

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

MAPSHEET TURN RECORD/ REINFORCEMENT TRACK

In certain scenarios players may find that there will not be enough ARVN 2-6 units to comply with the reinforcement schedule. Normally, enough of these units will be eliminated earlier in the game to provide the later appearing units. If eliminated units cannot provide the required reinforcements players should make additional counters and introduce them into the game as called for on the reinforcement track.

#35 (Year of the Rat)

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

MOVEMENT, CASE T.

(T) *Airmobile Movement*: certain ARVN and all USA units are considered airmobile. Airmobile units have the ability to transfer from one Friendly South Vietnamese town hex to another by expending three Movement Points for airmobile transfer. A Friendly town is defined as any town that does not have any Communist unit occupying that hex. Units employing an airmobile transfer must pay full penalties for entering or leaving enemy zones of control, ignoring other terrain costs. Thus a unit airlifting out of town in a Communist Zone of Control expends three Movement Points to leave the Enemy Zone and three points for the air transfer. Having expended all its Movement Points the unit can move no farther in that Movement Phase. This transfer may be between any two towns, the hexes in between towns cost no Movement Points to traverse. (*Leave second paragraph as is*)

COMBAT, CASE Q

(Q) *NVA Battle Groups*: Whenever NVA units at their original Combat Strength (four, five or six) are eliminated by bombardment or in ground combat, the unit is instead replaced with a Battlegroup unit (1-6). Thus if an NVA 5-6 unit was unable to retreat due to a combat result, the unit would be replaced by a 1-6 unit, which would not be forced to retreat. If an already existing Battlegroup is attacked, results are applied against it without further modification. The destruction of a Battlegroup (or groups) does not result in the formation of additional Battlegroups.

MAPSHEET

Explanation of Combat Results

Rules of Retreat and Advance due to Combat 1
Units may not retreat into or through terrain which they may not enter during normal movement.

ZONES OF CONTROL, CASE J (new rule)

Zones of Control *do* extend across political boundaries including boundaries which restrict the movement of certain units. The zone of control of a unit may extend into a hex which that unit cannot enter. (Exception: ARVN units' Zones of Control do not extend into non-trail or non-road rough terrain hexes.)

TERRAIN EFFECTS CHART

Trail Hex: In the Movement-Point (MP)-Cost-to-Enter-Hex-Column the Communist cost should read 1 MP.

AIR AND NAVAL BOMBARDMENT, CASE J (new Rule)

Note: The bombardment effects on a unit's movement and combat capabilities are in addition to any penalties applied against that unit according to its state of supply.