The Playing Pieces: two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the opposing armies in the campaign fighting in the actual war. The playing pieces are distinguished by type, strength and mobility, as represented by the various numbers and symbols printed on their faces.

SAMPLE GROUND UNITS

<table>
<thead>
<tr>
<th>Unit type symbol</th>
<th>Organizational size</th>
<th>Nationality or Political Identity</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Combat Strength</th>
<th>Defense Strength</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>6</td>
<td>21-6</td>
</tr>
</tbody>
</table>

BOMBARDMENT COUNTERS

Air Bombardment Markers:
- one Bombardment Strength Point
- three Bombardment Strength Points
- five Bombardment Strength Points

Naval Bombardment Marker:
- Bombardment Strength when Target is one hex distant
- Bombardment Strength when Target is two hexes distant

DEFINITION OF TERMS

Combat Strength — the basic offensive and defensive power of a unit quantified in Combat Strength Points.

Defensive Strength — the basic defensive power of a unit quantified in Defense Strength Points.

Movement Allowance — the basic movement ability of a unit quantified in Movement Allowance Points.

GROUND UNIT TYPE SYMBOLS

- Infantry
- Guerilla Infantry (NLF)
- Ranger
- Marine
- Airborne
- Armor
- Mechanized Infantry
- Militia (NLF)
- Dummy Combat Unit

ORGANIZATIONAL SIZE SYMBOLS

XX — Division
X — Brigade
III — Regiment
II — Battalion
(BG) — Battlegroup
(BG) + — Reinforced Battlegroup

NATIONALITIES

ALLIED UNITS:
- USA units: All units with green fields and black markings, and the abbreviation "USA"
- ROK units: All units with green fields and gold markings, and the abbreviation "ROK"

COMMUNIST UNITS:
- NVA units: All units with gold fields and black markings, and no nationality abbreviation.
- ARVN units: All units with light green or muddy green fields and black markings, with no nationality abbreviation.
- NLF units: All units with black fields and gold markings, and the political abbreviation "NLF".
MOVEMENT

GENERAL RULE:
During the Movement Phase of a Player’s turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as determined within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules. Note that the Air and Naval Bombardment markers are governed by different rules (see Air and Naval Bombardment).

PROCEDURE:
Move each unit individually, tracing the path of its movement through the hexagonal grid.

CASES:
(A) Movement is calculated in terms of hexagons. Basically, each unit expends one Movement Point of its total Movement Point Allowance for each hex entered. To enter some types of hexes, more or less than one Movement Point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different “entry costs.”
(B) In any given Movement Phase of a Player’s Turn, the Player may move all, some, or none of his units. Movement during the Movement Phase is not reversible.
(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many times as its owner desires, as long as its Movement Point Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase, for transfer from unit to unit.
(D) No Enemy movement is permitted during a Player’s Movement Phase.
(E) No combat (Enemy or Friendly) may take place during a Movement Phase.
(F) Units may never enter or pass through a hex containing Enemy units.
(G) In a given Movement Phase, once a unit has been moved and the Player’s hand withdrawn from the piece, it may not be moved again, nor may it retreat and change its move.
(H) Units may move over different types of terrain hexes in the same Movement Phase as long as they have enough Movement Points to expand as they enter each hex.
(I) A unit may, unless otherwise indicated, always move one hex per Movement Phase, even if unable to expend sufficient Movement Points. Moving directly from one Enemy Controlled hex to another is forbidden.
(J) Movement during the Combat Phase is not considered normal movement and does not require the expenditure of Movement Points.
(K) Units are affected in their movement by supply; see Supply rules.
(IM) HIDDEN MOVEMENT: all Allied units are placed on the map face-up. They remain face-up throughout the game. All Communist units are always placed on the map face-down. Communist units are turned face-up at the instant of attack. If the hex being attacked contains Dummy units, remove them immediately. If a real Communist unit survives the attack, they are immediately turned face-down again.

Note: throughout the Allied Player’s Turn, the Allied Player should keep track of Victory Points scored or lost by the Allied Player’s actions.

GAMETURN INDICATION
The Communist Player moves the Game-Turn marker one step on the Time Record Track, and a new Game-Turn is begun. Repeat the Sequence of Play until all thirteen Game-Turns have been played (the game may end before thirteen Game-Turns if the Communist Player scores a Decisive Victory; see Victory Conditions).

ZONES OF CONTROL

GENERAL RULE:
The six hexes immediately surrounding a unit constitute that unit’s Zone of Control. Friendly units must stop their movement upon entering an Enemy controlled hex; they may move no farther in that Movement Phase.

CASES:
(A) Friendly Zones of Control have no effect upon Friendly units.
(B) For the purposes of Movement, Enemy Zones of Control extend into hexes occupied by Friendly units.
(C) For the purposes of tracing Supply Lines, Enemy Zones of Control do not extend into hexes occupied by Friendly units.
(D) In the case of retreats mandated by the Combat Results Table, Enemy Zones of Control do not extend into hexes occupied by Friendly units (which means that a Friendly unit may retreat onto or through another, adjacent Friendly unit even if that hex is adjacent to an Enemy unit).
(E) Units which begin their Movement Phase adjacent to Enemy units, may leave the Enemy controlled hex in which they started. They may not, however, move directly into another Enemy controlled hex — they must first enter a
non-controlled hex and then they may enter the Enemy controlled hex.

(F) Certain units have their Zones of Control restricted, i.e., their Zones do not always extend into all hexes adjacent to them.

1. Zones of Control of all units never extend across river hexesides, whether bridged or unbridged.

2. USA units have no Zone of Control until any one of the USA units is attacked. Thereafter, all the USA units have a full Zone of Control (regardless of the outcome of the attack).

3. ARVN units' Zones of Control do not extend into hexes of a terrain type (ignoring the effects of roads and trails) where they cannot move. Thus, their Zone of Control never extends into any Rough Terrain or Swamp hexes, regardless of the presence of roads or trails in that hex.

All other units have full, unobstructed Zones of Control.

