South Vietnam Player

There are no Allied reinforcements yet. The ROK (Republic of Korea) 27th Division moves by road to the town of Tuy Hoa. This is to defend against the NVA invasion. The ROK must remain in the Central Coast province. Otherwise, there is not much movement as some of the initial Communist attacks failed.

The Allies send five bombardment missions against the North Vietnamese in Khe Sanh. The entire Communist formation is disrupted. (Disruption cuts the attack strength in half and reduces movement to 1 hex.)
Next, the Allied Air Force bombs the 316th Division in the Central Highlands. It too becomes disrupted. The final air strike is against the Communist position at Gin Nghia. One unit is pinned, another disrupted and the third is unscathed.

The Allies make no attacks so this turn comes to a conclusion.
Turn Two

6 April through 12 April 1972

The Communists have no reinforcements this turn. The USAF has disrupted the NVA, but the offensive continues. The first objective is Quang Tri, which is defended by the ARVN 2nd Infantry. This attack is turned back by a stubborn defense in the town.

Another attack is launched into the town of Dakto, but it is inconclusive. Another attack against the town of Pleiku has no effect. An attack against the militia in Bao Loc succeeds and the town is captured by the North Vietnamese. This gives the Communist player 2 VP. IN the Makong Delta, and attack against Vinh Long is repulsed.

South Vietnamese Turn

Two additional Air Missions are available to the Allied as reinforcements. Again, the Allies do not perform much in the way of maneuver. The ARVN 2nd Infantry Regiment uses airmobile movement to transfer from Soc Trang to Vinh Long. There are no attacks.

Now that the Allies have 15 air mission points, these are divided into three major areas of attention. The sorties are carried out. The NVA has a large formation outside of Quang Tri and it is hit again with aerial assault. Several units become disrupted or pinned. Another strike is ordered against the forces near Pleiku, and another unit is disrupted. The last missions are conducted against the NVA near Vinh Long. Some of the enemy force become disrupted.

Turn 3

13 April through 19 April, 1972 There are no Communist reinforcements. The NVA has accumulated 7 VP
thus far. Now the automatic attack supply is expended and the North Vietnamese commander will have to focus more.

The NVA would like to launch another attack against the ARVN at Quang Tri but this is impossible as these units are suppressed by the Air Force.

In Mekong, the NVA expends a supply token to have attack supply. Then an attack is launched against the position in Vinh Long. This is also repulsed. Things are not going so well for the North Vietnamese. Most of the forces manage to recover from disruption. The NVA withdraws one dummy from the Quang Tri province.

**South Vietnamese Player Turn**

The ARVN 3rd Division is deployed in Vinh Long as a reinforcement. The South Vietnamese do not plan too many moves. There will continue to rely on the USAF to punish the NVA invaders.

The Air Force bombards the NVA in Quang Tri with little effect. However the missions in the Makong Delta and Central Highlands are more effective and some units are pinned or disrupted.

The Allied commander decides to withhold his counterattack as these are not deemed worth the expense at this point.

**Turn 4**

**20 April through 26 April, 1972**

The Communists have no reinforcements. The force in Quang Tri remain stationary. The other force look for opportunities to infiltrate the Allies. The NVA attempts an assault on the town of Dalat, but this fails to achieve any results. There are no other attacks. Some of the disrupted force recover.
South Vietnamese Player

The USAF adds two more bombardment missions to the pool. There is no major maneuver performed as the communist attack is falling apart on its own. Air bombardment missions are sent and two formations in the Makong Delta become disrupted. The missions around Dalat also disrupt the enemy.

Turn 5

27 April through 3 May, 1972

There are no reinforcements again. The first attack is against the South Vietnamese militia in Dalat. All of the NVA are disrupted and operating on normal supply. Despite the circumstances, the attack goes well and Dalat falls. This gives the NVA 5 VP.

There are no further attacks. The disrupted battlegroup in Quang Tri recovers. One of the NVA divisions in Darlac also recovers. Then two units in the Makong Delta recover from disruption. Another dummy unit is withdrawn.

South Vietnamese Player

The Allies obtain an additional air mission point as well as a naval bombardment unit. The ARVN commander realizes that the NVA is planning an attack on the town of Cheo Reo. Therefore, the ARVN 1st Airborne, which is airmobile, moves from Pleiku to Cheo Reo.
The USAF performs a number of bombardment missions against various NVA formations. A formation is hit in the Darlac Province and it becomes disrupted. The air power also disrupts and pins a few other formations. The NVA is wise to this and has dispersed its forces as much as seems feasible.

Next, the ARVN 2nd and 3rd Brigades launch a limited counterattack against a NVA battlegroup outside of Quang Tri. This has no effect, however. There are no further South Vietnamese attacks.

**Turn 6**

**4 May though 10 May, 1972**

The Communists gain one reinforcing infantry division in Panhandle. With a fresh infantry division in Panhandle, the NVA commander renews his attack against the South Vietnamese in Quang Tri. The forces are provided with Attack Supply, allowing them full combat strength. The ARVN 2nd Airborne Brigade is defending with the intrinsic militia. This time the NVA gains the upper hand and the South Vietnamese forces retreat. Quang Tri falls to the NVA and this earns the Communists 2 VP. This gives the NVA a total of 14 VP.
There are no further attack by the NVA, but one more dummy unit is withdrawn.

**South Vietnamese Player**

The ARVN 25th Infantry Division is deployed in Long Binh. Also another air mission is added. Then the 470th Marine Brigade uses airmobile movement to reinforce Cheo Reo. A few units move to address the enemy units that have penetrated. It is suspected that some of these a dummy units.

