

COIN Series, Volume IV

RULES OF PLAY

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1.0 INTRODUCTION

Fire in the Lake is a 1- to 4-player board game depicting insurgent and counterinsurgent (COIN) conflict during the main US period in Vietnam, 1964-1972, up to the "Paris Peace". Each player takes the role of a Faction seeking to set the fate of South Vietnam: the United States (US), North Vietnamese forces (NVA), the Republic of Vietnam forces (ARVN), or the southern communist Viet Cong (VC). Using military, political, and economic actions and exploiting various events, players build and maneuver forces to influence or control the population, extract resources, or otherwise achieve their Faction's aims. A deck of cards regulates turn order, events, victory checks, and other processes. The rules can run non-player Factions, enabling solitaire, 2-player, or multi-player games.

Fire in the Lake is Volume IV in the COIN Series of games that use similar rules to cover modern Insurgencies. The Playbook lists major rules differences from earlier volumes.

Game set up is explained on pages 23-24 of this rule book. An index on pages 21-22 lists and defines key game terms. Sequences and options for player and non-player actions are summarized on several aid sheets.

1.1 General Course of Play

Fire in the Lake—unlike many card-assisted war games—does not use hands of cards. Instead, cards are played from the deck one at time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose between the card's Event or one of a menu of Operations and Special Activities. Executing an Event or Operation carries the penalty of rendering that Faction Ineligible to do so on the next card. Coup cards mixed in with the Event cards provide periodic opportunities for instant wins and for activities such as collecting resources and influencing popular sympathies.

1.2 Components

A complete set of *Fire in the Lake* includes:

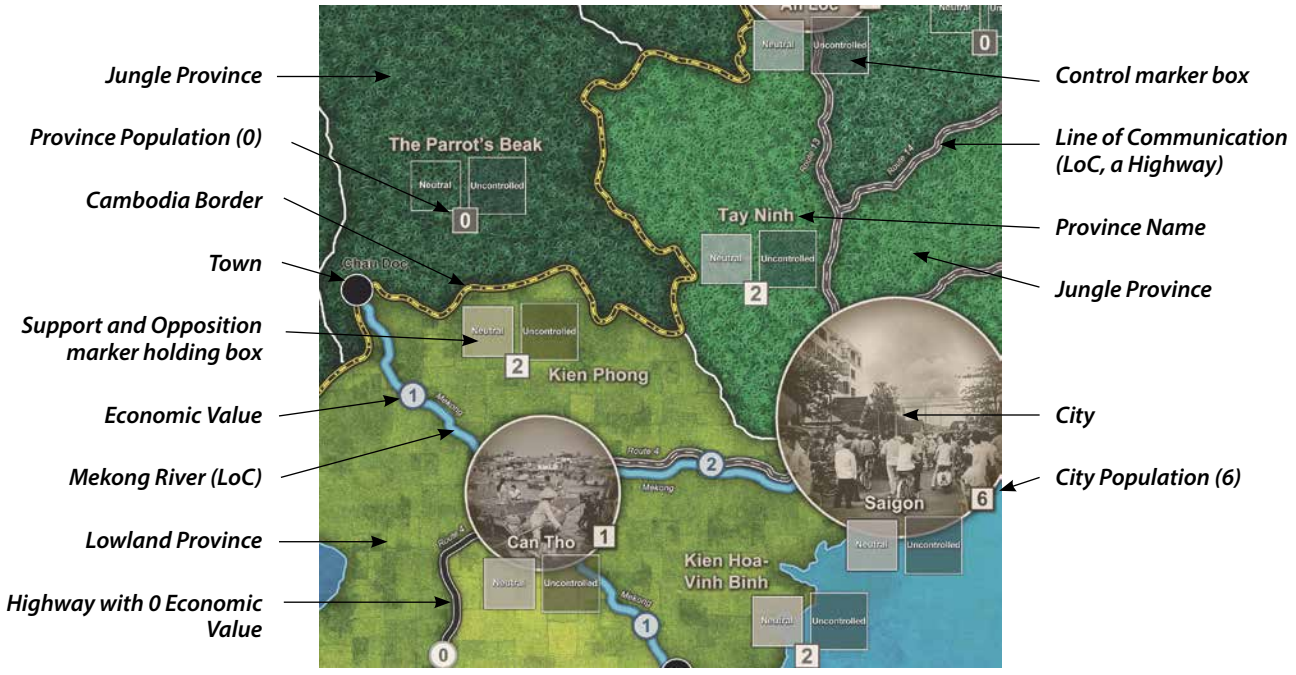
- A 22"x34" mounted game board (1.3).
- A deck of 130 cards (5.0).
- 229 olive, bright blue, red, yellow, and orange wooden playing pieces, many embossed (1.4; see "Forces Pool" on the Spaces List sheet for a complete listing).
- 7 embossed cylinders (1.8, 2.2).
- 6 black and 6 white pawns (3.1.1).
- A sheet of markers.
- 2 Sequence of Play and Spaces List sheets (1.4.1, 2.0, 6.0).
- 4 Faction player aid foldouts (3.0, 4.0, 7.0).
- A Random Spaces and Non-player Events foldout (8.2, 8.4).
- 2 Non-player Operations foldouts (8.5-8.8).
- 3 6-sided dice—1 blue, 1 red, 1 yellow.
- A background play book.
- This rule book.

1.3 The Map

The map shows South Vietnam and nearby areas divided into various types of spaces.

1.3.1 Map Spaces. Map spaces include rural Provinces, Cities, and Lines of Communication (LoCs) that are either Highways or the Mekong river. All spaces—including LoCs—can hold forces. Towns are not spaces, merely boundaries between adjacent LoCs (1.3.6)

1.3.2 Provinces. Each Province shows a Population value (Pop) of 0, 1, or 2 that affects victory via Support for or Opposition to the Saigon regime (1.6) or Control (1.7) and some Insurgent actions. Provinces are further distinguished as Highland, Lowland, or Jungle, affecting Counterinsurgent Sweeps (3.2.3), Assaults (3.2.4), and certain Events (5.0).



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1.3.3 Cities. Cities similarly show Population value of 1, 2, or 6. *DESIGN NOTE: Each Population value represents about 500,000 citizens of South Vietnam.*

1.3.4 LoCs. Each Line of Communication (LoC) space is either Highway (road) or Mekong (river) or both and shows an Economic value (Econ) of 0, 1, or 2 affecting ARVN Resource earnings (1.8, 6.2.3) and Viet Cong Taxation (4.5.1). *NOTE: LoCs are spaces!*

1.3.5 Foreign Countries. The map's Provinces include parts of North Vietnam, Laos, and Cambodia. All other spaces are South Vietnam ("The South"). Only NVA and VC may stack in North Vietnam (1.4.2). US and ARVN may enter Laos or Cambodia spaces normally, but at risk of later removal (6.4.1).

1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events. Any 2 spaces meeting one of the following conditions are adjacent:

- Spaces that border on (touch) one another.
- Provinces that would touch but for separation by a LoC.
- LoCs or Provinces separated by Towns.

NOTE: Towns are not spaces; they merely terminate LoCs (1.3.1).



ADJACENCY EXAMPLE: Quang Duc Province and Route 11 are adjacent via Da Lat, as are Quang Duc and Khanh Hoa across Route 21.

1.3.7 Coasts. Any spaces adjacent to blue ocean (including across a LoC) are coastal, affecting the Amphibious Landing, Operation Starlite, and USS New Jersey Events (5.0).

1.3.8 Overflow. Use "Overflow" boxes for pieces that exceed the room in a space on the map; place the lettered marker in that space.



1.4 Forces

The wooden pieces represent the Factions' various forces: US Troops (olive cubes), ARVN Troops (yellow cubes) and Police (orange cubes), NVA Troops (red cubes), NVA and VC Guerrillas, US and ARVN Special Forces (SF), and all Factions' Bases.

DESIGN NOTE: ARVN Police represent both urban police and rural militias such as Regional Forces and Popular Forces. US-led Irregulars include both CIDG counter-guerrillas and US special operations forces training them or operating on their own. Bases represent command, training, and supply facilities as well as political administration.

1.4.1 Availability, Removal, and Out of Play. A "Force Pool" inventory on the Spaces List sheet shows the number of pieces in the game. Keep forces Available for placement in the Faction's Available Forces box (or the US-led Irregulars box). Place NVA and VC Bases in the highest- and US Bases and Troops in the lowest-numbered empty spaces to show the number of on-map Bases and Available US Bases and Troops to help track earnings (6.2) and victory (7.0). US and ARVN may have forces in the Out of Play box—neither Available nor on the map—and US forces can become Casualties (3.3.3, 4.4.2, 5.0, 6.5). Otherwise, forces removed from the map go to Available.

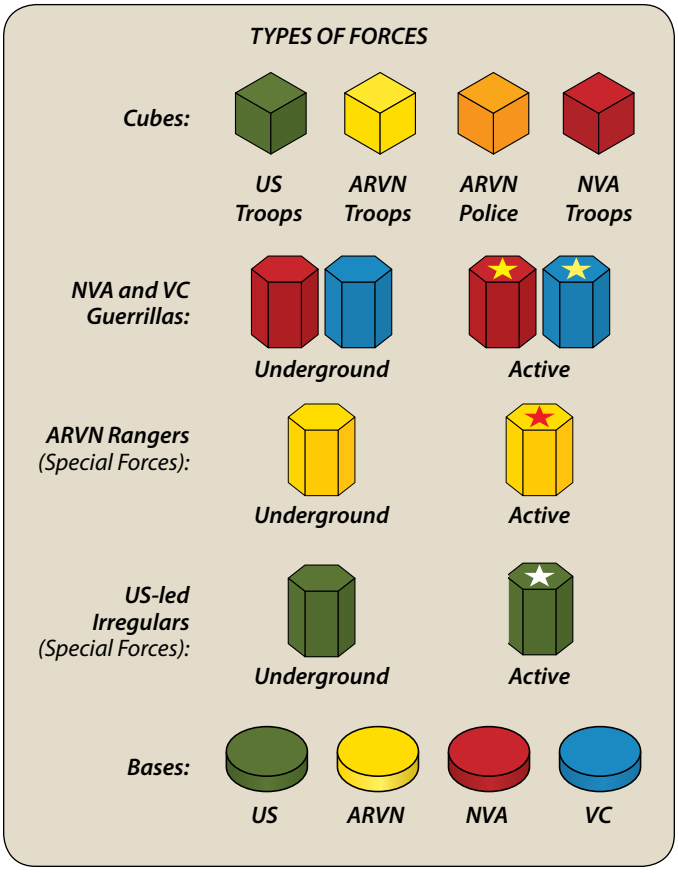
- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed (EXCEPTION: Infiltrate, 4.4.1).
- ***Important:*** Players while executing an Operation, Special Activity, or Event to place their own forces may take them from elsewhere on the map (including a Tunneled Base, losing the Tunnel marker, 1.4.4) if and only if the desired force type is not Available. EXCEPTION: The US player may do so only with US-led Irregulars and any ARVN forces, not with US Troops nor with US Bases.

EXAMPLES: NVA without Available Guerrillas could remove its own during a Rally (3.3.1) to place them Underground. US Train could take Police from another space if none Available.

1.4.2 Stacking. No more than 2 Bases (of any Factions) may occupy a single Province or City. Bases may not occupy LoCs. Only NVA and VC forces may occupy North Vietnam (1.3.5).

- Placing (such as Bases via Train 3.2.1, Rally 3.3.1, Event 5.1.1, or Commitment 6.5) or moving forces may never violate stacking.

1.4.3 Underground/Active. Guerrillas and Special Forces are either Underground—symbol end down—or Active—symbol end up. Actions and Events flip them from one to the other state. Bases, Troops, and Police are always Active. Always set up and place new



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Guerrillas and SF Underground (including if replacing a piece). *NOTE: Unless instructions specify "Underground" Guerrilla, it is sufficient to "Activate" already Active Guerrillas (they stay Active). Also, "moving" or "relocating" Guerrillas or SF does not affect Underground status unless specified.*



1.4.4 Tunnels. Scenario Setup (2.1) and Events (5.0) designate certain VC or NVA Bases as Tunneled. Place an appropriate Tunnel marker on such a Base, never more than 1 Tunnel marker at a time per Base. Tunneled Bases are harder to remove by Operations or Events (3.2.4, 4.2.1, 4.2.3, 4.3.3, 5.1.1). When a Tunneled Base is removed, so is the Tunnel marker. NVA can Infiltrate a VC Tunneled Base to make it NVA (4.4.1).

1.5 Players & Factions

The game may have up to 4 players, each as 1 or more Factions: the US (olive), the NVA (red), the ARVN (yellow and orange), or the VC (blue). In a 1-player game, the player plays US and ARVN together, or NVA and VC, or any 1 Faction (8.9). Leftover Factions are controlled either by rules section 8 as "Non-Players" or, if preferred with 2 or 3 players, as below.

No Non-Player Option: With 2 or 3 players, the players (rather than the Non-Player rules, 8.0) may control any leftover Factions:

- With 2 players, 1 player controls NVA and VC, the other US and ARVN.
- With 3 players, a single player controls NVA and VC or, if preferred, US and ARVN.

POLITBURO: A combined NVA/VC player uses the higher victory margin of the 2 Factions during Coup Rounds (winning if either meets its condition, 6.1, 7.2), but uses the *lower* of the 2 after Final Coup (7.3). A combined NVA/VC player may not transfer Resources (1.5.2).

SOVEREIGNTY: A US/ARVN player uses the *lower* victory margin of the 2 Factions (7.3) and only causes play to end on a victory check (6.1, 7.2) if both are meeting their conditions.

DESIGN NOTE: NVA, VC, and ARVN pieces draw their colors as much as possible from their respective flags, US from the olive GI uniform.

1.5.1 Friends and Enemies. US and ARVN are Counterinsurgent (COIN) Factions and friendly to each other; NVA and VC are Insurgents and friendly to each other. Counterinsurgents are enemy to Insurgents.

1.5.2 Negotiation. Players may make any mutual arrangements within the rules. All negotiations are open. The rules do not bind players to agreements.

- The NVA and VC if separate players may voluntarily transfer Resources (1.8) to each other at any time that one of them is executing an Operation, Special Activity, or Event.

1.6 Support and Opposition

Support and Opposition affect victory and some operations and activities.

1.6.1 Cities and Provinces with at least 1 Population (1.3.2-3) always show 1 of 5 levels of its populace's Support for or Opposition to the Saigon regime that can shift during play:

- Active Support.
- Passive Support.
- Neutral.
- Passive Opposition.
- Active Opposition.

1.6.2 Active Support or Opposition counts double Population for Total Support or Opposition—affecting US or VC victory (7.2-.3). Show Support or Opposition with markers placed in each City or Province. Show Neutral spaces by the absence of such markers.



Total Support =
2 x Pop in Active Support + 1 x Pop in Passive Support

Total Opposition =
2 x Pop in Active Opposition + 1 x Pop in Passive Oppostion

NOTE: LoCs (1.3.4) and Pop 0 Provinces are always Neutral, never at Support or Opposition.

1.7 Control



The 2 Counterinsurgent Factions together (US and ARVN) Control a Province or City if their pieces there combined exceed those of the other 2 Factions (NVA and VC) combined. The NVA alone Control a Province or City if NVA pieces exceed all other pieces (including VC). Control affects certain activities and victory. Adjust COIN Control and NVA Control markers as Control changes due to placement, removal, or movement of pieces.

1.8 Resources, Aid, and Patronage

At any moment, each Faction except the US has between 0 and 75 Resources that it uses to pay for Operations (3.0). During Coup Rounds (6.2.3), a level of Aid (between 0 and 75) is added to ARVN Resources. A level of Patronage (0 to 75) contributes to ARVN victory (7.0). Mark Resources, Aid, and Patronage on the edge track—for Resources, with a cylinder of that Faction's color (1.5).

DESIGN NOTE: Patronage represents the wherewithal of the Saigon regime to reward its friends at the expense of the population, such as by diverting foreign aid—a means of governance that the US could view as corrupt.