(G) Units entering or leaving an Enemy Zone of Control must expend additional Movement Points, above and beyond the normal Movement Point cost of entering that hex's terrain type. The number of Movement Points expended depends on the owning Player and whether the unit is entering or leaving the controlled hex. A full summary of these "entry and exit costs" is found on the Terrain Effects Chart. Allied Player units expend two additional Movement Points to enter a Communist Zone of Control, and three additional to leave. Communist Player units expend one additional Movement Point to enter an Allied controlled hex, and two additional to leave.

(H) Enemy Zones of Control interfere with friendly units which are retreating due to combat. See the Combat Results Table explanation of effects.

### TERRAIN NOTES

1. Defender is doubled due to River hexesides only when all attacking units are attacking through River hexesides.

2. "NA" (Not Applicable) means that the particular type of terrain does not need to be considered. Thus, if an "NA" appears under the Movement Cost column, it means that the terrain feature has no effect on movement, and the Player should calculate movement costs based upon whatever other terrain is in the same hex. The same is true for an "NA" indication in the Defense Strength column; ignore that terrain when calculating the effective Defense Strength of the unit.

3. Roads: Players may only move at the Road or Trail Movement Rate if they are moving units through Road or Trail hexesides. Entry into a Road hex via a Trail hexside is performed at the Trail Movement rate. Entry into a Trail hex via a Road hexside is performed at the Road rate. A hexside is considered to be a Road or Trail hexside when the Road or Trail symbol crosses the hexside.

4. A hex is considered to be a given type of terrain if all or part of the hex contains that terrain symbol. Defensive doubling effects of terrain are not cumulative; the Defense Strength of any unit(s) may never be more than doubled.

5. The effect of terrain on Bombardment Strength is completely different than the effect of terrain on ground combat. The Bombardment Strength is doubled if the Communist units are in clear terrain ("clear terrain" in this instance is defined as any hex which does not contain Swamp, Rough, Town, or Base, symbols) in non-clear terrain, the face-value Bombardment Strength is used.

6. Movement costs which have a plus-sign (+) in front of them are applied in addition to any other Movement costs.

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### TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>TERRAIN TYPE</th>
<th>MOVEMENT POINT COST TO ENTER HEX</th>
<th>EFFECT ON DEFENSE STRENGTH WHEN DEFENDER IS IN TERRAIN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Communist: 1 MP</td>
<td>Allied: 1 MP</td>
</tr>
<tr>
<td>Swamp Rough</td>
<td>Communist: 2 MP</td>
<td>Allied: 2 MP</td>
</tr>
<tr>
<td>Towns</td>
<td>Communist: NA</td>
<td>Allied: NA</td>
</tr>
<tr>
<td>Bases</td>
<td>Communist: NA</td>
<td>Allied: NA</td>
</tr>
<tr>
<td>Supply Center</td>
<td>Communist: NA</td>
<td>Allied: NA</td>
</tr>
<tr>
<td>Roads</td>
<td>Communist: 1 MP</td>
<td>Allied: ½ MP</td>
</tr>
<tr>
<td>Trails</td>
<td>Communist: NA</td>
<td>Allied: 2 MP</td>
</tr>
<tr>
<td>River Hexides</td>
<td>Communist: +3 MP</td>
<td>Allied: +3 MP</td>
</tr>
<tr>
<td>Bridge Hexides</td>
<td>Communist: No extra</td>
<td>Allied: No extra</td>
</tr>
<tr>
<td>All Sea</td>
<td>Communist: Prohibited</td>
<td>Allied: Prohibited</td>
</tr>
<tr>
<td>Non-hex areas of map</td>
<td>Communist: Prohibited</td>
<td>Allied: Prohibited</td>
</tr>
</tbody>
</table>

### OTHER MOVEMENT COSTS

- **Airlift**: Prohibited +3
- **Enter Enemy Zone of Control**: +1 MP +2 MP
- **Leave Enemy Zone of Control**: +2 MP +3 MP
COMBAT

GENERAL RULE:
Combat takes place during the Combat Phase of a Player's Turn. The phasing-Player is considered to be the Attacker and the non-phasing-Player is considered to be the Defender (regardless of their overall strategic posture).

These combat rules apply solely to ground combat between ground combat units. See the Air and Naval rules for Bombardment combat rules.

PROCEDURE:
Total to the Combat (or Attack) Strength of the attacking units involved in a specific attack, and compare it to the total Combat (or Defense) Strength of the defending units) in the targeted hex (modifying the respective Attack or Defense Strengths for any effects of the Terrain Effects Chart or Supply Effects Chart). State the comparison as a probability ratio. Attacker's Strength to Defender's Strength. Round off the ratio downward to the nearest "whole" number, to yield one of the simplified odds found on the Combat Results Table, roll the die, and read the result under the appropriate odds column for that die result. Apply the result of the combat immediately before going on to resolve any other combat.

CASES:

(A) During the Combat Phase of his Turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to use every adjacent unit if he decides to attack. Attacking is completely voluntary.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.

(D) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units) at the same time, that is to say, different defending units on different hexes may be treated as objects of attacks which might be made by a one-hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(E) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many as six stacks of units could be brought to bear against a single Enemy-held hex.

(F) Defending units stacked in the same hex must be attacked as a single combined Combat Strength, i.e., you may not individually attack individual units which are stacked together. There is no limit to the number of units that may defend in a particular hex.

(G) Combat odds are rounded off in favor of the Defender. For example, an attack of 26 Strength Points against 9 Strength Points would round off to a two-to-one combat odds situation.

(H) If one unit in a stack is used in an attack, the other units in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.

(I) Units may never split their Combat or Attack Strength and use it in two or more attacks in the same Combat Resolution Sequence. The Defense or Combat Strength of a unit may never be split or attacked in piecemeal fashion. All Combat Strengths must be used as integral quantities.

(K) Movements may be made in any order that the Attacker desires. The result of each attack must be applied immediately after the attack is executed. Advances after combat must be executed immediately as the opportunity is presented (see Case I).

(L) ADVANCE AFTER COMBAT OPTION: Attacking units which have completely retreated or eliminated all defending units have the option, before resolving any other combat, to advance some, all, or none of the attacking units into the hex of the defeated unit's hex. This must be done immediately after resolution of combat, before resolving any other combat. This optional advance does not expend any combat Counters.

