Korea with many HMGs and recoilless rifles—were gone; when the US troops got off the helicopters they were very light, so they were very dependent on artillery and air support. The VC and NVA still had heavy weapons platoons and companies, so US troops were often outgunned, particularly in the critical opening stages of a firefight.



UH-1 Slicks leave a Landing Zone.



Improved Communications



Company HQ in the field.

The US Army made significant improvements in communications after Korea that enabled a more flexible employment of companies and platoons. As the Korean War was winding down a new generation of radios was fielded. A single radio set that served a wide variety of roles and could be man portable or plugged into a vehicle mount simplified logistics. The first was the portable radio communicator (PRC) 10 replacing a variety of the signal corps radio (SCR)

radios. The PRC-10 was replaced by the PRC-25 as the war in Vietnam was escalating. The PRC-25 (known affectionately as the “Prick-25”) was the ubiquitous radio. In 1967 General Creighton Abrams called the PRC-25 “The most important tactical item in Vietnam today”.

Improved procedures allowed for anyone with a radio to call for supporting fire. The PRC-25 was a VHF radio weighing about 25 pounds with transmission power of 1.5 to 2 watts giving it a range of up to 5 miles. Range was highly dependent on terrain and which antenna (it came with two, a short tape and long whip antenna). It was much more flexible in bandwidth than the old SCR-300. The PRC-25 used either low band 30-52.95 MHz or high band 53-75.95 MHz with the dial in 50 KHz increments giving it 920 frequency options as opposed to the 41 channels on the SCR-300. The battery life was up to 60 hours based on usage. The biggest downside to the PRC-25 was that it did not have compatible cryptographic equipment, so it broadcast in the clear (unencoded electronically). This necessitated the use of printed code books with codes that changed daily, each booklet usually covering a week. These could be captured and exploited, and the process of manually encoding and decoding was time consuming.

The most common artifact of the manual encoding was the “callsign.” Callsigns were random letter-number-letter (e.g., Lima-3-Echo) and once communications were established could be abbreviated to the number and last letter. These changed daily and could be confusing especially if a battle was ongoing during the code change rollover. To prevent confusion often unit standard callsigns would be adopted as is standard practice today with encrypted radios. Lack of radio discipline and use of standard callsigns and target reference points (code words for pre-established known points) often gave the enemy real-time intelligence on US units in the field.

The enemy also loved their captured PRC-25s and they dedicated a statue to its importance after the war. US Signals intelligence also gleaned extensive information from the VC/NVA from their radio communications as well. Improved radio communications were a two-edged sword for both sides.



Viet Cong soldiers cautiously move through thick vegetation.

Communist Forces

Much of the Vietnam War in American literature provides a murky picture of the enemy. This is often a reflection of the experience of many soldiers who had little understanding of their foe. There was political unrest in South Vietnam in the late 50s, but the war itself and support from the North started officially in 1959. The Communist Party of Vietnam approved a “people’s war” in the South in January 1959 and the first arms delivered down the Ho Chi Minh trail arrived in August 1959. After the Geneva Accord in 1954 ended the war with the French, the division of North and South sent about 90,000 Viet Minh to the North, but 5,000 to 10,000 cadres remained behind to build the foundation for the war to come.

The Vietnamese Communists (Việt Nam cộng sản) was abbreviated to Viet Cong in Saigon newspapers in 1954 and crossed into English accounts around 1957. The Viet Cong created the National Liberation Front of South Vietnam (Mặt trận Dân tộc Giải phóng miền Nam Việt Nam) in December 1960 in the Tay Ninh province where it was headquartered until US pressure forced them to relocate to Cambodia in 1966 until it returned in 1972. It is often abbreviated in English as the NLF. Members of the National Liberation Front referred to it as “The Front” (Mặt trận).

In 1969 the NLF was rebranded as the Provisional Revolutionary Government of the Republic of South Vietnam (Chính Phủ Cách Mạng Lâm Thời Cộng Hòa Miền Nam Việt Nam) sometimes abbreviated in English as PRG. The NLF headquarters was referred to by the Americans as the Central Office of South Vietnam (Trung ương Cục miền Nam) or COSVN which was the objective of many operations trying to locate and destroy it.

From 1960 to 1965 the Viet Cong grew in strength and capability and the Army of the Republic of Vietnam (ARVN) was not effective at stemming the tide. This precipitated the commitment of US forces in 1965 to prevent the imminent collapse. The US headquarters was the Military Assistance Command Vietnam (MACV). When looking into the assessments the MACV terminology is important. The enemy was a mix of Northern and Southern and either could be used to round out or provide replacements. The terms North Vietnamese Army (NVA) and VC distinguished where the unit

was formed and most of its composition. NVA units were those formed, trained, and recognized by North Vietnam as an NVA unit. VC units were formed and trained in the South and the original composition was primarily from the South. The next important distinction was Main Force (MF) and Local Force (LF) units. MF and LF could be either NVA or VC units. The distinction is that MF units were subordinate to COSVN, military region, or front. LF units were subordinate to provincial or district committees and operated within those territories. They would often support MF units operating within their areas.



A Viet Cong rocket launcher team advances with their B40.

Viet Cong – 2nd “Go Mon” Battalion

In the 25th Division’s Area of Operations, two Districts, Go Vap and Hoc Mon, were condensed to Go Mon. This famous VC unit was likely made up of several different units of the 316th Regiment called the Quyet Thang (“Determined to Win”) Regiment. Commanded by Major Tu Nhut, the Quyet Thang’s three battalions of about 120 troops each were based in permanent fortified tunnel complexes built into the banks of the Saigon River. Internally, battalions and companies used names instead of numbers. The 2nd Battalion was known as the “Otters.” The Otters had three companies of about 30 each (including 5 to 6 women in each company).

Most of the officers were North Vietnamese cadre, who had started moving into the area in 1965 to aid in training and recruiting. Under the command of Nguyen Ngoc Nham, 1st Company was part of a two battalion (roughly 200 men) ambush of Charlie Company (92 men) on March 2, 1968 that left 49 Manchus dead.

The 2nd Go Mon VC Battalion was equipped with a variety of weapons, mostly light mortars and machine guns. Many of these were captured from the ARVN, while others were standard NVA issue such as SKS carbines, AK47 assault rifles, RPD light machine guns, and the ever-popular RPG2, also known by US troops as B40 rocket grenades. Captured M79 40mm grenade launchers were also popular. Not long after the Hoc Mon ambush, however, the battalion was caught in the open by US Attack Helicopters and was destroyed and never reformed.



A North Vietnamese NCO, wearing the distinctive NVA helmet and carrying an AKM rifle, beside a Machine Gunner aiming his RPD LMG.

North Vietnamese Army (NVA)

Also known as the People’s Army of Vietnam (PAVN), NVA troops were well equipped with SKS carbines, AK47s, RPD light machine guns, and RPG2/B40. At the squad and platoon level, they also used 60mm, 82mm, and 120mm mortars extensively, with the 82mm being the most popular. NVA regiments also had recoilless rifle companies with 57mm, 75mm, and 82mm varieties, along with anti-aircraft companies of 12.7mm heavy machine guns. All this equipment spelled trouble as equivalent US units were clearly outgunned.

But US troops had plenty of artillery and air power, both helicopter gunships and fixed-wing air strikes to make up for it. NVA tactics called for cover and concealment to minimize the effectiveness of US supporting arms while maximizing their own local fire superiority. In offensive operations, however, NVA attacks were rigidly planned and executed. In the experience of the Manchus, NVA attacks were always failures with heavy losses.



9th Infantry Regiment Casualties in Vietnam

The highest casualties experienced by the Manchus were*:

- February 26, 1967 (VC night attack): 26 KIA; 1st Sgt Maximo Yabes, Co. A awarded the Medal of Honor; 114 VC KIA
- August 30, 1967 (Hot LZ): 10 KIA, 36 WIA; “The Horseshoe”
- December 18, 1967 (NVA night attack): 10 KIA, 35 WIA; Bo Tuc-FSB Beauregard; 70 NVA KIA
- March 2, 1968 (VC Ambush): Co. C 49 KIA, 24 WIA; Hoc Mon Bridge†
- November 23, 1968 (VC Ambush): Co. C 15 KIA, 20 WIA; Operation TOAN THANG II, Boi Loi Woods: 6 VC KIA
- November 27, 1968 (VC Ambush): Co. A and Co. B 18 KIA, 36 WIA; Operation TOAN THANG II; 7 VC KIA
- December 22, 1968 (NVA Night Attack): Co. B, C, E 17 KIA, 34 WIA; Operation TOAN THANG II, FSB Mole City; 103 NVA KIA

* On April 25, 1969 an NVA Night Attack on Patrol Base Frontier City resulted in 213 NVA KIA. One of the bloodiest battles the Manchus were involved in during the campaign. The Manchus suffered just one WIA.








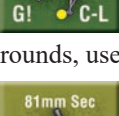



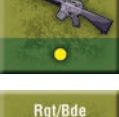

† See “The Mission Not Included” at the end of this booklet.



Mission Locations

Vietnam Campaign Unit Guide

US Units

	The CO HQ includes the Company Commander (you, a Captain) and various radio operators, linemen and other assistants.
	The XO (Executive Officer) is a Lieutenant and is second in command of the company.
	The Company First Sergeant is the senior enlisted advisor to the Company Commander.
	Platoon HQs include the Platoon Commander (a 2nd Lieutenant), Platoon Sergeant, a sergeant first class, and a radio operator.
	Squads had an authorized strength of 11 led by a staff sergeant assisted by two sergeants each leading a team of 5 soldiers. They typically hovered around 6 to 9 in the field and were armed with M16 rifles and two M79 Grenade launchers.
	MG teams use the M60 machine gun.
	No longer officially part of the company equipment, the Manchus had several 60mm mortars, one for each company, to give a light indirect fire capability. Though only firing relatively small rounds, used accurately it could be very effective.
	The mortar section is made up of two M29 81mm mortars. The M29 can fire HE, Smoke or Illumination rounds. Maximum range was around 5000 yards.
	US snipers were usually armed with the M21 sniper rifle.
	The M48 Patton tank mounts a 90mm main gun.
	Runners carry messages to and from the CO HQ.
	
	Higher HQ Units (Brigade Commander, Battalion Commander). These begin all missions off-map.

Transport Helicopters



Infantry companies often flew into battle on UH-1 Iroquois (better known as the 'Huey') or CH-47 Chinook transport helicopters.

FAC Aircraft



Air support came from either fast jet air strikes (e.g., from F4 Phantom) or propeller-driven close air support aircraft (e.g., A1 Skyraider). They were directed by an airborne Forward Air Controller in an O-2 Skymaster.

Attack Helicopters



Rotary wing air support was provided by pairs of UH-1M helicopter gunships.

Fixed Wing Gunships



Additional air support was provided by AC-47 fixed wing gunships, colloquially known as 'Spooky'.

VC / NVA Units



NVA squads were generally well equipped, with AK47 rifles (or variants) and RPD machine guns. They also usually carry RPGs.



VC squads would invariably use whichever weapons were available to them. This could include modern AK47 (plus variants) and captured US weapons, through to more obsolete bolt-action rifles and submachine guns. They also often carry RPGs.

NVA Machine Gun teams are equipped with RPD machine guns.



The NVA used Soviet 12.7mm DShK ('Dushka') machine guns for heavy fire support.



VC Machine Gun teams are equipped with a variety of machine guns, from RPD through to captured US weapons.



Communist forces employed a number of recoilless rifles in both the anti-armour and anti-personnel roles.



This one-step unit is a detached RPG team or the remnants of a squad.





Company Table of Organization & Equipment (TO&E)

The following is your starting company for the campaign. If you play a mission in isolation, you will use this company. Mortar units may be assigned to any Platoon before each mission.

Unit	Description	Starting Experience	Assets / Ammo per Mission	Steps
CO HQ	Company Headquarters	Green	PRC25 BN TAC Radio	1
CO XO	Company Executive Officer	Line		1
CO 1 Sgt	Company 1st Sergeant	Veteran		1
60mm TM	60mm Mortar Team	[see note below]	4 Mtr Ammo	1
1st Platoon				
1 PLT HQ	1st Platoon Headquarters	Line		1
1/1	1st Squad, 1st Platoon	[see note below]		3
2/1	2nd Squad, 1st Platoon	[see note below]		3
3/1	3rd Squad, 1st Platoon	[see note below]		3
1/W/1st	1/W/1st MG Team	[see note below]	6 MG ammo	1
2/W/1st	2/W/1st MG Team	[see note below]	6 MG ammo	1
2nd Platoon				
2 PLT HQ	2nd Platoon Headquarters	Green		1
1/2	1st Squad, 2nd Platoon	[see note below]		3
2/2	2nd Squad, 2nd Platoon	[see note below]		3
3/2	3rd Squad, 2nd Platoon	[see note below]		3
1/W/2nd	1/W/2nd MG Team	[see note below]	6 MG ammo	1
2/W/2nd	2/W/2nd MG Team	[see note below]	6 MG ammo	1
3rd Platoon				
3 PLT HQ	3rd Platoon Headquarters	Green		1
1/3	1st Squad, 3rd Platoon	[see note below]		3
2/3	2nd Squad, 3rd Platoon	[see note below]		3
3/3	3rd Squad, 3rd Platoon	[see note below]		3
1/W/3rd	1/W/3rd MG Team	[see note below]	6 MG ammo	1
2/W/3rd	2/W/3rd MG Team	[see note below]	6 MG ammo	1

Choose Option 1 or Option 2 (see CSR 2):

Unit	Description	Starting Experience	Assets / Ammo per Mission	Steps
Option 1: Mortar Section*				
81mm Sec	81mm Mortar Section	Line	4 Mtr Ammo, 2 Mtr Illum	3
Option 2: 4th Rifle Platoon				
4 PLT HQ	4th Platoon Headquarters	[see note below]		1
1/4	1st Squad, 4th Platoon	[see note below]		2
2/4	2nd Squad, 4th Platoon	[see note below]		2

* The 81mm mortars were very heavy and the Section was often either left behind or converted into a fourth (albeit smaller) rifle platoon. If used as a rifle platoon, the squads may never be full 3 Step squads.

Starting Experience

The Mortar Section, CO HQ, CO Staff, 1st, 2nd and 3rd PLT HQs begin the campaign at the experience level noted above.

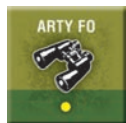
For the remaining units, distribute experience as desired at the start of the first mission from the following pool depending on the option you choose for the company set up:

- Company with 81mm Mortar Section: **Assign 13 Green steps, 15 Line steps, 6 Veteran steps.**
- Company with 4th Rifle Platoon: **Assign 14 Green steps, 18 Line steps, 7 Veteran steps.**

Refer to the [Averaging Experience Points table](#) (Charts & Tables Play aid) to determine the final experience level of each unit.



Attachments for all Missions



The following unit is attached to your company for all missions and is replaced automatically in between missions if lost. You cannot award

Experience points to this unit.

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with PRC25 Arty FD Net Radio	7th Battalion/11th Field Artillery	Line	1

Assets

The following assets are available in every mission.

Unattached Assets	No. per mission	Notes
CO TAC Net: PRC25 radios	10	Assigned to company HQs and other company units as desired (not to attachments)
HC Smoke	4	Can also be equipped by the 81mm Mortar Section (CSR 2)
WP Smoke	4	
Red Star Parachute (RSP)	1	
Red Star Cluster (RSC)	1	
Green Star Parachute (GSP)	1	
Green Star Cluster (GSC)	1	
Red Smoke	2	Not available in night missions.*
Green Smoke	2	Not available in night missions.*
Yellow Smoke	2	Not available in night missions.*
Purple Smoke	2	Not available in night missions.*
Handheld Illumination	12	Can be equipped by any units in night missions.
Mortar Illumination	2	Equipped by the 81mm Mortar Section in night missions (CSR2).
Passive IR Starlight Scopes	4	Can be equipped by squads in night missions (9.3).

* Strobe lights can be used to mark for Air Strikes in night missions (CSR 10).

Experience

The following table details the experience points awarded for all missions.

Each mission will also have specific experience points awards.

General Experience Points (all missions)	
Task	Points
Inflict (but fail to capture) an enemy casualty	1 per step
Inflict & capture enemy casualties	2 per step
Perform a successful attack with a hand grenade (not a ranged G! weapon)	1 per attack
Complete HQ Event marked “*” that turn	1 per event
Successfully evacuate a Friendly Casualty	2 per casualty

Basic Campaign Information

Prisoners (8.15): Neither side takes prisoners in this campaign.

Design Note: Taking VC and NVA prisoners was highly sought after, but exceedingly difficult to do as the enemy was committed and adept at escaping when cornered. However, US forces did capture enemy casualties to confirm body counts.

Runners (4.3.2): No runners are available at the start of the mission. If required, they must be created during play from existing units.

Casualty Evacuation (5.1.7):

- **Offensive missions:** Designate a MEDEVAC LZ Tactical Control on an LZ Capable card during play.
- **Defensive missions:** A MEDEVAC LZ Tactical Control can be placed on any LZ Capable card before the mission, or one can be set during play.
- **Combat Patrols:** Evacuate any casualties to anywhere in the Staging Area if one exists. PLT HQ may also designate a MEDEVAC LZ on any LZ capable card during play.



Grenades (7.10.2): US Grenade Attacks use the -4 VOF. NVA and VC Grenade Attacks use the -3 VOF.