1.8.1 Joint Operations. The US does not track its own Resources. Some US Operations (3.1) and US Pacification (3.2.1, 6.3.1) spend ARVN Resources. The US may only spend those ARVN Resources that exceed the marked Total Econ level (1.3.4, 6.2.3). Only the ARVN Faction may spend ARVN Resources at or below Econ.

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1.9 Victory Markers

Similarly track with markers on the edge track the following totals that affect victory (7.0).

- Total Support (1.6.2) plus the number of US Troops and Bases Available (1.4.1).
- Total Population Controlled by the NVA plus the number of NVA Bases on the map (1.7).
- Total Population Controlled by the COIN Factions (1.7) plus Patronage (1.8).
- Total Opposition (1.6.2) plus the number of VC Bases on the map.

NOTE: A marker on "The Trail" track records the efficiency level of the NVA's North-to-South supply network (6.7). Twelve "Deception" markers are for victory-related optional rules (7.3).

2.0 SEQUENCE OF PLAY

2.1 Set Up

Follow the instructions on the last 2 pages of this rule book to choose a scenario and various play options, assign Factions to players, prepare the draw deck, and set up markers and forces.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. Then reveal the next card on top of the draw deck. The card on the played card stack is played first; the card on top of the draw deck will be played next. *NOTE: Players will see 1 card ahead into the deck (2.3.7).* All played cards and the number of cards in the draw deck are open to inspection.

RECORD STEPS: As the steps of each Event card play are completed, place a cylinder of the Faction's color (1.5) into the Sequence of Play track's appropriate box (or, for Coup Rounds [6.0], advance the Coup Card marker).

2.3 Event Card

When playing an Event card, up to 2 Factions will execute Operations or the Event.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of Faction symbols shown at top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

2.3.1 Eligibility. Factions that did not execute an Operation or Event on the previous card are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.6). Factions that did are Ineligible. (All Factions start the game Eligible.) See also Free Operations, 3.1.2.

2.3.2 Faction Order. The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1st Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2nd Eligible. *NOTE: Light halos around some Faction symbols relate only to Non player instructions (8.4.1).*

2.3.3 Passing. If a 1st or 2nd Eligible Faction (only!) opts to Pass, it remains Eligible for the next card and receives +1 Resource if an Insurgent Faction or adds +3 ARVN Resources if either COIN Faction. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.7) and play the next card.

2.3.4 Options for Eligible Factions.

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0)—with or without a Special Activity (4.0)—or
- The Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute an Operation or possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- Op Only: If the 1st Eligible Faction executed an Operation, the 2nd Eligible Faction may execute a Limited Operation (2.3.5).
- Op & Special Activity: If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may execute a Limited Operation or instead execute the Event.
- Event: If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation, with a Special Activity if desired.

NOTE: The game board and Sequence of Play aid sheet also show these options.

2.3.5 Limited Operation. A Limited Operation is an Operation in just 1 space, with no Special Activity. If the Limited Operation is a Patrol (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple spaces but only 1 destination space. A Limited Operation counts as an Operation. (See also Non-player Operations, 8.1).

2.3.6 Adjust Eligibility. After the 1st and 2nd Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play track as follows:

- Any Faction that did not execute an Operation or Event (and was not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed an Operation (including a Limited Operation) or Event to the "Ineligible" box (unless otherwise specified by the Event; see also Free Operations, 3.1.2).

PLAY NOTE: Some Events (5.0) will enable the executing Faction to remain Eligible or render other Factions Ineligible through the next card. As a reminder, mark a Faction thus remaining Eligible by placing its cylinder at the left edge of its Sequence of Play "Event" box. Mark a Faction thus rendered Ineligible by placing its cylinder with (under) the executing Faction's, to show that it will be Ineligible for the next card.

2.3.7 Next Card. After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card (even if the played card is Coup!, 2.4). Play the played card, proceeding with the appropriate sequence.

2.3.8 Pivotal Events. Each Faction begins the Medium and Full scenarios (only, 2.1) with a Pivotal Event card unique to it. Pivotal Events are a type of Event (5.0). A Faction may play its Pivotal Event to cancel a currently played Event card (including Eligibility order, 2.3) if:

- That Faction is Eligible, AND
- The red pre-condition on the card is met, AND

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- The 1st Eligible Faction has not yet done anything, AND
- No Coup is showing as the next card (2.3.9).

PROCEDURE: The Faction interrupts the usual Sequence of Play by placing its Pivotal Event card on the played Event card and executing the Pivotal Event. The new Eligibility sequence follows, and the Pivotal Event stays in the played card pile, as normal.

TRUMPING PIVOTAL EVENTS: The VC may play its Pivotal Event on top of another Faction's Pivotal Event, canceling it; ARVN may do so to US or NVA; NVA may do so to US; US may not do so. A canceled Pivotal Event card is returned to its owner for possible later use.

PLAY NOTES: The 1st Eligible Faction need not declare what it would execute before a Faction must decide whether to play its Pivotal Event. Place "Playable Pivotal Event" reminder markers on unplayed Pivotal Event cards for which preconditions are met.

2.3.9 Monsoon Season. On the last Event card before each Coup Card (2.4), Operations may not include Sweep (3.2.3, even via Advise, 4.2.1) nor March (3.3.2), US Air Strikes and Air Lifts are limited to 2 spaces (4.2.2-.3), and no Pivotal Events allowed (2.3.8). (But see 5.1.1 regarding Event text.)

NOTE: Keep the "Monsoon" marker near the deck and place it on the played Event card as a reminder while a Coup is showing as the next card.

2.4 Coup Card

If playing a Coup Card, first carry out any immediate instructions on the card. Then place the card in the box marked "RVN Leader" (see below). Finally, conduct a Coup Round (6.0), marking each phase on the Sequence of Play with the "Coup Card" marker.

2.4.1 RVN Leader. The top (most recently played) Coup card (or the "RVN Leader" box, if empty) shows the current Republic of Vietnam (RVN) Leader. Any lingering effects noted for that Leader are in effect, as if it is the text of a lingering executed Event (5.1, 5.3, 5.4). If the most recently played card is "Failed Attempt", place it underneath any previous Coup cards. *NOTE: "Failed Attempts" cancel only "Duong Van Minh"*. Minh is an RVN Leader but not a card. Minh thus does not count as a card in the RVN Leader box (such as for Pivotal Event pre-conditions, 2.3.8). "Nguyen Cao Ky" will affect Pacification beginning with that Coup Round (6.3.1).

2.4.2 Final Coup. If the last Coup card's Round is completed without a victory (6.1), the game ends: determine victory by 7.3.

NOTE: Each series of Event cards up to a Coup is a "Campaign", representing 1-2 years of war.

3.0 OPERATIONS

3.1 Operations in General

A Faction executing an Operation (Op) chooses 1 of the 4 Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

Operations usually cost Resources (not Aid or Patronage,1.8), often per space selected; the paying Faction must have enough Resources to pay for the Operation, including in each selected space. The US does not spend Resources of its own; it sometimes spends ARVN Resources, but may not do so below the marked Total Econ (1.8.1, 6.2.3).

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy Factions (1.5) or pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. An Operation may target both enemies or just one and ignore the other. *NOTE: Allied forces nevertheless protect the Bases of the other friendly Faction from Assault/Attack (3.2.4, 3.3.3)*. Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces, friendly or enemy, do not require that Faction's permission.

3.1.1 Pawns. If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Operations. Certain Events (5.5) grant free Operations or Special Activities: they cost no Resources and, if executed by a Faction other than the one playing an Event, do not affect its Eligibility (2.3.6). EXCEPTIONS: Pacification, Agitation, and Trail Improvement still cost Resources even if part of a free Operation (3.2.1, 3.3.1). Other requirements and procedures still apply unless modified by Event text (5.1.1, 5.5.).

3.2 COIN Operations



The US and ARVN choose from Train, Patrol, Sweep, and Assault Operations. *NOTE: These Factions never place or move pieces into North Vietnam (1.4.2)*.

3.2.1 Train. Training adds ARVN forces and can build Support (1.6) or drop Patronage (1.8). *NOTE: The US gets its Troops and Bases in and out of Vietnam via the Commitment Phase (6.5) and Events (5.0), not Operations*.

- ARVN may select any Provinces or Cities without NVA Control.
- The US may select any Provinces or Cities that have US pieces.
- Either Faction spends 3 ARVN Resources only if it places any ARVN pieces (including replacing cubes with a Base).

PROCEDURE: First, in those selected spaces desired, if US, place 1-2 Irregulars or, at US Bases, 1-2 Rangers or up to 6 ARVN cubes (any combination of Troops and Police); if ARVN, place 1-2 Rangers or up to 6 ARVN cubes at Cities or at US or ARVN Bases. If none of the desired ARVN pieces are Available (1.4.1), they may be taken from the map. Then, in 1 selected space (even if a Limited Operation, 2.3.5), if desired either:

- Pacify to remove any Terror marker and then to shift the space up to 2 levels toward Active Support. The space must have COIN Control and, if ARVN Training, both ARVN Troops and Police. (Unlike Pacification during the Support Phase, 6.3.1, the US does not need Troops and Police, only a US piece and COIN Control.) The Pacification costs 3 ARVN Resources per Terror marker removed and level shifted, even if the Training Operation was free (3.1.2, 5.5). OR
- If ARVN, replace any 3 ARVN cubes with 1 ARVN Base (within stacking,1.4.2). *NOTE: Replacing cubes with a Base costs 3 ARVN Resources even if no cubes were placed*. OR
- If US and the space is Saigon, transfer up to 3 Patronage to ARVN Resources.

3.2.2 Patrol. Patrolling protects LoCs by moving Troops or Police onto them and finding and removing Insurgents there. If ARVN, pay 3 Resources total (not per space); if US, the cost is 0. If a Limited Operation (2.3.5), all moving cubes must end on a single destination space.

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PROCEDURE: Move any number of your Faction's cubes from any spaces. Each cube may move into any adjacent LoC or City and may keep entering adjacent LoCs or Cities until the player chooses to stop moving it or it enters a space with any NVA or VC piece. Then, in each LoC (whether or not a cube just moved there), Activate 1 enemy Guerrilla for each of your Faction's cubes there. Then, if desired, Assault (3.2.4) in 1 LoC at no added cost. US may not add ARVN. If a Limited Operation (2.3.5), the Assault must be in the destination LoC.

3.2.3 Sweep. Sweeps may move Troops and can locate enemy Guerrillas. Select Provinces or Cities as destinations (not North Vietnam, 1.4.2). If ARVN, pay 3 Resources per space selected; if US, 0. Sweep is not allowed in Monsoon (a Coup card showing as next, 2.3.9).

PROCEDURE: First, move any of your Faction's adjacent Troops desired into selected spaces. In addition, each group of Troops may first move onto an adjacent LoC (1.3.3) that is free of NVA/VC and then into an adjacent space. (Any Troops that move must reach spaces paid for as destinations.)

- Then, in each selected space, Activate (1.4.3) 1 enemy Guerrilla for each of your cubes (moved or already there) or Special Forces (Irregulars for US, Rangers for ARVN).
- In Jungle spaces, Activate only 1 enemy Guerrilla for every 2 of your cubes or Special Forces (round odd totals down).

SWEEP EXAMPLE: ARVN selects Quang Duc for a Sweep. No LoCs have Guerrillas. Two Troops move from Cam Ranh onto Route 11 and from there via Da Lat into Quang Duc Province. ARVN Troops in Binh Tuy – Binh Thuan also could enter Quang Duc.

3.2.4 Assault. Assaults remove enemy pieces. Select any spaces with the executing Faction's cubes and Insurgents (NVA or VC). ARVN pay 3 Resources per space. US Assault costs 3 ARVN Resources only if the US player opts to add an ARVN Assault in 1 US Assault space.

PROCEDURE: In each selected space, remove enemy pieces per the number of cubes there, as follows.

- If an ARVN Assault, count only ARVN cubes. Remove 1 enemy piece for every 2 cubes there or every 3 in Highland (round down). In Cities or on LoCs, count Police as well as Troops; in Provinces, Troops only. For each Base removed (including via follow up to US Assault, below, or Advise, 4.2.1), add +6 Aid.
- If a US Assault, count US Troops. Remove 2 enemies per US Troops cube if the space has a US Base, or only 1 enemy for every 2 US Troops (round down) if Highland with no US Base, or otherwise 1 enemy piece for each US Troop. If desired, pay 3 ARVN Resources to follow up with an ARVN Assault per the above bullet in 1 space where US Assault just occurred (no effect on ARVN Eligibility, 2.3.1).

TROOPS FIRST, BASES LAST: Remove any NVA Troops in an Assault space first, then any Active NVA or VC Guerrillas (Assaulting Faction chooses which first), then any Insurgent Bases only once no NVA nor VC Guerrillas remain. Remove no Underground Guerrillas (1.4.3).

NOTE: Underground Guerrillas in a space prevent further removal via Assault of Bases until the Guerrillas are Activated. Also, non-Base pieces protect the Bases of the other friendly Faction from Assault/Attack (3.3.3).

DESIGN NOTE: Guerrillas are less hard hitting than Troops but enjoy an information advantage in that counterinsurgents must Activate (locate) them before Assaulting them.

TUNNELS: If the next piece to be removed would be a Base with a Tunnel marker (1.4.4), stop removing pieces from that space. Instead, roll a die: on a 1-3, do nothing further; on a 4-6, remove that Tunnel marker only (leave the Base in place). *EXAMPLE: Three US Troops Assault 2 Tunneled Bases alone in Jungle. No pieces are removed. On a roll of 4-6, a Tunnel marker is removed from one Base.*

3.3 Insurgent Operations



The NVA and VC choose from Rally, March, Attack, or Terror Operations.

3.3.1 Rally. Rally Operations augment friendly forces, recover VC, and build the Trail. Select any Provinces or Cities without Support (1.6). Pay 1 Resource per space selected.

PROCEDURE: In each selected space, the executing Faction places 1 of its Available Guerrillas or replaces 2 of its Guerrillas with 1 of its Bases (within stacking 1.4.2). If the space already has at least 1 of that Faction's Bases, the Faction may instead:

- If NVA, place a number of its Guerrillas up to the sum of Trail value (6.7) plus the number of NVA Bases there.
- If VC, place its Guerrillas up to the sum of the space's Population value (1.3.2-.3) plus the number of VC Bases there OR flip all its Guerrillas there Underground (1.4.3). *NOTE: VC may Agitate as well if it has the shaded "Cadres" Capability (5.3); that Agitation costs Resources even if the Rally was free (3.1.2, 5.5).*

Then, NVA with its Rally may spend another 2 Resources to Improve the Trail by 1 box (6.7, even if the Rally was a Limited Operation, 2.3.5, or selected 0 spaces). Rally to Improve the Trail costs 2 even if the Rally was free (3.1.2, 5.5).

3.3.2 March. March Operations move Insurgent Guerrillas and Troops. Moving pieces may begin in any spaces. Pay 1 Resource per Province or City that Guerrillas or Troops move into (0 Resources to move onto LoCs). A Limited Operation (2.3.5) March may select only a single destination space. March is not allowed in Monsoon (2.3.9).

PROCEDURE: The executing Faction moves any of its Guerrillas or Troops desired into adjacent spaces (1.3.6). Pieces moving from 1 space to another move as a single group. Set Guerrillas of a moving group to Active (1.4.3) if:

- The destination is a LoC or has any Support (1.6) AND
- The moving group's number of pieces plus the number of US and ARVN cubes, Irregulars, and Rangers at the destination exceeds 3.

EXAMPLE: Two Underground VC Guerrillas March from The Parrot's Beak into Kien Phong, where there are 2 Police cubes and Support. The total of 4 relevant pieces at the destination exceeds 3, so the VC Guerrillas flip to Active.

THE TRAIL: Marching NVA Guerrillas and Troops (not VC) may continue moving into additional spaces (paying once only for each added destination) if the previous destination space was in Laos or Cambodia (1.3.5), the Trail value is above 0 (6.7), and the March is not a LimOp (2.3.5). Also, if the Trail value is 4, NVA March into or out of individual Laos or Cambodia spaces costs 0 Resources. *NOTE: COIN Control does not stop such moves (1.7).*

3.3.3 Attack. Attack Operations seek to eliminate enemy forces. Select any spaces where the executing Faction and an enemy have pieces; pay 1 Resource per space.

