



COIN Series, Volume IV

Second Edition

RULES OF PLAY

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1.0 INTRODUCTION

Fire in the Lake is a 1- to 4-player board game depicting insurgent and counterinsurgent (COIN) conflict during the main US period in Vietnam, 1964-1972, up to the “Paris Peace”. Each player takes the role of a Faction seeking to set the fate of South Vietnam: the United States (US), North Vietnamese forces (NVA), the Republic of Vietnam forces (ARVN), or the southern communist Viet Cong (VC). Using military, political, and economic actions and exploiting various events, players build and maneuver forces to influence or control the population, extract resources, or otherwise achieve their Faction’s aims. A deck of cards regulates turn order, events, victory checks, and other processes. The rules can run non-player Factions, enabling solitaire, 2-player, or multi-player games.

Fire in the Lake is Volume IV in the COIN Series of games that use similar rules to cover modern Insurgencies and other inter-factional conflicts. The Playbook lists major rules differences from earlier volumes. This Second Edition alters Air Strike (4.2.3), the Commitment Phase (6.5) and nine cards labeled “2nd Ed”.

Game set up is explained on pages 23-24 of this rule book. An index on pages 21-22 lists and defines key game terms. Sequences and options for player and non-player actions are summarized on several aid sheets.

1.1 General Course of Play

Fire in the Lake—unlike many card-assisted war games—does not use hands of cards. Instead, cards are played from the deck one at a time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose between the card’s Event or one of a menu of Operations and Special Activities. Executing an Event or Operation carries the penalty of rendering that Faction Ineligible to do so on the next card. Coup cards mixed in with the Event cards provide periodic opportunities for instant wins and for activities such as collecting resources and influencing popular sympathies.

1.2 Components

A complete set of *Fire in the Lake* includes:

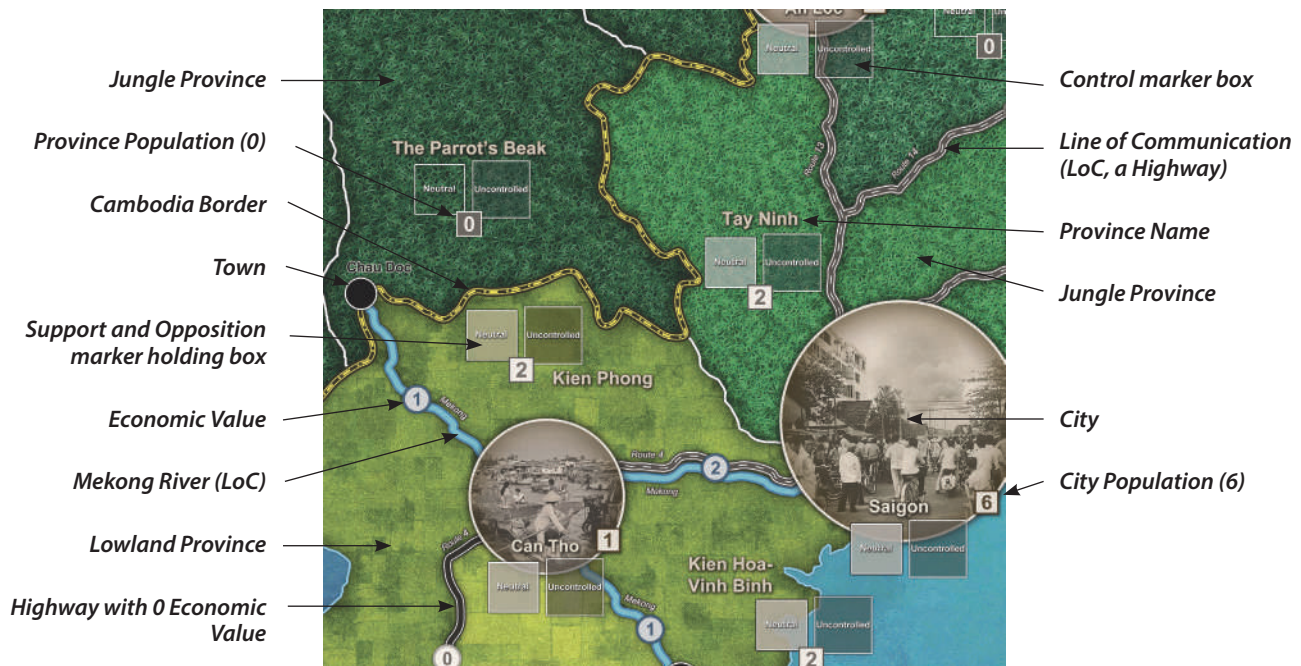
- A 22”x34” mounted game board (1.3).
- A deck of 130 cards (5.0).
- 229 olive, bright blue, red, yellow, and orange wooden playing pieces, many embossed (1.4; see “Forces Pool” on the Spaces List sheet for a complete listing).
- 7 embossed cylinders (1.8, 2.2).
- 6 black and 6 white pawns (3.1.1).
- A sheet of markers.
- 2 Sequence of Play and Spaces List sheets (1.4.1, 2.0, 6.0).
- 4 Faction player aid foldouts (3.0, 4.0, 7.0).
- A Random Spaces and Non-player Events sheet (8.2, 8.4).
- 2 Non-player Operations foldouts (8.5-8.8).
- 3 6-sided dice—1 blue, 1 red, 1 yellow.
- A background play book.
- This rule book.