Vehicle Activation (10.5.1):

Carry out vehicle actions in the following order:

1. Aircraft
2. Tanks
3. Jeep
4. AT Guns & AT capable Infantry units

Complete actions for all units in a group before moving on to the next (Reaction Fire occurs at any time as usual).

Campaign Special Rules (CSR)

1. Communications

- The PRC25 Radios making up the CO TAC Network may be replaced by TA312 Field Phones in each Defensive mission. 4 Phone Lines are provided as assets if Phones are used. Place these on the map or assign them to units as desired.
- Other Networks remain on radios.



2. 81mm Mortar Section and Mortar Teams

- Decide at the beginning of each mission if you will use the 81mm Mortar Section or 4th Platoon (see TO&E). Keep track of experience separately for these units.
- If either the Mortar Section or 4th PLT lose steps as casualties that are not replaced during the post-mission Reconstitution and Replacements process, the steps must be removed from both the Mortar Section and 4th Platoon for subsequent missions.
- The Mortar Section always deploys as a single unit Section. If lack of replacements in previous missions leaves you with just one step, the Mortar Section is unavailable.
- The Mortar Section can deploy Illumination in night missions as an aerial pyrotechnic (4.2.1c) up to its maximum range (LOS is not required).
- HC smoke can be deployed by the Mortar Section as an aerial pyrotechnic (4.2.1c) up to its maximum range to any terrain card in LOS, or by indirect fire using an observer as per the rules on Indirect Lay (7.3.2). Remove its direct lay PDF and VOF temporarily in the same way as regular Indirect Lay (7.3.2).
- During combat, the 3-step 81mm Mortar Section breaks down into two 1-step mortar teams and one generic Fire Team (see breakdown chart). If only one step remains, place one of the 1-step mortar teams.



- When the Mortar Section breaks down in combat, each Mortar Team receives the same amount of mortar ammo as the Section carried (ammo is not divided, as the number of rounds represented by a single ammo point is much less for a single Mortar Team than a whole Section). Any smoke or illumination is lost.
- The Mortar Section cannot be split voluntarily during a mission.
- Mortar Teams cannot Reconstitute into the Mortar Section during a mission.

3. Replacements:

- At the end of each mission, before reconstitution and promotion, remove 2 Veteran Steps.
- After reconstitution and promotion, receive a maximum of 6 replacement Steps (plus any returning veteran steps as per 12.4). One Green replacement must replace a Line or Veteran PLT HQ unit (if one exists).
- In addition to the above, additional replacements are provided at the beginning of mission 4 (see Mission Special Rules).
- Note that this rule applies after patrol missions even if none of your platoons actually participated.

Design Note: Unlike the other campaigns in this volume, the Vietnam campaign represents specific actions separated by a period of weeks or even months. Men are rotated home or sent on R&R, and the influx of replacements was inadequate. Most units were very under strength in the field. It was common for US rifle companies to have less than 100 men in the field, despite a paper strength of over 150.

4. Air Assault

Each of the offensive missions (1, 4, 7A and 7B) involve a pre-planned air assault. Check the mission instructions for placement of LZs and any guidance or restrictions for your air assault plan. Use the Air Assault Planning Charts to divide your units between the available transportation helicopters. Place the helicopter units on the Helicopter Control chart.

You may need to be creative with your arrangements, splitting up units into assault teams or fire teams, and a lack of available transportation space may require you to leave some units behind.

As described in section 11 of the rulebook, once the plan is set, the aircraft will move between the Pick up Zone and the LZ on the map without the need for Activation or marking Landing Zones with smoke. However, colored smoke is required if you choose to set up a secondary Landing Zone elsewhere on the map during the mission and want a helicopter wave to land there instead of at the primary LZ.

5. Tunnels

All enemy units can be generated on the card of US units that did not trigger them, thus causing them to open fire on that card rather than the unit that triggered them. This is an exception to 8.4.3. (See example below.)

6. Deep Bunkers

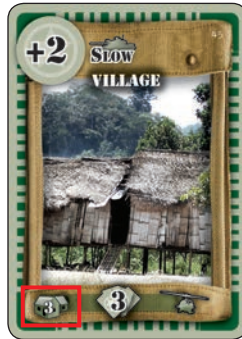


These represent bomb shelters, underground storage pits and command bunkers. Deep Bunkers can be occupied and fired upon like regular Bunkers. However the units inside do not exert a VOF and may not Spot, deploy pyrotechnics or make Grenade Attacks. Enemy units will leave the Bunker upon drawing Fall Back or Grenade Attack actions in the enemy activity phase as per 5.3.2. Being in the Bunker does not affect LOS.

7. Cover

For Village cards, when cover is found it may be a strong or light building:

R#	Cover type
1/5	Strong Building (+3)
2/5	Light Building (+2)
3/5	Light Building (+2)
4/5	Light Building (+2)
5/5	Light Building (+2)



If an enemy force package in cover is placed in a Village, consult the table above and if the building cover value is the same or better than the enemy cover listed in the enemy package chart, place them in the building.

8. Infiltration Attempt

If a *Squad Infiltration Attempt* package is drawn, make an Infiltrate Attempt by drawing two cards (adjusted for Experience) and look for the Infiltrate icon. If that action is successful, place the new enemy unit on the placement card,

not Exposed, and under the best non-US occupied Cover marker currently on the card. If the action is not successful, place the enemy unit on the card, out of cover, and marked as Exposed. No actual movement takes place, the Attempt is only made to determine the Exposed status of the unit on its placement card.

9. Mortar Restrictions

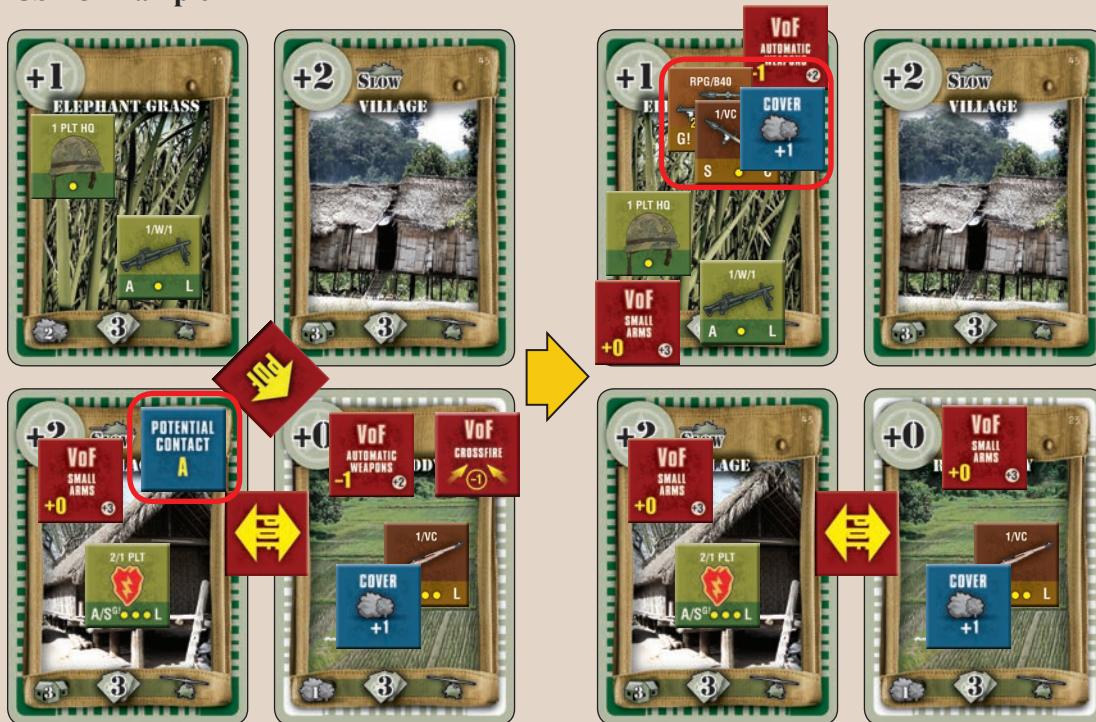
Mortar Teams and Mortar Sections may not fire from Jungle terrain.



10. Strobe Lights

All HQs and FOs are equipped with strobe lights during night missions. These are used to place a mark for airstrikes. The HQ/FO making the attempt must first spend one command to mark its own location (with a Deploy Pyrotechnic action), then a second command (immediately or later in the turn as desired) to call the airstrike. Use any colored smoke marker to indicate placement of the mark and remove it during the Clean Up Phase.

CSR 5 Example



2/1 squad triggers a PC A marker. A Spotted RPG team under cover is drawn with a placement of "straight ahead". This would normally be an illegal placement as the RPG team is required to open fire on the triggering card per 8.4.3. However, in this campaign it is a valid placement. The RPG Team appears in the Elephant Grass and immediately engages 1st PLT HQ and 1/W/1 MG team who return fire.



MISSION 1: OPERATION ALA MOANA, PART I

*December 1, 1966, through February 28, 1967; Offensive, cold LZ insert
Filhol Plantation, Hau Nghia Province, III Corps; Lt.Col. Hyatt commanding*

Operation Ala Moana was conducted in Hau Nghia Province to destroy VC forces, supplies and bases near the 25th Infantry Division's base camp at Cu Chi and in the Filhol Rubber Plantation. In February, an additional mission was undertaken to clear the road from Cu Chi to Phu Hoa Dong (XT709195) and to clear the surrounding wooded area. (Note: Since the 25th Infantry Division was originally based in Hawaii, many operation names are Hawaiian.)

Situation	
Type, Duration, Visibility	Offensive (Air assault), 10 Turns, Daylight +0
Map	5 columns by 5 rows. Center card must be LZ capable; place it face up. Place cards adjacent to the LZ card face up. Place remaining cards face down. Flip any cards which come into LOS of a non-aircraft unit face-up.
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	You must Clear a minimum of 12 cards,
Tactical Controls	Place an LZ marker on the center LZ card.
Potential Contact Placement	Central LZ: No PC marker Other cards: ? (A/B/C) (Shuffle all of the PC markers together and place them randomly on their question mark side on all cards except the Central LZ.)
Enemy Behavior	Tactics: Delay Defense Experience: Veteran Use the VC counter set . Place all the VC 3-step Squads into a cup. Draw one at random each time a squad is placed.

Additional Experience Points	
Task	Points
Clear 1 to 10 cards	1 per card
Clear more than 10 cards	2 per card



A squad from 25th Division cross a stream. They are armed with M16 rifles and the man at the rear carries an M60 machine gun on his shoulder, trailing a long belt of ammunition. The man in front of the M60 gunner, wearing a slouch hat rather than a helmet, may be a Kit Carson Scout—a defector from communist forces who worked with US forces as Intelligence Scouts.

Additional Attachments				
Unit	Description	Parent Unit	Exp	Steps
Mtr FO	Mortar Forward Observer with PRC25 Mtr FD Net Radio	Bn 4.2" Mortar Plt	Line	1
FAC	Forward Air Controller PRC25 Air CTL Net Radio	Bn TACP	Line	1
Transportation helicopters (11.0)				No.
UH-1	12 UH-1 Slicks (3 flights of 4 aircraft each)	Co. A, 25th Aviation Bn	Line	12
CH-47	2 CH-47s (1 flight of 2 aircraft)	Co. A, 25th Aviation Bn	Line	2
Event Units (these units may become available as part of a Higher HQ Event)				No.
Tank Platoon*	Four M48 Pattons plus one M48 Patton HQ with 6 ammo each	1/69 Armor	Line	5
Resupply Helicopter	1 UH-1	Co. A, 25th Aviation Bn	Line	1

* Anti-Tank Ambush rules (10.8.3) apply to the M48 Patton tank platoon.



LOA

LOA

LOA

V01

Key



Random Terrain
(set up face down)



Random Terrain
(set up face up)



LZ Card
(set up face up)



Random PC
A / B / C

Tactical Controls



LOA
Limit of Advance



LZ
Landing Zones



Medevac LZ
Casualty Evacuation





Fire Support Available

Battalion Fire Missions are not available for this mission.

Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	Mtr FO Draw	Co HQ Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	2	3	2	2	1	5
	WP	-4	2	3	2	2	1	2
3/13 Artillery (155mm/8")	HE	-6	2	3	2	2	1	2
4/9 Mortar Plt (4.2")	HE	-5	2	2	3	2	1	3
	WP	-4	2	2	3	2	1	2
Airstrike	-	-7	3	2	2	2	1	2

Higher Headquarters Events

	Turns 2-4 R#	Turns 5-8 R#	Turns 9-10 R#
Friendly Higher HQ Events			
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1-3/10	1-2/10	1-2/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	4-5/10	3/10	3/10
Artillery Displacing: 7/11 and 3/13 Artillery are unavailable this turn.	6/10	4/10	4/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	-	5/10	5/10
Battalion Wants Progress: You must clear a new card this turn.*	7-8/10	6/10	6/10
Battalion is Screaming for Action: You must clear two new cards this turn.*	9-10/10	7/10	7/10
Tank Support: Enter a tank platoon of M48 Pattons (4 tanks plus 1 tank HQ) with 6 Tank Ammo each on to any cards of your choice on Row 1. Add the 1st Tank HQ command marker to the command track. (Ignore if already in play).	-	8/10	-
Ammo Resupply: Four of any one type of ammo of your choice is available by calling in a helicopter (MSR 2).	-	9-10/10	8-10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

	Turns 2-4 R#	Turns 5-8 R#	Turns 9-10 R#
Enemy Higher HQ Events			
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	-	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	1-2/10	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3-4/10	3/10	4/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	-	4/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-7/10	5-6/10	6/10
Fall Back: Move all unpinned units towards closest map edge away from US units.	8/10	7-8/10	7-9/10
Tunnels: Place new PC markers (Random A/B/C on ? side) on all cleared/secured cards (not the center LZ).	9-10/10	9-10/10	10/10



Enemy Force Packages (VC)

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3 / Spotter in Foxholes)	Yes	No	Incoming VOF on triggering card. Spotter at Max LOS.
2	Sniper! (Sniper in Foxholes)	Yes	No	At Max LOS/Range.
3	Spider Holes. (Squad / Squad. Both in Foxholes)	Yes	No	R#1-2/10: Place both at Close Range. R#3-10/10: Place both at Max LOS/Range.
4	Outpost. (Squad in Foxholes)	Yes	No	R#1-2/10: Point Blank. R#3-10/10: Max LOS/Range.
5	Ambush! (Squad + RPG Team / Squad / MG Team with 4 ammo. All in Basic +1 Cover)	Yes	No	R#1-2/10: Place all at Close Range. R#3-10/10: Place all at Max LOS/Range.
6	Strongpoint. (Squad + RPG Team in Trench / Squad + MG Team with 4 ammo in Bunker)	Yes	No	R#1-2/10: Place all at Close Range. R#3-10/10: Place all at Max LOS/Range.
7	Bunker Complex. (Squad in Trenches / 2-step Squad + Leader in Deep Bunker. See CSR 6)	Yes (not Deep Bunker)	Yes	Place both at Close Range. Play as package 8 if two Close Range cards are not available.
8	Command Bunker. (2-step Squad + Leader in Deep Bunker. See CSR 6)	No	Yes	R#1-6/10: Point Blank. R#7-10/10: Close Range.
9	Maneuver. (Squad out of cover marked Exposed)	No	Yes	At Max LOS.
10	Mortar. (60mm or 82mm Mortar Team with 3 ammo in Foxholes)	Yes	No	At Max LOS/Range.
11	Booby Trap. (Plus Sniper in Foxholes on R#1/3)	Yes	No	Booby Trap VOF on triggering card. Sniper if drawn at Max LOS/Range.

- Spotters have 2 Fire Missions. They draw 3 cards for their 2nd mission.
- Each S- and A/S-rated squad and each RPG Team is equipped with a B40/RPG (1 shot).

VC Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	-	1/10
2	-	1/10	2-3/10
3	1-2/10	2-3/10	-
4	-	-	4/10
5	3-4/10	4/10	5/10
6	5-6/10	-	-
7	7/10	-	-
8	8/10	-	-
9	9-10/10	5-6/10	-
10	-	7-8/10	6-7/10
11	-	9-10/10	8-10/10

Unit Placement	
R#	Direction
1/8	Front
2/8	Right Front
3/8	Right Side
4/8	Right Rear
5/8	Rear
6/8	Left Rear
7/8	Left Side
8/8	Left Front

Mission Special Rules (MSR)

1. Air Assault: The Center card must be LZ capable (redraw if you draw a non-LZ capable card). Place the Primary LZ tactical control marker on it. Set up your units on the Vietnam Mission 1 assault planner player aid. Divide your helicopters into waves of up to 4 aircraft each as indicated on the planner. Place the 1st wave on the Inbound Box of the Helicopter Control Card and remaining waves in the Pick-up Zone..

2. Ammo Resupply Helicopter: If this event is drawn, place a UH-1 helicopter with any four ammo of your choice on the Helicopter Control Card in the Pick-Up Zone. If the CO HQ activates the helicopter it begins delivery. Moving through the Helicopter Control Card requires Activation commands from the CO HQ and a Landing Zone marked by color smoke (as noted in 11.1). The helicopter will pick up any casualties on its card on the next turn before departing. Consider these evacuated as soon as the helicopter departs.