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PROCEDURE: In each selected space, Activate (1.4.3) all the executing Faction's Guerrillas and then roll a die: if the roll is less than or equal to the number of the executing Faction's Guerrillas there (whether or not they began Active), remove up to 2 enemy pieces (executing Faction's choice). The NVA may instead remove 1 enemy piece per 2 NVA Troops there (round down, Activate no Guerrillas). Removed pieces may belong to different Factions and may be Underground Special Forces.

- Do not remove US or ARVN Bases before any other pieces of either Faction in the space.

CASUALTIES: Place any US pieces removed by Attack into the Casualties box.

ATTRITION: For each US Troop cube or US Base removed, the Attacking Faction must remove 1 of its Attacking pieces (Troops or Guerrillas, whichever used) from the space.



3.3.4 Terror. Terror Operations in Cities or Provinces affect Support and Opposition (1.6) and place Terror markers that hinder future efforts to influence it. On LoCs, they place Sabotage markers that block ARVN Resource earnings (6.2.1). Select any spaces where the executing Faction has at least 1 Underground Guerrilla or, for NVA Terror, NVA Troop cube; pay 1 Resource per Province or City (0 for LoCs).

PROCEDURE: Activate 1 friendly Underground Guerrilla in each selected space (if any there).

- If the space is a Province or City without a Terror marker, place a Terror marker. If VC, shift 1 level toward Active Opposition (1.6). If NVA, shift any Support 1 level toward Neutral.
- If the space is a LoC without a Sabotage marker, place a Sabotage marker.
- Do not place a Terror/Sabotage marker if all are already on the map. (There are 15.)

NOTE: Terror Ops will not add Terror or Sabotage markers to spaces that already have them. (Certain events can do so, 5.1.1).

4.0 SPECIAL ACTIVITIES

4.1 Special Activities in General

When a Faction per the Event Card sequence of play (2.3) executes an Operation (3.0), it may also execute 1 type of its Special Activities (EXCEPTION: Limited Operations, 2.3.5). There is no added Resource cost for the Special Activity. As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions. Select a given space only once as a location for a given Special Activity. (But see removal of adjacent pieces via Ambush from Road/River locations, 4.4.3). Events may grant free Special Activities (not further affecting Eligibility, 3.1.2, 5.5).

- ***Important:*** A Faction may execute its Special Activity at any one time immediately before, during, or immediately after its Operation.

EXAMPLE: The VC Rally until at 0 Resources, then pause to Tax and gain Resources, then continue to Rally in added spaces.

PLAY NOTE: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible receives the option of executing the card's Event, and vice versa (2.3.4).

4.1.1. Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities either must occur or may not occur where their Accompanying Operations occurred. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 US Special Activities



The US may choose from Advise, Air Lift, or Air Strike Special Activities.

4.2.1 Advise. Advise strikes with indigenous allied forces and can add to Aid (1.8). It may only accompany Training or Patrol (3.2.1-.2) and take place in 1 or 2 spaces NOT selected for Training (never North Vietnam, 1.4.2).

PROCEDURE: In each selected space, either:

- Sweep within the space with ARVN forces as if an ARVN Sweep there without movement (3.2.3, not in Monsoon, 2.3.9), OR
- Assault there as if ARVN Assault (3.2.4), OR
- Activate 1 Underground Irregular or Ranger there to remove 2 enemy pieces. Bases may only be removed once no other enemy pieces are there. Tunneled Bases (1.4.4) may not be removed (Underground Guerrillas may).

Then, if desired, add +6 Aid total (to max of 75).

4.2.2 Air Lift. Air Lift moves Troops, especially to mass them quickly for an Operation.

PROCEDURE: Move any US Troops and up to 4 ARVN Troops, Rangers, or Irregulars among any 4 spaces (2 spaces during Monsoon, 2.3.9; not North Vietnam, 1.4.2).

4.2.3 Air Strike. Air Strike destroys exposed Insurgent units. It may take place in up to 6 spaces (2 spaces during Monsoon, 2.3.9), each with any US or ARVN piece in it.

PROCEDURE: Remove a total of up to 6 Active enemy pieces (6 pieces even during Monsoon) from among the selected spaces. Remove Bases only from spaces where no other Insurgent pieces remain. Remove no Underground Guerrillas nor Tunneled Bases. Shift each space selected 1 level toward Active Opposition (if a Province or City with at least 1 Population, 1.6.1). Then, if desired, Degrade the Trail by 1 box (6.7), even if 0 pieces removed.

4.3 ARVN Special Activities



The ARVN chooses from Govern, Transport, or Raid Special Activities.

4.3.1 Govern. Governing adds Aid or extracts Patronage from Aid and Support. It may only accompany Training or Patrol (3.2.1-.2) and take place in 1 or 2 COIN-Controlled Provinces or Cities (1.7) with any level of Support (1.6) NOT Saigon NOR selected for Training. *NOTE: ARVN may Train and Govern but not in the same space during the same Op.*

PROCEDURE: In each space, either:

- Add 3 times the space's Population to Aid (to a maximum of 75), OR
- Transfer its Population value (times 1) from Aid to Patronage (max 75) and shift the space 1 level toward Neutral. There must be more ARVN cubes (Troops and Police total) than US cubes (Troops) in the space.

DESIGN NOTE: South Vietnamese officials may Govern benignly to attract more foreign aid, or less benignly to divert more aid to associates.

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4.3.2 Transport. Transport moves Troops and Rangers, to take control of countryside, for example, and prepares Rangers for Raids.

PROCEDURE: Select 1 space and move up to 6 ARVN Troops and/or Rangers from there onto 1 or more adjacent LoCs, if desired. They may continue to move along adjacent LoCs or through Cities and then, if desired, into any adjacent destinations (not North Vietnam, 1.4.2). They must stop at any NVA or VC pieces. Then flip all Rangers anywhere on the map to Underground.

4.3.3 Raid. Raiding repositions and strikes with the ARVN's special forces—Rangers. It may only accompany Patrol, Sweep, or Assault (3.2.2-.4) and take place in 1 or 2 spaces.

PROCEDURE: Each selected space, move in any adjacent Rangers desired (keeping them either Underground or Active). Then, if desired, Activate an Underground Ranger in each space to remove 2 enemy pieces. Bases may only be removed once no other enemy pieces are there. Tunneled Bases (1.4.4) may not be removed (Underground Guerrillas may).

4.4 NVA Special Activities

The NVA choose from Infiltrate, Bombard, or Ambush Special Activities.

4.4.1 Infiltrate. Infiltration enables the NVA to build up its conventional forces or to take over VC forces. It also erodes Opposition. It may only accompany Rally or March (3.3.1-.2). Infiltrate 1 or 2 spaces that have either an NVA Base or more NVA pieces than VC pieces.

PROCEDURE: In each space, either—

- If NVA Base(s), place NVA Troops up to the Trail value (6.7) plus the number of NVA Bases there, then replace any NVA Guerrillas desired 1 for 1 with added NVA Troops, OR
- If NVA outnumber VC, shift any Opposition there by 1 level toward Neutral. Then replace any 1 VC piece desired with its NVA counterpart. If replacing a VC Tunneled Base, flip the Tunnel marker from VC to NVA. In order to remove VC, NVA must have or make Available the NVA counterpart (1.4.1) and place it in the VC's place.

DESIGN NOTE: Infiltration of Northerners could dampen local revolutionary zeal, as Hanoi's interference replaced Saigon's.

4.4.2 Bombard. Bombardment imposes losses on concentrated enemy troops. It may occur in 1 or 2 spaces with any combination of at least 3 ARVN and/or US Troops (Police and Special Forces do not count) or with any US or ARVN Base. Each space also must have in it or be adjacent to a space with at least 3 NVA Troops.

PROCEDURE: Remove 1 US or ARVN Troop cube from each selected location, if US, to the Casualties box.

4.4.3 Ambush. Ambush enables the NVA to Attack on the move, ensure the success of Attacks, and avoid attrition and exposure of their Guerrillas. It may take place in 1 or 2 spaces selected and paid for as March destinations (0 cost for LoCs, 3.3.2) or for Attack by NVA Guerrillas (3.3.3, not yet resolved). At least 1 NVA Guerrilla that Marched into or will Attack in each space must be Underground (1.4.3). A free Ambush per an Event (5.5) occurs as if an Attack in the space.

NOTE: Ambush accompanying Attack modifies that Attack in that space rather than adding a second Attack there.

PROCEDURE: The NVA Attack in each selected location (at no added cost in Resources). Instead of the usual Attack procedure (3.3.3), the Attacks in those spaces each remove only 1 enemy piece (Bases last) but Activate 1 Underground Guerrilla only and automatically succeed (do not roll; remove the enemy piece normally). Also, do not remove any NVA pieces even if US Troops removed.

ROAD/RIVER: If a selected Ambush space is a LoC (1.3.4), NVA may remove the enemy piece from any adjacent space instead (Bases last), even where another target was just removed.

EXAMPLE: An NVA Guerrilla Ambushing on the 2-Econ Mekong could remove 1 enemy from either the Mekong, Kien Phong, Kien Hoa, Can Tho, or Saigon. Selecting Kien Phong would not prevent a 2nd NVA Guerrilla Ambushing there from also removing an enemy piece.

4.5 VC Special Activities

The VC may choose from Tax, Subvert, or Ambush Special Activities.

4.5.1 Tax. Taxation enables the VC to gain Resources from areas they inhabit. They may Tax up to 4 spaces that have Underground VC Guerrillas and no COIN Control (1.7).

NOTE: There is no COIN Control of LoCs, so VC can Tax there even if outnumbered. VC can Tax Sabotaged LoCs.

PROCEDURE: For each space, Activate 1 Underground VC Guerrilla there (1.4.3). Add the space's Econ value or twice its Population (1.3.2-.4) to VC Resources (1.8). If a Province or City, shift it 1 level toward Active Support.

4.5.2 Subvert. Subversion replaces ARVN pieces with VC Guerrillas and saps Patronage. It may only accompany Rally, March, or Terror (3.3.1, -.2, -.4). It may occur in any 1 or 2 spaces with at least 1 Underground VC Guerrilla and any ARVN cubes.

PROCEDURE: In each space, remove any 2 ARVN cubes or replace 1 there with a VC Guerrilla. Then drop Patronage, -1 for every 2 ARVN pieces removed (or replaced) total (rounded down).

4.5.3 Ambush. VC Ambushes the same as NVA (4.4.3) but using VC Guerrillas instead.

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5.0 EVENTS

Each Event bears a title, Period Event year (2.1), italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected or which Faction will execute a free Operation (5.5). If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play. *NOTE: RVN Leaders (2.4.1) have text that follows the same general rules below as Event text.*

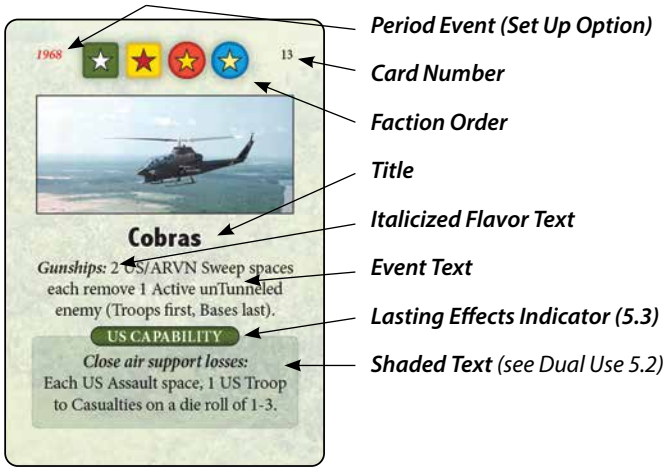
5.1.1 Where Event text contradicts rules, the Event takes precedence. *EXAMPLE: NVA executing "Plei Mei" could March as directed even during Monsoon (2.3.9).* However:

- Events may not violate stacking (and so never place Bases where already 2, nor US or ARVN forces into North Vietnam, 1.4.2).
- Events place only available pieces (1.4.1) and markers unless specifying from out of play or Casualties; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events do not force removal of Tunneled Bases unless removal of Tunneled Bases is explicitly stated (1.4.4). A Faction may opt to remove its own Tunneled Base to fulfill Event text.
- Events may not raise Resources, Aid, or Patronage beyond 75 (1.8).

5.1.2 If two Events contradict, the currently played Event takes precedence. *EXAMPLE: US could Air Lift with "MACV" even with "Typhoon Kate" in effect because MACV directs that "US ... executes any 1 free Special Activity".*

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.1.4 Pivotal Events are Events that have preconditions for play and preempt other Event cards, including Faction order. The executing Faction must select the Event to play the Pivotal Event card. (See 2.3.8.)



NOTE: Light halos around some Faction symbols regard Non-player instructions (8.4.1).

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Counterinsurgents, a player may select either text option regardless of Faction.

DESIGN NOTE: Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.

5.3 Capabilities

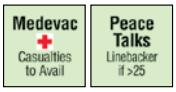


Dual-use Events marked "US CAPABILITIES", "VC CAPABILITIES", and so on have lasting effects mainly relating to that Faction. When executing such an Event, place the corresponding marker on the appropriate side (unshaded or shaded) in the Capabilities box. The Event's effects last for the rest of the game.

PLAY NOTE: Set out executed Capabilities Event cards near the affected player(s) as added reminders.

5.4 Momentum

Event text (unshaded, shaded, or both) marked "MOMENTUM" also includes lasting effects. When executing such text, place the card in view near the draw pile. It has effects specified to last until the next Coup round's Reset phase (6.5), when the card is discarded. *NOTE: Any number of Momentum Events can be in play.*



MARKERS: Place the "Medevac" marker on its appropriate side onto the Event card while in effect to record which use applies. Place the "Peace Talks" marker on the "Linebacker II" Pivotal Event card if unshaded Peace Talks executed and Linebacker II not.

5.5 Free Operations

Some Events allow the Executing or another Faction an immediate Operation or Special Activity that interrupts the usual sequence of play and typically is free: it bears no Resource cost and does not affect Eligibility (3.1.2, 2.3.1), though other procedures and restrictions remain unless modified by Event text (5.1.1). *NOTE: Pacification, Trail Improvement, and Agitation cost Resources even if part of free Operations (3.2.1, 3.3.1). A free Ambush Special Activity occurs as if an Attack is occuring in the space (4.4.3).*

EXAMPLE: NVA free March (3.3.2) would cost 0 Resources and not affect NVA Eligibility. Free Raid (4.3.3) would have to Activate an Underground Ranger to remove enemies.

6.0 COUP ROUNDS



Conduct a Coup Round in the sequence of phases below as each Coup Card is played, first following any immediate Coup effect (2.4) and adjusting Control (1.7). The Sequence of Play sheet and board also list this sequence.

EXCEPTION: Never conduct more than 1 Coup Round in a row (without at least 1 Event card in between)—instead, additional Coup cards are played (including any new RVN Leader and any immediate effect) without a Coup Round. If final (2.4.2), end the game, determine victory (7.3).

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6.1 Victory Phase

If any Faction has met its Victory condition, the game ends (exceptions: Non-player option [1.5]; 1-player [8.9]). See Victory (7.0) to determine winner and rank order. Otherwise, continue with the Coup Round. After conducting the final Coup card's Round (2.4.2), determine victory per 7.3.

6.2 Resources Phase

Follow these steps to add to Factions' Resources to a maximum of 75 (1.8).

6.2.1 Sabotage. Sabotage (3.3.4) each unSabotaged LoC where Insurgent Guerrillas outnumber COIN pieces or adjacent to a City without COIN Control (until no Sabotage markers remain, VC chooses which spaces first).

6.2.2 Degrade Trail. If any Laos or Cambodia space is COIN-Controlled, Degrade the Trail by 1 box (6.7).



6.2.3 ARVN Earnings. Add the Aid value to ARVN Resources. Then add as well the Economic value (1.3.4) of all LoCs that have no Sabotage (Total Econ, 15 minus the Econ value of any Sabotaged LoCs) and adjust the "Econ" marker to show that unSabotaged Econ (affecting US spending of ARVN Resources during the coming Campaign, 1.8.1).