(M) There are a variety of terrain and supply effects on combat, which are detailed on the Terrain Effects Chart, and the Supply Effects Table.

(N) All units may attack into any adjacent hex, regardless of any geographical boundaries (national or regional), or terrain type. Thus, NLF and ARVN units may attack out of their initial placement; and ARVN units may attack Communist units in rough Terrain or Swamp hexes. However, all units must obey movement restrictions in advancing after combat (Case L).

(P) HIDDEN UNITS: as stated in Movement Procedures, the Allied Player specifies which Dummy Counters (see Dummy Counter rules) which are used as if they were real units in order to fool the Attacking Player. Thus when the Attacking Player is attacking Communist units in his Combat Phase, he must first announce all of his attacks before resolving any of them. In this allocation, the Attacker specifies which units are attacking which Communist units (whose Strength is yet unknown). Only then does the Defender begin to resolve each combat, in any order he wishes. As each attack is to be resolved, the Defender Player turns the defender's die, the Attacking Player rolls the die for the combat, the combat result is applied, and the unit is re-placed, face-down. That unit may not be attacked again in the Combat Phase, as the unit is revealed in this manner, it is removed from the map, and the allocated attacking units may not be used in the same Combat Phase.

When the Attacking Player attacks, he reveals his attacking units at the beginning of the Combat Phase, and hides them again after resolving any combat results apply. Otherwise the procedure is the same.

(R) NVA BATTLE GROUPS: Whenever NVA units at their original Combat Strength (four, five or six) receive an elimination result due to ground combat, the unit is instead replaced by a Battlegroup unit (1-6). Thus if an NVA 6-6 unit is unable to retreat due to a combat-related result, the unit would be replaced by a 1-6 unit, which would not be forced to retreat. If an already existing Battlegroup is the subject of an attack, it suffers the result in exactly the same fashion as a regular NVA unit. The destruction or Battlegroup (or group) does not result in the formation of additional Battlegroups.

(DUMMY COUNTERS

GENERAL RULE:
The Communist Player receives a certain number of Dummy Combat Counters at the beginning of the game, as indicated by the scenario he is playing. In all ways, except combat, these counters function as real combat units. They are placed initially, may supply lines or Enemy retreats be directed to, may be used as integral quantities.

(A) Dummy Counters have a normal Movement Allowance of six Movement Points, and move in the same fashion as ordinary NVA combat units.

(B) Dummy Counters may capture South Vietnamese towns with a zero intrinsic Defense Strength just by moving through them, as any combat unit may.

(C) Whenever a Dummy Counter is exposed due to Allied ground attack (see Combat, Case P), it is removed from the map. It may never be replaced on the map, i.e., it is permanently lost.

(D) Beginning on Game-Turn Three, the Communist Player must remove one Dummy Counter per Game-Turn at the end of his Player-Turn. These removed pieces are permanently lost. At this time, the Communist Player has no more Dummy Counters to be removed. The Communist Player chooses which Dummy Counter will be removed.

TOWNS AND MILITIA

GENERAL RULE:
Certain hexes on the map are town hexes. The town hexes in South Vietnam have an intrinsic Defense Strength, representing the ARVN militia printed on the map; it is not represented by counters. The Communist Player receives Victory Points for taking and/or holding the town hex.

PROCEDURE:
When the Communist Player attacks a town hex which has an intrinsic militia Defense Strength, any combat result affecting the defender, "eliminates" the intrinsic Strength. The Communist Player then places an NLF militia (0-1-0) counter on the town hex to denote Communist control of that town. This counter should not be treated as a combat unit, as it is merely a marker showing Communist control and the intrinsic militia Defense Strength of the town under Communist control.

CASES:

(A) All towns in South Vietnam begin the game under Allied control.

(B) Only the towns in South Vietnam are counted for Victory Points and have an intrinsic Strength. Town hexes outside South Vietnam are merely terrain features and have no intrinsic Strength or Victory Point value.

(C) By themselves Town hexes with militia (whether ARVN or NLF) have no Zone of Control. This is true even for the NLF militia counters placed on the map. The militia Strengths do, however, give the same effect to their hex as if it were occupied by a Friendly combat unit. This hex may not be entered by Enemy units (until attacked and defeated), nor may supply lines or Enemy retreats be directed through that hex.

(D) The intrinsic Strength of these towns may only be used defensively. It may never be used offensively, whether by itself or in concert with other units.

(E) When combat units are stacked with militia Strength Points (NLF or ARVN), the militia Strength is added to the combat unit's Strength for the defense, but not for the offense. The combat unit, of course, retains its full Zone of Control.

(F) Bases also have an intrinsic militia Defense Strength. When defending, the combat unit(s) in a base hex first draw upon its Strength for the defense, and then adds the undoubled intrinsic Strength to that total. Bases are identical to towns, except for their ability to double combat units' Strength for the defense.

(G) The intrinsic militia Defense Strength for the Allied controlled towns and bases varies from zero to three. Regardless of the ARVN intrinsic Strength of a town, the Communist Player always replaces it when taken with a
single 0-1-0 NLF militia counter. Thus, all NLF militia Strengths are "one," while the ARVN Strengths vary.

In the case of towns with a zero Defense Strength, the Communist Player must only move into or through that hex (assuming the absence of other Allied units) to gain an NLF militia counter. The town need not be attacked.

(I) To control a Region, the Communist Player must have all the towns in that Region currently under control.

(K) The Communist Player receives a certain number of "Victory Points" for each town hex currently controlled (occupied by an NLF militia counter), and somewhat fewer Victory Points for every town hex that was once occupied but subsequently taken over by the Allied Player (see Victory Conditions).

When a town hex is controlled by the Communist Player, the NLF militia counter should be left face-up to signify this control. If the town hex is retaken by the Allied Player, the NLF militia counter should be left on the map but placed face-down. This signifies former control of the town by the Communist Player. This will simplify the computation of Victory Points at any given time.