MISSION 2: OPERATION ALA MOANA, PART II / OP ANN MARGARET

February 26, 1967; Company Night Defensive Position

*Filhol Plantation, Hau Nghia Province, III Corps; Phu Hoa Dung Grid XT709195;
Lt.Col. Hyatt commanding; 1stSGT M. Yabes awarded Medal of Honor*

On February 22, 1967, the 1st Brigade assumed responsibility for Operation Ala Moana and dispatched a company of 4/9 Manchus to the Filhol Plantation (vic XT701190)—to clear the road from Cu Chi to Phu Hoa Dong and to provide security for the attached Engineer elements in clearing the wooded area. In the early morning hours of 26 February a strong force of VC attempted to overrun the company night defensive position.



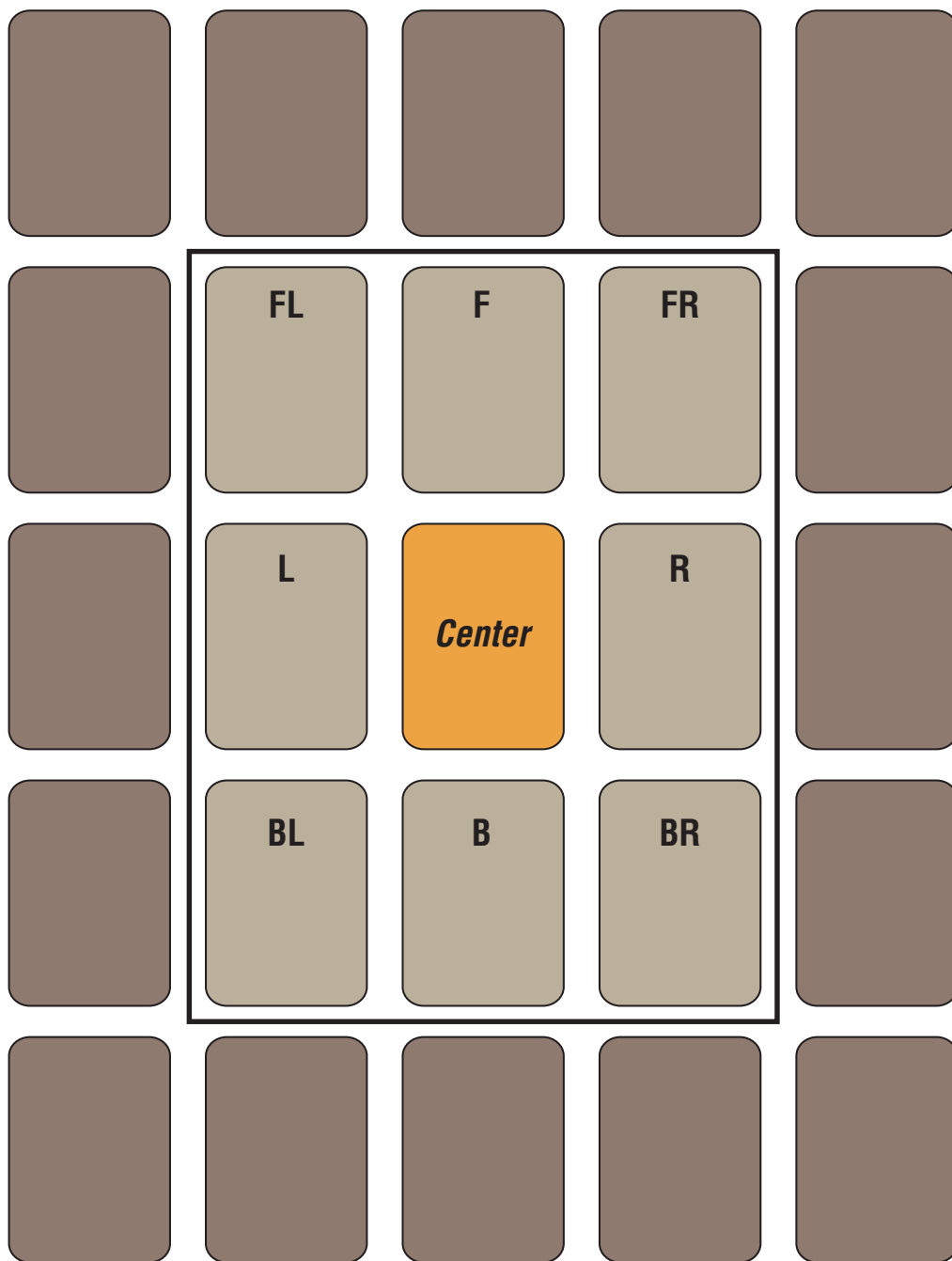
Viet Cong troops assault through a densely wooded area.

Situation	
Type, Duration, Visibility	Defensive, 10 Turns, Moon +2
Map	5 columns by 5 rows. Center card must be LZ capable.
US Setup	The company is set up in a Night Defensive Position. Place all units (minus detachments as per MSR 1) on the perimeter and center cards.
Attempts	No Reattempts are available for this mission (3.9).
Mission Objective	At the end of the mission, you must have at least 6 Secured cards.
Tactical Controls	Place an Artillery FPF marker as per 7.16.2D Place up to 2 Foxholes per US occupied card, and up to 2 Bunkers total on any US-occupied perimeter cards. Place 1 more Bunker on the Center card. Place 3 Claymore mines on cards of your choice on or adjacent to US units.
Potential Contact Placement	Per Attack Timing Table
Enemy Behavior	Tactics: Offensive Overrun Experience: Line Historical Enemy: VC 1/MR IV Use the VC counter set . Place all the VC 3-step Squads into a cup. Draw one at random each time a squad is placed.



Additional Attachments				
Unit	Description	Parent Unit	Exp	Steps
Mtr FO	Mortar Forward Observer with PRC25 Mtr FD Net Radio	Bn 4.2" Mortar Plt	Line	1
FAC	Forward Air Controller with PRC25 Air CTL Net Radio	Bn TACP	Line	1
Engineers Squad	3-step A VOF rated Engineers squad with 6 ammo	Det, A/65 Combat Eng.	Line	3
Fixed Wing Gunships (10.8.7)				No.
AC-47 Gunship*	Fixed wing gunship with 3x H VOF and 3 Air Dropped Illum per turn	4th Air Commando Squadron	Line	1
Event Units (these units may become available as part of a Higher HQ Event)				No.
Resupply Helicopter	1 UH-1	Co. A, 25th Aviation Bn	Line	1
Attack Helicopters	2 UH-1M Gunship	187th/188th Assault Helicopter Co	Line	2

* The AC-47 Gunship flies at high altitude and is not vulnerable to AT Combat. Any PC C markers triggered solely by the Gunship in this mission are automatically No Contact due to rules on No Effect Contacts (8.4.3).



Key



Random Terrain



Perimeter
(Random Terrain)



Center Card
(LZ-Capable
Random Terrain)

Tactical Controls



MLR
Main Line of
Resistance



LZ



Landing Zones



FPF: Final
Protective Fire



Medevac LZ
Casualty Evacuation

Defenses





Additional Experience Points

Task	Points
Perimeter Card Secured at end of mission	1 per card
Center Card Cleared at end of mission	3

Fire Support Available

Battalion Fire Missions are available from 7/11 Artillery (105mm) & 3/13 Artillery (155mm/8").

Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	Mtr FO Draw	Co HQ Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	2	3	2	2	1	6
	Illum	N/A	2	3	2	2	1	6
	FPF	-6	-	-	-	Auto	-	(HE)*
3/13 Artillery (155mm/8")	HE	-6	2	3	2	2	1	2
4/9 Mortar Plt (4.2")	HE	-5	2	2	3	2	1	4
	Illum	N/A	2	2	3	2	1	6
Airstrike	-	-7	3	2	2	2	1	2
Attack Helicopters†	2 x H VOF	-3	3	2	2	2	1	N/A

* FPF uses HE Fire Missions from the 7/11 Artillery (105mm).

† Attack helicopters available by Event (see below).

Higher Headquarters Events

	Turns 2-6 R#	Turns 7-10 R#
Friendly Higher HQ Events		
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10	1-3/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2-3/10	4-6/10
Artillery comm problem: No artillery available this turn.	4/10	7-8/10
Ammo Resupply: Four of any one type of ammo of your choice is available by calling in a helicopter (MSR 3).	5-7/10	-
Attack Helicopter Support: One two-aircraft section of UH-1M Gunships are available (10.8.5).	8-10/10	9-10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

	Turns 2-6 R#	Turns 7-8 R#
Enemy Higher HQ Events		
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	-	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	1-2/10	3-4/10
Displace Leaders: Remove any leaders on cards with no US troops.	3-4/10	5/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	5-6/10	6-7/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	7-9/10	8/10
Fall Back: Move all unpinned units away from the closest US unit, toward terrain with best Cover & Concealment value.	10/10	9-10/10



Enemy Force Packages (VC)

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3 VOF / Spotter in Basic +1 Cover)	Yes	No	Incoming on triggering card. Spotter at Max LOS.
2	Base of Fire. (MG Team with 4 ammo under Basic +1 Cover + RPG Team in Basic +1 Cover)	Yes	Yes	Max LOS/Range.
3	57mm RCL. (Type 36 RCL Team with 2 ammo in Basic +1 Cover)	Yes	Yes	Max LOS/Range.
4	Assault. (Squad Infiltration Attempt - CSR 8)	No	Yes	Max LOS.
5	Human Wave. (3 Squads marked Exposed. Plus Leader marked Exposed on R#1-2/5)	No	Yes	Place all on the same card at Max LOS.
6	Mortar. (60mm or 82mm Mortar Team in Basic +1 Cover with 3 ammo)	Yes	No	Max LOS/Range.

- Spotters have 2 Fire Missions. They draw 3 cards for their 2nd mission.
- Each S- and A/S-rated squad and RPG Team is equipped with a B40/RPG (1 shot).

VC Attack Contact Timing

Area	Turn									
	1	2	3	4	5	6	7	8	9	10
Center	None	C	C	B	B	B	A	A	A	None
Perimeter	C	C	B	B	B	A	A	A	None	None

VC Contact Packages

Determine the placement direction based on the position of the card which triggered the contact, as per the set up map.

R#	Location in Perimeter of Triggering Card								Unit Placement	
	FL	F	FR	L	R	BL	B	BR	R#	Center
1/10	Front	Front	Right Front	Left Front	Right Front	Rear	Rear	Rear	1/8	Front
2/10	Front	Front	Right Front	Left Front	Right Front	Rear	Rear	Rear	2/8	Left Front
3/10	Front	Front	Right Front	Left Front	Right Front	Rear	Rear	Rear	3/8	Left Side
4/10	Left Side	Front	Right Front	Left Side	Right Rear	Left Side	Rear	Right Rear	4/8	Left Rear
5/10	Left Side	Right Front	Front	Left Side	Right Rear	Left Side	Right Rear	Right Rear	5/8	Rear
6/10	Left Side	Right Front	Front	Left Side	Right Rear	Left Side	Right Rear	Right Rear	6/8	Right Rear
7/10	Left Front	Right Front	Front	Left Side	Right Side	Left Rear	Right Rear	Right Rear	7/8	Right Side
8/10	Left Front	Left Front	Right Side	Left Rear	Right Side	Left Rear	Left Rear	Right Side	8/8	Right Front
9/10	Left Front	Left Front	Right Side	Left Rear	Right Side	Left Rear	Left Rear	Right Side		
10/10	Left Front	Left Front	Right Side	Left Rear	Right Side	Left Rear	Left Rear	Right Side		

Package	PC A R#	PC B R#	PC C R#
1	-	1-2/10	1-4/10
2	-	3-5/10	5-6/10
3	-	6/10	-
4	1-5/10	7-8/10	-
5	6-10/10	-	-
6	-	9-10/10	7-10/10

Mission Special Rules (MSR)

1. US Detachments: Pick any two squads and set them aside as they were on patrols and missed the attack

2. Perimeter: US units must remain on the perimeter and center cards, they cannot cross to the outside edge of the map.

3. Ammo Resupply Helicopter: If this event is drawn, place a UH-1 helicopter with any four ammo of your choice on the Helicopter Control Card in the Pick-Up Zone. If the CO HQ activates the helicopter it begins delivery. Moving through the Helicopter Control Card requires Activation commands from the CO HQ and a Landing Zone (as noted in 11.1). Colored smoke is not required. The helicopter will pick up any casualties on its card on the next turn before departing. Consider these evacuated as soon as the helicopter departs.

MISSION 3: HO BO, BO LOI WOODS, CU CHI

Early 1967, Hau Nghia Province, III Corps

The areas to the north-west of Saigon along the Saigon River were a Viet Cong stronghold. Large US forces moved into the area in 1966 to disrupt and reduce the VC's hold including the 25th Infantry Division at Cu Chi and the 1st Infantry Division on the north side of the river. The VC contested the ground vigorously as it was a key infiltration route into the South Vietnamese capital. Not far from their Cu Chi base were the Ho Bo and Bo Loi woods along the South bank of the Saigon River, only a few minutes by helicopter. Sent repeatedly into the woods, 4/9 faced a determined enemy who knew the ground they were fighting on well and had prepared it with booby traps and extensive bunker and tunnel systems. The terrain was varied, ranging from paddy fields with very high dykes to often dense undergrowth, and favored the VC's guerilla tactics, but it was key that the VC's relative safe haven was disrupted. The companies operated independently for days at a time to cover more ground, with platoon size patrols spread out even further.

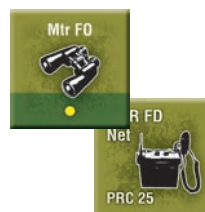
Finding and fixing the enemy forces in the grueling humidity would, however, not be easy.



A sweat-drenched US infantryman scans the dense undergrowth to his front.

Situation	
Type, Duration, Visibility	Combat Patrols, 10 Turns, Daylight +0
Map	3 columns by 6 rows. Generate a new map for each patrol.
Attempts	Carry out one patrol each with 1st, 2nd and 3rd platoon (MSR 1).
Mission Objective	Clear all cards in Column 2.
Tactical Controls	Place one Target marker registered to 7/11 artillery on any card.
Potential Contact Placement	All cards: ? (A/B/C) (Shuffle all of the PC markers together and place them randomly on their question mark side on all cards.)
Enemy Behavior	Tactics: Delay Defense Experience: Line Use the VC counter set . Place all the VC 3-step Squads into a cup. Draw one at random each time a squad is placed.

Additional Experience Points	
Task	Points
Clear Cards in Column 2	1 per card
Successfully complete patrol	5



Additional Attachments				
Unit	Description	Parent Unit	Exp	Steps
Mtr FO	Mortar Forward Observer with PRC25 Mtr FD Net Radio	Bn 4.2" Mortar Plt	Line	1
Event Units (these units may become available as part of a Higher HQ Event)				No.
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (MSR 2)	USAF	Line	1
Tank Platoon*	4 M48 Pattons plus 1 M48 Patton HQ	1/69 Armor	Line	5 tanks

* Anti-Tank Ambush rules (10.8.3) apply to the M48 Patton tank platoon.



Fire Support Available							
Battalion Fire Missions are available from 7/11 Artillery (105mm) & 3/13 Artillery (155mm/8").							
Agency	Ammo	Combat Mod	FAC*	Arty FO Draw	Mtr FO Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	-	3	2	1	5
	WP	-4	-	3	2	1	2
3/13 Artillery (155mm/8")	HE	-6	-	3	2	1	2
4/9 Mortar Plt (4.2")	HE	-5	-	2	3	1	3
	WP	-4	-	2	3	1	2
Airstrike	-	-7	3	2	2	1	2

* Airborne FAC available by Event (see below)