6.2.4 Insurgent Earnings. Add to Resources:

- VC—The number of VC Bases on the map.
- NVA—The number of NVA Bases in Laos and Cambodia, plus 2 times the Trail value (6.7).

6.2.5 Casualties and Aid. Finally, subtract from Aid 3 times the number of pieces in the Casualties box (3.3.3).

6.3 Support Phase

US, ARVN, and VC may spend Resources to affect popular Support and Opposition (1.6).

6.3.1 Pacification. The US and then ARVN may spend ARVN Resources to build Support in a combined total of up to 4 Provinces and/or Cities. *EXAMPLE: If the US Pacifies in 3 spaces, ARVN may do so in only 1; if US in 4, ARVN in none; etc*. Each space must have COIN Control, Police, and the Pacifying Faction's Troops. Every 3 ARVN Resources spent removes a Terror marker or—once no Terror is in a space—shifts the space 1 level toward Active Support, to a maximum of 2 levels per space total during each Support Phase (not per Faction). The US may not spend Resources below marked Total Econ (1.8.1, 6.2.3). (See also Training, 3.2.1)

DESIGN NOTE: Troops and Police or local militias together provide the security needed to gain popular support.

6.3.2 Agitation. VC may spend Resources to encourage Opposition in up to 4 spaces with VC pieces and no COIN Control (1.7). Every 1 VC Resource they spend removes a Terror marker or—once no Terror is in a space—shifts the space 1 level toward Active Opposition, to a maximum of 2 levels per space.

6.4 Redeploy Phase

Redeploy forces as follows without adjusting COIN or NVA Control until afterwards.

6.4.1 Laos and Cambodia. Remove all US and ARVN pieces from Laos and Cambodia—US Troops to the out of play box, all other pieces to Available boxes.

DESIGN NOTE: The removal from Laos and Cambodia represents the political cost of too lengthy an operation inside a neutral country.

6.4.2 ARVN Redeploy. The ARVN *must* move its Troops from LoCs and Provinces without COIN Bases—and *may* move any other ARVN Troops—to any Cities without NVA Control, any US or ARVN Bases, or Saigon. ARVN then *may* move any Police to any LoCs or to any COIN Controlled spaces within South Vietnam. *NOTE: US forces do not Redeploy.*

6.4.3 NVA Redeploy. The NVA then *may* move NVA Troops (only) from any map spaces to any NVA Bases (even COIN Controlled).



6.4.4 Control. Now adjust COIN and NVA Control (1.7) to reflect the above moves.

6.4.5 Game End? If and only if this is the final Round (2.4.2), end and determine victory (7.3).

6.5 Commitment Phase

If not the final Round, take 1 in 3 (round down) US Troop and all Base Casualty pieces out of play. Put all other US Casualties into Available boxes. The US then may move up to 10 US Troops and 2 US Bases among the US Available box, any COIN-Control spaces, LoCs, and Saigon. Adjust any changes in Control and Victory markers (1.9) at the end of the Phase.

NOTE: Commitment is the main time that the US "commits" forces from Available to South Vietnam or "withdraws" them the other way.

6.6 Reset Phase

Then prepare for the next card as follows:

- If the Trail (6.7) is at 0, Improve it to 1; if it is at 4, Degrade it to 3.
- Remove all Terror and Sabotage markers (3.3.4).
- Flip all Guerrillas and SF Underground (1.4.3).
- Place any Momentum cards that were in effect onto the played cards—their Events' effects no longer apply (5.4).
- Mark all Factions Eligible (2.3.1).
- Play the next card from the draw deck and reveal the draw deck's new top card (2.3.9).

6.7 The Trail



The ("Ho Chi Minh") Trail track shows the efficiency of land and water resupply from North to South Vietnam as a value from 0 to 4—affecting NVA Rally (3.3.1), March (3.3.2), Infiltration (4.4.1), and Earnings (6.2.4). Improving the Trail raises the value; Degrading it decreases the value (slide the Trail marker along the boxes). Rally (3.3.1), Air Strike (4.2.3), US/ARVN incursions into Laos or Cambodia (6.2.2), Coup Round Reset (6.6), and Events (5.0) all can affect the Trail value.

DESIGN NOTE: Trail Degradation represents not only strikes on the Ho Chi Minh Trail itself but also on sea transport and North Vietnam.

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7.0 VICTORY

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

7.1 Ranking Wins and Breaking Ties

If any Non-player Faction (8.0) passes a victory check (7.2), all players lose equally. Otherwise, whenever any player does so or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1st place, 2nd highest comes in 2nd place, and so on. Ties go to Non-players (8.0), then the VC, then the ARVN, then the NVA.

7.2 During Coup Rounds

Check victory at the start of each Coup Round (6.1), comparing the positions of the various victory markers (1.9) to the thresholds marked on the edge track. Victory conditions are:

- **US:** Total Support (1.6.2) plus the number of Troops and Bases in the US Available Forces box exceeds 50.
- **NVA:** Total NVA-Controlled Population plus the number of NVA Bases on the map exceeds 18.
- **ARVN:** Total COIN-Controlled Population plus Patronage exceeds 50.
- **VC:** Total Opposition (1.6.2) plus number of VC Bases on the map exceeds 35.

7.3 After Final Coup

If the final Coup Round (2.4.2) is completed without a victory check win (7.2), the Faction with the highest victory margin wins. The victory margin is the amount a Faction is beyond or short of its condition set forth in 7.2.

NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.

- **US:** Total Support + Available US – 50.
- **NVA:** NVA-Controlled Population + NVA Bases – 18.
- **ARVN:** COIN-Controlled Population + Patronage – 50.
- **VC:** Total Opposition + VC Bases – 35.

Victory Deception Option: For less knowledge of how close Factions in 3- or 4-player games are to winning, each player at start blindly draws 2 Deception markers. Set aside the rest; they may not be inspected. Players may reveal their Deception markers only as they use them:

Empty Threat: No effect (reveal at game end).

Hidden Agenda: Permanently add +1 to the holding player's victory margin (7.3).

Hidden Asset: Convert any 1 LimOp option (2.3.5) into a full Op & Special Activity option.

Handicap Option: If players possess a mix of experience levels, use the above option, but allow the inexperienced players to secretly select any 2 markers each, least experienced first; the experienced players then blindly draw 2 markers each from those remaining.

STOP!

You have read all rules needed for 4 players or the No Non-Player option with 2 or 3 players (1.5, recommended for first-time play).

8.0 NON-PLAYER FACTIONS

This section governs actions by any Factions beyond those represented by a player, for solitaire or as an alternative to the No Non-Player option for 2 or 3 players (1.5). See also the Playbook's Non-Player Examples of Play.

NOTE: Non-player Factions may not act only in their own direct interest. Like players, they sometimes help, sometimes harm, one another.

Important: If playing solitaire, be sure to read the special 1-player victory conditions (8.9) before you start!

8.1 Non-Player Sequence of Play

The Sequence of Play aid sheet summarizes the following rules in gray text.

- **Operations Not Limited.** Non-Players must follow all rules as if players, except for the following: Whenever a Non-player Faction by the Sequence of Play(2.3.4) is to execute a Limited Operation (2.3.5), it instead executes a full Operation and Special Activity. (Non-players execute free LimOps by Event normally, [5.5] as LimOps.)
- **Event or Ops?** Except as specified below and in any special Event Instructions (8.4.1), a Non-player Faction when given the option (2.3.4) chooses the Event.
- **Pivotal Events.** Non-players execute their playable Pivotal Events only when certain additional conditions are met (8.4.6).
- **Capabilities.** Non-players opt for Capabilities Events only on a die roll less than the number of Coup cards left in the deck.
- **Ineffective Events.** Regardless of the above, Non-player Factions opt only for Events that would have an effect (something happens, including Capabilities, 5.3) and for Momentum Events (5.4) when the next card is "Coup!" only if they would have an immediate or Coup Round effect *(EXAMPLES: "Bombing Pause", "Blowtorch Komer", "Medevac", "Oriskany", "Rolling Thunder" all have such effects; "ADSID", "Claymores", "Wild Weasels" do not).*
- **Low Resources.** If Non-player NVA or ARVN are to execute Operations but have 0 or fewer than 3 Resources, respectively, they Pass instead (earning Resources, 2.3.3). *NOTE: Non-player VC at 0 Resources will try to Tax (8.5). Non-player US tries to Operate even without ARVN Resources.*

INEFFECTIVE EVENT EXAMPLE: Non-player US is 1st Eligible for "Operation Attleboro". At the moment, no Tunnel is on the map. The Event would have no effect, so the US executes Operations and a Special Activity instead.

8.1.1 Events, Operations, and Special Activities. To execute an Event with a Non-player, follow the section below about Non-player Events and any individual Event instructions on the reverse of the Random Spaces foldout (8.4.1). To execute a Non-player Faction's Operations and Special Activities, see the Non-Player flow charts and the rules section below governing that Faction's actions.

GUIDELINES: Unless otherwise specified, carry out whatever actions apply to the maximum extent (such as in the most spaces or with the most pieces allowed and only as long as needed pieces and Resources are available). Normal Resource costs, requirements, and procedures apply.

EXAMPLE: Non-Player VC Terror Activates an Underground Guerrilla and costs 1 Resource per City or Province, per 3.3.4.

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PLAY NOTE: To more easily implement Ops that move pieces (March, Patrol, Sweep, Transport, Raid, Air Lift, 8.5-8.8), first identify which pieces can move, then their destinations.

8.1.2 Pieces and Resources. The Random Spaces sheet summarizes the following. Unless otherwise specified, once spaces involved are selected, Non-player Factions:

- As possible, place friendly and target or remove enemy Bases, then Guerrillas or Special Forces, then alternating Troops and Police evenly, beginning with whichever is fewest in the space (Troops if even). Within that, target enemy Underground before Active Guerrillas or SF, then enemy US before ARVN and enemy VC before NVA.
- Remove friendly pieces in the reverse order from the above, to the degree possible, alternating Troops and Police evenly, beginning with whichever is most in the space (Troops if even), Active before Underground Guerrillas or SF.
- Never place 2 COIN (US or ARVN) Bases in the same space, nor ARVN Bases into Cities.
- Move friendly (US and ARVN) from out-of-play first, then from Casualities, then from Available. Move out-of-play or Casualty pieces to Available or the map in this order: Bases, then Rangers, Troops, Irregulars.
- Remove pieces to be replaced even if no pieces are available to replace them (1.4.1, EXCEPTION: Infiltrate, 4.4.1).
- March so as to get as many Underground Guerrillas as possible to the destination (3.3.2). Within that requirement, March Active Guerrillas first.
- Never voluntarily transfer Resources (1.5.2).

8.1.3 Selecting Spaces. When executing Operations and Special Activities by the priorities on the Non-Player flowcharts (and per 8.4 to 8.8), select spaces for each listed priority in order until there are no more legal candidate spaces or actions for that priority, or until any space limit within that priority is reached. Then move on to the next priority and do the same, until any overall space limit for the Operation or Special Activity is reached, or until the Faction runs out of Resources (if applicable). Sometimes, priorities will provide a precedence of what spaces or situations should be selected first; if not, select equal candidates randomly as described below (8.2-8.3).

8.2 Random Spaces

If several candidate Province or Cities have equal priority for a Non-player Operation, Special Activity, or Event, select one using the Random Spaces table:

- Roll the three dice: red indicates column on the table, yellow indicates row of box trios, and blue indicates the box within the trio naming a space. *NOTE: The boxes show terrain and Population of each space. If the box names 2 spaces, choose the top space first. EXAMPLE: Choose An Loc before Phuoc Long.*
- If the resulting space is not a candidate, move down the column until one is reached. Follow the arrows, moving from the bottom of one column to the top of the next and from Quang Nam to Quang Tin (or just follow the arrows on the Random Spaces Map).
- Carry out as much of the action as possible in the candidate space reached, then roll again to select another space only if needed.

PLAY NOTE: If players agree, choose among a few spaces by equal-chance die roll instead.

8.3 Random LoCs

If both LoCs and other spaces are equal candidates, choose LoCs last. If several LoCs are candidates, choose:

- First that with the highest Econ.
- Then that adjacent to a Random City (8.2).
- Then with an equal chance die roll.

Sabotage only unSabotaged LoCs.

8.4 Non-Player Events

NOTE: Events will not always benefit the executing Non-player Faction directly.

8.4.1 Event Instructions. Whenever any Non-player Faction is to execute an Event and that Faction's symbol on the card has a light-colored halo, first check any special instructions for that Event on the reverse of the Random Spaces foldout. When a Faction plays an Event that gives free Operations or Special Activities (5.5) to another, Non-player Faction, the 2nd Faction's Event instructions (if any) apply to how it executes those free actions.

8.4.2 Dual-Use Events. Non-player NVA and VC executing a Dual-Use Event (5.2) use the shaded text, while Non-player US and ARVN use unshaded text, unless Event Instructions say otherwise (8.4.1).

8.4.3 Event Placement. Place, remove, or relocate as many pieces (per 8.1.2) as Events, availability (1.4.1), and stacking (1.4.2) allow. When allowed and unless otherwise specified, Non-player US and ARVN place or move friendly pieces from out of play first, then from Casualties, then from Available.

8.4.4 Events—Who, What, and Where. Unless otherwise specified:

- When there is a choice of who gets Event benefits (such as Resources, free Operations, or placing pieces or Tunnel markers), select the executing Faction, then the other friendly Faction, then a random enemy, Non-player first. US and ARVN always increase rather than decrease Aid and ARVN Resources, NVA and VC the reverse. ARVN increases rather than decreases Patronage, all other Factions the reverse.
- For any choices as part of free Operations (including Limited Operations) or Special Activities, use that Faction's priorities (8.5-8.8). For multiple free Operations (such as "Sweep then Assault"), use the priorities for the first. Where not applicable, choose pieces per 8.1.2 and spaces randomly (8.2-8.3). *NOTE: If there is a choice among Operations, use the Faction's flowchart to select one. If there is a choice among Special Activities without an Operation, follow the flowcharts to see which Operation and Special Activity is selected but ignore the Operation.*
- Select spaces for shifts in Support or Opposition per 8.4.5 below.
- Within the above (if applicable), select Event spaces to ensure that as many Bases then other pieces as possible are placed, removed, or replaced. When removing enemy pieces, use the priorities in 8.1.2 above. If friendly pieces are to be removed and there is a choice, remove the other Faction's pieces.
- Otherwise, select spaces randomly (8.2.3).

PLACEMENT EXAMPLE: Non-player VC executing "Cu Chi" place as many Tunnel markers as possible, VC Tunnels first. So they select first a Province with 2 un-Tunneled VC Bases, if any such space, then a space with 1 VC and 1 NVA un-Tunneled Base each, then a space with just 1 un-Tunneled VC Base.

OP EXAMPLE: Non-player US is executing "SEALORDS". Decide

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by each Faction's priorities whether it will either Sweep or Assault. The US Assaults if doing so could remove NVA Control, a Base, or a Tunnel, or could remove at least 6 enemies (8.8.2), otherwise Sweeps.

8.4.5 Events that Shift Support/Opposition. Unless otherwise specified, Non-player Factions select spaces for Event effects that shift Support or Opposition as follows:

- VC for the highest gain in Total Opposition, then the highest loss in Total Support.
- NVA for the highest loss in Total Support, then the *least* gain in Total Opposition.
- ARVN for the highest loss in Total Opposition, then the *least* gain in Total Support.
- US for the highest gain in Total Support, then the highest loss in Total Opposition.

8.4.6 Pivotal Events. A Non-player Faction holding a Pivotal Event plays it the instant that it is playable (that Faction is Eligible, the Event's preconditions are met, and no Coup is next, 2.3.8 & 5.1.4) and that any player Faction is 1st Eligible (including because the player just played a Pivotal Event that the Non-Player's Event can trump). If 2 or 3 Non-Players play Pivotal Events at once, they trump one another normally.

EXAMPLE: A US player is 1st Eligible on the played Event. No Coup is showing. Non-player VC are also Eligible, have not yet played "Tet Offensive", and have more than 20 Guerrillas in South Vietnam. The VC immediately execute "Tet Offensive".

NOTE: When a Non-player plays a Pivotal Event, further instructions (8.4.1) guide its execution.

