

SEARCH & DESTROY ERRATA AND NEW OPTIONAL RULES

SEARCH & DESTROY was a remake and an improved version of the older game GRUNT. It was certainly better and easier to play. However, several rule ambiguities still existed in the game which caused some misunderstanding of some of the rules sections. In many cases these were new rules which were contradicted by old rules from GRUNT which were left in the rule book when they should have been taken out. SPI never put out an errata sheet for SEARCH & DESTROY, even though many rules questions were received and answered by them. In this article I am listing the errata based on the questions that I sent in to them and the answers that I received. I am also introducing some new optional rules *of my own creation*.

ERRATA

[3.6] Game Scale

ADD - The time scale is twelve minutes per turn. (This is based on the fact that the time scale was six minutes per turn in GRUNT and the doubling of the Movement Allowances in SEARCH & DESTROY doubles the time.)

[6.23] Line of Sight

ADD - Hexsides common to only one blocking terrain hex do not block the line of sight if the line of sight longitudinally bisects the hexside. If the line of sight bisects an intersection of hexsides common to both blocking terrain and non-blocking terrain hexes, then the line of sight is not blocked at that intersection.

[13.2] US Leadership

[13.24] ADD - In the Standard Game where there is only the Company Commander unit in the company, if the Company Commander unit loses leadership, then the die must be rolled for each squad in the company to see if they lose leadership control.

[16.0] Improved Positions

Procedure ADD - Units that start the game set up on the mapboard may not be considered to be in Improved Positions unless specifically

allowed to by the scenario deployment instructions. If so allowed the owning player may have all, some, or none of his units in Improved Positions.

ADD - [16.4] Hidden Deployment of Improved Positions

Hidden units that are in Improved Positions need not have the improved position counter placed on top of them until they have been spotted in any manner by enemy units. Hidden units that are in Improved Positions must be recorded on a separate sheet of paper, in which case the unit and the hex number of the hex it is in is recorded. Hidden NLF units which improve their positions while in the line of sight of or adjacent to a US Personnel Unit are exposed and flipped over at the end of their turn. In the case of Dummy unit, it is immediately removed from the game.

[19.2] Ammunition Supply

[19.21] Third sentence should read as follows: Once you are "out of ammo", you can no longer fire, though NLF units reaching an NLF Ammunition Cache and US units reaching an Ammunition Supply Counter may resupply.

[19.24] ADD - The US Player may call in as many Ammunition Supply Counters as he desires per turn. (He has in game terms an unlimited supply.) Only one Supply Counter may be placed in a hex at any one time. The counter may be placed in any hex where a helicopter can land.

[20.0] Casualty Combat Results

[20.13] Personnel Unit Casualties

ADD - All Squads and Leadership counters which have a printed Attack Strength on them are eliminated from the game when they have received at least six casualties. All Leadership counters that have no printed Attack Strength on them are eliminated after they have received at least two casualties. This will require record keeping for each unit that has received casualties.

[20.2] Transportation of Casualties

ADD - [20.24] US Medic and NLF Porter units may carry up to a maximum of four WIA, two KIA, or one KIA and two WIA casualties. US and NLF squad size units may carry up to twelve KIA and/or WIA

casualties in any combination.

[20.4] Abandoned/Captured Casualties

[20.42] ADD - Additionally, the US Player receives at the end of the game, twenty-five Victory Points for each captured NLF casualty (KIA or WIA) that he has a US unit stacked with (i.e. transporting). (For propaganda purposes.)

[20.43] Second sentence should read - Additionally, he receives at the end of the game, sixty Victory Points for each captured US casualty (KIA or WIA) that he has an NLF unit stacked with (i.e. transporting), for each US casualty left alone on an Anti-Personnel unit, and for each US casualty left alone in any other hex on the board with no US unit stacked with it. (Again for propaganda purposes.)

ADD - [20.44] The NLF Player now only receives twenty Victory Points for each helicopter destroyed.

ADD - [20.45] For each peasant killed or wounded by enemy fire

[10.2], the non-firing Player now only receives 15 Victory Points if he is NLF or 10 Victory Points if he is US. Casualty markers are not placed on the board for civilian casualties, the points are just awarded. This includes fire of any kind (ground, artillery, airstrikes, etc.), but does not include casualties caused by interrogation [23.0].