Higher Headquarters Events

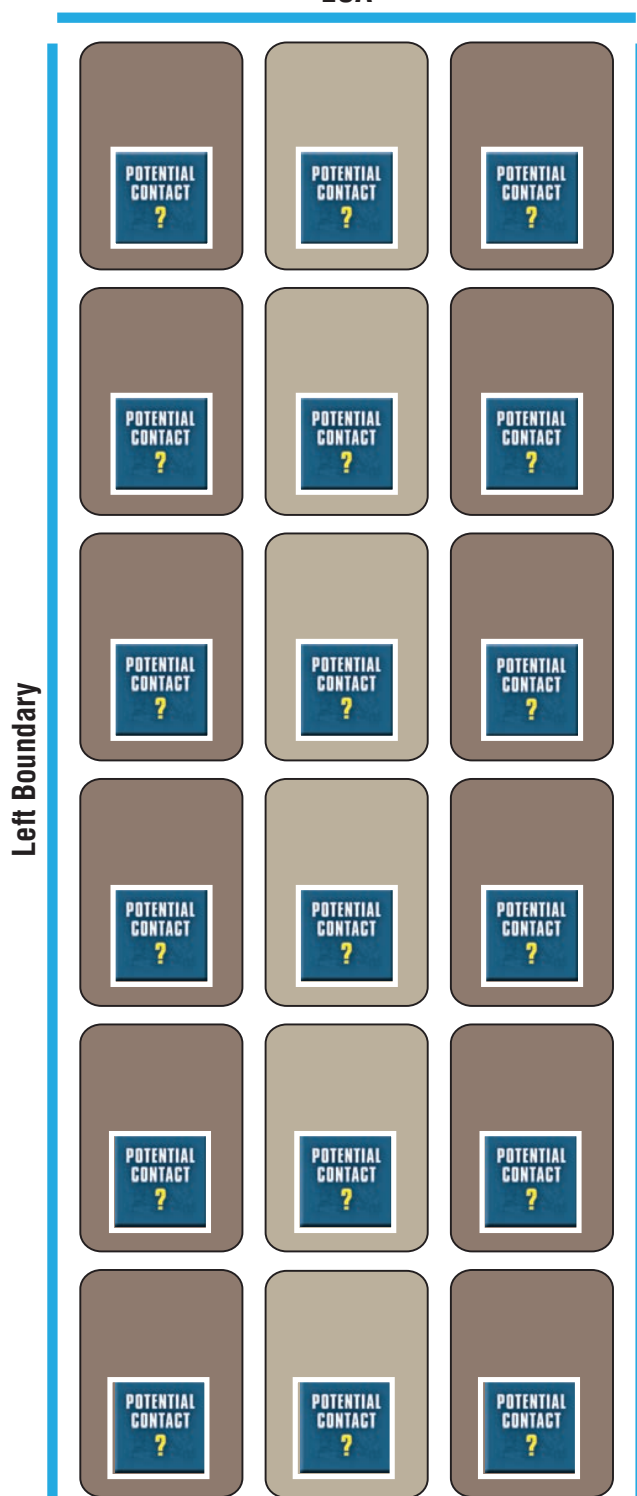
	Turns 2-5 R#	Turns 6-8 R#	Turns 9-10 R#
Friendly Higher HQ Events			
Situation Report: PLT HQ must spend its first 3 Commands to send a report to the Company.*	-	1/10	1-2/10
Comm Trouble: CO HQ does not Activate HQs or Staff this turn (and may not order the FAC). PLT HQ must spend its first 2 commands to re-establish communications.*	1/10	2/10	3/10
Artillery Displacing: No artillery available this turn.	2-3/10	3/10	4/10
Mortars Busy Elsewhere: No 4.2" mortars available this turn.	4-5/10	4/10	5/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.*	6/10	5/10	6/10
Tunnel System Found: Select one US-occupied card at random. All units on that and all adjacent cards may not move off their card this turn, whilst they investigate and blow the tunnel entrances.	7/10	6/10	7/10
CO HQ is Screaming for Action: You must move at least one unit on to a new card this turn*	8-9/10	7-8/10	8-10/10
Airborne FAC Arrives on Station: 1 FAC O-2 is now available. See MSR 2	10/10	9/10	-
Tank Support: Enter a tank platoon of M48 Pattons (4 tanks plus 1 tank HQ) with 6 Tank Ammo each on to any cards of your choice on Row 1. Add the Tank HQ command marker to the command track.CO HQ will Activate the Tank HQ each turn.	-	10/10	-

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

	Turns 2-5 R#	Turns 6-8 R#	Turns 9-10 R#
Enemy Higher HQ Events			
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	-	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	1/10	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	2/10	3/10	4/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	3-4/10	4/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-7/10	5-6/10	6/10
Break Contact and Slip Away: Remove from Play all unpinned units on cards with no US units.	8/10	7/10	7-9/10
Tunnels: Place new PC markers according to the PC Placement table on three Cleared (but not Secured) cards chosen randomly.	9-10/10	8-10/10	10/10



LOA



Key

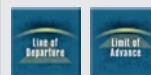
Random Terrain

Objective Card
(Random Terrain)

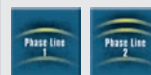
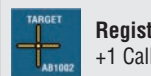
Staging Area

Random PC
A / B / C

Tactical Controls

LOD: Line of Departure
LOA: Limit of Advance

Left/Right Boundaries

Phase Lines
Pyrotechnic OrdersRegistered Target
+1 Call for Fire DrawMedevac LZ
Casualty Evacuation

Mission Special Rules (MSR)

1. Combat Patrols

- Only the platoon taking part in the Patrol is placed on the map. Halve General initiative draws as per the sequence of play. The 60mm Mortar Team may be attached to one platoon. The 81mm Mortar Section may not join the patrol.
- Skip the BN HQ Impulse. In every CO HQ Impulse, the CO HQ will automatically Activate the PLT HQ and any Staff from off-map so long as they are in communication on the CO TAC Network.
- At the end of a patrol award experience points to and reconstitute units in the platoon that took part. Any skills bought with experience points are carried over to the next mission.
- During a Campaign game, there is no penalty for not completing a Combat Patrol mission. Note though, that only platoons who actually carry out a patrol are eligible to gain experience points.
- CSR 3 (Replacements) applies even if no platoons carry out a patrol.
- Each platoon is limited to two PRC25 radios plus one extra for each Staff that joins the patrol.

2. Airborne FAC

- When made available by the Event, the FAC can be placed in the AT Combat & Vehicle Movement Phase as per 10.8.6.
- The FAC is in radio contact with the off-map CO HQ. Each turn the FAC is on the map, The CO HQ can order the FAC to deploy WP rockets and to Call for Fire while fire missions remain in the CO HQ Impulse. (The FAC can also carry out these actions by itself with General Initiative.)
- The FAC can stay for a maximum of five turns (including the turn it is placed). Mark its final turn on the Turn Track with the marker provided or make a note on your log sheet.



Enemy Force Packages (VC)

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3 / Spotter in Foxholes)	Yes	No	Incoming on triggering card. Spotter at Max LOS.
2	Sniper! (Sniper in Foxholes)	Yes	No	Max LOS/Range.
3	Spider Holes. (1 or 2 Squads in Foxholes)	Yes	No	Place on Separate cards at Max LOS/Range.
4	Ambush! (Squad + RPG Team / Squad / MG Team with 6 ammo. All in Basic +1 Cover)	Yes	No	Place all at Max LOS/Range.
5	Strongpoint. (Squad + RPG Team in Trench / Squad + MG Team with 6 ammo in Bunker)	Yes	No	Place all at Max LOS/Range.
6	Bunker Complex. (Squad in Trenches / 2-step Squad + Leader in Deep Bunker. See CSR 6)	Yes (not Deep Bunker)	Yes	Place all at Close Range. Play as package 8 if two Close Range cards are not available.
7	Command Bunker. (2-step Squad + Leader in Deep Bunker. See CSR 6).	No	Yes	R#1-6/10: Point Blank. R#7-10/10: Close Range.
8	Maneuver. (Squad out of cover marked Exposed)	No	Yes	At Max LOS.
9	Mortar. (60mm Mortar Team with 4 ammo in Foxholes)	Yes	No	At Max LOS.
10	Booby Trap. (Plus Sniper in Foxholes on R#1/3)	Yes	No	Booby Trap VOF on triggering card. Sniper if drawn at Max LOS/Range.

- Spotters have 2 Fire Missions. They draw 2 cards for their 2nd mission.
- Each S- and A/S-rated squad and RPG Team is equipped with a B40/RPG (1 shot)

VC Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	-	1/10
2	-	1-2/10	2-4/10
3	1-2/10	3-4/10	5/10
4	3-4/10	5/10	6/10
5	5-6/10	-	-
6	7/10	-	-
7	8/10	-	-
8	9-10/10	6-7/10	-
9		8/10	-
10		9-10/10	7-10/10

Unit Placement	
R#	Direction
1/10	Front
2/10	Rear (redraw on Row 1)
3/10	Right Front
4/10	Right Front
5/10	Right Side
6/10	Right Side
7/10	Left Front
8/10	Left Front
9/10	Left Side
10/10	Left Side



MISSION 4: THE HORSESHOE

August 30, 1967; Hot LZ insert of the 3 of 4 companies in the battalion.

Saigon River, Hau Nghia Province, III Corps, vic XT748206; Lt.Col. Converse Commanding

On the afternoon of 29 August a VC concentration was spotted by a reconnaissance helicopter from Delta Troop, 3/4 Air Cavalry. The area was subjected to heavy bombardment with over 5,000 rounds fired. The mission is to insert two companies in the first lift followed by a third in the second lift to sweep the area and conduct a battle damage assessment of the artillery and air strikes. The 269th Combat Aviation Battalion (Black Barons) will support, with the 187th and 188th Assault Helicopter Companies (AHC) each providing UH-1 slicks and teams of gunships.



The Horseshoe (note the shape of the river). VC positions are under artillery fire. The two yellow circles show the LZs for Alpha and Bravo companies (Bravo upper, Alpha lower).

Additional Experience Points

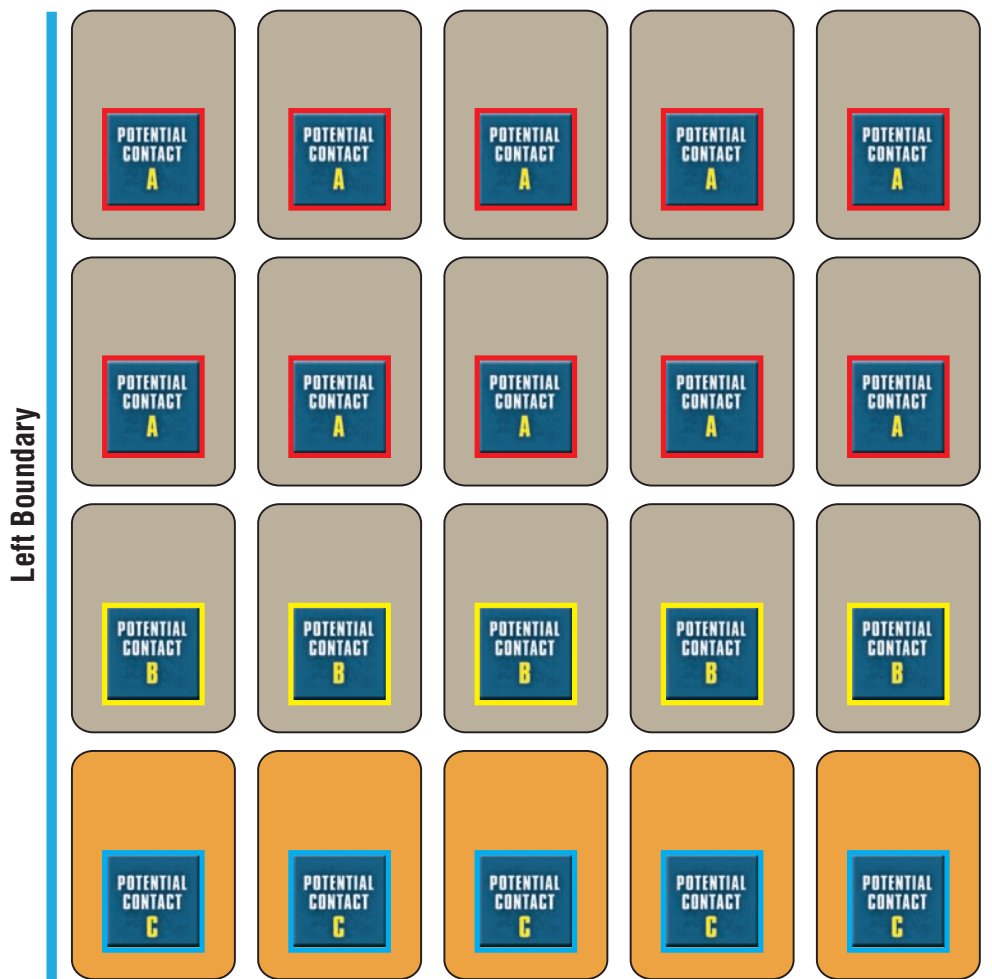
Task	Points
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position	3
Clear another card that had a PC A marker	2 per card
Clear another card that had a PC B or C marker	1 per card

Situation

Type, Duration, Visibility	Offensive (Air Assault), 10 Turns, Daylight +0
Map	5 columns by 4 rows. <ul style="list-style-type: none"> Remove all Hills from the terrain deck (cards 1-4). Separate the remaining cards into two decks, one of LZ capable and the other of non-LZ capable cards. Shuffle the LZ capable cards and place 5 cards for Row 1. Add the remaining LZ capable cards to the second deck, shuffle and draw the remainder of the map.
Air Assault	Air assault with the entire Company onto Row 1 on Turn 1 in ten UH-1s in a single lift. Any units not included in the initial lift play no further part in the mission.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure the Primary & Secondary Objectives. Clear Rows 1 & 2.
Tactical Controls	<ul style="list-style-type: none"> Place the Primary and Secondary Objectives on Row 4. Place an Attack Position marker on Row 3 adjacent to either objective. Place Large LZ markers 1, 2 and 3 on any three contiguous cards of your choice on Row 1. Place one Target marker registered to 7/11 artillery on any card.
Potential Contact Placement	<ul style="list-style-type: none"> Row 3 & 4: A Row 2: B Row 1: C
Additional Replacements	<i>(Skip if playing a stand-alone mission.)</i> Before the mission begins, your company receives additional replacement steps. (See MSR 2.)
Enemy Activity, Experience	Tactics: Delay Defense Experience: Veteran Historical Enemy: VC Go Mon Battalion, 316th Regiment Use the VC counter set . Place all the VC 3-step Squads into a cup. Draw one at random each time a squad is placed.



LOA



Key

Random
TerrainRandom LZ-Capable
Terrain

Tactical Controls

Primary / Secondary
Objectives

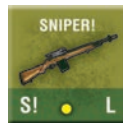
LOA: Limit of Advance



Left/Right Boundaries



Attack Position

Phase Lines:
Pyrotechnic OrdersLZ
Landing
ZonesRegistered Target
+1 Call for Fire DrawMedevac LZ
Casualty Evacuation

Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
Sniper Team	1 Sniper Team	9th Infantry	Line	1
Transportation helicopters (11.0)				No.
UH-1	10 UH-1 Slicks (2 flights of 5 aircraft each)	Assault Helicopter Co., 187th "Black Hawks" or 188th "Black Widows"	Line	10
FAC Aircraft (10.8.6)				No.
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (MSR 1)	USAF	Line	1
Attack Helicopters (10.8.5)				No.
UH-1M Gunships	2 flights of 2 aircraft each available for fire support	Gunship Platoon from 187th or 188th	Line	4
Event Unit (this unit may become available as part of a Higher HQ Event)				No.
Resupply Helicopter	1 UH-1	Co. A, 25th Aviation Bn	Line	1



Fire Support Available <i>Battalion Fire Missions are not available for this mission.</i>							
Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	CO HQ Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	-	3	2	1	5
	WP	-4	-	3	2	1	2
3/13 Artillery (155mm/8")*	HE	-6	-	3	2	1	2
Airstrike	-	-7	3	2	2	1	2
Attack Helicopters	2 x H VOF	-3	3	2	2	1	2 Flights*

* Only 1 flight of Attack Helicopters may be in play at once.

Higher Headquarters Events

	Turns 2-6 R#	Turns 7-10 R#
Friendly Higher HQ Events		
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10	1-2/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2-3/10	3/10
Artillery Displacing: No artillery available this turn.	4/10	4/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.*	5/10	5-6/10
Company on the Flank is in Trouble: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn to take the pressure off them.*	6/10	7-8/10
Battalion is Screaming for Action: You must move at least one unit to a card with a PC marker this turn.*	7/10	9-10/10
Ammo Resupply: Four of any one type of ammo of your choice is available by calling in a helicopter (MSR 3).	8-10/10	-

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

	Turns 2-6 R#	Turns 7-10 R#
Enemy Higher HQ Events		
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	-	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	1-2/10	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	3/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	4-5/10	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	6-7/10	5-6/10
Fall Back: Move all unpinned units Straight Back one card.	8/10	7-9/10
Tunnels: Place new PC markers (Random A/B/C on ? side) on all cleared/secured cards in Rows 3 and 4.	9-10/10	10/10



Enemy Force Packages (VC)

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Sniper! (Sniper in Foxholes)	Yes	No	Max LOS/Range
2	Spider Holes. (1 or 2 Squads in Foxholes)	Yes	No	Both on separate cards at Max LOS/Range
3	Ambush! (Squad + RPG Team / Squad / MG Team with 6 ammo. All in Basic +1 Cover)	Yes	No	Place all at Max LOS/Range
4	Strongpoint. (Squad + RPG Team in Trench / Squad + MG Team with 6 ammo in Bunker)	Yes	No	Place all at Max LOS/Range.
5	Bunker Complex. (Squad in Trenches / 2-step Squad + Leader in Deep Bunker. See CSR 6.)	Yes (not Deep Bunker)	Yes	Place all at Close Range. Play as package 6 if two Close Range cards are not available.
6	Command Bunker. (2-step Squad + Leader in Deep Bunker. See CSR 6).	No	Yes	Point Blank
7	Maneuver. (Squad marked Exposed. Out of cover)	No	Yes	At Max LOS
8	Mortar. (60mm or 82mm Mortar Team with 4 ammo in Foxholes)	Yes	No	At Max LOS/Range

- Each S- and A/S-rated squad and RPG Team is equipped with a B40/RPG (one shot).

VC Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1/10	1-4/10
2	1-3/10	2-4/10	5-6/10
3	4/10	5-6/10	7/10
4	5-7/10	7/10	8/10
5	8-9/10	-	-
6	10/10	-	-
7	-	8/10	-
8	-	9-10/10	9-10/10

Unit Placement	
R#	Direction
1/10	Front
2/10	Front
3/10	Right Front
4/10	Right Front
5/10	Right Side
6/10	Right Side
7/10	Left Front
8/10	Left Front
9/10	Left Side
10/10	Left Side

Mission Special Rules (MSR)

1. Airborne Forward Air Controller (FAC):

- The Airborne FAC is available from the beginning of the mission. It can be Placed once on a turn of your choice in the AT Combat & Vehicle Movement Phase as per 10.8.6.
- The FAC communicates with the CO HQ on the CO TAC Network. Each turn the FAC is on the map (while fire missions remain), the CO HQ can order the FAC to Call for Airstrikes or Attack Helicopters. The CO HQ can also order it to deploy WP rockets to mark areas for these missions. (The FAC can also carry out these actions by itself with General Initiative.)
- The FAC can stay for a maximum of five turns (including the turn it is placed). Mark its final turn on the Turn Track with the marker provided or make a note on your log sheet.