1.3 The Map

The map shows South Vietnam and nearby areas divided into various types of spaces.

1.3.1 Map Spaces. Map spaces include rural Provinces, Cities, and Lines of Communication (LoCs) that are either Highways or the Mekong river. All spaces—including LoCs—can hold forces. Towns are not spaces, merely boundaries between adjacent LoCs (1.3.6)

1.3.2 Provinces. Each Province shows a Population value (Pop) of 0, 1, or 2 that affects victory via Support for or Opposition to the Saigon regime (1.6) or Control (1.7) and some Insurgent actions. Provinces are further distinguished as Highland, Lowland, or Jungle, affecting Counterinsurgent Sweeps (3.2.3), Assaults (3.2.4), and certain Events (5.0).



1.3.3 Cities. Cities similarly show Population value of 1, 2, or 6. *DESIGN NOTE: Each Population value represents about 500,000 citizens of South Vietnam.*

1.3.4 LoCs. Each Line of Communication (LoC) space is either Highway (road) or Mekong (river) or both and shows an Economic value (Econ) of 0, 1, or 2 affecting ARVN Resource earnings (1.8, 6.2.3) and Viet Cong Taxation (4.5.1). *NOTE: LoCs are spaces!*

1.3.5 Foreign Countries. The map's Provinces include parts of North Vietnam, Laos, and Cambodia. All other spaces are South Vietnam ("The South"). Only NVA and VC may stack in North Vietnam (1.4.2). US and ARVN may enter Laos or Cambodia spaces normally, but at risk of later removal (6.4.1).

1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events. Any 2 spaces meeting one of the following conditions are adjacent:

- Spaces that border on (touch) one another.
- Provinces that would touch but for separation by a LoC.
- LoCs or Provinces separated by Towns.

NOTE: Towns are not spaces; they merely terminate LoCs (1.3.1).



ADJACENCY EXAMPLE: Quang Duc Province and Route 11 are adjacent via Da Lat, as are Quang Duc and Khanh Hoa across Route 21.

1.3.7 Coasts. Any spaces adjacent to blue ocean (including across a LoC) are coastal, affecting the Amphibious Landing, Operation Starlite, and USS New Jersey Events (5.0).

1.3.8 Overflow. Use "Overflow" boxes for pieces that exceed the room in a space on the map; place the lettered marker in that space.



1.4 Forces

The wooden pieces represent the Factions' various forces: US Troops (olive cubes), ARVN Troops (yellow cubes) and Police (orange cubes), NVA Troops (red cubes), NVA and VC Guerrillas, US and ARVN Special Forces (SF), and all Factions' Bases.

DESIGN NOTE: ARVN Police represent both urban police and rural militias such as Regional Forces and Popular Forces. US-led Irregulars include both CIDG counter-guerrillas and US special operations forces training them or operating on their own. Bases represent command, training, and supply facilities as well as political administration.

1.4.1 Availability, Removal, and Out of Play. A "Force Pool" inventory on the Spaces List sheet shows the number of pieces in the game. Keep forces Available for placement in the Faction's Available Forces box (or the US-led Irregulars box). Place NVA and VC Bases in the highest- and US Bases and Troops in the lowest-numbered

empty spaces to show the number of on-map Bases and Available US Bases and Troops to help track earnings (6.2) and victory (7.0). US and ARVN may have forces in the Out of Play box—neither Available nor on the map—and US forces can become Casualties (3.3.3, 4.4.2, 5.0, 6.5). Otherwise, forces removed from the map go to Available.