(L) Militia Strengths (ARVN and NLF) are never affected by supply considerations, nor are they affected by the Bombardment results (see Bombardment Results Table).

(M) Each time control of a town hex changes hands Form one Player to another, the identical militia Defense Strength is restored intact. Thus if a town is taken by the Communist Player, who places an NLF militia counter there, and retaken by the Allied Player, the original militia Defense Strength is restored to the Allied Player in full. If the Communist Player were again to take the town, the NLF militia counter would be restored to a face-up position.

(N) BESIEGED TOWNS: When the Communist Player loses control of a town hex adjacent to an Allied controlled town hex that is said to be "besieged." This affects armoured movement (see Movement, Case III, and supply (see Supply Procedure). No Victory Points are received for besieged towns.

SUPPLY

GENERAL RULE: Combat units are determined to be in a certain state of supply by being able to trace an uninterrupted line of supply through the hexagonal grid to a Supply Source. Each Player has different states of supply for his units, and the effects of supply vary for each Player, and for certain supply lines of the Player's units. (See the Supply Effects Chart.)

PROCEDURE:

COMBAT SUPPLY — the Communist Player has three states of supply: Attack Supply, General Supply, and Isolation.

- A given Communist unit is in Attack Supply if it can trace a supply line of eight hexes, or fewer, from its supply hex to its point of departure. The dummy supply hex is expended (removed from the map) at the end of the Combat Phase in which it is used.

- A given Communist unit is in General Supply if it can trace a supply line of eight hexes, or fewer, from its supply hex to the supply Center hex.

- A Communist unit is in an Isolated supply state if it has neither Attack nor General Supply.

Allied Supply — the Allied Player has two supply states: Supplied and Unsupplied.

- An Allied unit is in a Supplied state if it is able to trace a supply line to an unbesieged Town or Base hex; or if it is a town or Base hex, besieged or not. The supply line may be as long as and as devious as necessary.

- If an Allied unit is not in a Supplied state, it is considered Unsupplied.

CASES:

(A) All Communist units are in Attack Supply for the first two Game-Turns, automatically, without regard to location on the mapsheet and without expending any supply units.

(B) NLF guerrilla units, and NVA "2-1-6" Battlegroup and ARVN Militia Defense Strength (ARVN or NLF) of towns are always in a state of Attack Supply for "Supplied" in the case of ARVN Militia.

(C) SUPPLY OBSTRUCTIONS: supply lines may not be traced through occupied hexes or Enemy controlled hexes. Supply lines may not be traced through a particular unit through terrain which that unit could not enter. Thus ARVN units may not trace supply lines to hexes of North Vietnam, nor through non-Tar Patrol, Swamp, or Rough Terrain hexes. ROM units cannot trace supply lines through hexes of non-specialized location, initial placement, etc. Units may never trace supply lines through unbridged river hexes or all-Sea hexes.

(D) Supply Center hexes, as designated on the map, each have an intrinsic Defense Strength of two Supply Points, similar to town hexes, except that they are Communist controlled at the beginning of the game. The Supply Center hexes have no Victory Point value. Supply Center hexes, when attacked by ground units, are destroyed as normal units when a "De" combat result is obtained against the Communist force. "Dr2" combat results never affect Supply Center hexes unless the hex is completely surrounded by Allied units and/or Zones of Control. In this case, the Supply Center is eliminated. Note that, since most Supply Center hexes abut Rough Terrain hexes, they are usually never affected by these "Dr" results when when the Supply Center is attacked by an Allied force. However, if the Supply Center hex is eliminated, the American Player receives no "military" counter: the hex is permanently out of the game and may not be used for General Supply. The Communist Player may no longer use it as a source of General Supply (even if retaken). Any supply units in that hex are also destroyed.

Each Supply Center hex also has a quota of "supply units," which is matched to the line on the Supply Effects Chart. The number of "supply units" may be increased at the end of each Game-Turn throughout the game. This will simplify the computation of Supply Effects at the end of each Game-Turn.

Air and Naval Bombardment

GENERAL RULE: Only the Allied Player has Air and Naval markers. They are used to bombard Communist units. The Allied Player receives a number of Bombardment Strength Points at the beginning of the game. This is augmented during the course of the game (see the Reinforcement Chart). Air Strength Points are never lost; they may be re-used once each Game-Turn throughout the game.

PROCEDURE:

Available Air Strength Points are kept in the indicated section on the map. In the Bombardment Phase, the Allied Player may place these Strength Points on the hex to be "boomed." After a turn, the only hex it may have thus been allocated to the attack, the Allied Player consults the Terrain Effects Chart, adjusts the Bombardment Strength Points as indicated, and the indicated result is applied to the Communist unit in the hex under attack. The air units are then returned to the Bombardment Strength Available area on the map once the attack is completed.

When there is more than one Communist unit in the hex under attack, the full number of Air Bombardment Strength Points is applied to each successful attack. If there are only two hexes it may have thus been allocated to the attack, the Allied Player consults the Terrain Effects Chart, adjusts the Bombardment Strength Points as indicated, and the indicated result is applied to the Communist unit in the hex under attack. The air units are then returned to the Bombarclment Strength Available area on the map once the attack is completed.

The Naval marker may be placed on any all-Sea hex at the beginning of each Bombardment Phase. It has a Bombardment Strength of "two" when attacking adjacent hexes, and of "one" when attacking hexes which are two hexes distant (one hex intervening). These are the only hexes it may fire into, and it may not split its allocation among different hexes. The Naval Bombardment Strength may be used either by itself, or in conjunction with Air Bombardment Strength. It is worth noting that it resolves attacks in the same fashion as air units.

CASES:

(A) NLF militia counters are never affected by any bombardment results; the Allied Player does not roll the die for attacking them when bombarding other units in a Communist controlled town.

(B) The Combat Strength of units in the hex being bombarded has no consequence. Combat resolution is based solely on the number of Bombardment Strength Points, adjusted for any terrain effect.