2. Additional Replacements:

- Before this mission begins, top up the company to maximum strength with green replacement steps and replace 10 current Line or Veteran steps, including at least one HQ if available, with additional Green steps. Recalculate the overall experience of multi-step units.
- This is not necessary if you are playing the mission as a stand alone game

Historical Note: Two to three weeks before this battle, the battalion received a large draft of replacements and formed Delta company by carving out a platoon from companies A,B and C. An estimated 36% of the troops in action on that day were under 30 days in country and had seen no significant action prior to the battle at the Horseshoe.

3. Ammo Resupply Helicopter:

If this event is drawn, place a UH-1 helicopter with any four ammo of your choice on the Helicopter Control Card in the Pick-Up Zone. If the CO HQ activates the helicopter it begins delivery. Moving through the Helicopter Control Card requires Activation commands from the CO HQ and a Landing Zone marked by color smoke (as noted in 11.1). The helicopter will pick up any casualties on its card on the next turn before departing. Consider these evacuated as soon as the helicopter departs.



MISSION 5: OPERATION YELLOWSTONE, BO TUC - FIRE SUPPORT BASE BEAUREGARD

December 20, 1967; Battalion defensive position

*Saigon River, Tay Ninh Province, 8 km south of the Cambodian Border, vic XT380855;
Lt.Col. Henchman commanding*

The Manchus left Cu Chi by truck on 16 November 1967 and headed north to Tay Ninh, close to the Cambodian border. The next couple of weeks were spent in company sized Search and Destroy missions designed to orient the soldiers to this new area of operations. This area had significant concentrations of main force NVA and VC units, including the 7th and 9th Divisions, with a total strength of 10,000 to 14,000 men. Operation Yellowstone began on December 8th with a move into the Katum area to destroy enemy forces there and establish several base camps to interdict the flow of material and reinforcements from the Ho Chi Minh trail. On December 19, 4/9 established a Fire Support Base (FSB) at Bo Tuc. Four companies of 4/9 and two batteries of the 7/11 Field Artillery were airlifted into the position which was named FSB Beauregard. While setting up, the NVA harassed the troops with sporadic mortar and sniper fire throughout the day. In the early hours of the following morning, 20 December, the fire support base came under attack, receiving barrages of 82mm and 60mm mortar fire and a mass assault from battalions of the 141st NVA Regiment who had surrounded the FSB. Despite fire support from nearby FSB Burt (Soui Cut) with 155mm artillery, and FSB Katum with 105mm, and continuous airborne FAC coverage, NVA troops breached the defenses and had to be mopped up inside the perimeter.

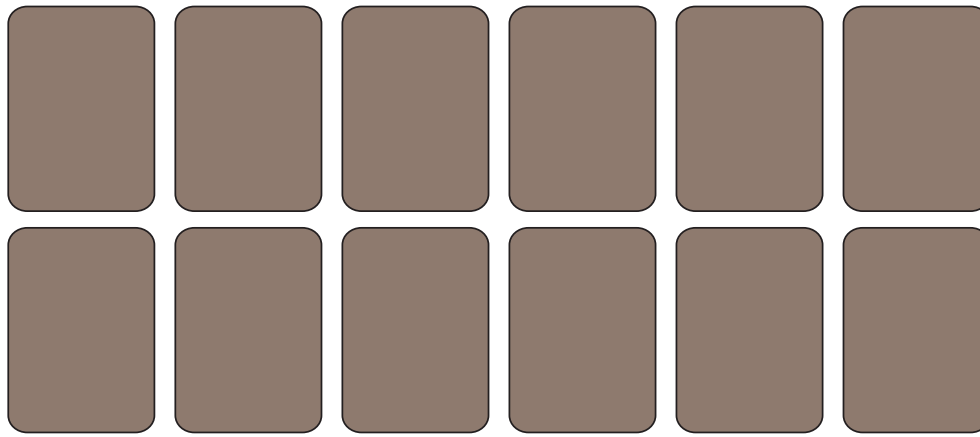


Communist forces attack across flooded ground.

Additional Experience Points

Task	Points
Cards cleared on Row 1 & 2 at end of mission	1 per card

Situation	
Type, Duration, Visibility	Defensive, 10 Turns, Moon +2
Map	6 columns by 4 rows.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	At the end of the mission, you must have at least 6 Secured cards.
Tactical Controls	<ul style="list-style-type: none"> Place an MLR between Rows 2 and 3. Place up to 2 Foxholes per US occupied card. Place 2 regular Bunkers and 1 Deep Bunker on any cards behind the MLR. Place 3 Claymore mines on cards of your choice on or adjacent to US units. Only 1 can be placed per card. Place 2 FPF markers (artillery / mortar) as per 7.16.2D.
Potential Contact Placement	Per Attack Timing Table
Enemy Activity, Experience	Tactics: Offensive Assault Experience: Line Use the NVA counter set.

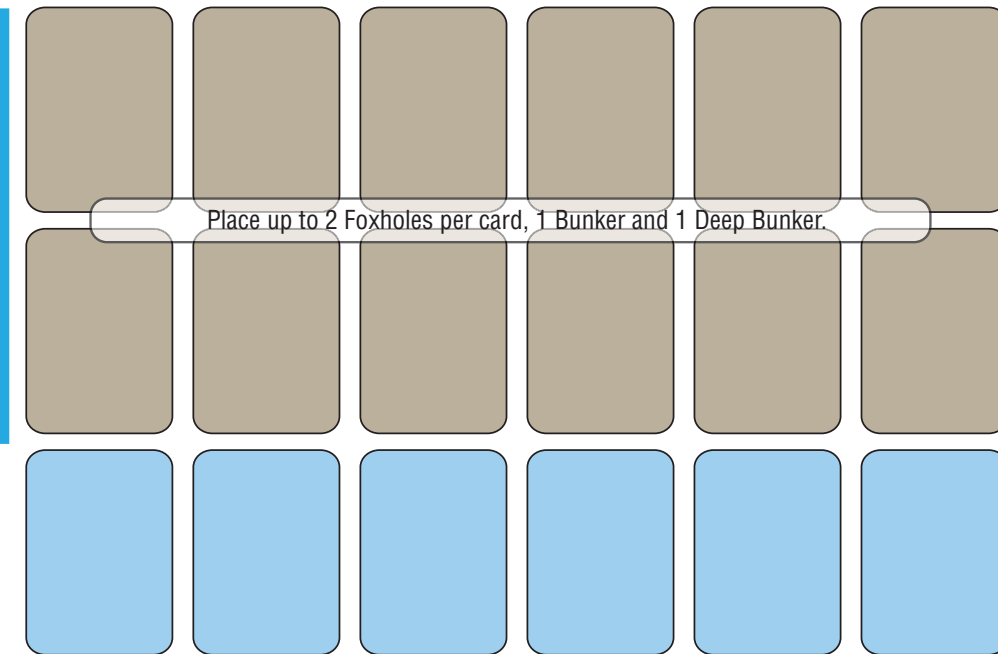


MLR

Key

- Random Terrain
- Random Terrain
- Staging Area

Left Boundary



Place up to 2 Foxholes per card, 1 Bunker and 1 Deep Bunker.

Right Boundary

Tactical Controls

- MLR:** Main Line of Resistance
- LEFT BOUNDARY**
- RIGHT BOUNDARY**
- FPF:** Final Protective Fire
- Registered Target**
+1 Call for Fire Draw
- Medevac LZ**
Casualty Evacuation

Defenses

- FOXHOLES**
+1
- CLAYMORE**
+4
- BUNKER**
+3 (4)
- DEEP BUNKER**
+5 (3)

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-5 R#	Turns 6-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1-2/10	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	3/10	2/10
Artillery Displacing: No artillery available this turn.	4/10	3/10
Mortars Busy Elsewhere: No 4.2" mortars available this turn.	5/10	4/10
Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	6/10	7-8/10
Attack Helicopter Support: One two-aircraft section of UH-1M Gunships are available (10.8.5).	7-8/10	6-7/10
Ammo Resupply: Four of any one type of ammo on any card of your choice on Row 1.	9-10/10	8-10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
Mtr FO	Mortar Forward Observer with PRC25 Mtr FD Net Radio	Bn 4.2" Mortar Plt	Line	1
FAC	Forward Air Controller with PRC25 Air CTL Net Radio	Bn TACP	Line	1
Engineers Squad	3-step A VOF rated Engineers squad with 6 ammo	Det, A/65 Combat Eng.	Line	3
Fixed Wing Gunships (10.8.7)				No.
AC-47 Gunship*	Fixed wing gunship with 3x H VOF and 3 Air Dropped Illum per turn	4th Air Commando Squadron	Line	1
FAC (Forward Air Controller) Aircraft (10.8.6)				No.
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (see mission special rules)	USAF	Line	1
Event Units (these units may become available as part of a Higher HQ Event)				No.
Attack Helicopters	2 UH-1M Gunships	187th/188th Assault Helicopter Co	Line	2

* The AC-47 Gunship flies at high altitude and is not vulnerable to AT Combat. Any PC C markers triggered solely by the Gunship in this mission are automatically No Contact due to rules on No Effect Contacts (8.4.3).

Fire Support Available

Battalion Fire Missions are not available for this mission).

Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	Mtr FO Draw	CO HQ Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	2	3	2	2	1	6
	Illum	N/A	2	3	2	2	1	6
	FPF	-6	-	-	-	Auto	-	(HE)*
3/13 Artillery (155mm/8")	HE	-6	2	3	2	2	1	2
4/9 Mortar Plt (4.2")	HE	-5	2	2	3	2	1	4
	Illum	N/A	2	2	3	2	1	6
	FPF	-6	-	-	-	Auto	-	(HE)*
Airstrike	-	-7	3	2	2	2	1	2
Attack Helicopters †	2 x H VOF	-3	3	2	2	2	1	N/A

* FPF Uses HE Fire Missions from the 7/11 Artillery (105mm), or 4/9 Mortar Plt (4.2").

† Attack helicopters available by Event (see below).

Enemy Higher HQ Events	Turns 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	4/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	6-8/10
Fall Back: Move all unpinned units straight back one card. The Player may make one free Platoon Move over the MLR immediately to move the MLR forwards 1 row. If this means the MLR is now between Rows 3 and 4, add a new row above Row 4. No more than 4 rows can be behind the MLR.	9-10/10



NVA Enemy Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3 / Spotter in Foxholes)	Yes	No	Incoming on triggering card. Spotter at Max LOS.
2	Base of Fire. (MG Team with 6 ammo under Basic +1 Cover + RPG Team in Basic +1 Cover)	Yes	Yes	Max LOS/Range
3	RCL Team. (Type 36 <i>or</i> Type 56 RCL Team with 4 ammo in Foxholes)	Yes	Yes	Max LOS/Range
4	Probe. (Squad Infiltration Attempt - CSR 8)	No	Yes	Max LOS
5	Maneuver. (Squad marked Exposed, out of cover)	No	Yes	Max LOS
6	Human Wave. (3 Squads marked Exposed, out of cover. Add Leader marked Exposed on R#1-2/5)	No	Yes	Place all on same card at Max LOS
7	Mortar. (60mm <i>or</i> 82mm Mortar Team in Foxholes with 4 ammo)	Yes	No	Max LOS/Range

- All Squads have 6 ammo.
- Spotters have 3 Fire Missions. They draw 3 cards for their 2nd and 3rd mission attempts.
- Each squad and RPG Team is equipped with B40/RPGs (2 shots).

NVA Contact Packages

Package	PC A R#	PC B R#	PC C R#	Unit Placement	
				R#	Direction
1	-	1-2/10	1-4/10	1/8	Front
2	-	3-4/10	5-7/10	2/8	Front
3	-	5-6/10	-	3/8	Front
4	1-3/10	7-8/10	8/10	4/8	Front
5	4-5/10	-	-	5/8	Left Front
6	6-10/10	-	-	6/8	Left Front
7	-	9-10/10	9-10/10	7/8	Right Front
				8/8	Right Front

NVA Attack Contact Timing

Row	Turn									
	1	2	3	4	5	6	7	8	9	10
4	-	C	B	B	A	A	C	B	A	A
3	C	B	B	A	A	C	B	A	A	None
2	B	B	A	A	C	B	A	A	None	None
1	B	A	A	C	B	A	A	None	None	None

Row four may be required if the MLR moves as a result of an Event.

Mission Special Rules (MSR)

Airborne Forward Air Controller (FAC)

- The Airborne FAC is available from the beginning of the mission. It can be Placed once on a turn of your choice in the AT Combat & Vehicle Movement Phase as per 10.8.6.
- The FAC communicates with the CO HQ on the CO TAC Network. Each turn the FAC is on the map (while fire missions remain), the CO HQ can order the FAC to Call for Airstrikes or Attack Helicopters. The CO HQ can also order it to deploy WP rockets to mark areas for these missions. (The FAC can also carry out these actions by itself with General Initiative.)
- The FAC can stay for a maximum of five turns (including the turn it is placed). Mark its final turn on the Turn Track with the marker provided or make a note on your log sheet.



MISSION 6: PATROLLING WAR ZONE C, FROM TAY NINH NORTH TO CAMBODIA

Late 1967, Tay Ninh Province, III Corps

War Zone C stretched northwards from Tay Ninh, to Cambodia. This region was a crucial area in the war, as it was a major infiltration route for North Vietnamese troops and supplies into South Vietnam. US intelligence had picked up the movement of large numbers of additional troops into the area and constant patrolling was needed to interdict this movement, dominate the area and disrupt the enemy's activities. A typical day had two companies out, with their platoons sweeping large areas, one company as the quick reaction force, and the fourth company pulling guard duty and resting.

Situation	
Type, Duration, Visibility	Combat Patrols, 10 Turns, Daylight +0
Map	5 columns by 5 rows. Generate a new map for each patrol.
Air Assault	Place a Primary LZ marker on one random LZ capable card. Air assault with the entire Platoon onto the primary LZ on Turn 1 in 4 UH-1s in a single lift. Attachments and Staff may be included if desired. Any units/steps not included in the initial lift play no further part in the mission.
Attempts	Carry out one patrol each with 1st, 2nd and 3rd platoon (MSR 1).
Mission Objective	Clear a minimum of 8 cards including the primary objective.
Tactical Controls	Place a Primary Objective marker on 1 random Village, or on 1 random card not adjacent to the primary LZ if no villages are drawn.
Potential Contact Placement	All cards: ? (A/B/C) <i>(Shuffle all of the PC markers together and place them randomly on their question mark side on all cards except the Primary LZ.)</i>
Enemy Activity, Experience	Tactics: Hasty Defense Experience: Line Use the NVA counter set.



Troops unloading from UH-1 Slicks.

Additional Experience Points	
Task	Points
Clear 1-8 cards	1 per card
Clear 9 or more cards	2 per card
Successfully complete patrol	5



Additional Attachments				
Unit	Description	Parent Unit	Exp	Steps
Mtr FO	Mortar Forward Observer with PRC25 Mtr FD Net Radio	Bn 4.2" Mortar Plt	Line	1
Event Units (these units may become available as part of a Higher HQ Event)				No.
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (MSR 2)	USAF	Line	1
Tank Platoon*	4 M48 Pattons plus 1 M48 Patton HQ	1/69 Armor	Line	5 tanks

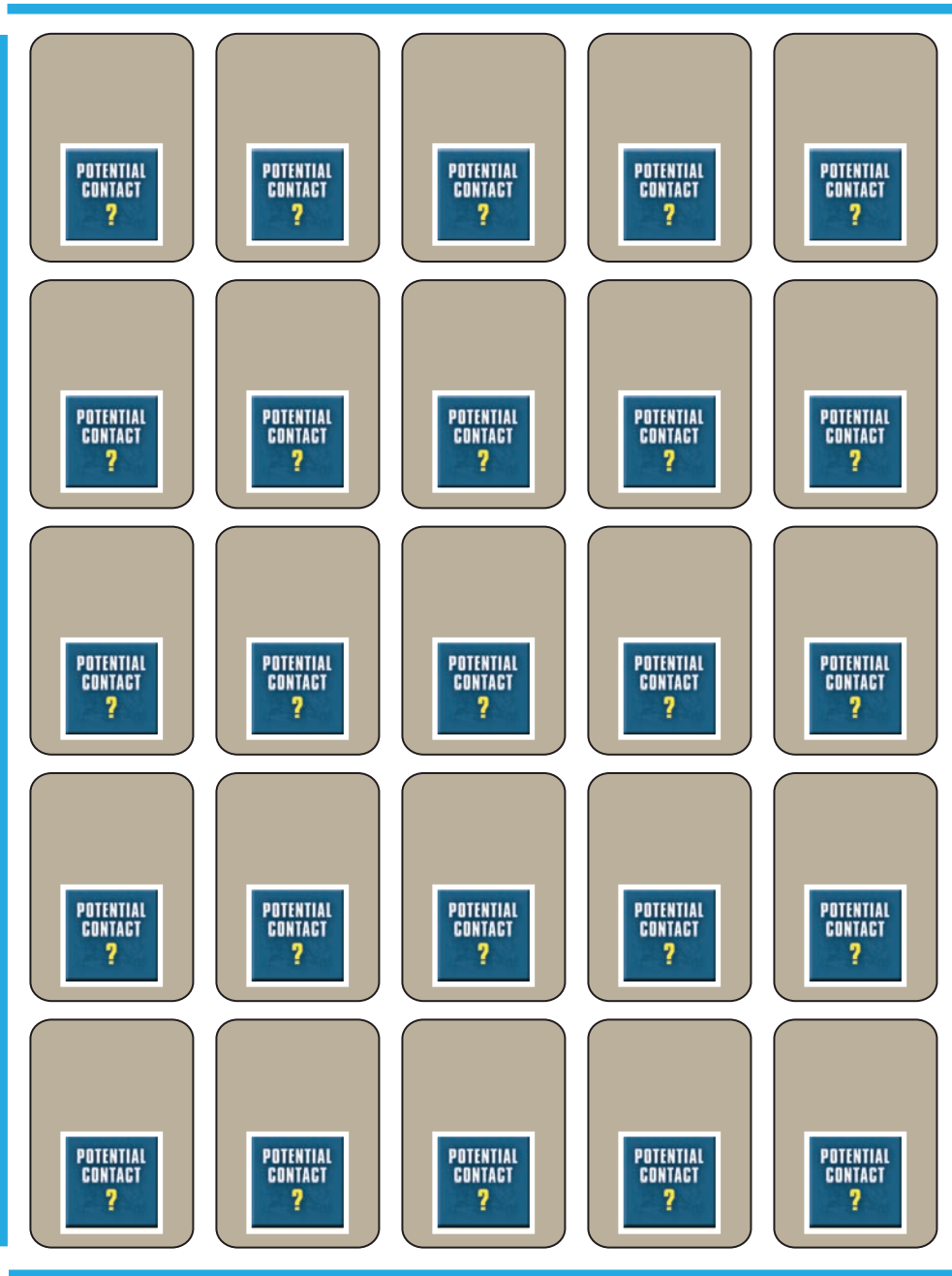
* Anti-Tank Ambush rules (10.8.3) apply to the M48 Patton tank platoon.