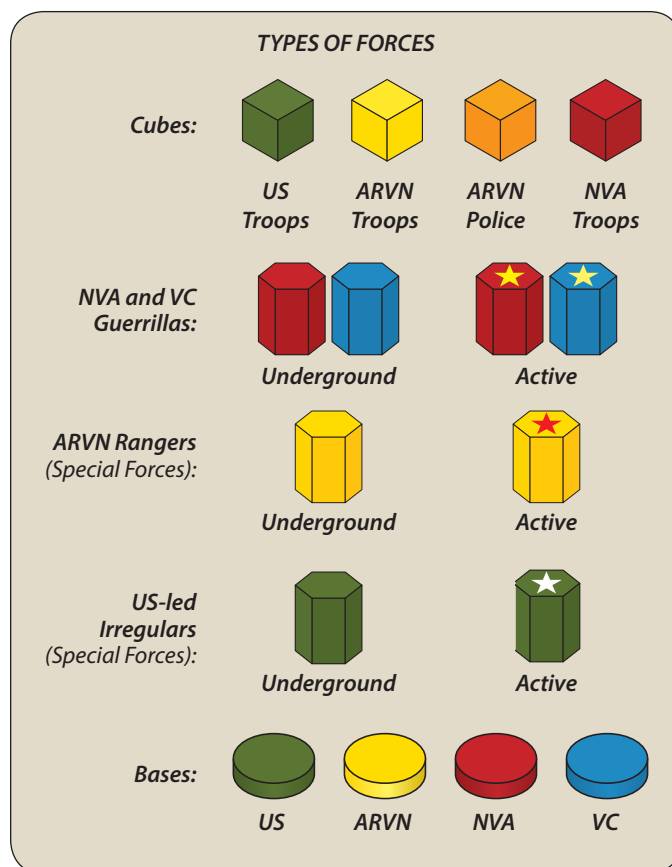
- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed (EXCEPTION: Infiltrate, 4.4.1).
- **Important:** Factions while executing an Operation, Special Activity, or Event to place their own forces may take them from elsewhere on the map (including a Tunneled Base, losing the Tunnel marker, 1.4.4) if and only if the desired force type is not Available. EXCEPTION: The US player may do so only with US-led Irregulars and any ARVN forces, not with US Troops nor with US Bases.

EXAMPLES: NVA without Available Guerrillas could remove its own during a Rally (3.3.1) to place them Underground. US Train could take Police from another space if none Available.

1.4.2 Stacking. No more than 2 Bases (of any Factions) may occupy a single Province or City. Bases may not occupy LoCs. Only NVA and VC forces may occupy North Vietnam (1.3.5).

- Placing (such as Bases via Train 3.2.1, Rally 3.3.1, Event 5.1.1, or Commitment 6.5) or moving forces may never violate stacking.

1.4.3 Underground/Active. Guerrillas and Special Forces are either Underground—symbol end down—or Active—symbol end up. Actions and Events flip them from one to the other state. Bases, Troops, and Police are always Active. Always set up and place new



Guerrillas and SF Underground (including if replacing a piece). *NOTE: Unless instructions specify “Underground” Guerrilla, it is sufficient to “Activate” already Active Guerrillas (they stay Active). Also, “moving” or “relocating” Guerrillas or SF does not affect Underground status unless specified.*



1.4.4 Tunnels. Scenario Setup (2.1) and Events (5.0) designate certain VC or NVA Bases as Tunneler. Place an appropriate Tunnel marker on such a Base, never more than 1 Tunnel marker at a time per Base. Tunneled Bases are harder to remove by Operations or Events (3.2.4, 4.2.1, 4.2.3, 4.3.3, 5.1.1). When a Tunneled Base is removed, so is the Tunnel marker. NVA can Infiltrate a VC Tunneled Base to make it NVA (4.4.1).

1.5 Players & Factions

The game may have up to 4 players, each as 1 or more Factions: the US (olive), the NVA (red), the ARVN (yellow and orange), or the VC (blue). In a 1-player game, the player plays US and ARVN together, or NVA and VC, or any 1 Faction (8.9). Leftover Factions are controlled either by rules section 8 as “Non-Players” or, if preferred with 2 or 3 players, as below.

No Non-Player Option: With 2 or 3 players, the players (rather than the Non-Player rules, 8.0) may control any leftover Factions:

- With 2 players, 1 player controls NVA and VC, the other US and ARVN.
- With 3 players, a single player controls NVA and VC or, if preferred, US and ARVN.

POLITBURO: A combined NVA/VC player uses the higher victory margin of the 2 Factions during Coup Rounds (winning if either meets its condition, 6.1, 7.2), but uses the *lower* of the 2 after Final Coup (7.3).

SOVEREIGNTY: A US/ARVN player uses the *lower* victory margin of the 2 Factions (7.3) and only causes play to end on a victory check (6.1, 7.2) if both are meeting their conditions.

DESIGN NOTE: NVA, VC, and ARVN pieces draw their colors as much as possible from their respective flags, US from the olive GI uniform.

1.5.1 Friends and Enemies. US and ARVN are Counterinsurgent (COIN) Factions and friendly to each other; NVA and VC are Insurgents and friendly to each other. Counterinsurgents are enemy to Insurgents.

1.5.2 Negotiation. Players may make any mutual arrangements within the rules. All negotiations are open. The rules do not bind players to agreements.

- The NVA and VC may voluntarily transfer up to half Resources (1.8) to each other at any time that one of them is executing an Operation, Special Activity, or Event.