(C) Air and Naval Bombardment markers do not move as combat units do. They are placed from the Bombardment Strength Available area to the appropriate hex at the beginning of the Bombardment Phase. They die if the point they are attacking is eliminated. They are never lost due to being captured by a friendly unit. They can never be adversely affected by combat results. They may not be attacked. For all practical purposes, they are "infinite." They may be used in combination with Air Bombardment Strength. It is worth noting that it resolves attacks in the same fashion as air units.

AIR AND NAVAL BOMBARDMENT

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thirteen one-point Air markers, or two five-point and three one-point air markers. At any time the Allied Player may break down into smaller denominations, or create larger ones, without penalty, so long as the total number of Strength Points remains the same. There is no limit to the number of Air or Strength Points that may be placed in a single hex (exception: Case F).

(F) In a given Bombardment Phase, the Allied Player may not allocate more than one-half (eliminate fractions) of his Air Bombardment Points to attack a single hex. Thus on Game-Turn 1, with thirteen Strength Points available, no more than six could be allocated to attack a single hex.

(G) Supply units and supply centers are not affected by bombardments. They may not be attacked in this manner, although combat units on the same hex may be bombarded.

(H) REMEMBER: Air Strength Points are never lost or excised. They may be re-used every Bombardment Phase. The total number of Air Strength Points available increases throughout the game as the Allied Player receives additional Air Strength on the reinforcement chart.

VICTORY CONDITIONS (How the Game is Won)
The winner of the game is determined by the number of Victory Points achieved by the Communist Player during the course of the game. The Communist Player achieves Victory Points by seizing town hexes and entire Regions while the Allied Player wins by denying and retaking these Communist objectives.

As the Victory Points are scored (or lost), the Players adjust the current number of Victory Points indicated by Victory Points Index on the map to the new current total.

At the end of Game-Turn 13 (the last Game-Turn), the Victory Points Index is adjusted a final time. This score is then compared to the Level of Victory table to judge the importance of the victory for each player.

COMMUNIST DECISIVE VICTORY
If at any point in the game the Communist Player achieves 40 or more Victory Points, he has won a Decisive Victory. The government of South Vietnam is overthrown. All play ceases immediately; the game is over.

LEVEL OF VICTORY TABLE

<table>
<thead>
<tr>
<th>Victory Points</th>
<th>Level of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 or less</td>
<td>Allied Substantive Victory</td>
</tr>
<tr>
<td>5 through 9</td>
<td>Allied Marginal Victory</td>
</tr>
<tr>
<td>10 through 14</td>
<td>Draw; neither Player wins</td>
</tr>
<tr>
<td>15 through 24</td>
<td>Communist Marginal Victory</td>
</tr>
<tr>
<td>25 through 39</td>
<td>Communist Substantive Victory</td>
</tr>
</tbody>
</table>

POINT SCORING
In order to score points, the Communist Player must seize towns in South Vietnam. Different towns are worth different amounts of Victory Points (these different values are related to the Intrinsic Defense Strength of the towns). As the Communist Player scores a given town, a certain number of Victory Points are awarded to him (immediately). If the Allied Player should retake that town, a certain number of Victory Points are subtracted from the current total (immediately). If such a retaken town is again seized by the Communists, the subtracted Victory Points are restored. Towns may change hands any number of times during the course of the game and the Victory Points index is always adjusted to reflect these events.

TOWN VICTORY POINTS

<table>
<thead>
<tr>
<th>Intrinsic Victory Pts.</th>
<th>Victory Pts. Awarded</th>
<th>Victory Pts. Subtracted</th>
<th>If Seized</th>
<th>If Retaken</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>8</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Next to each Town symbol on the map will be found two small numbers separated by a slash. The first number is the Victory Point Value of the town when seized and held by the Communists; the second number is its reduced value when retaken by the Allies.

REGIONAL VICTORY POINTS
Whenever the Communist Player seizes all the towns in a given Region and holds them simultaneously, he is awarded the Victory Points for that Region. Regions are worth varying amounts of Points (from four through twelve) depending upon the Region. These values are printed directly on the map next to the name of each Region. Whenever the Allied Player retakes one or more of the towns in a Communist dominated Region, the Regional Victory Points for that Region are subtracted from the current Victory Point total (immediately). The Communist Player may regain these subtracted Points by once again seizing the lost towns.

SUMMARY OF REGIONAL VICTORY POINTS

<table>
<thead>
<tr>
<th>Region</th>
<th>Victory Points Awarded</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guang Tri</td>
<td>12</td>
</tr>
<tr>
<td>Quang Nam</td>
<td>7</td>
</tr>
<tr>
<td>Central Coast</td>
<td>4</td>
</tr>
<tr>
<td>Central Highlands</td>
<td>4</td>
</tr>
<tr>
<td>Cham Coast</td>
<td>4</td>
</tr>
<tr>
<td>Daklak</td>
<td>5</td>
</tr>
<tr>
<td>Tay Ninh</td>
<td>6</td>
</tr>
<tr>
<td>Rung Sat</td>
<td>6</td>
</tr>
<tr>
<td>Saigon Region</td>
<td>10</td>
</tr>
<tr>
<td>Mekong Delta, East</td>
<td>6</td>
</tr>
<tr>
<td>Mekong Delta, West</td>
<td>9</td>
</tr>
</tbody>
</table>

Note that the Regions on the map are delineated by the units of grey and blue coloring the regional areas.

SAIGON ISOLATION VICTORY POINTS
The Communist Player receives five Victory Points if all four road hexes directly adjacent to Saigon (those hexes with roads leading directly into Saigon) are occupied by Communist units or withing the Zone of Control of a Communist unit. The presence of an Allied unit in any of these four road hexes negates the effect of a Communist Zone of Control for this purpose.

If the Communist Player controls (has face-up Militia units in) both hexes of Saigon, he does not receive these five Victory Points (he would instead receive the ten Regional Points for Saigon).

These five Victory Points may be lost and regained as Saigon is relieved or re-isolated.

How to use the Orders of Battle
Note: the term “Order of Battle” as used in these rules, refers to a specific combination of Initial Forces, Reinforcements, and Special Rules being used by a given Player in a given game. There are six Orders of Battle available for each Player. A complete “read-out” of an Order of Battle can be had by using the Order of Battle Description, the Initial Forces Chart, and the Reinforcement Track.