LOA

LOA

LOA



VOT

Key



Random Terrain



Random PC
A / B / C

Tactical Controls



Primary Objective



LOA
Limit of Advance



Medevac LZ
Casualty Evacuation



Fire Support Available							
<i>Battalion Fire Missions are available from 7/11 Artillery (105mm) & 3/13 Artillery (155mm/8").</i>							
Agency	Ammo	Combat Mod	FAC Draw*	Arty FO Draw	Mtr FO Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	-	3	2	1	5
	WP	-4	-	3	2	1	2
3/13 Artillery (155mm/8")	HE	-6	-	3	2	1	2
4/9 Mortar Plt (4.2")	HE	-5	-	2	3	1	3
	WP	-4	-	2	3	1	2
Airstrike	-	-7	3	2	2	1	2

* Airborne FAC available by Event (see below)

Higher Headquarters Events

	Turns 2-5 R#	Turns 6-8 R#	Turns 9-10 R#
Friendly Higher HQ Events			
Situation Report: PLT HQ must spend its first 3 Commands to send a report to the Company.*	-	1/10	1/10
Comm Trouble: CO HQ does not Activate HQs or Staff this turn (and may not order the FAC). PLT HQ must spend its first 2 Commands to re-establish communications.*	1-2/10	2/10	2-3/10
Artillery Displacing: No artillery available this turn.	3/10	3/10	4-5/10
Mortars Busy Elsewhere: No 4.2" mortars available this turn.	4/10	4/10	6/10
Checking Up: CO HQ appears on the same card as PLT HQ. They will remain on the map for 2 turns. They receive 4 commands each turn. BN HQ is now considered to be "on the map" (4.1.1).	5/10	5-6/10	7/10
CO HQ is Screaming for Action: You must move at least one unit to a new card this turn.*	6/10	7-8/10	8-10/10
Airborne FAC Arrives on Station: 1 FAC O-2 is now available. See MSR 2.	7-8/10	9/10	-
Tank Support: Enter a tank platoon of M48 Pattons (4 tanks plus 1 tank HQ) with 6 Tank Ammo each on to any cards of your choice on Row 1. Add the Tank HQ command marker to the command track. CO HQ will Activate the Tank HQ each turn.	-	10/10	-

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-6/10
Fall Back: Move all unpinned units straight back one card.	7-8/10
Tunnels: Place new PC markers (Random A/B/C on ? side) on three Cleared (but not Secured) cards chosen randomly.	9-10/10



NVA Enemy Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar -3 / Spotter in Foxholes)	Yes	No	Incoming on triggering card. Spotter at Max LOS.
2	Sniper! (Sniper in Foxholes)	Yes	No	Max LOS/Range
3	Spider Holes. (Squad / Squad. Both in Foxholes)	Yes	No	R#1-2/10: Place both at Close Range. R#3-10/10: Place both at Max LOS/Range.
4	Outpost. (Squad in Foxholes)	Yes	No	R#1-2/10: Point Blank. R#3-10/10: Max LOS/Range.
5	Ambush/Strongpoint. (Squad / Squad / MG Team with 6 ammo. All in Basic +1 Cover)	Yes	No	R#1-2/10: Place all at Close Range. R#3-10/10: Place all at Max LOS/Range.
6	Strongpoint. (Squad in Trench / Squad + MG Team with 6 ammo in Bunker)	Yes	No	R#1-2/10: Place all at Close Range. R#3-10/10: Place all at Max LOS/Range.
7	Booby Trap. (Plus Sniper in Foxholes on R#1/2)	Yes	No	Booby Trap VOF on triggering card. Sniper if drawn at Max LOS/Range.
8	Maneuver. (Squad out of cover, marked Exposed)	No	Yes	Max LOS.

- All Squads have 6 ammo.
- Spotters have 3 Fire Missions. They draw 3 cards for their 2nd and 3rd mission attempts.
- Each squad is equipped with B40/RPGs (2 shots).

NVA Contact Packages

Package	PC A R#	PC B R#	PC C R#	Unit Placement	
				R#	Direction
1		1-2/10	1-2/10	1/8	Front
2		3-4/10	3-6/10	2/8	Right Front
3	1-2/10	5/10	-	3/8	Right Side
4	3-4/10	-	-	4/8	Right Rear
5	5-6/10	6-7/10	-	5/8	Rear
6	7/10	-	-	6/8	Left Rear
7	8/10	8-10/10	7-10/10	7/8	Left Side
8	9-10/10	-	-	8/8	Left Front

Mission Special Rules (MSR)

1. Combat Patrols

- Only the platoon taking part in the Patrol is placed on the map. Halve General initiative draws as per the sequence of play. The 60mm Mortar Team may be attached to one platoon. The 81mm Mortar Section may not join the patrol.
- Skip the BN HQ Impulse. In every CO HQ Impulse, the CO HQ will automatically Activate the PLT HQ and any Staff from off-map so long as they are in communication on the CO TAC Network.
- If the PLT HQ is lost, the CO HQ will automatically Reconstitute it from any Good Order unit with a CO TAC radio (including CO Staff) in the CO HQ Impulse.
- At the end of a patrol award experience points to and reconstitute units in the platoon that took part. Any skills bought with experience points are carried over to the next mission.

- During a Campaign game, there is no penalty for not completing a Combat Patrol mission. Note though, that only platoons who actually carry out a patrol are eligible to gain experience points.
- CSR 3 (Replacements) applies even if no platoons carry out a patrol.
- Each platoon is limited to two PRC25 radios plus one extra for each Staff that joins the patrol.

2. Airborne FAC

- When made available by the Event, the FAC can be placed in the AT Combat & Vehicle Movement Phase as per 10.8.6.
- Each turn the FAC is on the map, The CO HQ can order the FAC to deploy WP rockets and to Call for Fire in the CO HQ Impulse. (The FAC can also carry out these actions by itself with General Initiative.)



MISSION 7A & B: OPERATION TOAN THANG II

November 27, 1968; 7A: Hot LZ (Company A); 7B: Cold LZ ground reinforcement (Company B supported by tanks)

Nui Ba Den area (Black Virgin Mountain), vic XT302408; Lt.Col. Wilson commanding

The Battalion was split with Delta Company on a separate operation much farther South in Binh Duong Province near to where Charlie Company had been shot up in an ambush in the Bo Loi Forest on the 23rd. Bravo Company was in reserve. Alpha Company was to perform a standard search and destroy sweep about 3 miles Southeast of Tay Ninh city, moving in 10 “slicks” from the 187th Assault Helicopter Company (AHC). A second lift of 5 aircraft would follow. There was intelligence of enemy activity in the area but not enough to anticipate the hornets’ nest they were flying into. It would turn out to be the fortified base camp of a battalion from Viet Cong Main Force Regiment that prisoners subsequently identified as the D14. The LZ was inadvertently in an “L” shaped position that brought fire immediately from multiple directions. After the sweep, approximately 250 bunkers, trenches, and spider holes were found. The enemy was well armed with 12.7mm (.51 caliber) DShK heavy machine guns, RPG/B-40/B-41 rockets, mortars, mines, and AK-47s.



A formation of UH-1 slicks deliver troops to the battlefield.

Choose your Company

Before proceeding with mission 7, decide if you will be playing Alpha Company or Bravo Company.

If you choose **Alpha Company**, play Mission 7A—this is the initial helicopter assault directly into the VC base camp.

If you choose **Bravo Company**, play Mission 7B—your company has been sent to rescue Alpha company after they lose communications with the battalion.

Additional Experience Points	
Task	Points
Clear 1-10 cards	1 per card
Clear more than 10 cards	2 per card

Mission 7A - Alpha Company Situation:	
Type, Duration, Visibility	Offensive (air assault), 10 Turns, Daylight +0
Map	5 columns by 5 rows. <ul style="list-style-type: none"> Remove all hills from the deck. Three cards will be designated as Landing Zones: <ul style="list-style-type: none"> The Center card must be LZ capable. Place it face up. This is the first LZ card. Place the cards adjacent to the center LZ card face up. Select two of the face up cards that are LZ capable randomly as the 2nd and 3rd LZ (replace terrain if there are less than 2). Place the cards adjacent to the two outer LZ cards face up. [See example map on page 38; arrows indicate LOS.] Place the remaining cards face down.
Air Assault	Air assault with the entire Company onto the LZ cards on Turn 1 in ten UH-1 Slicks in a single lift. Any units not included in the initial lift play no further part in the mission.
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Clear at least 10 cards
Tactical Controls	<ul style="list-style-type: none"> Place Large LZ markers 1, 2 & 3 on the three Landing Zone cards. Place one Target marker registered to 7/11 artillery on any card.
Potential Contact Placement	LZ Cards: A Other cards: ? (A/B/C)
Enemy Activity, Experience	Tactics: Hasty Defense Experience: Veteran Historical Enemy: NVA D14 Regiment Use the NVA counter set.



LOA

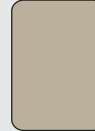
LOA

LOA

Key



Random Terrain
(set up face down)



Random Terrain
(cards adjacent to LZ; set up face up)



LZ Card
(set up face up)



Random PC
A / B / C



PC A marker
(for LZ cards)



Cards adjacent to LZs

Tactical Controls



LOA: Limit of Advance



LZ
Landing Zones



Secondary LZ



Registered Target
+1 Call for Fire Draw



Medevac LZ
Casualty Evacuation

V01



Additional Attachments

Unit	Description	Parent Unit	Exp	No.
Transportation helicopters (11.0)				
UH-1	10 UH-1 Slicks	Co. A, 25th Aviation Bn	Line	10
Attack Helicopters (10.8.5)				
UH-1M Gunships	2 flights of 2 aircraft each available for fire support	Gunship Platoon from 187th or 188th	Line	4
Event Units (these units may become available as part of a Higher HQ Event)				
Resupply Helicopter	1 UH-1	Co. A, 25th Aviation Bn	Line	1
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (MSR 1).	USAF	Line	1
Tank Platoon*	Four M48 Pattons plus one M48 Patton HQ with 6 ammo each	1/69 Armor	Line	5

* Anti-Tank Ambush rules (10.8.3) apply to the M48 Patton tank platoon.



Fire Support Available

Battalion Fire Missions are available from 7/11 Artillery (105mm) & 3/13 Artillery (155mm/8").

Agency	Ammo	Combat Mod	FAC Draw*	Arty FO Draw	CO HQ Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	-	3	2	1	6
	WP	-4	-	3	2	1	4
3/13 Artillery (155mm/8")	HE	-6	-	3	2	1	6
Airstrike	-	-7	3	2	2	1	4
Attack Helicopters	2x H VOF	-3	3	2	2	1	2 flights †

* FAC available by Event (see below).

† Only 1 flight of Attack Helicopters may be in play at once.

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	3/10
Battalion is Screaming for Action: You must clear two new cards this turn.*	4/10
Airborne FAC Arrives on Station: 1 FAC O-2 aircraft is now available.	5-6/10
Tank Support: Enter a tank platoon of M48 Pattons (4 tanks plus 1 tank HQ) with 6 Tank Ammo each on to any cards of your choice on Row 1. Add the Tank HQ command marker to the command track.	7-8/10
Ammo Resupply: Four of any one type of ammo of your choice is available by calling in a helicopter (MSR 2).	9-10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map 12.7mm HMGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-6/10
Fall Back: Move all unpinned units away from closest US unit toward best Cover & Concealment.	7-8/10
Counter Attack: Place PC A markers on any US occupied cards that are: <ul style="list-style-type: none"> a) adjacent to cards with unrevealed PC markers b) adjacent to cards not occupied by US forces c) in the top row. Change Enemy Tactics to Offensive Assault for three turns (including this turn). The Sequence of Play does not change. Use the Counter Attack package table for PC A markers.	9-10/10



NVA Enemy Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3 / Spotter in Foxholes)	Yes	No	Incoming on triggering card. Spotter at Max LOS.
2	Sniper! (Sniper in Foxholes)	Yes	No	Max LOS/Range
3	Spider Holes. (Squad / Squad. Both in Foxholes)	Yes	No	R#1-2/10: Place both at Close Range. R#3-10/10: Place both at Max LOS/Range.
4	Ambush/Strongpoint. (PC B/C marker: Squad / Squad / MG Team with 6 ammo. All in Basic +1 Cover. PC A marker: Squad in Trench / Squad + MG Team with 6 ammo in Bunker)	Yes	No	R#1-2/10: Place all at Close Range. R#3-10/10: Place all at Max LOS/Range.
5	Bunker Complex. (Squad in Trenches / Squad + Leader in Bunker)	Yes	No	R#1-2/10: Place all at Close Range. R#3-10/10: Place all at Max LOS/Range.
6	Command Bunker. (2-step Squad + Leader in Deep Bunker - CSR 6)	No	Yes	R#1-6/10 Point Blank R#7-10/10: Close Range.
7	Mortar. (82mm <i>or</i> 60mm Mortar Team with 4 ammo in Foxholes)	Yes	No	Max LOS/Range
8	RCL Team. (Type 36 <i>or</i> Type 56 RCL Team with 4 ammo in Foxholes)	Yes	Yes	Max LOS/Range
9	HMG Team. (12.7mm HMG team with 4 ammo in Trench)	Yes	Yes	Max LOS/Range
10	Booby Trap. (Plus Sniper in Foxholes on R#1/4)	Yes	No	Booby Trap VOF on triggering card. Sniper if drawn at Max LOS/Range.
11	Maneuver. (Squad marked Exposed. Out of cover)	No	Yes	Max LOS
12	Probe. (Squad Infiltration Attempt - CSR 8)	No	Yes	Max LOS
13	Base of Fire. (MG Team with 6 ammo in Basic +1 Cover + RPG Team in Basic +1 Cover)	Yes	Yes	Max LOS/Range

- All Squads have 6 ammo.
- Spotters have 3 Fire Missions. They draw 3 cards for their 2nd and 3rd mission attempts.
- Each Squad and RPG Team is equipped with a B40/RPG (1 shot).

NVA Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1/10	1-2/10
2	-	2-3/10	3-4/10
3	1-2/10	4/10	-
4	3-5/10	5/10	5/10
5	6/10	-	-
6	7/10	-	-
7	8/10	-	6/10
8	9/10	6/10	7/10
9	10/10	7-8/10	8/10
10	-	9-10/10	9-10/10

Counter Attack	
Package	PC A R#
1	1/10
11	2-5/10
12	6-8/10
13	9-10/10

Unit Placement	
R#	Direction
1/8	Front
2/8	Right Front
3/8	Right Side
4/8	Right Rear
5/8	Rear
6/8	Left Rear
7/8	Left Side
8/8	Left Front



Mission (7A) Special Rules (MSR)

1. Airborne FAC

When made available by the Event, the Airborne FAC can be Placed in the AT Combat & Vehicle Movement Phase as per 10.8.6. As explained in 10.8.6 it can be ordered to call Airstrikes or Attack Helicopters with a Call for Fire action and can deploy WP at Close Range to mark targets for these missions.

Only the CO HQ can give orders to the FAC (or the FAC can also carry out its actions by itself with General Initiative.)

2. Ammo Resupply Helicopter

If this event is drawn, place a UH-1 helicopter with any four ammo of your choice on the Helicopter Control Card in the Pick-Up Zone. If the CO HQ activates the helicopter it begins delivery. Moving through the Helicopter Control Card requires Activation commands from the CO HQ and a Landing Zone marked by color smoke (as noted in 11.1). The helicopter will pick up any casualties on its card on the next turn before departing. Consider these evacuated as soon as the helicopter departs.