8.4.7 Other Event Choices. When a Non-player Faction while executing an Event has a choice that is not otherwise covered above, choose randomly among the possibilities. *EXAMPLE: Non-player execution of "RAND" chooses a candidate US Capability to flip with an equal chance die roll.*

8.5 Non-Player VC Actions



NOTE: It is not necessary to read through the lengthy stipulations below before playing because they are summarized on the Non-player flowcharts. Refer to these rules as needed to clarify the flowcharts' shorthand.

8.5.1 Terror. If the VC are to Operate and have enough Underground Guerrillas and the Resource (without Taxing) to use Terror (3.3.4) in any space with Active or Passive Support—if the space has VC Base, without Activating the last Underground VC Guerrilla there—the VC use Terror as follows:

- If the VC hit 0 Resources while executing Terror and it is possible for them to Tax per below, they do so before continuing Terror.
- Everywhere that a shift is possible (not at 0 Population nor Active Opposition) without Activating the last Underground VC Guerrilla with any VC Base, first in the spaces with the highest Population, then randomly.
- Then, if and only if the VC have more than 12 Resources and Aid is less than 30, on all unsabotaged LoCs (with Underground VC).

TAX: If the VC already Taxed once, their Op and Special Activity is complete. If not, they do so now, unless they already have a lot of Resources and—unless they are at 0 Resources—only where it does not hurt Opposition or add Support. Tax up to 4 spaces (that have Underground VC Guerrillas and no COIN Control, 4.5.1) if and only if the VC have no more than 9 Resources, as follows:

- First Tax the 2-Econ and then any 1-Econ LoCs possible.
- Then Tax spaces at Active Support where possible (Underground VC and no COIN Control), highest Population spaces first.
- Finally, if and only if the VC at this moment remain with 0 Resources, Tax up to 4 Active Opposition then other random spaces, highest Population first in each case (not at 0 Pop).

If the VC already have more than 9 Resourses or no such VC Taxation is possible, the VC instead Subvert as follows.

SUBVERT: If the VC Terrorized, Rallied, or Marched but did not Tax or Ambush, they Subvert in 1 or 2 spaces (with Underground VC Guerrillas and ARVN cubes, 4.5.2) as follows:

- First, where possible to remove COIN Control, from the most Population possible.
- Then, within the above priority, to remove the most cubes, Troops and Police evenly (starting with the fewest in the space, 8.1.2).
- In each space, replace ARVN with VC only where only 1 ARVN cube is in the space.

If no such Subversion is possible, the VC instead execute no Special Activity with their Operation (Op Only, 2.3.4).

8.5.2 Rally. If the conditions for VC Terror are not met, and if the VC either have at least 12 Guerrillas in their Available Forces box or would place 2 or more Bases if Rallying per below, Rally in up to 6 spaces (without Support, 3.3.1), as follows:

- If the VC hit 0 Resources while Rallying and it is possible for them to Tax per 8.5.1 above, they do so *before* continuing to Rally.
- Then place a VC Base (replacing 2 Guerrillas, 3.3.1) wherever there are at least 4 VC Guerrillas (and room for the Base, 1.4.2).
- Then place Guerrillas (single if no VC Base) in up to 2 spaces that have ARVN Troops or Police but no VC Guerrillas yet (selecting randomly among such spaces if more than 2).
- Next, place VC Guerrillas wherever there already is a VC Base and fewer than 4 Underground (not Active) VC Guerrillas.
- Then place VC Guerrillas wherever doing so would remove COIN Control from spaces with at least 1 Population.
- Then—if and only if the NVA are a player (not if there is a Non-player NVA)—place single VC Guerrillas to remove NVA Control of any Population (not 0 Population spaces).
- Then place single VC Guerrillas in other spaces that have 1, 2, or 3 VC Guerrillas, and finally in other random spaces inside South Vietnam (until a total of 6 Rally spaces is reached or the VC have no more Resources).

If the shaded "Cadres" Capability is in effect (5.3), Agitate now as possible per "Cadres" and per the priorities in 8.5.5 below.

IF NONE: If no Rally is possible, such as because no Taxation occurred and the VC have 0 Resources, instead March per 8.5.3 below or, if that is not possible either, Pass.

TAX: If the VC Taxed per above, their Op and Special Activity are complete. If they did not Tax, but can do so now, they Tax per 8.5.1.

SUBVERT: If the VC Rallied but did not and do not now Tax, they Subvert per 8.5.1 above.

8.5.3 March. If the VC neither Terrorized nor Rallied, and no LoC now has an Underground VC Guerrilla on it, and it is not Monsoon

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(2.3.9), March as follows (and per 8.1.2):

- For the moves below, March as many adjacent Guerrillas as possible while always leaving 2 VC Guerrillas per space with a VC Base and 1 VC Guerrilla per other space (including LoCs)—leaving behind Underground Guerrillas first if other priorities can be met (then per 8.1.2).
- Also, do not move out of any South Vietnam space so as to add either COIN Control or NVA Control to it (1.7).
- First, March to get 1 Underground VC Guerrilla onto each 1-Econ or 2-Econ LoC space possible (paying 0 Resources, 3.3.2).
- Then, March into spaces that have at least 1 Population, first into those not yet at Active Opposition, then wherever it is possible to move in the most Underground VC Guerrillas that stay Underground—(and only with that number of Underground Guerrillas, 8.1.2)—next, within that priority or if staying Underground is not possible for additional spaces—to remove the most COIN Control possible.
- Finally—if and only if the NVA are a player—March into spaces with at least 1 Population and NVA Control where it is possible for the arrival of Marching VC to remove that Control.

IF NONE: If no such March is possible (such as during Monsoon, 2.3.9), the VC instead Rally (8.5.2) or, if that is not possible either,- Pass (2.3.3). *EXAMPLE: The VC are to March but have 0 Resources and cannot get any Underground Guerrillas onto LoCs; they try to Rally, beginning with Tax to get Resources.*

AMBUSH: After Marching, if and only if the VC at that moment have at least 1 Resource, Ambush (in up to 2 spaces with Underground VC Guerrillas that just Marched, 4.5.3; 1 space if unshaded "Booby Traps" is in effect, 5.3).

- Select Ambush spaces and remove enemy pieces per the Attack and Ambush priorities listed in the bullets in 8.5.4 below.

TAX OR SUBVERT: If no such Ambush is possible—or if the VC have 0 Resources—Tax or, if that not possible, Subvert, all per 8.5.1.

8.5.4 Attack. If the VC neither Terrorized nor Rallied and already have an Underground Guerrilla on a LoC, Attack (3.3.3). The VC will Attack to Ambush and wherever they have large groups of Guerrillas, until they run out of targets or Resources. Select spaces for Attacks and Ambushes, and remove enemy pieces within those spaces, as follows:

- First, select spaces where a successful Attack could remove a US or ARVN Base, then where it could remove Special Forces (Irregulars or Rangers), then Troops and Police evenly (per 8.1.2, and including adjacent space for Ambush from LoC, 4.5.3). *NOTE: Bases would only be removed once no other COIN pieces are left (3.3.3.).*
- Within the above priorities, select spaces to remove US pieces (rather than ARVN) first, and then where Attack or Ambush could remove COIN Control.
- Among spaces with the same priority, first Ambush where possible to meet that priority. Ambush first from LoCs (including into adjacent spaces, 4.4.3/4.5.3) where possible.
- Then Attack only those remaining selected spaces with groups of 4 or more VC Guerrillas within the space.
- Remove pieces within a selected space using the above (8.1.2) priorities: Bases whenever possible, Special Forces, then Troops and Police evenly (whichever least), and US before ARVN within each of these categories.

IF NONE: If no such Attack is possible, instead March (8.5.3).

AMBUSH: Ambush per above (up to 2 spaces with Underground VC Guerrillas, 4.5.3; 1 space if unshaded "Booby Traps" is in effect, 5.3).

- If more than the allowed number of potential Ambush spaces have equal priority, Ambush first where the fewest VC Guerrillas.
- If no such Ambush is possible, the VC execute no Special Activity with their Attack.

8.5.5 Agitate. The Non-player VC Agitate (6.3.2) to the maximum extent that they can, first for the greatest total shift, then where any Support, then where there is no Terror marker, then randomly. Remove Terror only if a shift would be achieved (because the VC will have Resources after removing the Terror and the space is not yet at Active Opposition).

8.6 Non-Player NVA Actions

8.6.1 Pass. If the NVA are to Operate but have 0 Resources, they Pass instead (2.3.3 & 8.1, gaining 1 Resource).

8.6.2 Attack. When the NVA with any Resources are to Operate, they Attack if NVA Troops Attacking alone (without any Ambush or Bombard) would either add any NVA Control, or remove any US or ARVN Base, or remove the last or at least 4 enemy pieces from a space.

The NVA Attack wherever their Troops are able to remove enemy pieces, possibly where NVA can Ambush, and also where they have large groups of Guerrillas, until the NVA runs out of targets or Resources. An NVA Attack selects spaces, removes enemy pieces within those spaces, and chooses whether to use NVA Troops or NVA Guerrillas as follows:

- First, target any enemy pieces in Laos or Cambodia, then those within South Vietnam.
- Within that priority, Attack first in (or from, if Ambushing from LoCs, 4.4.3) those spaces in (or from) which the most enemy pieces total could be removed.
- Within that priority, Attack first where a Base could be removed, then where Special Forces (Irregulars or Rangers) could be removed, finally Troops and Police evenly (starting with the fewest in the space, 8.1.2). For each Attack space, remove pieces in that order, to the degree allowed. *NOTE: These are the same priorities for removal of enemy pieces as Non-player VC Attack uses (8.5.4).*
- Within those priorities, Attack and remove US pieces before ARVN whenever possible.

WHICH NVA ATTACK: Once spaces are selected, Attack only as follows, in the following order among spaces of the same priority above:

- If there are at least 4 NVA Troops in the selected space, the Troops Attack.
- Where there are fewer than 4 NVA Troops and NVA Ambush is possible, Ambush—first with Guerrillas on LoCs—until no further Ambush spaces are allowed. (Check now to see if Ambushing per below is possible; if not, Bombard per below *before* any Attacks if enemies would remain for Attacks to remove).
- Where there are fewer than 4 NVA Troops and NVA Ambush is not possible, Attack with Guerrillas only if there are at least 4 NVA Guerrillas.
- Among remaining selected spaces, Attack with Troops only where

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there are enough NVA Troops to remove enemy pieces (accounting for any effect of the "PT-76" Capability, 5.3). Attack in no further spaces.

- Use shaded "PT-76", if in effect, in the space where it will remove most extra enemy pieces.

AMBUSH: If Ambushing per above would remove a total of 2 pieces that are any mix of either ARVN Bases, Rangers, or US pieces, do so (in 2 Attack spaces with Underground NVA Guerrillas, 4.4.3). Do not Ambush if either piece removed would be an ARVN Troop or Police, or if only 1 Ambush space is possible, such as because the unshaded "Booby Traps" Capability (5.3) is in effect. EXCEPTION: If the "Typhoon Kate" Momentum Event (5.4) is in effect, do Ambush (in 1 space).

- Ambush after Attacking with groups of at least 4 Troops, and *before* doing so with groups of at least 4 Guerrillas.
- If no such Ambush is possible, instead Bombard *before* Attacking, as follows.

BOMBARD: Bombard 2 spaces (in or adjacent to 1 or more spaces with at least 3 NVA Troops, 4.4.2)—or, if "Long Range Guns" in effect, Bombard 1 or 3 spaces as allowed.

- Select Attack or March destination spaces first, then other spaces with NVA pieces in them, then where US Troops, then randomly.
- Within each space, remove US Troops before ARVN.

If no such Bombardment is possible, the NVA instead execute no Special Activity with their Operation (Op Only, 2.3.4).

8.6.3 Terror. If the NVA with any Resources do not meet the above conditions for Attacking, and if they could execute Terror in spaces totaling at least 3 Population at Active Support, they do so in each space that they can that have any level of Support (Passive or Active Support, where NVA have Troops or Underground Guerrillas, 3.3.4). Select spaces randomly if NVA Resources are too few to Terrorize all.

BOMBARD: Then Bombard per 8.6.2.

8.6.4 Rally. If the NVA with any Resources do not meet the above conditions for either Attack or Terror, and if the NVA have more than 20 Troop cubes or 10 Guerrillas in their Available Forces box, or if the Trail is at 0 or 1, the NVA Rally in up to 3 spaces (without Support, 3.3.1) and improve the Trail. EXCEPTION: If the unshaded "AAA" Capability is in effect and the Trail would be improved per below, instead Rally in only 1 space and improve the Trail.

Select spaces and Rally as follows:

- Place an NVA Base (replacing 2 NVA Guerrillas, 3.3.1) wherever there are at least 4 NVA or VC Guerrillas or Troops (including 2 NVA Guerrillas and room for the Base, 1.4.2).
- Then place NVA Guerrillas at any COIN Control in Laos or Cambodia.
- Next place Guerrillas at NVA Bases where there are no or only 1 NVA Guerrilla, then at any other NVA Bases (with 2 or more NVA Guerrillas already).
- Finally, place Guerrillas in other random spaces, until the specified number of Rally spaces is reached (or Resources run out).

After placing any pieces, pay to Improve the Trail, if possible, unless the NVA already have fewer than 3 Resources, or unless the Trail is already at 3 and NVA have fewer than 9 Resources. *EXAMPLE: NVA with 3+ Resources, Trail at 2, and shaded "SA-2s" improve the Trail to 4.*

IF NONE: If no such Rally is possible, instead March per 8.6.5 below or, if that is not possible either, Pass.

INFILTRATE: After Rallying (or Marching), Infiltrate in up to 2 spaces (or in 1 space if the "559th Transport Grp" unshaded Momentum Event is in effect) if and only if a Base or at least 4 Troops would be placed, as follows:

- First, until the NVA have no Base in their Available Forces box, replace any VC Bases possible with NVA Bases (where there are more NVA than VC pieces, shifting Opposition, 4.4.1)—first in spaces with the highest Population, then any Tunnelled Bases, then in random spaces.
- Then place Troops (at NVA Bases), first in those Base spaces with the most NVA Guerrillas, then in spaces with 2 NVA Bases, then in random Base spaces. Within each of those priorities, choose spaces within South Vietnam first.
- If placing Troops, then also replace NVA Guerrillas in those spaces with Troops, but only where there are more than 2 NVA Guerrillas in a space and until 2 are left.

BOMBARD: If neither NVA Base nor at least 4 Troops would be placed, or no such Infiltration is possible *(EXAMPLE: "McNamara Line"),* instead Bombard per 8.6.2.

8.6.5 March. If no conditions for any other Operation applied and it is not Monsoon (2.3.9), the NVA will March—first to set up for placing a Base in Laos/Cambodia, then to get a few Guerrillas on LoCs, then with larger groups to expand NVA Control. NVA March as follows (and per 8.1.2):

- March Troops and Guerrillas out of spaces, leaving behind only just enough Guerrillas then Troops to keep any NVA Control there and to to keep 2 NVA Guerrillas or Troops in any space with NVA Bases. Leave NVA Guerrillas if possible, otherwise Troops. Ignore this restriction if and only if another Marching group is certain to enter the earlier group's origin space and fulfill this requirement.
- Use the Trail to move pieces more than one space only if the Trail is at 4 (3.3.2, 6.7) or if the March is free (5.5). (Leave 1 or more pieces in transit spaces as needed to maintain NVA Control per that priority below.)
- First, if any NVA Base is in the Available Forces box, March into a space in Laos or Cambodia that does not yet have 4 NVA Guerrillas nor any NVA Base (chosen randomly), until the space has as close as possible to 4 NVA Guerrillas.
- Then March 1 Underground NVA Guerrilla onto 1 LoC that does not have an Undeground NVA or VC Guerrilla, the Highway from Hue to Da Nang if possible, otherwise 1 random LoC.
- Then identify the groups of NVA Troops and Guerrillas that have not yet Marched and are beyond those that must stay behind per the final bullet below.
- Each Marching group must stay together. If possible within the priorities below, they must end in a different space than all other groups.
- March groups first to add NVA Control to the 3 highest Population spaces possible, first spaces without US Bases among spaces of the same Population, then spaces with COIN Control before those without any Control (possibly including spaces just departed by another Marching NVA group).
- Then March groups to spaces that have NVA Bases but at the moment have no NVA Guerrillas nor NVA Troops protecting them.