[20.5] Casualty Victory Point Schedule

In the Type of Casualty Column, the third line should read "Each KIA or WIA captured/abandoned" and the fifth line should read "Each peasant killed or wounded by Enemy Fire".

[20.6] MEDIVAC

[20.61] ADD - MEDIVAC "helicopters" may land on hexes with personnel units with casualties on them. This is the only exception to rule {9.15}.

[20.64] ADD - Personnel units in a hex where the MEDIVAC is shot down under go an immediate 3-1 attack. Any resulting casualties are placed in the hex.

[21.0] Artillery, Air Strike, and Tank High Explosive Fire

Procedure: ADD - All enemy and friendly personnel units are attacked in the affected hexes.

[21.2] Patterns of Fire Diagrams

The Artillery Strike Pattern diagram should have a North Arrow pointing up next to it and should have the Artillery Center of Impact counter in it. The Tank HE Fire diagram should have the Tank HE Center of Impact counter on it.

[21.24] ADD - The Artillery Strike Pattern is set up on the Game Map in relation to the North Arrow on the map, not to the point of view of the Forward Observer unit calling in the fire.

ADD - [21.25] Air Strike Patterns may be of any shape providing the hexes are in contact with each other on at least two hexsides (i.e. each hex is adjacent to at least two other strike hexes) and it is in a contiguous pattern (i.e. no unaffected hexes in the middle of the pattern).

[22.0] Tanks and Armored Personnel Carriers [APC's]

ADD - [22.35] When using the Fire and Movement Rule [17.0], an NLF Cadre unit may expend up to six Movement Points and still be able to fire the RPG-7. There are no modifiers to the Vehicle

Defense Table for this.

ADD - [22.36] When using the Increased Fire Rate and Ammunition

Supply Rule [19.0], a NLF Cadre unit that has fired its RPG-7 may when it resupplies with ammunition (Rule [19.22]) be resupplied with another RPG-7 round. This procedure may be repeated as many times in the game as the NLF Player desires.

[22.4] Vehicle Defense Table

[22.41] ADD - Successive Immobilized results have no additional effect on the vehicle. The NLF Player receives no Victory Points for immobilizing or destroying a vehicle. The only exception to this is if a scenario's victory conditions awards points for destroyed or immobilized vehicles in that particular scenario.

[23.0] Interrogation

[23.14] Should Read - If, in the second interrogation attempt, the US Player wounds a peasant being interrogated, the NLF Player is awarded ten Victory Points. If, in the third attempt at interrogation (possible only with

ARVN units), the US Player kills a peasant being interrogated, the NLF Player is awarded twenty Victory Points.

[23.15] Third sentence should read - If the second result is "Peasant Wounded", then the Porter can be considered as eliminated (killed) by interrogation.

[23.16] Should read - In all interrogation by US units, the US Player has the option of stopping after the first attempt or die roll.

[23.2] How ARVN Interrogate: ADD - All three attempts are made in a single turn. A peasant unit that receives a peasant wounded result may still be interrogated a third time. (Note: If a Porter receives a Wounded result in the second attempt, he is eliminated and may not be interrogated a third time.)

[23.3] Interrogation Results Table

Explanation of Results: A = Located one Ammunition Cache.

ADD [23.4] Combined US/ARVN Orders of Battle

In scenarios where the US Player has both US and ARVN units in his order of battle, he may make only one interrogation attempt with any one of his US units and may make as many interrogation attempts as he has ARVN units in a single Turn, in accordance with the rules in this section.

[24.0] Organization of Forces

ADD - [24.11] The US Player may additionally receive Artillery and Air Strike assets as provided for by the scenario instructions.

[24.12] ADD - All fractions are rounded up, i.e. a "1" Attack Strength halved remains a "1".

[24.2] North Vietnamese [NVA] and Viet Cong Organization

There are three NLF Leader (Cadre) counters in a VC Company, not two.

[24.35] Command Control Chart (US Only)

The Battalion Commander normally controls two company commanders but in scenarios where the US Player has three or more companies, he would control the company commanders of all of them.

[26.0] Helicopter Gun Support

ADD - Players may want to craft their own helicopter counters to mark the hexes where

the various types of helicopters are on the mapboard.