Mission 7B - Bravo Company

At 13:55, Alpha Company reported heavy contact and 15 minutes later Bravo Company was given a warning order. The company was picked up in 10 “slicks” at 17:07 and moved to the forward airstrip at Dau Tieng landing at 17:16. From there Bravo Company proceeded in 8 “slicks” to an LZ about 750m to the west of the beleaguered Alpha Company at 18:23. Alpha Company, 2/22 Infantry (Mechanized) was already moving to assist Alpha, 4/9. The two companies pushed forward towards the Alpha Company position until darkness.

Your mission is to land, join up with the tanks and move to your objectives as quickly as possible.



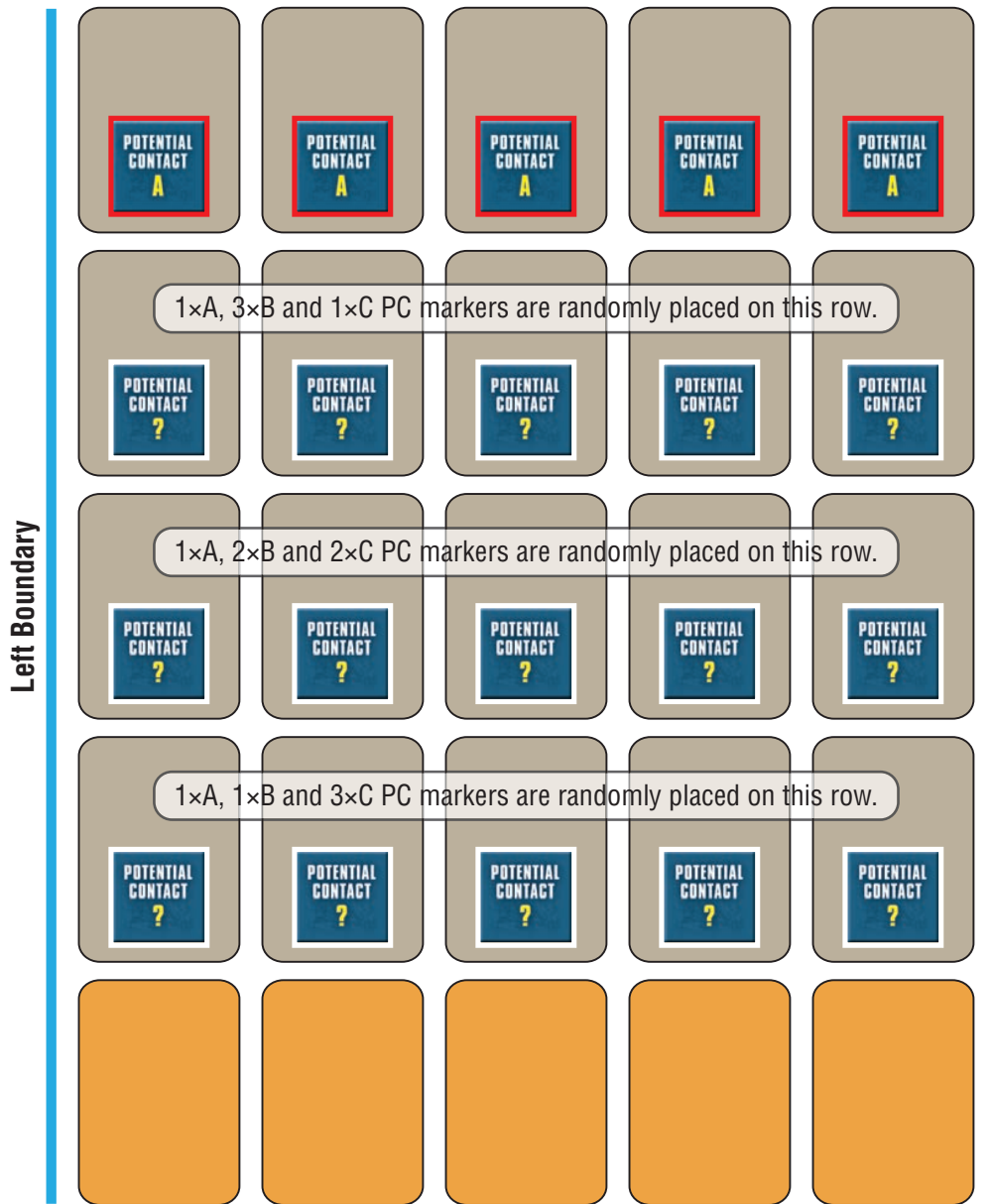
VC 12.7mm DShk in action, also known as the “.51cal”.

Mission 7B - Bravo Company Situation:

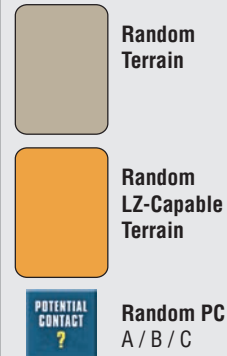
Type, Duration, Visibility	Offensive (air assault), 10 Turns, Turn 1-8 Daylight +0, Turn 9-10 Twilight +1
Map	5 columns by 5 rows. <ul style="list-style-type: none"> Remove all Hill, Jungle, Village, Mangrove Swamp, Gully/Canal cards from the terrain deck. This leaves 32 cards to build and/or expand the map. Separate the remaining cards into two decks, one of LZ capable and the other of non-LZ capable cards. Shuffle the LZ capable cards and place 5 cards for Row 1. Add the remaining LZ capable cards to the second deck, shuffle and draw the remainder of the map.
Air Assault	Air assault with the entire Company onto Row 1 on Turn 1 in eight UH-1s in a single lift. Any units not included in the initial lift play no further part in the mission.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure the Primary and Secondary Objectives on Row 5.
Tactical Controls	<ul style="list-style-type: none"> The Limit of Advance (LOA) is at the Top of Row 5. Left Boundary is left of Column 1. Right Boundary is right of Column 5. After building the map, place Primary and Secondary Objectives in cards of your choice on Row 5. Place the Attack Position on Row 4 adjacent to either the Primary or Secondary Objective. Place the three Large LZ markers on any three contiguous cards on Row 1.
Potential Contact Placement	<ul style="list-style-type: none"> Row 5 – A Row 4 – Randomly place 1 A, 3 B, 1 C ‘?’ side up. Row 3 – Randomly place 1 A, 2 B, 2 C ‘?’ side up. Row 2 – Randomly place 1 A, 1 B, 3 C ‘?’ side up. Row 1 – None
Enemy Activity, Experience	Tactics: Delay Defense Experience: Veteran Historical Enemy: NVA Main Force D14 Regiment Use the NVA counter set .



LOA



Key



Tactical Controls



Additional Attachments

Unit	Description	Parent Unit	Exp	No.
UH-1	Transportation helicopters for initial lift (11.0)	188th Assault Helicopter Company	Line	8
UH-1	Direct support transportation helicopters from turn 3 (MSR 3)	188th Assault Helicopter Company	Line	5
M48 Tank Platoon	Tank platoon of M48 (4 tanks plus 1 tank HQ) with 6 Tank Ammo each (MSR 2)	Supporting 2/22 INF (Mech)	Line	5
Event Unit (this unit may become available as part of a Higher HQ Event)				No.
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (MSR 1)	USAF	Line	1



Fire Support Available <i>Battalion Fire Missions are available from 7/11 Artillery (105mm) & 3/13 Artillery (155mm/8").</i>							
Agency	Ammo	Combat Mod	FAC Draw*	Arty FO Draw	CO HQ Draw	PLT HQ Draw	Fire Missions
7/11 Artillery (105mm)	HE	-5	-	3	2	1	4
	WP	-4	-	3	2	1	1
3/13 Artillery (155mm/8")	HE	-6	-	3	2	1	2
Airstrike	-	-7	3	2	2	1	1

* FAC available by Event (see below).

Additional Experience Points	
Task	Points
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position	3
Clear another card that had a PC A marker	2 per card
Clear another card that had a PC B or C marker	1 per card

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-4 R#	Turns 5-7 R#	Turns 8-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10	1/10	1-2/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2-3/10	2/10	3-4/10
Comm Trouble (CO TAC NET): The CO TAC Net is not available for any communication (including activating the PLT HQs or ordering the FAC). One PLT HQ must spend 2 Commands to re-establish communications *	4/10	3/10	5-6/10
Airborne FAC Arrives on station: 1 FAC O-2 is now available (MSR 1).	5/10	4-5/10	7/10
Alpha Company is Screaming for Help: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn.*	6-7/10	6-7/10	8-9/10
NCO Leadership: Draw one random skill, give it to a randomly selected platoon.	8/10	8/10	10/10
Artillery Busy Elsewhere: No artillery fire mission are available this turn.	9-10/10	9-10/10	-

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-4 R#	Turns 5-8 R#	Turns 9-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	-	1/10	1-2/10
Reinforcements: Replace any PC markers removed on Rows 3-5 with PC A if card is not currently occupied by both a US unit and a VOF.	1/10	2/10	3-4/10
Rally: Remove all Pinned markers from Enemy units.	2-6/10	3-4/10	5/10
Rally: All Paralyzed or Litter Teams become Fire Teams.	7-8/10	5/10	6/10
Machine Gun Ammo: All LMGs in play receive 2 more ammo.	-	6-7/10	7/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	9/10	8-9/10	8/10
Breaking Point: All Paralyzed Teams are removed from play, and all Litter Teams become Paralyzed Teams.	10/10	10/10	9/10
Break Contact and Slip Away: Remove from Play all unpinned units on cards with no US units.	-	-	10/10



NVA Enemy Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Sniper. (Sniper placed out of cover)	Yes	No	Max LOS/Range
2	Incoming! (Mortar -3, Single fire mission, no Spotter or Target marker)	Yes	-	Incoming on triggering card.
3	Booby Trap.	Yes	-	Booby Trap VOF on triggering card.
4	RPG/B40 Team. (RPG Team in Basic +1 Cover)	Yes	Yes	Max LOS/Range
5	MG Team. (MG Team with 4 ammo in Foxholes)	Yes	No	Max LOS/Range
6	Spider Holes. (Squad in Foxholes)	Yes	No	Max LOS/Range
7	Maneuver. (Squad out of cover marked Exposed)	No	Yes	Max LOS
8	MG Team. (MG Team with 4 ammo in Bunker)	Yes	No	Max LOS/Range
9	RCL Team. (Type 36 <i>or</i> Type 56 RCL with 4 ammo in Basic +1 Cover)	Yes	Yes	Max LOS/Range

- All Squads have 6 ammo.
- RPG Teams are equipped with RPGs (2 Shots)

NVA Contact Packages

Package	Row 2 R#	Row 3-4 R#	Row 5 R#
1	1-4/10	1/10	-
2	5-7/10	2/10	1-3/10
3	8/10	3/10	4-6/10
4	-	4/10	-
5	-	5/10	-
6	-	6-7/10	7/10
7	9/10	8/10	8/10
8	10/10	9/10	9/10
9	-	10/10	10/10

Unit Placement			
Contact Column	Left Front	Direct Front	Right Front
	R#	R#	R#
1	1/5	2-3/5	4-5/5
2	1/3	2/3	3/3
3	1/3	2/3	3/3
4	1/3	2/3	3/3
5	1-2/5	3-4/5	5/5

Mission (7B) Special Rules (MSR)

1. Airborne FAC

- When made available by the Event, the FAC can be placed in the AT Combat & Vehicle Movement Phase as per 10.8.6.
- The FAC is in radio contact with the CO HQ. Each turn the FAC is on the map, The CO HQ can order the FAC to deploy WP rockets and to Call for Fire while fire missions remain in the CO HQ Impulse. The FAC can also carry out these actions by itself with General Initiative.
- The FAC can stay for a maximum of five turns (including the turn it is placed). Mark its final turn on the Turn Track with the marker provided or make a note on your log sheet.

2. Tank Platoon

The tank platoon is considered activated automatically for Turn 1 and enters on any cards of your choice on Row 1 in the AT Combat & Vehicle Movement Phase. It acts as a distinct platoon subordinate to the CO HQ. Place the Tank HQ command counter on the Command track at the beginning of the mission.

3. Air Assault

- Air assault the company onto Row 1 on Turn 1 in 8 UH-1s in a single lift. You will not be able to fit the entire company. Any units left behind will take no further part in this mission.
- Place the five additional UH-1s on the Helicopter Control card in the Pick-Up Zone on Turn 3. They are in direct support of the Company (11.1.1). They will automatically pick up casualties for evacuation upon landing at an LZ.
- **The “Leapfrog” towards Alpha Company:** By setting a Secondary LZ (4.2.1L), the five UH-1s can be used to move units up the map quickly between the LZs. They do this automatically if Activated by the CO HQ before they depart the map. This does not require colored smoke. One command can be used to Activate all five helicopters regardless of their location.



MISSION 8: MOLE CITY

December 22, 1968. Operation Toan Thang II, 9.5 miles South of Tay Ninh City

Mission 8 - Mole City

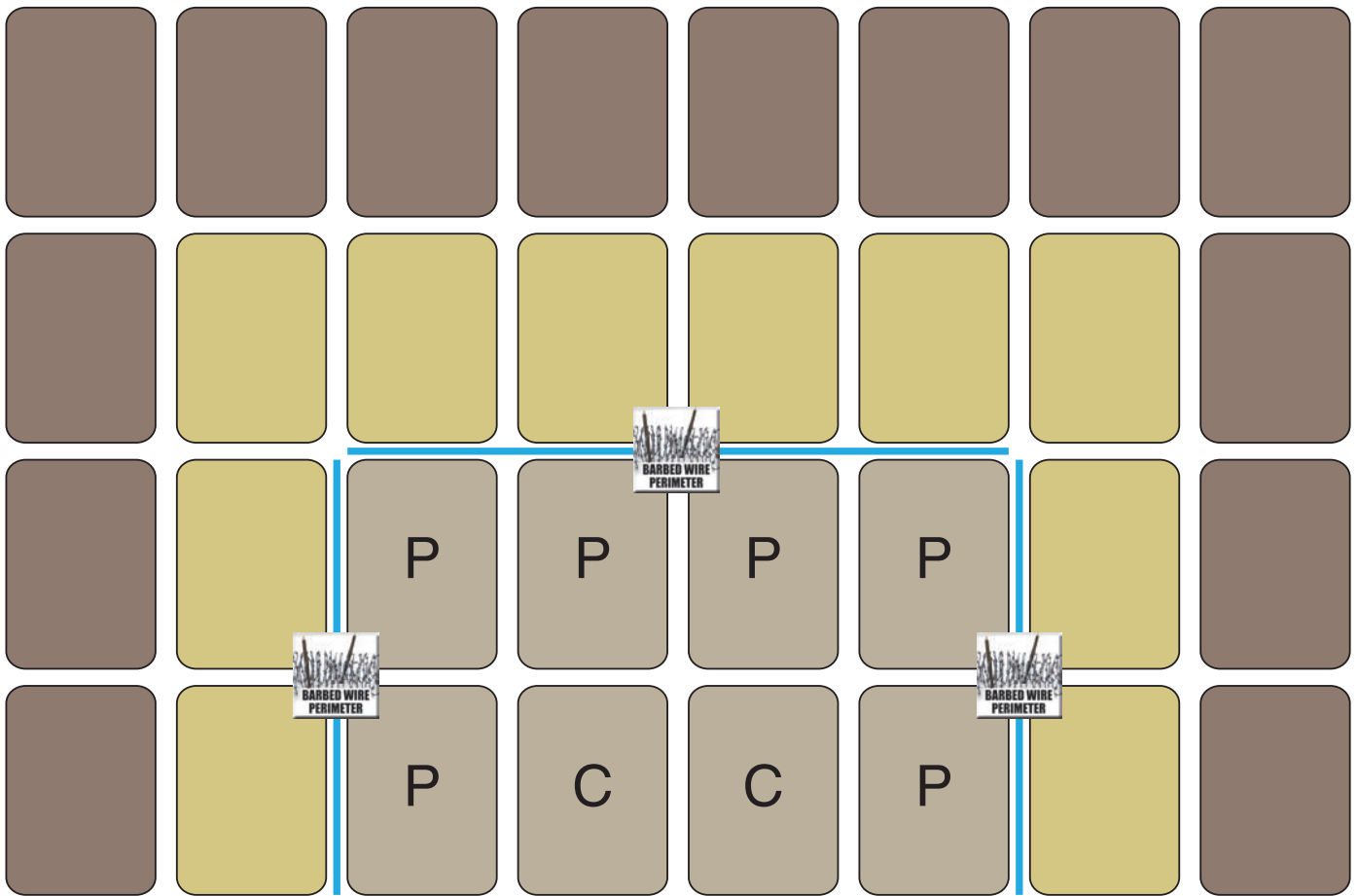
Patrol Base Mole City was established on 18 December 1968. Co. A, 65th Engineers took 186,000 pounds of construction materials and built the circular fortification in a single day. This new strategy was to put patrol bases in enemy territory and draw them out. Three companies of the Manchus occupied the fortification that had reinforced bunkers and trenches with wire and claymores. The VC took the bait and at 00:25 on 22 December 1968 launched a determined attack against the position. The VC/NVA Main Force (Đồng Xoài) 272nd Regiment of the 9th Division led the attack. The attack started with a barrage of mortar, recoilless rifle, and RPG fire and was followed by a human wave attempt to overrun the position. The battle lasted 6 hours and Mole City repelled the enemy assault. Supported by 2 helicopter gunships, 5 “Spooky” gunships, artillery, and airstrikes Bravo and Charlie Companies each manning half of the circle sealed and eliminated some penetrations of the line. The VC/NVA left 106 dead on the field, at the cost of 18 Manchus lost and 34 wounded.