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IF NONE: If no such March is possible *(EXAMPLE: Monsoon, 2.3.9),* instead Rally (8.6.4) or, if that is not possible either, Pass.

AMBUSH: After Marching, if Ambushing would remove a US or ARVN Base do so (in 2 spaces with Underground NVA Guerrillas that Marched, 4.4.3), per the Attack priorities above (8.6.2).

INFILTRATE OR BOMBARD: If Ambush after March cannot remove a Base, instead Infiltrate per 8.6.4 above or, if that is not possible, Bombard per 8.6.2.

8.6.6 Redeploy. In the Redeploy Phase (6.4.3), relocate NVA Troops as follows:

- Never move Troops out of a space so as to lose NVA Control or add COIN Control.
- First, relocate to add as much total NVA Control on the map as possible, moving in only the Troops needed to add Control.
- Then relocate to at least remove COIN Control where it is not possible to also add NVA Control.
- Finally, relocate into 1 space, first in South Vietnam, to get the most additional NVA Troops adjacent to COIN Control that were not already so adjacent.

8.7 Non-Player ARVN Actions

8.7.1 Pass. If ARVN are to Operate with less than 3 Resources, they Pass instead (2.3.3 & 8.1, gaining 3 Resources).

8.7.2 Train. When ARVN with 3 or more Resources are to Operate, they Train if at least 12 pieces (Troops, Police, Rangers, and Bases total) are in the ARVN Available Forces box, in up to 3 spaces (where no NVA Control, 3.2.1) as follows:

- First, place exactly 6 cubes—or up to 2 Rangers once fewer than 6 ARVN cubes are Available—each into Provinces with either US or ARVN Bases or into Cities. Select spaces first to add COIN Control, then to add either Police or ARVN Troops where there are none yet, finally randomly.
- Then pause Training to Govern or, if not possible, Transport per below, before resuming Training.
- After Governing or Transporting (if any was possible), in 1 Province in South Vietnam with at least 5 total US and ARVN pieces including at least 3 ARVN cubes, and no US nor ARVN Base already, replace the 3 ARVN cubes with an ARVN Base.
- If no ARVN Base was placed (and Training has not yet occurred in 3 spaces), Train wherever else beyond the above spaces is needed to be able to Pacify (if any)—placing no pieces—first where any NVA or VC Base, if possible.
- Finally, if no Base was placed, Pacify in 1 Training space per 8.7.6 below.

IF NONE: If no such Training is possible but ARVN Governed or Transported, ARVN Train for 0 Resources (placing no pieces). If neither such Training nor Govern nor Transport was possible, ARVN Pass (for Resources, 2.3.3).

GOVERN: If ARVN are Training or just Patrolled, they Govern also (in up to 2 spaces other than Saigon with COIN-Control and Support and where no Training is occurring, 1 space if shaded "Mandate of Heaven" is in effect). Govern as follows:

- If the US is a player and has a victory margin above 0 (Support+Available exceeds 50, 7.3), Govern in the highest Population spaces where possible to transfer Aid to Patronage. Shift their Support toward Neutral (even if unshaded "Mandate" is in effect).
- If the US is a Non-player or is not at victory per above, instead take the most Patronage possible (from 1 or 2 spaces) without shifting any space to Neutral (so at Active Support or with unshaded "Mandate" and no shift).
- Then, if Govern occurred in exactly 1 space (and shaded "Mandate" is not in effect), or if Aid is at 0, add Aid from the highest Population space(s) possible.

TRANSPORT: If no such Govern is possible, ARVN instead Transport up to 6 pieces, selecting Rangers then ARVN Troops:

- Transport first from a Laos or Cambodia space with such pieces, then from the South Vietnam space with the most ARVN Troops above those needed to keep COIN Control.
- Do not move so many pieces as to remove COIN Control of the origin space (if any).
- If the Transport accompanies either Train or Patrol, move into 1 Province, first one that has Police but no US or ARVN Troops. Among such Provinces, or if there is no such reachable space, move so as to change Control of highest Population space possible
- If the Transport precedes Assault or Sweep, move into up to 3 spaces to most help those respective priorities (8.7.4-.5).
- If the unshaded "Armored Cavalry" Capability is in effect, then free Assault 1 space per ARVN Assault priorities, as applicable (8.7.4).
- Finally, flip all Rangers Underground.
- If no such Transport is possible, the ARVN execute no Special Activity with the Operation.

8.7.3 Patrol. If ARVN did not Train, they Patrol if NVA or VC Guerrillas on any LoCs would block a Patrol from Saigon to any City. (Ignore Guerrillas on LoCs beyond Cities that are also blocked by NVA or VC. Similarly, NVA or VC in Cities alone do not trigger a Patrol—the blockage must be due at least in part to a Guerrilla on a LoC.) ARVN Patrol first to defend contested LoCs, then to control Cities, including filling in behind into Cities vacated during the Patrol itself, as follows:

- Move Police when possible then ARVN Troops, as needed to reach LoC or City destinations (3.2.2) below, first from spaces with the most ARVN cubes. Do not leave any Province so as to lose any COIN Control, drop below 3 total US and ARVN cubes and Special Forces, nor remove the last US or ARVN Troop or the last Police there.
- First, move cubes onto any LoCs with NVA/VC Guerrillas until ARVN cubes each LoC space equal 3, beginning with those LoCs nearest to Saigon (otherwise randomly). (Cubes may leave Cities as needed, removing COIN Control, the last 3 COIN cubes or Special Forces, or the last Troop or Police.)
- Then move cubes to Cities as needed to have all Cities possible under COIN Control, 3 total US or ARVN cubes or Special Forces, and at least 1 US or ARVN Troop and 1 Police, first to the highest Population Cities. (These destinations may include Cities just departed by other Patrolling cubes).
- Then free Assault to remove the most pieces possible, otherwise on a random LoC.

IF NONE: If no such Patrol is possible, the ARVN instead try to Train per 8.7.2 above.

GOVERN OR TRANSPORT: After Patrolling, Govern or, if not possible, TRANSPORT, in either case per 8.7.2.

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8.7.4 Assault. If ARVN did not Train or Patrol, and if an ARVN Assault alone (without Raid or Transport) would now add any COIN Control, remove any NVA Control, or remove any Base or any NVA Troops piece, the ARVN Assault. *NOTE: If it is Monsoon (2.3.9), ARVN will try to Assault even without meeting the above condition, because the remaining option—Sweep—is ruled out (8.7.5).*

Before Assaulting, Raid per below or, if not possible, Transport per 8.7.2 above. Then Assault up to 3 spaces as follows:

- First, wherever possible to remove a Base or roll to remove a Tunnel marker.
- Then so as to reduce the most NVA-Controlled and add the most COIN-Controlled Population—adding together NVA Control and COIN Control affected if both would change in the same space. *EXAMPLE: Choose a 1-Pop space where both NVA Control would be removed and COIN Control added, before choosing an uncontrolled 1-Pop space where COIN Control would be added.*
- Then to remove any spaces' last enemy pieces.
- Finally, to remove 2 or more enemy pieces per space, first where possible to remove the most enemy pieces.

IF NONE: If no such Assault is possible, the ARVN instead Patrol per 8.7.3 above, or, if that not possible, Train per 8.7.2.

RAID: Before Assaulting or Sweeping, ARVN Raid (up to 2 spaces with or adjacent to Rangers)—but only if at least 1 enemy piece will be removed—as follows:

- Move Rangers only if they can do so without removing any COIN Control from origin spaces.
- If moving into a space, move in no more than 1 Ranger, except if and as more are required to add COIN Control by the end of the Raid.
- Select target spaces first to remove any (unTunneled) Bases, then to remove the most NVA Control plus add the most COIN Control possible, then to remove the most Underground Guerrillas possible, finally randomly.
- If Raid cannot remove any NVA or VC, instead Transport per 8.7.2.

8.7.5 Sweep. If ARVN do not meet conditions for any other Operation (and it is not Monsoon, 2.3.9), they Sweep.

Before Sweeping, Raid per 8.7.4 or, if not possible, Transport per 8.7.2. Then Sweep up to 3 spaces as follows:

- First, Sweep with ARVN cubes and Rangers in place where there are Underground VC or NVA Guerrillas—first where either Active or Passive Support, then where the Underground Guerrillas include any VC, then at the highest Population, then randomly.
- Then move all ARVN Troops possible as follows and without dropping below 3 US plus ARVN cubes and Special Forces in any origin space nor losing COIN Control of any.
- First move Troops into the above selected Sweep spaces so as to Activate the most Underground Guerrillas possible, within that so as to add the most COIN-Controlled Population possible.
- Finally move Troops into 1 added space (if not yet at 3 Sweep spaces total). Do so to add the most COIN-Controlled Population possible, or, if none possible, into a space with a VC or NVA Base.

IF NONE: If no such Sweep is possible (such as in Monsoon), ARVN instead Assault per 8.7.4 above.

8.7.6 Pacify. Whenever Non-player ARVN Pacify—whether during Training (3.2.1, 8.7.1) or the Support Phase (6.3.2)—they do so where able. However, they do so to shift Passive Support to Active Support only so long as Support + Available (the US victory score, 7.2) remains at 45 or less. Within that restriction, select ARVN Pacify spaces first where no Terror marker, then where any Opposition, then for the greatest total shift, then randomly. Remove Terror only if a shift would be achieved (because enough ARVN Resources will remain after removing the Terror, the space is not yet at Active Support, and a 1-level shift would not increase Support + Available beyond 40).

8.7.7 Redeploy. In the Redeploy Phase (6.4.3), relocate ARVN Troops and Police as follows:

- First, move Troops only to remove all Troops from LoCs and Provinces without US/ARVN Bases, and from spaces with the most ARVN Troops beyond those needed to meet the below Redeploy priorities there.
- Move the Troops to help add as much total COIN Control and (at US/ARVN Bases or Saigon) remove as much NVA Control as possible.
- Then move Police as further needed to add or keep COIN Control, then to have at least 1 Police per (COIN Control) Province, taking the Police needed from spaces with the most Police beyond those meeting Redeploy priorities (including from Guerrilla-LoCs).
- Then move remaining Troops then Police that must or may move to ensure at least 3 cubes are in each City (that has no NVA Control).
- Finally, move any Troops that still must move to 1 random candidate Redeployment space.

8.8 Non-Player US Actions

8.8.1 US Policy. If the US is a Non-player, it will follow a varying strategy—represented by "JFK", "LBJ", or "Nixon" US Policy—in its execution of certain Operations, Special Activities, Events, and Commitment.

DESIGN NOTE: The labels given US Policy in the game represent not individual Presidents but rather different US strategies for Vietnam debated during the period and historically associated with Kennedy, Johnson, or Nixon.



SET UP: At start of a game with a Non-player US, mark the Scenario's indicated US Policy (either LBJ or JFK, 2.1) on the US Policy track.

COMMITMENT: Each Commitment Phase (6.5), first check if Non-Player US Policy might change. If and only if US victory (Support + Available, 7.2) is 45 or less, roll a die and adjust the US Policy marker accordingly:

- If the roll is equal to the number of Coup cards in the RVN Leader box (2.4.1), US Policy shifts to or remains "JFK".
- If the roll exceeds cards in the RVN Leader box, US Policy is "LBJ".
- If the roll is less than cards in the RVN Leader box, US Policy is "Nixon".

The resulting US Policy affects Non-Player US placement of pieces during that Commitment Phase (see 8.8.7 below) and US actions during the coming campaign (as noted below, on the Non-Player US sheet, and in the Non-Player US Event instructions).

8.8.2 Assault. If the US is to Operate, it Assaults if such Assault alone (including paying Resources for an added ARVN Assault space per 3.2.4, any Capabilities in effect, and successful die rolls

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against Tunnels, but without Air Lift or Air Strike) could remove either NVA Control, a Base, a Tunnel marker, or a total of at least 6 enemy pieces.

Before Assaulting, Air Lift only as helpful to fulfilling the highest US Assault priorities below (see AIR LIFT below). Then Assault wherever possible. If the shaded "Cobras" Capability is in effect, stop after 2 spaces. If shaded "Search and Destroy" is in effect, Assault in Provinces at Support only if either a Base (not a Tunnel) or NVA Troops will be removed. *NOTE: These limits help cap US Casualties and preserve Support*. Within that, Assault as follows:

- First, Assault so as to remove NVA-Control from any Population (not 0 Population).
- Then, Assault where it would remove enemy Bases or would roll to remove Tunnels, then inside South Vietnam where the most pieces would be removed per space, then elsewhere.
- Within those priorities, Assault first in the highest Population spaces possible (so last in Laos, Cambodia, or Phuoc Long or on LoCs).
- In the first space in which paying for an added ARVN Assault would remove additional enemies, do so (if ARVN Resources above Econ are sufficient, 1.8.1).

NOTE: If shaded "Abrams" is in effect, the US is able to Assault at most 2 spaces.

IF NONE: If no US Assault is able to remove enemy pieces (even after Air Lift per below), US instead Passes (for ARVN Resources, 2.3.3).

AIR LIFT: Before Assaulting (or Sweeping, if "JFK" or "Nixon"), Air Lift into the first 2 spaces as helpful per Assault (above) or Sweep (8.8.3) priorities, respectively—or into 1 such space if Monsoon Season (2.3.9)—if any such spaces.

- Air Lift forces from 2 spaces—1 in Monsoon— first from Laos/Cambodia, then from South Vietnam spaces where there are the most US Troops beyond those needed to keep COIN Control or those that would remove or Activate enemies in any current accompanying Operation occurring there.
- Air Lift as many US Troops then ARVN Troops are helpful to fulfilling the highest Assault or Sweep priorities occurring, including so as remove additional enemies beyond a change in Control, without losing any COIN Control or moving pieces needed for an Assault or Sweep priority at the origin.
- Air Lift US or ARVN Troops into Laos or Cambodia spaces only if US Policy is "Nixon".
- Then Air Lift any US-led Irregulars then Rangers possible from origin to destination spaces, as evenly as possible among destinations, without losing COIN Control.
- Finally, if 1 of 2 allowed destination spaces has not yet been selected (so not in Monsoon), Air Lift 1 Irregular or—if no candidate Irregular—1 Ranger into an otherwise completely empty Laos or Cambodia space (if any).

EXAMPLE: During a US Assault, two spaces have VC Bases protected only by Active Guerrillas. US Air Lifts just enough US Troops into those 2 spaces to eliminate all enemy Guerrillas and Bases there. One of 2 spaces that the US Troops are Lifting from happens to have a US Irregular in it, which then also Lifts to an Assault spaces, picked randomly from the 2.

NOTE: Air Lift might leave origin spaces with fewer than 3 COIN Troops and SF. Air Lifting ARVN Troops may help for Assault priorities via the added ARVN Assault (3.2.4).

AIR STRIKE: If no Air Lift helps further meet US Assault or Sweep priorities (or in certain cases, after any Sweep, Patrol, or Train, see 8.8.3-.5 below), the US instead Air Strikes after its Operation (removing up to 6 Active enemy pieces, 4.2.3; 4 pieces if shaded "Laser Guided Bombs" in effect; within 2 spaces during Monsoon). If the unshaded "Arc Light" Capability is in effect, use it for Air Strike in the highest priority Province or City below that has no US or ARVN pieces. Air Strike as follows.

- First so as to remove NVA-Control from the most Population possible (not a 0 Population), ceasing removal if additional Air Strike targets remain once each NVA Control is removed.
- Then on LoCs that have US or ARVN pieces.
- Then where Active Opposition (and US or ARVN pieces) to remove Bases if possible, then the most pieces possible.
- Then in other spaces, lowest Population first; among spaces of the same Population, again select to remove Bases if possible, then the most pieces possible.
- Finally, if possible, Degrade the Trail.

If no such Air Strike is possible, execute no Special Activity if the Operation was Assault or Sweep, or instead Advise if the Operation was Patrol or Train (see 8.8.4, "ADVISE", below).