In the Historical Game: use Order of Battle “A” with Free Deployment for the Allies and Order of Battle “G” with Historical Deployment for the Communists.
In the Standard Game: use Order of Battle “A” with Free Deployment for the Allies and Order of Battle “G” with Free Deployment for the Communists.
In the Optional OB Game: use any one of the six Orders of Battle available for each side. The Orders of Battle to be used may be arrived at by mutual agreement, or the Limited Strategic Intelligence method may be used.

LIMITED STRATEGIC INTELLIGENCE
Each Player writes the code-letters of his six
Orders of Battle on a piece of paper, secretly assigning each letter a different number from "one" through "six." The dice are rolled once and each Player uses the Order of Battle indicated by the die number. The Allied Player immediately reveals which Order of Battle he is using. The Communist Player keeps his Order of Battle a secret throughout the game. His letter-number combinations should be placed in an envelope, sealed, and turned over to the Allied Player to be verified at the end of the game.

Example: Allied List: A = 2, B = 4, C = 1, D = 6, E = 3, F = 5.

To begin the game: 1. The two Players simulate the Communist Player and the Allied Player. The Communist Player rolls the dice and assigns a different letter-number combination to each of the twenty-one NVA combat units and dummy supply units. NLF units are deployed in the same manner, with each of the combined units being either a NVA or a NLF unit. 2. The Allied Player places his twenty-one combat units and dummy supply units in order that the Allied Player will not be able to deduce the Communist Player’s Order of Battle simply by looking at the order in which he places them.

Note: When setting up Communist units on the Reinforcement Track in a Limited Strategic Options game, the Communist Player places the counters face-down and use extra markers or counters to fill in any blank spots (in order that the Allied Player will not be able to deduce the Communist Player’s Order of Battle simply by looking at the reinforcement track). None of these fake reinforcements may ever enter the game, of course, but they may be pushed back along the track (delay in their “appearance”) in order to keep the Allied Player guessing.

**How to Deploy**

In all initial placement of units, all Allied units are placed on the map in a face-up fashion, while all Communist units are placed on the map in a face-down manner. In all games (and options), the Communist Player receives a total of twenty-one NVA combat units and dummy combat units, five NLF units, and thirteen real or dummy supply units.

**THE DEPLOYMENT SEQUENCE (IN ALL GAMES) PROCEEDS AS FOLLOWS:**

1. The Communist Player places fourteen of his twenty-one dummy combat units and real combat units (any amount of either) on the map (Free Deployment Restriction), placing the remaining seven aside. Then he places the five NLF units.
2. The Allied Player places all of his units on the map (see below for restrictions). The Air Bombardment Strength Points are placed in the “available” box.
3. The Communist Player places the remaining seven of his combat units and dummy counters on the map, and then places all thirteen real and dummy supply units on the Supply Center hexes.

**FREE DEPLOYMENT**

All games except the Historical Game use Free Deployment. Free Deployment allows the players a greater degree of discretion in the initial placement of their forces. Players must, however, obey the Quota Sequence and the Deployment Restrictions in the Standard Game. In the Order of Battle Options Game they must, in addition, obey any modifications due to Special Rules.

**Standard Deployment Restrictions**

The following restrictions apply to all games except in the specific instances noted.

**COMMUNIST UNITS**

NVA REAL AND DUMMY COMBAT UNITS: All twenty-one NVA real and dummy combat units must be deployed outside South Vietnam. (Exception: see Special Rule “J.”)

NVA REAL AND DUMMY SUPPLY UNITS: All thirteen Real and dummy supply units must be deployed directly on Supply Center hexes, according to the quota numbers printed on the Supply Center hexes.

**NLF UNITS:** All NLF 2-1-6 units are always deployed in the following manner: one in the Central Coast Region, two in the Mekong Delta Region, and two in the Me Kong Delta West Region. NLF units never may be initially deployed in Town hexes or Road/Trail hexes.

**ALYED UNITS**

USA UNITS: In all games that have US units as part of the initial forces, one USA 4-6 must be placed in the Danang base hex, and one each of the other two US units placed in the Long Binh and Vung Tau base hexes.

ROK UNITS: All ROK units must be initially deployed directly in the town of Qui Nhon.

ARVN UNITS: May only be deployed within the borders of South Vietnam (and, at the Player’s discretion, directly in the Cambodian town of Svay Rieng). ARVN units may only be deployed in terrain in which they are normally permitted to move.

**Historical Game Deployment**

In the Historical game, the Allied Player uses Order of Battle “A” and the Communist Player uses Order of Battle “B” (Historical Forces, Free Deployment), and the Communist Player uses Order of Battle “M” (Stronger NVA Offensive).

**ORDER OF BATTLE DESCRIPTIONS**

**Allied Orders of Battle**

A. Historical Initial Forces, Historical Reinforcements, Use either Historical Deployment (in Historical Game) and Free Deployment (in Standard Game)). Standard Victory Conditions.

B. Historical Initial Forces, Historical Reinforcements. Use Pacification Deployment (Special Rule B). Standard Victory Conditions.

C. Initial Force Variant “C” (Fortified Vietnamization), Free Deployment. Use Victory Modification P.


F. Historical Initial Forces, Reinforcement Variant “F” (Increased Naval Reinforcement). Use Victory Modification “P.”

**Communist Orders of Battle**

G. Historical Initial Forces, Historical Reinforcements. Historical Deployment (in Historical Game) or Free Deployment.

H. Historical Initial Forces, Historical Reinforcements. Free Deployment, use Special Rule “H” (Increased Naval Participation).

J. Historical Initial Forces, Historical Reinforcements. Free Deployment modified by Special Rule “J” (NVA Infiltration).

K. Historical Initial Forces, Historical Reinforcements. Free Deployment modified by Special Rule “K” (NVA Infiltration).

