Vietnam: Rumor of War

Errata as of October 1, 2019

Rulebook

Correction:
The sequence of play lists the supply status check as step D. This is incorrect. The Supply Status check occurs in step b (per rule 6.1i).

Addition:
4.2 Stacking – in addition to the stacking rules, there is unlimited stacking in any Supply Source hex.

Addition:
7.1 – both sides may also pay 1 supply point to repair one step from a damaged aircraft. Aircraft that have been destroyed may not be rebuilt.

Correction:
7.1 – the entry for Hidden Tunnels (3rd one from the bottom on the blue table) has a typo – ignore "…Variable cost to perform an HQ mission")

Correction:
The Sequence of Play is correct in order of the Air Game resolution – AEW, followed by SAM Fire and then Downtown resolution (this differs from 10.3)

Correction:
9.5 – for the Infiltrate mission, 10.1 is correct here – not 9.5. Airfields can be damaged ... if the Communist player controls a hex adjacent to a Capitalist Supply Source or Capitalist controlled city hex. You roll for airstrike if on Infiltrate Mission.

Correction:
10.4.1 – when interdicting a Strategic Movement, you roll a D10 against the Interdiction value of the aircraft. If you roll equal to or less, the unit may not Strategic Move. If you roll a D10, the aircraft is damaged. Any other roll is no effect. You then roll to stay on station with the interdicting aircraft.

Omission:
Only one aircraft may be used to attempt to interdict an enemy per trigger. You need to wait till the next trigger to attempt interdiction again. Each trigger would require a new reconnaissance mission as well.

Correction:
14.1.2.2 – last paragraph should start with "Fire Bases" – not Fire Zones

Correction:
14.1.3 – the rules for Amphibious movement changed very late in the process and there are some contradictions in the rules….rule 14.1.3 is the correct rule for amphibious movement and takes precedence over all other rules regarding amphibious movement.

12.2 Chinese Intervention

Second paragraph it says ... *If there are any Capitalist units in Laos (...)*, only non-Laoian Units apply here.

Addition:
14.2 Theater Commanders
If for any reason you cannot pay the cost for an HQ mission, Westmoreland is immediately relieved and Abrams is placed in command. Immediately add 15 US Unrest points to the track and do not grant the 10 back for Abrams being placed in command.

Addition:
14.4.2 Communist Line of Communication

PAVN HQs have a LOC if within 15 movement points to any PAVN supply source, PRC Supply Source (if the PRC have intervened) or any functioning Ho Chi Minh Trail terminus.

VC HQs have a LOC if within 15 movement points to any PAVN supply source, PRC Supply Source (if the PRC have intervened), any functioning Ho Chi Minh Trail terminus or any friendly controlled hex of War Zone C, D, Iron Triangle or any friendly controlled Cultivated hex in South Vietnam.

Pathet Lao HQs have a LOC if within 15 movement points of a friendly controlled Pathet Lao supply source.

Khmer Rouge HQs have a LOC if within 15 movement points of a friendly controlled Khmer Rouge supply source.

Addition:
14.8 SOW Aircraft
POW Rescue is missing a "4" result – it is the same result as 3 and 5.

P33 graphics:

It is of course the 173rd Brigade (not Division) and Cavalry is misspelled on the 1st Cav emblem.

Scenario Book

Scenario 2 has strategic air assets listed. You won't need these in this scenario. Just ignore all the strategic air assets in the scenario setup.

Scenario 3 and 4 should not have the Communist HQ mission already chosen. You start the turn with the beginning of the Sequence of Play and choose (and pay for) whatever mission you want to be on that turn.

Scenario 3 and 4 should have the 7th Fleet at Yankee Station.

Scenario 3 Victory Conditions:
"Variable VPS for Body Count" is not formatted correctly. This should not be bolded nor left justified.

It should look like this:

Additions/Subtractions to the US Military Victory track:

+/- for Objective Markers gained or lost
Variable VPs for Body Count
-1 VP for each routed Capitalist HQ

Etc.

The automatic victory for hex 2970 should be for hex 3722.

Campaign Game victory conditions:

- Delete the +1 VP for Thunder Road being Capitalist controlled in the "Awarded as they occur" section (it is covered later).