

Year of the Rat Scenarios

(from Jadgpanther #9)

“The End in Vietnam 1975”

by James A Gavin

It may well be the year of the Rabbit, but you should go find your **Year of the Rat** game, and maybe the six-o clock news will start to make sense.

The OB for just before this last mess started is as follows:

ARVN:

1 x 4-6 , 3x 3-6, 3x 2-6,
4x 1-6 Divisions

3x 3-Y-6 Airborne
Brigades

2x 1-4 Infantry Regiments

3x 2-1-6 Tank Battalions

6x 2-2-6 Cavalry
Brigades (Armored)

4x 3-1-4 Artillery Groups

15x 2-T-6 Ranger
Brigades

1x 6-6 Marine Division

4 Air bombardment points

Enough choppers to
move five units on any 1
turn.

NVA/NLF:

NLF:

3x 4-4 Divisions

9x 2-1-6 VC Regiments

DRV:

4x 6-6 Divisions

6x 5-6 Divisions

9x 4-6 Divisions

4x 3-2-6 Tank Regiments

4x 4-1-4 Artillery groups

5x 1-6 Independent
Regiments

10x Supply units, plus
one per turn.

Notes:

If US aid is not cut,
increase all South
Vietnamese units by 50%
in combat factors, drop

fractions; add 5 Air
bombardment points; and
increase the troop lift
capability by 5 units.

Replacements are
accumulated at one
factor per turn for each
player but Tank, Cav,
Mech, and Airborne can't
be replaced.

Victory conditions:

Achieving 45 points for
the DRV or the
elimination of all but
twenty combat factors of
unfriendly troops from
South Vietnam.

Play continues until one
or the other occurs.

“The Year of Cambodia 1970”

by G G von Kolinski

Using the “*Year of the Rat*” game, it is easy to relive the thrilling invasion of Cambodia.

This is done through the following:

First: deploy six supply and four dummy counters anywhere in Cambodia (hidden, of course).

Second: the ARVN/US player deploys:

3 - 2-6 Divisions,
1 - 2-1-6 Mech Brigade,
4 - 2-Y-6 Brigades,
3 - 4 Y-6 US units, and
2 - 2-Y-6 Brigades.

Ten bombardment points are available.

Third: the VC/DRV player deploys:

4 - 4-6 on Turns 2, 3. and 4

Reinforcements: The VC/DRV player receives one 5-6 and one supply counter as reinforcements.

Victory Conditions:

The objective is for the ARVN/US player to destroy all of the real supply units, which cannot be moved. He has six turns in which to do this, failing which, he loses.