L. Initial Forces Variant “L” (Weaker NVA Offensive), Reinforcement Variant “L.” Free Deployment.

M. Initial Forces Variant “M” (Stronger NVA Offensive), Reinforcement Variant “M.” Free Deployment.

**SPECIAL RULES AND VICTORY MODIFICATION FOR THE ORDER OF BATTLE OPTIONS**

Special Rule F: US INTERVENTION

This special rule provides for free movement (i.e., unrestricted by political boundaries) of all Allied units. Although the USA and ROK units must still be deployed in the same places, they may move freely and attack in the ordinary course of the game. Thus the ROK units are not limited to the Central Coast province, and the USA units may move and attack freely.
**DESIGNER'S NOTES**

Making games about events still "in progress" is a chancey business. But, if games ("conflict Simulations") are to have any relevance they must be capable of producing results. A game's main claim on a person's time is its ability to simulate something. Simulate means a game that can re-create things as they happened. In the same manner that they happened.

This is what we have tried to do with *The Year of the Rat* game. We think it has been quite successful. Like *The Year of the Rat* (YOR), attempts to impart certain information in a certain way. In this case the information was the general outline of the North Vietnamese invasion of South Vietnam in early 1972. In doing this, we presented certain information about the two armies, their capabilities, organization and actual performance. Certain elements of the campaign, however, were not presented in an overtly recognizable manner.

Two of these "hidden" elements are of major importance. The most important one was the political situation in South Vietnam. A close second in importance was the very subtle strategy pursued by the North Vietnamese. Both of these elements are also intertwined. The political situation in South Vietnam is assumed to cover not only the domestic political "war" between elements of the "legitimate" government but also the conflict between the Viet Cong power structure and the Viet Cong governments. This is a hazy situation which no one seems to be able to unravel. All you could probably say about it is that the war is basically being fought in order to resolve this question of who actually holds ("commands") enough support to maintain a government. This brings us to the other important point: the North Vietnamese military strategy. Not just the strategy of moving military units and fighting battles, but the overall strategy of winning the war — of ending it by destroying the other side's ability to keep up a fight. The ultimate strategy seems to be to hurt the South Vietnamese army as much as possible while taking over as much territory as possible. The South Vietnamese forces seem unable to hold ground as well as the NVA. But what really is control? The North Vietnamese Army (NVA) has not made a "do or die" attempt to capture South Vietnamese cities. Instead their ultimate strategy seems to be to hurt the South Vietnamese army as much as possible while taking over as much territory as possible. The South Vietnamese forces seem unable to hold ground as well as the NVA. But the *Year of the Rat* game covers only a small part of this campaign. They could have won in this thirteen week initial offensive period. But they seem to have been anxious not to hurt their excellent long range chances at the expense of a very high-risk early win. This is why the victory conditions in our game aren't the same as the long range conditions of the NVA. A game covering that much time would be a different game. And we admit that our crystal ball wasn't up to this kind of thing. We bit off an early thirteen week period that we were fairly sure of handling.

---

**GAME RULES QUESTIONS?**

If you have any questions regarding these game rules (pertaining to interpretation, not basic design) please submit them as a separate piece of correspondence along with a stamped self-addressed envelope, to:

Game Questions Editor
Simulations Publications, Inc.
E. 23rd Street
New York, N.Y. 10010

All Questions should be answerable by a single word or number or phrased in multiple choice fashion. Leave space after each question for the answer (we'll mail it back to you).

---

**YEAR OF THE RAT/DESIGN CREDITS**

Game Design: John Prados.

Game-System Design: James F. Dunnigan


Game Development: John Young, John Prados.

Rules Composition: Redmond A. Simonsen, John Young.

Production: Redmond A. Simonsen, Manfred F. Milkuhn, Daniel E. Goodman, Kevin Melahn.
## Bombardment Results Table

**Effective Number of Bombardment Points**

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6,7</th>
<th>8,9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>E</td>
<td>E</td>
<td>E</td>
</tr>
<tr>
<td>2</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>3</td>
<td>*</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>P</td>
<td>D</td>
<td>D</td>
</tr>
</tbody>
</table>

---

**Map of Me Kong Delta, West**

- Vinh Long
- Ha Tien
- Can Gio
- My Tho

---

**Bombardment Strength Available**

- Not shown in the map.
Allied reinforcements may be placed at Hue, Danang, Long Binh, or Saigon, if the town of appearance is not under Communist control.
**YEAR OF THE RAT COMBAT RESULTS TABLE**

**COMBAT ODDS** (Attacker’s Strength-to-Defender’s Strength)

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
<th>8-1</th>
<th>9-1</th>
<th>10-1</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ar2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>De</td>
</tr>
<tr>
<td>2</td>
<td>Ar2</td>
<td>Ar1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr2</td>
<td>De</td>
</tr>
<tr>
<td>3</td>
<td>Ae</td>
<td>Ar2</td>
<td>Ar2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr2</td>
<td>Dr2</td>
<td>De</td>
</tr>
<tr>
<td>4</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar2</td>
<td>Ar1</td>
<td></td>
<td></td>
<td></td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>De</td>
</tr>
<tr>
<td>5</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar2</td>
<td>Ar1</td>
<td></td>
<td></td>
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<td>Dr1</td>
<td>Dr1</td>
<td>Dr2</td>
<td>Dr1</td>
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</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar2</td>
<td>Ar1</td>
<td></td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>Dr1</td>
<td>De</td>
</tr>
</tbody>
</table>

Attacks at odds of less than “1-4” are treated as “1-4”; Attacks at odds of greater than “10-1” are treated as “10-1.”
YEAR OF THE RAT COMBAT RESULTS TABLE

COMBAT ODDS [Attacker's Strength-to-Defender's Strength]

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-1</th>
<th>1-2</th>
<th>1-3</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
<th>8-1</th>
<th>9-1</th>
<th>10-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ar2</td>
<td>Ar1</td>
<td>Ar2</td>
<td>Ar2</td>
<td>Ar1</td>
<td>Ar1</td>
<td>Ar2</td>
<td>Ar2</td>
<td>Ar2</td>
<td>Ar1</td>
<td>Ar2</td>
<td>Ar2</td>
</tr>
<tr>
<td>2</td>
<td>Ar2</td>
<td>Ar1</td>
<td>Ar2</td>
<td>Ar2</td>
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<td>Ar1</td>
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<td>Ar2</td>
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<tr>
<td>3</td>
<td>Ae</td>
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<td>Ae</td>
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</tr>
<tr>
<td>4</td>
<td>Ae</td>
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<td>Ae</td>
<td>Ae</td>
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<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
</tr>
</tbody>
</table>

Attacks at odds of less than "1-4" are treated as "1-4"; Attacks at odds of greater than "10-1" are treated as "10-1."

