

**NEW! Available for shipping 31 December 74**

# Search & Destroy

Tactical Combat in Vietnam,  
1965-67

- Squad level combat for four armies
- Air Strike, artillery, heliborne, armor, and ground combat

- Leadership effects; both sequential and simultaneous movement

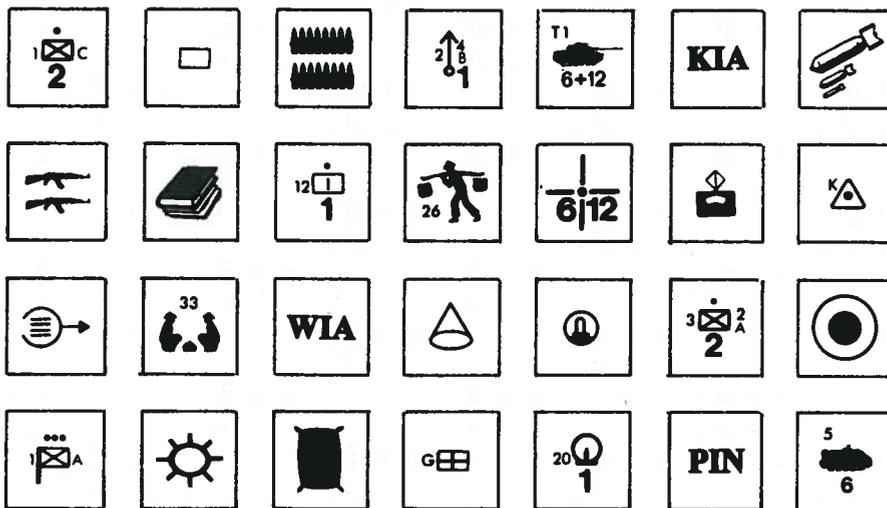
*Search & Destroy* is a game of ground combat in South Vietnam during the period when the United States Armed Forces and the North Vietnamese Army were committed into the civil war between the Army of the Republic of Vietnam (ARVN) and the Opposition National Liberation Front's (NLF) military arm, the Viet Cong (VC). *Search & Destroy* simulates platoon company and multi-company actions where the US player (ARVN and US forces) is fighting the opposition/communist forces.

Most of the scenarios are of two basic types: a US force Helidrop into a VC or NVA held area, with the objective of recovering or destroying various caches of material (rice, administrative records, ammunition, radios), or a land drive (sometimes with armor) to clear an area thought to be infested with the enemy. The game system concentrates on the looser, more mobile actions, rather than sieges or assaults. There are no base camp assault or Hamburger Hill bloodbaths.

The simulation is organized into three different types of games. First there is the *Basic Game*, which is the foundation on which the other games are built. The Basic Game includes all the rules and components that are needed to play a realistic simulation of combat in this period and on this scale. This game is won by the side with the greater number of Victory Points, as determined by the American capture or destruction of communist caches and the mutual casualties. A basic mechanical feature of all the games is that the NLF units are face-down throughout the game, unless uncovered by firing or US search. Of course there are dummy units for the NLF to disguise the position of his real units and caches.

The *Standard Game* is built upon the Basic Game, but takes the game into a complexity level that would be considered acceptable to the majority of the game players. It simply adds such additional rules as the re-concealment of NLF units, leadership control and slightly more complicated initial deployment.

Finally, the *Advanced Game* reaches the maximum in complexity and realism for all Players. It consists of optional rules



which may be used independently or in conjunction with one another. These include improving positions (improving defensive value), move/fire, ambush ability for the NLF units, intensifying fire while limiting ammunition supply, and a casualty rather than a point combat results table which actually involves placing wounded and killed markers for each casualty. These may be retrieved or captured and influence the number of points lost by the owning player.

There is also provision for medical evacuation of US personnel. There are optional rules dealing with observed and unobserved artillery and air strike support, as well as helicopter gunship support. In some of the advanced, optional scenarios, the US Player receives tanks and/or APC's, while the NLF Player receives mines and RPG-5's and RPG-7's (rocket launchers).

There is a complete organization chart for all four armies involved, and the advanced scenarios dictate how many platoons or companies each side uses. Leadership rules are based on the radio command network for the US units and distance from leader units for the NLF units.

Lastly, there are rules permitting the normal sequential movement system to

be converted to a simultaneous system. However, Players should note that the game is fully functional in either format.

The game equipment includes 400 counters which represent the individual squads, vehicles and a multitude of markers including the various caches, the dead and wounded bodies, impact markers for three types of High explosive weapons, and anti-personnel weapons. The game map is a 2.25 by 1.7 kilometer surface area covering a typical medium elevation area, which is neither the Highlands nor the rice paddies of the Mekong Delta. The rules are bound in a handsome 8½ x 11 rules booklet with charts attached to the map and on the back of the booklet for ease of play.

*Search & Destroy* is a game that covers the critical period of the Second Indo-China War, the only period in which the US could have salvaged a political victory through military means. This simulation portrays many of the smaller scale reasons why the reverse happened, and puts the opposing Players in the command positions, each faced with their own enormous disabilities. *Search & Destroy* is a brand-new game designed to replace SPI's *Grunt* game.

*Search & Destroy* is available (boxed) from Simulations Publications for \$8.00.