Aerial photo showing the whole of Mole City.

Mission 7B - Bravo Company Situation:

Type, Duration, Visibility	Defensive, 10 Turns, Turn 1-8 Night +3, Turn 9-10 Twilight +1
Map	8 columns by 4 rows. <ul style="list-style-type: none"> Remove all Hills from the terrain deck (cards 1-4). Separate out 18 cards (2 Open, 8 Rice Paddy, 8 Elephant Grass). in 6 columns of 3 rows to make half the Mole City perimeter and the immediate area outside. Separate out 14 cards (6 Brush, 4 Rubber Plantation, 4 Bamboo) to form the outer 2 columns and Row 4.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure all 8 cards of your half of the position.
Tactical Controls	<ul style="list-style-type: none"> Place an Artillery FPF marker as per 7.16.2D. Place 2 Target markers registered to 7/11 artillery on cards of your choice (One can be placed on the same card as the FPF and used as a pre-registered target prior to call for it to be used as an FPF). Place Barbed Wire Perimeter markers in between the Perimeter and outside cards (MSR 3).
Fortifications, etc.	<ul style="list-style-type: none"> Place 6 Bunkers, 3 Deep Bunkers and 8 Trenches on any Perimeter or Center cards. Place 3 Claymores on any cards adjacent to the perimeter. Assign additional ammunition to each MG (See MSR 4). Assign up to two FPL (See MSR 4).
Potential Contact Placement	See Attack Timing.
Enemy Activity, Experience	Tactics: Offensive Assault Experience: Veteran Historical Enemy: 272nd Regiment (Đồng Xoài), 9th Division Use the NVA counter set.

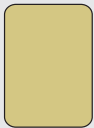


Main Line of Resistance (MLR) = Perimeter

Key



14 cards:
4 Rubber Plantation
4 Bamboo
6 Brush



18 cards:
2 Open
8 Rice Paddy
8 Elephant Grass

P = Perimeter
C = Center

Tactical Controls



FPF: Final Protective Fire



FPL: Final Protective Lines



Registered Target
+1 Call for Fire Draw



Medevac
Casualty Evacuation

Defenses



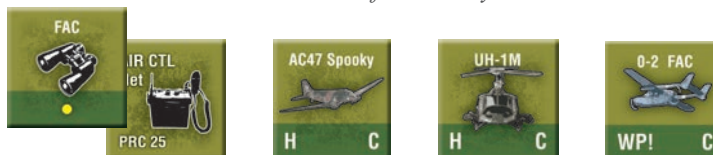
Note that there is no Staging Area in this mission. Mole City was a small circular base. The other company is fighting directly behind this area.

Additional Experience Points

Task	Points
Perimeter and Center cards cleared at end of mission	1 per card



Aerial view of Mole City.



Additional Attachments				
Unit	Description	Parent Unit	Exp	Steps
FAC	Battalion Tactical Air Control Party. With PRC25 Air CTL Net Radio	4/9 Infantry	Line	1
Fixed Wing Gunships (10.8.7)				No.
AC-47 Gunship*	Fixed wing gunship with 3x H VOF and 3 Air Dropped Illum per turn	4th Air Commando Squadron	Line	1 (Turns 2-8)
Attack Helicopters (10.8.5)				No.
UH-1M Gunships	1 flight of 2 aircraft each available for fire support once per turn from turn 2	Co. B, 25th Aviation Battalion	Line	1 flight per turn
Event Unit (this unit may become available as part of a Higher HQ Event)				No.
O-2 Airborne FAC	1 O-2 FAC available to be called by the CO HQ (MSR 1)	USAF	Line	1

* The AC-47 is available from turn 2. It will depart at the end of turn 8 unless ordered to leave beforehand.

Fire Support Available							
Battalion Fire Missions are available from 7/11 Artillery (105mm) & 3/13 Artillery (155mm/8").							
Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	CO HQ Draw	PLT HQ Draw	Fire Missions
7/11 Field Artillery & ARVN 105mm Howitzers	HE	-5	-	3	2	1	6
	FPF	-5	-	3	3	2	Unlimited*
	ILLUM	-	-	3	2	1	4
3/13 Field Artillery Battalion 155mm/8"	HE	-6	-	3	2	1	6
Combined 81mm Mortars (MSR 2)	HE	-4	-	3	3	2	6
	ILLUM	-	-	3	3	2	4
Airstrike	-	-7	3	2	2	1	3
Attack Helicopters	2x H VOF	-3	3	2	2	1	1/turn

Design Note:
ARVN fired over 400 rounds of 105mm during the battle. 3/13 Field Artillery fired over 600 rounds.

* Once called, FPF will continue to fire every turn until the end of the mission (7.16.2D).



Higher Headquarters Events

	Turns 2-4 R#	Turns 5-7 R#	Turns 8-10 R#
Friendly Higher HQ Events			
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10	1/10	1-2/10
Comm Trouble (BN TAC NET): BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2-3/10	2/10	3/10
Comm Trouble (CO TAC NET): The CO TAC Net is not available for any communication (including activating the PLT HQs or ordering the FAC). One PLT HQ must spend 2 Commands to re-establish communications.*	4/10	3/10	4/10
Airborne FAC Arrives on station: 1 FAC O-2 is now available. See MSR 1.	5-6/10	4-6/10	5/10
Ammo Resupply: Place 10 MG Ammo on the same card as the CO HQ.	7/10	7/10	6/10
Ammo Resupply: Place 2 Ammo per MG Team on the same card as its PLT HQ.	8/10	8/10	7-8/10
NCO Leadership: Draw one random skill, give it to a randomly selected platoon.	9/10	9/10	9/10
Artillery Busy on the other side: No artillery fire mission are available this turn (does not apply to FPF)	10/10	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

	Turns 2-4 R#	Turns 5-8 R#	Turns 9-10 R#
Enemy Higher HQ Events			
Evacuate Casualties: All casualties in non US occupied cards are removed.	1/10	1/10	-
Reinforcements: Add 1 squad to all cards with a Good Order Human Wave unit (choose randomly if there are more cards than squads). Human Wave rules apply to the new units (8.14).	-	2/10	1-2/10
Rally: Remove all Pinned markers from Enemy units.	2-5/10	3-4/10	3/10
Rally: All Paralyzed or Litter Teams become Fire Teams.	6/10	5/10	4/10
Machine Gun Ammo: All LMGs in play receive 2 more ammo.	7-8/10	6-7/10	5/10
Displace MGs: Remove any on-map MGs on cards with no US troops.	9/10	8-9/10	6/10
Breaking Point: All Paralyzed Teams are removed from play, and all Litter Teams become Paralyzed Teams.	10/10	10/10	7-8/10
Break Contact and Slip Away: Remove from Play all unpinned units on cards with no US units.	-	-	10/10



NVA Enemy Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed. The map is not expandable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3, Single fire mission, no Spotter or Target marker)	Yes	-	Incoming on triggering card
2	RCL Team. (Type 36 <i>or</i> Type 56 RCL with 4 ammo)	Yes	Yes	Max LOS/Range
3	HMG. (12.7mm DShK with 4 ammo)	Yes	Yes	Max LOS/Range
4	RPG/B40 Team.	Yes	Yes	Max LOS/Range
5	Base of Fire. (LMG Team with 4 ammo)	Yes	Yes	Max LOS/Range
6	Forming Up. (Squad marked Exposed)	No	Yes	At max LOS
7	Assault Human Wave. (Squad/Squad using Human Wave. See rulebook 8.14.)	No	Yes	Place both at max LOS. (Draw direction for each. Both squads may be placed on the same card.)

- All enemy units are placed out of cover (they relied on the darkness to conceal their movements).
- All Squads start with 4 ammo.
- RPG Teams are equipped with RPGs (2 shots).

NVA Enemy Contact Packages

Package	1st Wave R#	2nd Wave R#	3rd Wave R#
1	1-3/10	-	-
2	4-6/10	-	-
3	7/10	-	-
4	8-10/10	1/10	1/10
5	-	2-3/10	2/10
6	-	4-6/10	3-4/10
7	-	7-10/10	5-10/10

All contacts drawn on the Center cards are automatically Package 1 (Incoming!).

Attack Timing						
Area	1st Wave		2nd Wave		3rd Wave	
	Turn 1	Turn 2	Turn 4	Turn 5	Turn 6	Turn 7
Center	A	B	None	None	None	None
Perimeter	A	B	A	A	A	B

Place PC markers as per the defensive sequence of play in the turns noted on the table.

Unit Placement							
Contact Position	Left Rear	Left	Left Front	Direct Front	Right Front	Right	Right Rear
Column 3, Row 1	-	1/2	2/2	-	-	-	-
Column 3, Row 2	1/5	2/5	3/5	4/5	5/5	-	-
Column 4, Row 2	-	-	1/3	2/3	3/3	-	-
Column 5, Row 2	-	-	1/3	2/3	3/3	-	-
Column 6, Row 2	-	-	1/5	2/5	3/5	4/5	5/5
Column 6, Row 1	-	-	-	-	1/2	2/2	-



Mission Special Rules (MSR)

1. Airborne FAC

- When made available by the Event, the FAC can be placed in the AT Combat & Vehicle Movement Phase as per 10.8.6.
- The FAC is in radio contact with the CO HQ. Each turn the FAC is on the map, The CO HQ can order the FAC to deploy WP rockets and to Call for Fire while fire missions remain in the CO HQ Impulse. (The FAC can also carry out these actions by itself with General Initiative.)
- The FAC can stay for a maximum of five turns (including the turn it is placed). Mark its final turn on the Turn Track with the marker provided or make a note on your log sheet.

2. Combined Mortar Platoon

The 81mm mortar section is not available for this mission, it is combined to make one off-map mortar platoon that has available fire missions like any other firing agencies. Fourth platoon is therefore also not available for this mission.

3. Perimeter Defense

The US defenses used barbed wire to slow the momentum of NVA assault troops. The following rules apply:

- US units must remain on the perimeter and center cards. They cannot cross the MLR.
- NVA units moving to or being placed adjacent to the perimeter are marked exposed.
- NVA units adjacent to the perimeter cannot Infiltrate, Seek, or Move into Cover. Carry out an Enemy Activity result of “Infiltrate” as a standard Move towards the nearest enemy.

4. M60 Machine Guns

- Each gun starts with 8 *ammo* instead of the usual 6. In addition, each PLT HQ starts with 4 extra MG Ammo. Note that Transportation Capacity rules (5.1.6A) apply and MG units with more than 6 ammo cannot move without leaving ammo behind.
- The M60 could be mounted on a tripod when necessary. Up to two M60s placed in Bunkers can be marked with an FPL control marker and will operate as Final Protective Lines (see 7.2.4). M60s set up in this way cannot be repurposed as regular units during the mission.

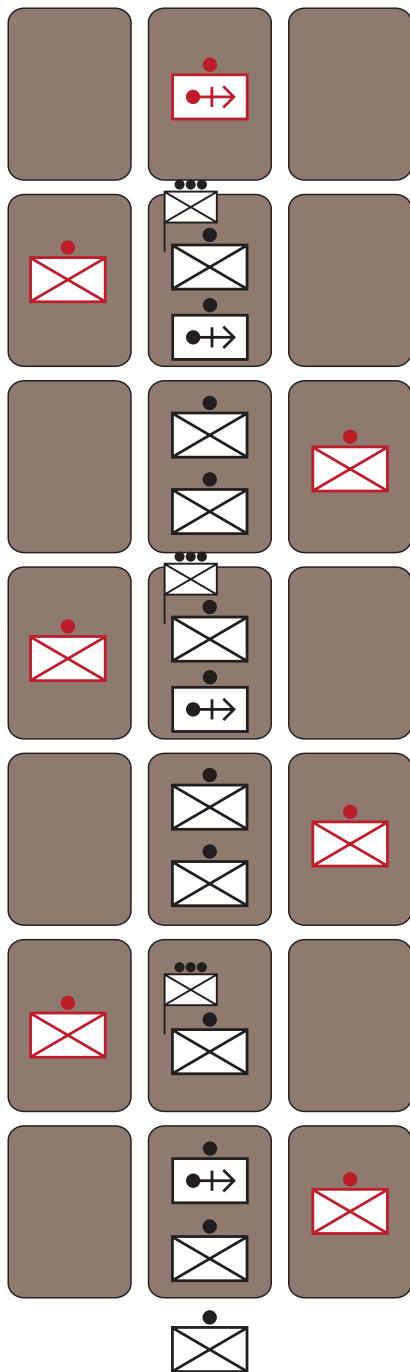


THE MISSION NOT INCLUDED

March 2, 1968. Ambush at Hoc Mon Bridge

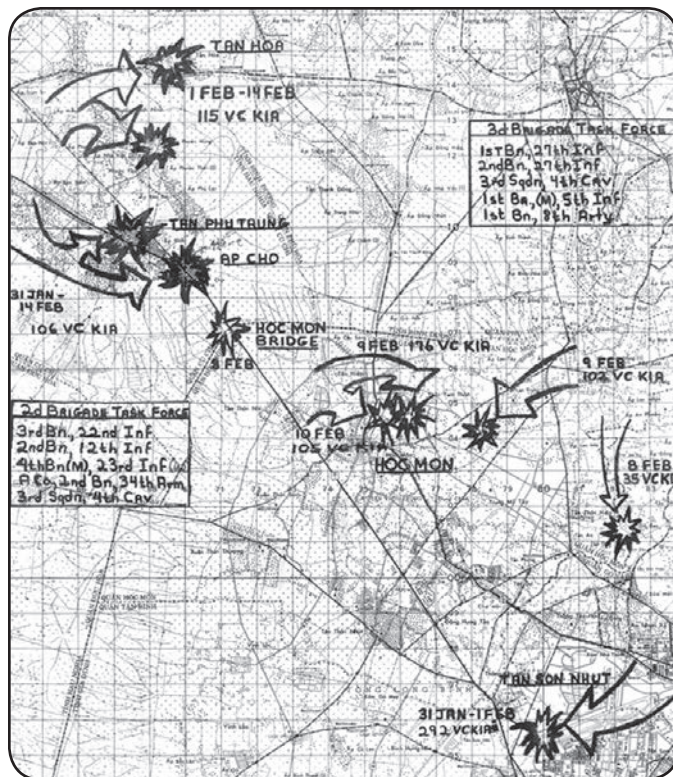
49 KIA, 24 WIA

One of the most significant combat actions for the Manchus was the ambush at Hoc Mon Bridge of Charlie Company on 2 March 1968. As a mission it would be impossible to have a positive outcome. The VC ambush was well executed, and Charlie Company lost 49 killed and 24 wounded mostly within the initial minutes. If it was laid out in Fields of Fire it would look something like this:



The VC used a checkerboard close-in ambush to confuse the Americans as to which direction they were being attacked from. Two machineguns were used to initiate the ambush from the head of the column, firing down the length of the US column.

The “Tail End” squad never entered the Kill Zone.



Map from 25th Infantry Division newspaper, Tropic Lightning, indicating operations from just before the ambush in the area around Hoc Mon Bridge.

The action is covered in detail in the L.D. James' 2005 book *Unfortunate Sons: A True Story of Young Men and War* that details the ambush from both US and VC perspectives.

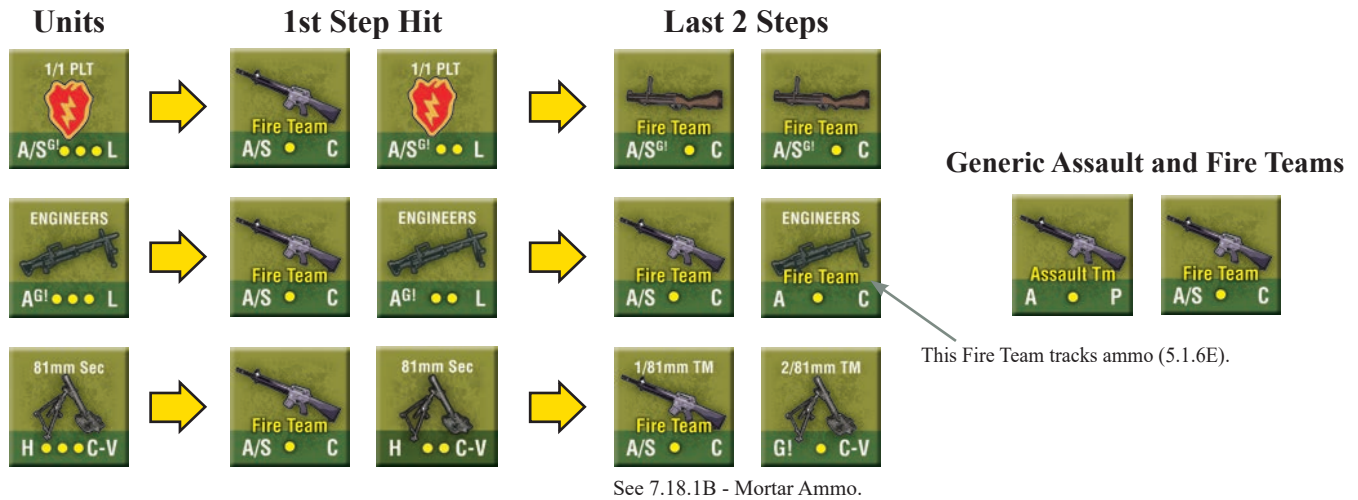


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Unit Breakdown

US Units



VC / NVA Units