8.8.3 Sweep. If the US does not Assault, it Sweeps if such a Sweep in place (including any Capabilities in effect but without moving Troops by Sweep or Air Lift) could—in a space with Underground NVA or VC Guerrillas and either any level of Support or any Base (enemy or friendly)—Activate all enemy Guerrillas there. *NOTE: US may not Sweep in Monsoon (2.3.9).*

If US Policy is "JFK" or "Nixon" (8.8.1), before Sweeping, Air Lift if and only as needed to help fulfill US Sweep priorities (see AIR LIFT above). Sweep wherever possible—but stopping after 2 spaces if the shaded "Booby Traps" Capability is in effect (to limit US Casualties)—as follows:

- To the degree possible, move any US Troops that are in Laos or Cambodia spaces out, into any spaces selected for Sweep below (including in Laos or Cambodia).
- In all other cases, Sweep into spaces only with enough Troops to meet the below priorities, that can be spared and without removing Troops from any origin that would Activate any Guerrillas via Sweep in place, nor losing COIN Control or adding NVA Control (regardless of any imminent Air Strike), nor removing the last 3 total US or ARVN cubes or Special Forces.
- Sweep first into up to 2 spaces where there is no COIN Control and there are Underground Guerrillas, where Sweeping in could add COIN Control and Activate every Guerrilla in the space. Do so first where any level of Support, then into the highest Population spaces, then where any Bases (enemy or friendly), then elsewhere.
- Do not move Troops in if COIN Control could not be added, or if there are no Underground Guerrillas, or if any Guerrilla would remain Underground.
- Move Troops into Laos or Cambodia spaces only if US Policy is "Nixon" (8.8.1).
- Then Sweep in place wherever possible to Activate Underground Guerrillas (including after any Air Lift).

NOTE: If shaded "Combined Action Platoons" is in effect, the US Sweeps at most 2 spaces.

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AIR LIFT: If US Policy is "JFK" or "Nixon" (8.8.1), the US Air Lifts if and as needed before Sweeping, similar to Air Lift before Assault (see "AIR LIFT" under Assault, 8.8.2 above).

AIR STRIKE: If US Policy is "LBJ", or if Air Lift is not needed to meet conditions for Sweep or does not help fulfill US Sweep priorities, the US instead Air Strikes after Sweeping, as per Assault "AIR STRIKE" above.

8.8.4 Patrol. If the US did not Assault nor Sweep and if NVA or VC Guerrillas on any LoCs would block a Patrol from Saigon to any City under NVA Control, the US Patrols as follows:

- Move US Troops as needed to reach LoC or City destinations (3.2.2) below, first from Laos or Cambodia, if possible, then from South Vietnam spaces with the most US Troops, in the latter case without losing COIN Control or placing NVA Control nor removing the last 3 total US or ARVN cubes or Special Forces.
- Move US Troops onto up to 3 LoCs so that US Troops there equal NVA/VC pieces, among those LoCs, the highest Econ first.
- Then move Troops to any Cities not at COIN Control with enough Troops to add Control, first to the highest Population Cities.
- Then free Assault to remove the most pieces possible, otherwise on a random LoC.

IF NONE: If somehow no such Patrol is possible, the US instead Trains per 8.8.5 below.

AIR STRIKE: After Patrolling, Air Strike per 8.8.2 or, if not possible, Advise per below.

ADVISE: Advise in up to 2 spaces (that were not selected for Training, 4.2.1) as follows.

- First, use ARVN cubes to Assault or Activate Irregulars or Rangers (in that order, if more than one is possible) where able to remove enemies so as to add any COIN Control or remove any NVA Control (even if 0 Population). Then do so to remove enemy Bases, and finally to remove the most pieces possible.
- If Advise has not yet occurred in 2 spaces, use ARVN to Sweep most Underground enemy Guerrillas possible.
- Within those priorities, Advise first in the highest Population spaces possible (so last in Laos, Cambodia, Phuoc Long or on LoCs).
- If the shaded "Search and Destroy" Capability is in effect, do not Advise to Assault with ARVN in any Provinces with Support.
- If Aid is 40 or less (only), add +6 Aid.
- If no such Advise is possible, the US executes no Special Activity with its Operation.

8.8.5 Train. If neither US Assault nor Sweep nor Patrol conditions were met, the US Trains as follows:

- First, place 1 Irregular each—or 2 Irregulars each if US Policy is "JFK"—in spaces with no Irregulars already and no US Base.
- If in effect, use the unshaded "Combined Action Platoons" to add 1 Police to a space with US Troops and the fewest Police.
- Then, if US Policy is "JFK" or "LBJ", at 1 US Base place as many ARVN cubes as possible (per 8.1.2), then (if no cubes) 2 Rangers; if "Nixon", place in the reverse order—Rangers if possible, otherwise cubes.
- Within each of the above priorities, Train first in any spaces where possible to remove NVA Control and/or add COIN Control.
- Then—if ARVN are a player with Patronage above 22, Train in Saigon (if not already done above)—placing no pieces—and transfer up to 3 Patronage to Resources, if possible.
- Alternatively, if there was not transfer of Patronage, Train wherever beyond the above spaces helps to be able to Pacify to the maximum extent— if anywhere and placing no pieces—and then Pacify per 8.8.6 below.

NOTE: If unshaded "CORDS" is in effect, the US will try to Pacify in a 2nd space as part of each Training Operation.

IF NONE: If such Training is not possible *(EXAMPLE: ARVN are a Non-player and there are not enough ARVN Resources above Econ to place pieces or Pacify),* the US instead Assaults per 8.8.2 above (usually with Air Lift).

AIR STRIKE OR ADVISE: After Training, if US Policy is "LBJ", Air Strike per 8.8.2 above. If no such Air Strike is possible, or if US Policy is "JFK" or "Nixon", instead Advise per 8.8.4 above.

8.8.6 Pacify. Whenever the Non-player US Pacifies—whether during Training (3.2.1, 8.8.5) or the Support Phase (6.3.2)—it does so to the maximum extent. If during Training, it does so first where no Police. Within that or if not during Training, it does so first for the greatest total shift, then where there is no Terror marker, then randomly. Remove Terror only if a shift would be achieved (because enough ARVN Resources above Econ, 1.8.1, will remain after removing the Terror and the space is not yet at Active Support).

8.8.7 Commitment. After re-determining US Policy (8.8.1), move US Bases then Troops between map and Available Forces (6.5) per the new or continued US Policy as follows:

- **JFK Policy**—Add 2 US Bases to the map; then add or withdraw Troops to or from the map to get as close as possible to 15 US Troops in the Available Forces box.
- **LBJ Policy**—Add 2 US Bases to the map; then add or withdraw Troops to get as close as possible to 5 US Troops in Available.
- **Nixon Policy**—Withdraw 2 US Bases from the map until none are left outside Saigon, leaving 1 US Base in Saigon if there; then add or withdraw Troops to get as close as possible to 25 US Troops in Available.

When Committing US pieces to the map, place them in COIN-Control spaces or Saigon (not LoCs), first where already US pieces. Within the above priorities, place or remove Troops so as to spread US Troops evenly, and place Bases only where no US or ARVN Base already, adding or leaving odd Troops and Bases in the highest Population then random candidate spaces. *NOTE: Non-player US Commitment does not move pieces between spaces.*

8.9 1-Player Victory

A lone player plays either US and ARVN together or NVA and VC together (1.5) and may not transfer Resources (1.5.1). The player uses the lower victory margin (7.3) of the player's two Factions and never wins during a Victory Phase (6.1, 7.2). Alternatively, if preferred, the player plays just any 1 Faction against 3 Non-players.

- To succeed, the player must avoid a win by any Non-player through each Coup Round and have the highest victory margin(s) after the final Round.

1-Player Difficulty Option A: For greater challenge, regardless of scenario or Period Events Option (2.1), set up either the shaded or unshaded Capabilities listed for the Medium Scenario—if the player is a Counterinsurgent, only the shaded; if Insurgent, only unshaded.

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1-Player Difficulty Option B: For even greater challenge, beginning with the 2nd Coup Round, the player also must avoid having a lower victory margin (with any player Faction) than any Non-player Faction during each Victory Phase. *NOTE: Ignore this requirement during the 1st Coup Round.*

NON-PLAYER VICTORY: If the player fails to avoid such an outcome, the Non-player with the highest victory margin (ties to VC then ARVN then NVA) wins the Vietnam conflict:

- **If VC**—Maoist Revolution! The countryside has surrounded the cities, which one by one begin to fly the NLF's red-blue-gold as all hold by the foreigners and their puppets on public order crumbles.
- **If NVA**—Mechanized Reunification! North Vietnamese military momentum and logistical wherewithal in the South portend the arrival of armored NVA columns in soon-to-be Ho Chi Minh City.
- **If ARVN**—Mandarin Redux! Propped by foreign aid and firepower, the Saigon clique cements its hold on the land and people of South Vietnam, prying away the last toeholds of the unification movement.
- **If US**—McNamara Redemption! US and allied forces depart in good order as the Southern populace turns its back on the NLF and hands Saigon the legitimacy to resist the North for years to come.

PLAYER DRAW OR VICTORY: If the player does survive to the final Round, subtract the highest Non-player victory margin from the lowest player victory margin to gauge the outcome. A difference of 5 or less is a stalemate, 6 or more a victory for the player's Faction(s):

- **1 to 5**—Soldiering On! US commitment has faded, but neither popular revolt nor ARVN collapse in the face of Northern pressure are in prospect. The Republic of Vietnam stands fragile but may yet have a future. The stalemated Cold War struggle for Vietnam will exceed 10,000 days.
- **6 or more, Player as US and/or ARVN**—Communism Contained! More than peace with honor, the United States and its allies have demonstrated that the Free World will fight communist aggression wherever it may probe. The Republic of Vietnam is balancing its own style of governance with an extension of its writ into hamlet and paddy. As Moscow and Peking question their investments in Hanoi, the NLF withers on the vine.
- **6 or more, Player as NVA and/or VC**—National Liberation! The twin strategy of People's War and force modernization has brought the country to the brink of unity in independence. Colonialism is beating its final retreat from Vietnam. The US Imperialists and their Saigon lackeys will soon be running for their helicopters and headed to California.

EXAMPLE: A solo US/ARVN player using Difficulty Option B avoids Non-player victory by keeping both US and ARVN margins equal to or above both NVA and VC margins upon each Victory Phase beyond the 1st Coup card. At game end, Total Support is 30 and there are 20 US Troops and 2 US Bases in Available, for a final US victory margin of +2. With Patronage stacked up and widespread COIN Control, the ARVN margin is even higher. The NVA victory margin is -8 and the VC's -4. The 6-point advantage over the Non-players (US +2 compared to VC -4) earns the player a razor-thin victory—"Communism Contained!"

KEY TERMS INDEX

Accompanying—Operation required for Special Activity. (4.1.1)

Activate—Flip or leave Guerrilla Active. (1.4.3)

Active—Status of Guerrilla with symbol end up and of all Bases and cubes (1.4.3).

Adjacent—Spaces next to each other for actions or Events. (1.3.6)

Advise—US Special Activity to use indigenous forces, add Aid. (4.2.1)

Agitation—VC spending to increase Opposition. (6.3.2)

Aid—Foreign assistance that adds to ARVN Resources during Coup Rounds. (1.8, 3.2.4, 4.2.1, 4.3.1, 6.2.3, 6.2.5)

Air Lift—US Special Activity that moves Troops or Special Forces. (4.2.2)

Air Strike—US Special Activity that removes enemy pieces and Degrades the Trail. (4.2.3)

Ambush—VC Special Activity ensuring Attack success. (4.3.1, 4.4.1)

ARVN—Nickname for Republic of Vietnam Faction ("Army of the Republic of Vietnam"). (1.0, 1.5)

Attack—Insurgent Operation that removes enemy pieces. (3.3.3)

Assault—COIN Operation that removes enemy pieces. (3.2.4)

Available—Forces in holding boxes, waiting to be placed. (1.4.1)

Base—Mostly-immobile force pieces that affect Rally, Resources, and Victory, among other functions. (1.4)

Bases Last—Frequent requirement that no protecting cubes or Guerrillas be in a space before removing a Base. (3.2.4, 3.3.3, 4.2.3, 4.4.2)

Cambodia—The 4 foreign country spaces Sihanoukville, The Parrot's Beak, The Fishhook, Northeast Cambodia. (1.3.5)

Campaign—Event card series leading up to a Coup Round. (2.4.2)

Capabilities—Lasting Events that help or hurt a certain Faction's actions. (5.3)

Casualties—US pieces removed by Attack, Ambush, Bombard, and certain Events. (3.3.3, 4.3.2, 4.3.3, 6.5)

City—Type of space: urban area. (1.3.3)

COIN (Counterinsurgency)—US or ARVN. (1.0, 1.5, 1.7, 3.2)

COIN Control + Patronage—Total Population under COIN Control plus Patronage: the measure of ARVN victory. (1.9, 7.2-.3)

Commit—Send US forces from Available to the map. (6.5, 8.8.1)

Commitment—Phase in which US Forces enter or leave the map. (6.5)

Control—More COIN or NVA pieces in a Province or City than other Factions. (1.7)

Cost—Resources spent on an Operation, Pacification, or Agitation. (3.1, 4.1, 6.4)

Coup—Cards triggering Rounds that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

Cube—Troop or Police piece. (1.4)

Cylinder—Token to mark a Faction's Resources or Eligibility (1.8, 2.2)

Deception—Optional victory markers. (7.3)

Degrade—Shift Trail toward "0". (4.2.3, 6.7)

Dual Use—Event with 2 alternative effects. (5.2)

Earnings—Resources that Factions receive each Coup Round. (6.2.3-.4).

Economic Value (Econ)—Resources that an unSabotaged LoC will provide via VC Tax and to ARVN in the Resources Phase. (1.3.4, 1.8.1, 4.5.1, 6.2.1)

Eligible—Faction able to execute Event or Operation: per Faction order, 1st and 2nd Eligible. (2.3)

Enemy—Relationship between an Insurgent and a Counterinsurgent. (1.5)

Event—Card with Faction order and text a Faction may execute. (2.3, 5.0)

Execute—Implement Event or conduct Operation or Special Activity. (2.3)

Faction—Player or Non-Player role: US, ARVN, VC, NVA. (1.5)

Faction Order—Card symbols determining Eligibility. (2.3.2)

Final—Last Event or Coup card. (2.4.2, 7.3)

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Flip—Switch Guerrilla between Underground and Active (1.4.3) or Tunnel between VC and NVA (4.4.1).

Forces—Troops, Police, Guerrillas, or Bases (pieces; not markers like Tunnels). (1.4)

Free—Operation or Special Activity via Event that does not cost Resources or affect Eligibility. (3.1.2, 5.5)

Friendly—A Faction to itself, or US to ARVN, or NVA to VC. (1.5)

Govern—ARVN Special Activity to gain Aid or Patronage. (4.3.1)

Guerrilla—NVA and VC forces piece difficult to strike when Underground. (1.4)

Halo—Card Faction symbol showing Non-player has an Event instruction. (8.4.1)

Handicap—A Victory option to assist less experienced players. (7.3).

Highland—Province type that hinders Assault. (1.3.2, 3.2.4)

Highway—Road, a LoC. (1.3.1, 1.3.4)

Improve—Shift Trail toward "4". (3.3.1, 6.7)

Ineffective Events—Non-player avoidance of dud Events. (8.1).

Ineligible—Faction skipped in Faction order. (2.3.1-.2)

Infiltrate—NVA Special Activity that adds NVA Troops or replaces VC. (4.4.2)

Insurgent—NVA or VC. (1.0, 1.5)

Irregular—US Special Forces piece (1.4).

Joint Operations—Ban on US spending ARVN Resources below Total Econ (1.8.1, 3.1, 6.2.3, 6.3.1).

Laos—The 2 foreign country spaces Central Laos and Southern Laos. (1.3.5)

Level—Support/Opposition status of a space. (1.6.1)

Limited Operation (LimOp)—Operation in 1 space with no Special Activity. (2.3.5)

LoC—Line of Communication: Highway or Mekong. (1.3.4)

Lowland—Province type that generally does not hinder Assault. (1.3.2, 3.2.4)

Map—Board spaces: Provinces, Cities, and LoCs (1.3, 1.3.1).