EXPLANATION OF COMBAT RESULTS
The first letter of any combat result indicates to whom the result is applied:
"A" = Attacker (the Phasing Player),
"D" = Defender (the non-Phasing Player).

The other abbreviations indicate the action taken:
"e" = eliminated. The affected Player's units are immediately removed from the map and may never return. Also, see Combat rule, Case O.
"r" = retreated either one or two hexes. If any of the affected Strength is Militia (whether ARVN or NLF Militia) the Militia is eliminated.
"n" = No Effect. Neither Player's units suffer any effect.

RULES OF RETREAT AND ADVANCE DUE TO COMBAT
No unit may retreat into Enemy occupied hexes (including towns which have an Enemy Militia Strength).
No unit may retreat into or through vacant hexes upon which an Enemy unit is exerting a Zone of Control. Exception: NLF infantry and NVA 2-1-6 Battlegroups may always retreat through Enemy Zones of Control. The presence of an uninvolved Friendly unit negates the obstructing effect of Enemy Zones of Control in that hex.
Units may not enter the same hex twice during the course of the retreat. If forced to retreat two hexes, the unit must end the retreat two hexes away from its starting position. Units which cannot retreat within the above restrictions, are eliminated.

Note that movement mandated by the Combat Results Table is not considered normal movement (and, therefore, does not expend any Movement Points).

If more than one "safe" path of retreat is open to a unit the retreating player determines which hex it will be retreated to according to the following list of alternatives (given in priority order):
(A) A vacant hex not in Enemy Zones of Control.
(B) A Friendly-occupied hex, with the fewest number of units not in Enemy Zones of Control.
(C) A Friendly-occupied hex, adjacent to the Enemy unit which is not involved in a combat action (or whose combat-action has been resolved).
(D) A Friendly-occupied hex, adjacent to the Enemy unit which is involved in a combat action at the most favorable odds (to the Friendly Player).

Operating within the foregoing restrictions, units should be retreated towards the nearest supply source. Communist units should be retreated into Swamp or Rough terrain whenever possible. Note that units which retreat onto Friendly "host" units who are as yet unresolved, do not actively participate in the defense (or attack), but suffer the same result as the host unit.

Special Airmobile Retreat
Allied units with airmobile capability which are forced to retreat out of a South Vietnamese town may perform an airmobile retreat in lieu of a ground retreat. Only one airmobile unit involved in a town may make such a retreat.
Airmobile retreat consists of taking the airmobile unit from the involved town and placing it in any other Allied-held, South Vietnamese town (which is not besieged). Such a retreat may be performed in response to an "r1" or "r2" result.

RETREATING DISRUPTED AND PINNED UNITS

Pinned units may retreat in the same fashion as normal-state units. Disrupted units, however, may only retreat in response to an "r1" result. An "r2" result obtained against a Disrupted unit results in the unit being eliminated instead.

Advance: Whenever a hex is vacated by the Defender (as a direct result of Combat), one or more of the involved attacking units may occupy that hex. This optional one-hex advance must be executed immediately after the Enemy occupied hex is vacated (before any other combat is resolved). Such an advance may not be in violation of any terrain restrictions. This advance is not considered as part of normal movement (no Movement Points are expended) and Enemy Zones of Control are not taken into account. Defending units do not have the option to advance after combat if an Attacker's hex is vacated.
SUPPLY EFFECTS CHART

<table>
<thead>
<tr>
<th>Supply Condition</th>
<th>Effect on Combat Strength:</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Attacking</td>
<td>Defending</td>
</tr>
<tr>
<td><strong>COMMUNIST</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attack Supply</td>
<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>General Supply</td>
<td>Halved</td>
<td>Normal</td>
</tr>
<tr>
<td>Isolated</td>
<td>Reduced*</td>
<td>Halved</td>
</tr>
<tr>
<td><strong>ALLIED</strong></td>
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<td></td>
</tr>
<tr>
<td>ARVN: Supplied</td>
<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>ARVN: Unsupplied</td>
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<tr>
<td>non-ARVN:</td>
<td></td>
<td></td>
</tr>
<tr>
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<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>Unsupplied</td>
<td>Halved</td>
<td>Normal</td>
</tr>
</tbody>
</table>

*Reduced: If the NVA unit is a division-sized, full-strength unit its effective Attack Strength when isolated is considered to be "1\ conserve", isolated NVA 1-6 Battlegroups are reduced to zero Attack Strength when isolated.

NOTE: When units have their Strengths halved due to supply effects, do not drop fractions (i.e., a unit with a printed Strength of "3" would be halved to "1½").

NLF units (and the composite NVA/NLF 2-16)
BOMBARDMENT RESULTS TABLE

YEAR OF THE RAT
Vietnam, 1972

YEAR OF THE RAT
COMBAT RESULTS TABLE

ATTACKER'S STRENGTH-TO-DEFENDER'S STRENGTH

ALLIED INITIAL FORCES

ALLIED REINFORCEMENTS

May be placed at Hue, Quang Ngai, Long Binh, or Saigon, if the location is not under Communist control.

BOMBARDMENT STRENGTH AVAILABLE

BOMBARDMENT

RESULTS TABLE

(Effective Number of Bombardment Points)

1
2
3
4
5
6
7
8
9
10

YEAR OF THE RAT
COMBAT RESULTS TABLE

COMBAT ODDS [Attacker's Strength-to-Defender's Strength]

1-4
1-3
1-2
1-1
2-1
3-1
4-1
5-1
6-1
7-1
8-1
9-1
10-1

Attacks at odds of less than "1-4" are treated as "1-4"; Attacks at odds of greater than "10-1" are treated as "10-1."