The USAF bombards the NVA in Quang Tri and manages to disrupt an infantry division. A second formation is his in the Central Highland, by a 5 point air bombardment. A NVA unit in the East Makong Delta Province is pinned. A unit in Cambodia is disrupted.

In the Central Coast Province the ROK 27th Division and the ARVN 1st Mechanized Brigade attempt to attack the enemy, but find dummy units as suspected. Another dummy is uncovered in the Eastern Delta.
Turn 7

11 May through 17 May, 1972

The Communists have no reinforcements. The attack continues to develop. In the Quang Tri Province, the NVA launches an attack against the ARVN 2nd Airborne which has no effect. Then in the Cham Coast Province, the NVA would like to attack the militia in the town Phan Rang, but these units are isolated and disrupted so the commander throws the plan out. None of the disrupted units are able to recover. This is not good. Another dummy counter is removed.

South Vietnamese Player

There are no reinforcements. The South Vietnamese remain relatively quiet as they rely on the USAF to inflict its damage with bombardment. Again, four areas are targeted with 5 points each. Two of these are pinned and the others are disrupted. (One unit escapes harm.) There are no South Vietnamese attacks.

Turn 8

18 May through 24 May, 1972

There are no reinforcements. The attacks in Quang Tri are a complete waste of time. There is no real effect. Then the NVA launches an assault against the ARVN position in An Loc. This is defended by the weak 5th Infantry Division and the local militia. Despite the full attack supply, the battle drags into a stalemate.
South Vietnamese Player

The Allies receive one additional air bombardment point. There is not much maneuver but the USAF is quite effective again, disrupting and pinning a large number of enemy formations. The Allies do not launch any counterattacks.

Turn 9

25 May through 31 May, 1972

The NVA receives one division as reinforcements. Then the NVA commander launches an attack against the position in Phan Rang. This is repulsed and the NVA unit is reduced to a battle group. The attacks in Quang Tri come to nothing. The Communist forces are not as resilient as hoped and only half recover from the bombardment effects.

South Vietnamese Player

The ARVN 5th Infantry Division is deployed as a reinforcement in Hue. The USAF adds another air point to the available missions. The USAF manages to pin and disrupt NVA units in Quang Tri and the Cham Coast.

One counterattack is launched against the Communists in the Mekong Delta. The 3rd and 23rd Infantry Divisions strike the Viet Cong. This has no effect.

Turn 10

1 June through 7 June, 1972
The Communists have no reinforcements. The attack in Quang Tri has been broken by USAF air bombardments. The NVA launches an attack in the Central Coast against the town An Khe. This is defended by the ARVN 1st Mechanized Regiment and the militia. The NVA wins the day and the town falls. The Communists collect 2 VP. Another successful attack is launched against the position in An Loc. It too falls to the Communists. This adds two more VP.
The Allies get one infantry unit as a reinforcement. This is deployed in Hue. The USAF performs a number of sorties against the enemy and manages several disruption. There is a counterattack in Quang Tri, but this comes to naught. Then an attack in the Makong Delta pushes the Viet Cong back toward Cambodia. Otherwise, nothing changes.

**Turn 11**

**8 June through 14 June, 1972**

There are no Communist reinforcements. The forces in Quang Tri are static, but in the Run Sat Province, the NVA launches an attack that manages to push the ARVN back. An attack on Phan Rang goes nowhere. Another attack on the town of Ban Methurot fails to materialize. The Communist player focuses on recovering disrupted units. And many of the disrupted units do recover.

**South Vietnamese Player**

There are no reinforcements. The Allies do not maneuver much. The USAF performs several intensive bombardment missions and focuses on the forces in Quang Tri and Ban Methurot and Phan Rang. Most of the enemy forces are disrupted or at least pinned. The ARVN counterattacks in Quang Tri and forces the NVA back toward the town. In the Makong Delta, the ARVN attacks the Viet Cong and pushes them back toward Cambodia. There are no further attacks.

**Turn 12**

**15 June through 21 June, 1972**

No reinforcements. The Communist forces attack the position in Pleiku. This time it falls, yielding 2 VP for the NVA. Another Communist assault is launched into the town of Phuoc Binh. This stalls and the force remain outside the town. Most of the NVA recover from disruption.
South Vietnamese Player

The Allies attempt to recover some of their losses. A few units maneuver to launch attacks. Then the USAF conducts several sorties and manages to disrupt or pin several of the NVA’s formations.

A counterattack is launched against the NVA at Pleiku. This is a low odds attack, but since the enemy has been hit by aerial assault, they have been weakened. The ground attack is also successful and Pleiku is reclaimed by the South Vietnamese. This subtracts 1 VP.
Next, the ROK 24th Infantry Division attacks the NVA militia in An Khe. This is also a success and the town returns to the South Vietnamese control. As a result, the Communist player subtracts another VP.

Finally, the ARVN launch an attack in the Makong Delta. This is aimed at the recapture of the town Ha Tien. The attack bogs down and the ARVN remain in the outskirts of the town, which is under siege.
Turn 13

22 June through 29 June, 1972

The Communists player launches a series of desperate attacks against the South Vietnamese. An attack against the town of Ben Methurot is repulsed and the NVA retreats into the rough. Another attack against Phan Rang yields no effect. An attack against Phuoc Binh is stalled. Most of the disrupted units recover.

South Vietnamese Player

The Allies have one last shot here. The USAF manages several bombardments and pins the units in the Delta. Then the ARVN attacks the Communists in Ha Tien. This fails utterly.
The Communists have finished with 18 VP, which is enough to win a Communist Marginal Victory.