March—Insurgent Operation to move Guerrillas and Troops. (3.3.2)

Mekong—River, a LoC. (1.3.1, 1.3.4)

Momentum—Events whose effects remain through next Coup Round. (5.4)

Monsoon—Restrictions on Operations and Special Activities on the Event card before each Coup card. (2.3.9)

Non-Player—Game-run Faction. (1.5, 8.0)

Neutral—Space not in Support nor Opposition. (1.6.1)

North Vietnam—An Insurgent Faction (NVA.) (1.0, 1.5) Also, a Province where only NVA and VC may stack. (1.3.5, 1.3.8, 1.4.2)

NVA—Nickname for North Vietnam Faction ("North Vietnamese Army"). (1.0, 1.5)

Operation (Op)—Core action Faction takes with its forces. (3.0)

Opposition—A space's population against the Saigon regime. (1.6)

Opposition + Bases—Total Opposition plus number of VC Bases on the map: the measure of VC victory. (1.9, 7.2-.3)

Out of Play—Box for pieces that are neither Available nor on the map.

Overflow—Boxes and markers to help manage cases of overcrowding. (1.3.8)

Pacification—COIN activity to increase Support. (3.2.1, 6.3.1)

Pass—Decline to execute an Event or Op when Eligible. (2.3.3)

Patrol—COIN Op to protect LoCs. (3.2.2)

Patronage—A measure of the Saigon regime's success in diverting wealth to its friends to solidify its rule. (1.8, 1.9, 3.2.1, 4.3.1-.3, 4.4.2, 4.5.2-.3, 6.2, 7.2-.3)

Pawn—Token to designate spaces selected for Operation or Special Activity. (3.1.1)

Phase—Part of a Coup Round. (6.0)

Piece—Force unit: Base, Troop, Police, SF or Guerrilla (not marker like Tunnel). (1.4)

Place—Move a piece from Available to map. (1.4.1)

Period Events—Option to select from Events most historically suitable to a Scenario. (2.1)

Pivotal Event—Faction cards that trump other Events and Faction order (2.3.8).

Police—ARVN forces that maintain control and help pacify locals. (1.4)

Politburo—No Non-player rule allowing combined NVA/VC player to use the higher of the two scores. (1.5)

Population (Pop)—The inhabitants of a Province or City, about 500,000 South Vietnamese per point. (1.3.2-.3)

Priorities—Rules guiding Non-player Factions. (8.0)

Province—Rural space. (1.3.2)

Rally—Insurgent Operation to place or regroup pieces. (3.3.1)

Ranger—ARVN Special Forces piece (1.4).

Redeploy—Coup phase in which Factions move pieces. (6.5)

Remove—Take from map (forces to Available, Casualties, or out of play as specified). (1.4.1, 3.3.3, 6.4.1 for example)

Replace—Remove pieces to place others in their stead. (1.4.1, 3.2.1, 3.3.1, 4.4.1, 4.5.2, 5.1.1)

Republic of Vietnam (ARVN)—A Counterinsurgent Faction. (1.0, 1.5)

Reset—Coup phase to ready for the next card. (6.5)

Resources—Factions' wherewithal for Operations. (1.8)

RVN Leader—Box for played Coup cards, showing which is currently in effect. (2.4.1)

Sabotage—Place a Sabotage marker on a LoC that does not have one, damaging it to block addition of ARVN Resources. (3.3.4, 6.2.3, 6.6)

Select—Choose an action's locations or targets. (3.1, 3.1.1, 4.1, 5.1)

Set—Change a space's Support/Opposition to a prescribed level. (1.6.1)

Shaded—2nd choice of Dual-Use Event, often anti-US. (5.2)

Shift—Change Support/Opposition or the Trail. (1.6.1, 6.7)

South Vietnam (The South)—Spaces not a foreign country, including all LoCs. (1.3.5)

Sovereignty—No Non-player rule forcing combined US/ARVN player to use the lower of the two scores. (1.5)

Space—Area holding pieces on the map: Province, City, LoC. (1.3.1)

Special Activities—Actions accompanying Operations, unique to a Faction. (4.0)

Special Forces—US-led Irregular or ARVN Ranger forces piece. (1.4)

Stacking—Limits on pieces that can occupy a space. (1.4.2)

Subvert—VC Special Activity to remove or replace ARVN pieces. (4.5.2)

Support—A space's population favoring the Saigon regime. (1.6)

Support + Available—Total Population Support plus Available US pieces: measure of US victory. (1.9, 7.2-.3)

Sweep—COIN Operation to move Troops and flip Guerrillas Active. (3.2.3)

Target—Enemy Faction or piece that is the object of an action. (3.1, 4.1)

Tax—VC Special Activity that adds Resources. (4.5.1)

Terror—Insurgent Operation that places marker of same name in a Province or City or Sabotage on a LoC. (3.3.4)

Total Econ—Marked value of unSabotaged LoCs as of prior Coup Round (1.8.1, 6.2.3)

Total Support/Oppostion—Calculation of popular views of the Saigon regime for victory purposes. (1.6.2, 7.2-.3)

Town—Map feature that bounds LoCs (not a space). (1.3.6)

Trail—Track for strength of North-South logistics net. (6.7, 3.3.1, 3.3.2, 4.3.2, 4.4.1, 6.2.2, 6.2.4, 6.6)

Train—COIN Operation to place pieces, Pacify, or reduce Patronage. (3.2.1)

Transfer—Move Resources among Factions or value among Resources, Aid, and Patronage. (1.5.2, 1.6, 4.2.2, 4.3.1)

Transport—ARVN Special Activity that moves Troops. (4.3.2)

Troops—Mobile COIN forces specializing in Sweep and rural Assault and NVA counterparts. (1.4)

Tunnel—Marker making a Base piece underneath difficult to destroy (1.4.4).

Uncontrolled—Space with neither COIN nor NVA Control. (1.7)

Underground—Guerrilla or SF, symbol end down: not subject to Assault or Air Strike and capable of Terror, Tax, Subvert, Ambush, Raid, or Advise. (1.4.3, 3.3.4, 4.2.1, 4.3.3, 4.4.3, 4.5.1, 4.5.2, 4.5.3)

United States (US)—A Counterinsurgent Faction. (1.0, 1.5)

Unshaded—1st choice of Dual-Use Event, often pro-US. (5.2)

Victory Margin—Calculation of a Faction's closeness to its victory condition. (7.3)

Viet Cong (VC)—An Insurgent Faction ("Vietnamese Communist") (1.0, 1.5)

Withdraw—Bring US forces off the map into the US Available box. (6.5, 8.8.1)

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SET UP (2.1)

General

Choose a scenario from the next two pages and any No Non-Player (1.5), Deception/Handicap (7.3), 1-Player difficulty (8.9), or Period Events (right) options desired. Prepare the deck per the instructions below. Give each player a Faction foldout and assign Factions to players (1.5). If Non-players (8.0) are being used, keep the Non-player Operations flowcharts and the Random Spaces foldout nearby.

Deck Preparation

Separate out the 6 Coup cards and 4 Pivotal Events and shuffle the other 120 Event cards. Place or remove Coup or Pivotal Event cards as instructed.

- Shuffle and randomly deal a number of Event cards (by Period, if desired) into equal piles as specified in the scenario. Shuffle 1 Coup card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.
- Set aside the remaining Event cards. They will not be used and may not be inspected.

Period Events Option

If desired for events more akin to the historical periods covered, select Event cards by scenario as follows.

Short: 1965-1967

Westy's War. Set out the "AAA" card and marker—the shaded Capability (5.3) is in effect. Then deal event cards into 8-card piles only from those marked ***"1965".***

Medium: 1968-1972

A Better War. Set out the Capability cards and markers as directed. Deal event cards into 12-card piles from those marked ***"1968".***

Full: 1964-1972

Nam. Form the top pile from 12 random ***"1964"*** cards, the 2nd and 3rd topmost piles from 12 ***"1965"*** cards each, and the bottom 3 piles from 12 ***"1968"*** cards each.

NOTE: There are 24 "1964", 48 "1965", and 48 "1968" cards.

SCENARIOS (2.1)

Short: 1965-1967

Westy's War—Escalating battle for the South

Deck: Place Young Turks as RVN Leader and Khanh beneath Young Turks; remove 1 Failed Coup and all Pivotal Events. Shuffle 24 (Period, if desired) Event cards and stack 3 piles of 8 Events and 1 Coup. Remove all other cards.

- **Aid:** 15
- **Total Econ:** 15
- **Patronage:** 18
- **Resources:** VC 10, NVA 15, ARVN 30
- **Support+Available:** 38
- **COIN+Patronage:** 41
- **Opposition+Bases:** 23
- **NVA+Bases:** 10
- **The Trail:** 2
- **Eligible:** All Factions

Out of Play:
US—6 Troops
ARVN—10 Troops, 3 Rangers

Capabilities: (if using period Events)
Shaded—AAA

US Policy: LBJ (if US Non-player)

Da Nang, Kontum:
COIN Control, Active Support
US—3 Troops
ARVN—1 Police

Saigon, Can Tho:
COIN Control, Active Support
US—1 Base, 3 Troops
ARVN—4 Troops, 2 Police, 1 Ranger

Quang Tri:
NVA Control, Active Opposition
ARVN—1 Base, 2 Troops
NVA—1 Base, 4 Guerrillas

Quang Nam:
COIN Control
ARVN—1 Ranger, 1 Police

Quang Tin:
COIN Control
US—2 Troops
ARVN—1 Police

Binh Dinh:
COIN Control, Passive Support
US—1 Base, 1 Irregular, 4 Troops
ARVN—2 Troops, 1 Police
VC—1 Base, 2 Guerrillas

Pleiku:
US—1 Base, 1 Irregular, 1 Troop
VC—1 Base, 2 Guerrillas

Khanh Hoa:
COIN Control
US—1 Irregular, 1 Troop

Hue, Kien Hoa, Ba Xuyen:
COIN Control
ARVN—2 Police

An Loc, Qui Nhon, Cam Ranh:
COIN Control, Passive Support
ARVN—1 Police

Binh Tuy:
Passive Support
US—2 Troops
ARVN—1 Police
VC—1 Base, 2 Guerrillas

Quang Duc:
Active Opposition
VC—1 Base, 2 Guerrillas
NVA—1 Guerrilla

Tay Ninh:
Active Opposition
VC—1 Tunneled Base, 2 Guerrillas
NVA—1 Guerrilla

Kien Phong, Kien Giang:
Active Opposition
VC—2 Guerrillas.

North Vietnam, Southern Laos:
NVA Control
NVA—2 Bases, 1 Guerrilla, 6 Troops

Central Laos, The Fishhook, The Parrot's Beak:
NVA Control
NVA—1 Base, 2 Guerrillas

Medium: 1968-1972

A Better War—Looking for light at the end of the tunnel

Deck: Place Ky as RVN Leader and Khanh and Young Turks beneath Ky. Distribute Pivotal Events. Shuffle 36 (Period, if desired) Events and stack 3 piles of 12 Events and 1 Coup. Remove the rest.

- **Aid:** 30
- **Total Econ:** 15
- **Patronage:** 15
- **Resources:** VC 15, NVA 20, ARVN 30
- **Support+Available:** 37
- **COIN+Patronage:** 44
- **Opposition+Bases:** 23
- **NVA+Bases:** 8
- **The Trail:** 3
- **Eligible:** All Factions

Out of Play:
US—5 Troops
ARVN—10 Troops, 3 Rangers

Capabilities: (if using period Events)
Shaded—AAA, Main Force Bns, SA-2s, Search and Destroy; Unshaded—Arc Light, M-48 Patton

US Policy: LBJ (if US Non-player)

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North Vietnam, Central Laos:
NVA Control
NVA—1 Base, 1 Guerrilla, 9 Troops

Quang Tri:
COIN Control, Passive Support
US—1 Base, 4 Troops, 1 Irregular
ARVN—3 Troops
NVA—1 Base, 3 Guerrillas

Quang Nam:
Active Opposition
VC—1 Base, 2 Guerrillas

Hue, Da Nang, Qui Nhon, Cam Ranh:
COIN Control, Passive Support
US—1 Troop
ARVN—2 Police

Quang Tin:
COIN Control, Passive Support
US—1 Base, 2 Troops
ARVN—2 Troops, 1 Police

Kontum:
COIN Control, Passive Support
US—1 Base, 1 Troop, 1 Irregular

Binh Dinh, Pleiku, Khanh Hoa:
COIN Control, Active Support
US—2 Troops, 1 Irregular
ARVN—1 Police
VC—1 Base, 2 Guerrillas

Phu Bon:
COIN Control, Passive Support
US—3 Troops
ARVN—2 Troops, 2 Police
VC—2 Guerrillas

Binh Tuy:
COIN Control
US—1 Base, 2 Troops
ARVN—3 Troops, 1 Police
VC—1 Base, 2 Guerrillas

Saigon:
COIN Control, Active Support
US—1 Base, 2 Troops
ARVN—1 Troop, 1 Ranger, 4 Police
VC—1 Base, 1 Guerrilla

Quang Duc:
COIN Control
ARVN—2 Troops, 1 Police
VC—1 Guerrilla

Phuoc Long:
VC—1 Base, 2 Guerrillas
NVA—1 Guerrilla

Tay Ninh:
COIN Control, Active Opposition
US—1 Base, 3 Troops
ARVN—2 Troops, 1 Ranger
VC—1 Tunneled Base, 3 Guerrillas
NVA—2 Guerrillas

An Loc:
COIN Control
ARVN—1 Troop, 2 Police

Can Tho:
COIN Control, Passive Support
US—3 Troops, 1 Irregular
ARVN—2 Troops, 1 Police

Kien Phong, Kien Hoa, Ba Xuyen:
Passive Opposition
ARVN—1 Police
VC—1 Guerrilla

Kien Giang:
COIN Control, Active Opposition
ARVN—1 Base, 2 Troops, 1 Ranger
VC—1 Guerrilla

Southern Laos, NE Cambodia, The Fish Hook, The Parrot's Beak, Sihanoukville:
NVA Control
NVA—1 Base, 2 Guerrillas

Full: 1964-1972

Nam—Cockpit of the Cold War

Deck: Distribute Pivotal Events. Shuffle and stack 6 piles of 12 Events (Period, if desired) and 1 Coup each. Remove the remaining 48 Events.

- **Aid:** 15
- **Total Econ:** 15
- **Patronage:** 15
- **Resources:** VC 5, NVA 10, ARVN 30
- **Support+Available:** 38
- **COIN+Patronage:** 35
- **Opposition+Bases:** 27
- **NVA+Bases:** 4
- **The Trail:** 1
- **Eligible:** All Factions

Out of Play:
US—2 Bases, 10 Troops
ARVN—2 Bases, 10 Troops, 3 Rangers

US Policy: JFK (if US Non-player)

Saigon:
COIN Control, Passive Support
US—1 Base, 2 Troops
ARVN—2 Troops, 3 Police

Hue:
COIN Control
ARVN—2 Troops, 2 Police

Qui Nhon, Cam Ranh, An Loc, Can Tho:
COIN Control, Passive Support
ARVN—2 Troops, 2 Police

Da Nang, Kontum:
COIN Control
US—2 Troops
ARVN—1 Police

Quang Tri, Binh Dinh:
US—1 Irregular, 1 Troop
VC—1 Base, 2 Guerrillas

Quang Nam:
COIN Control
ARVN—1 Ranger, 1 Police

Pleiku:
US—1 Base, 1 Irregular, 1 Troop
VC—1 Base, 2 Guerrillas

Quang Tin, Quang Duc, Binh Tuy:
Active Opposition
VC—1 Base, 2 Guerrillas

Tay Ninh:
Active Opposition
VC—1 Tunneled Base, 2 Guerrillas.

Phu Bon, Khanh Hoa, Kien Hoa, Ba Xuyen:
COIN Control, Passive Support
ARVN—1 Police

Kien Phong, Kien Giang:
Active Opposition
VC—1 Guerrilla

North Vietnam, Central Laos, Southern Laos, The Parrot's Beak:
NVA Control
NVA—1 Base, 3 Guerrillas

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