1.6 Support and Opposition

Support and Opposition affect victory and some operations and activities.

1.6.1 Cities and Provinces with at least 1 Population (1.3.2-3) always show 1 of 5 levels of its populace’s Support for or Opposition to the Saigon regime that can shift during play:

- Active Support.
- Passive Support.
- Neutral.
- Passive Opposition.
- Active Opposition.

1.6.2 Active Support or Opposition counts double Population for Total Support or Opposition—affecting US or VC victory (7.2-.3). Show Support or Opposition with markers placed in each City or Province. Show Neutral spaces by the absence of such markers.



Total Support =

2 x Pop in Active Support + 1 x Pop in Passive Support

Total Opposition =

2 x Pop in Active Opposition + 1 x Pop in Passive Opposition

NOTE: LoCs (1.3.4) and Pop 0 Provinces are always Neutral, never at Support or Opposition.

1.7 Control



The 2 Counterinsurgent Factions together (US and ARVN) Control a Province or City if their pieces there combined exceed those of the other 2 Factions (NVA and VC) combined. The NVA alone Control a Province or City if NVA pieces exceed all other pieces (including VC). Control affects certain activities and victory. Adjust COIN Control and NVA Control markers as Control changes due to placement, removal, or movement of pieces.

1.8 Resources, Aid, and Patronage

At any moment, each Faction except the US has between 0 and 75 Resources that it uses to pay for Operations (3.0). During Coup Rounds (6.2.3), a level of Aid (between 0 and 75) is added to ARVN Resources. A level of Patronage (0 to 75) contributes to ARVN victory (7.0). Mark Resources, Aid, and Patronage on the edge track—for Resources, with a cylinder of that Faction’s color (1.5).

DESIGN NOTE: Patronage represents the wherewithal of the Saigon regime to reward its friends at the expense of the population, such as by diverting foreign aid—a means of governance that the US could view as corrupt.



1.8.1 Joint Operations. The US does not track its own Resources. Some US Operations (3.1) and US Pacification (3.2.1, 6.3.1) spend ARVN Resources. The US may only spend those ARVN Resources that exceed the marked Total Econ level (1.3.4, 6.2.3). Only the ARVN Faction may spend ARVN Resources at or below Econ.



1.9 Victory Markers

Similarly track with markers on the edge track the following totals that affect victory (7.0).

- Total Support (1.6.2) plus the number of US Troops and Bases Available (1.4.1).
- Total Population Controlled by the NVA plus the number of NVA Bases on the map (1.7).
- Total Population Controlled by the COIN Factions (1.7) plus Patronage (1.8).
- Total Opposition (1.6.2) plus the number of VC Bases on the map.

NOTE: A marker on “The Trail” track records the efficiency level of the NVA’s North-to-South supply network (6.7). Twelve “Deception” markers are for victory-related optional rules (7.3).

2.0 SEQUENCE OF PLAY

2.1 Set Up

Follow the instructions on the last 2 pages of this rule book to choose a scenario and various play options, assign Factions to players, prepare the draw deck, and set up markers and forces.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. Then reveal the next card on top of the draw deck. The card on the played card stack is played first; the card on top of the draw deck will be played next. *NOTE: Players will see 1 card ahead into the deck (2.3.7).* All played cards and the number of cards in the draw deck are open to inspection.

RECORD STEPS: As the steps of each Event card play are completed, place a cylinder of the Faction’s color (1.5) into the Sequence of Play track’s appropriate box (or, for Coup Rounds [6.0], advance the Coup Card marker).

2.3 Event Card

When playing an Event card, up to 2 Factions will execute Operations or the Event.

- Factions whose cylinder is in the “Eligible” box receive these options in the left-to-right order of Faction symbols shown at top of the card.
- Factions with cylinders in the “Ineligible” box do nothing.

2.3.1 Eligibility. Factions that did not execute an Operation or Event on the previous card are Eligible (their cylinders will start the card in the “Eligible” box per 2.3.6). Factions that did are Ineligible. (All Factions start the game Eligible.) See also Free Operations, 3.1.2.

2.3.2 Faction Order. The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1st Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2nd Eligible. *NOTE: Light halos and gray rifles at some Faction symbols relate only to Non-player instructions (8.4.1).*

2.3.3 Passing. If a 1st or 2nd Eligible Faction (only!) opts to Pass, it remains Eligible for the next card and receives +1 Resource if an Insurgent Faction or adds +3 ARVN Resources if either COIN

Faction. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.7) and play the next card.

2.3.4 Options for Eligible Factions.

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0) — with or without a Special Activity (4.0) — or
- The Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute an Operation or possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- Op Only: If the 1st Eligible Faction executed an Operation, the 2nd Eligible Faction may execute a Limited Operation (2.3.5).
- Op & Special Activity: If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may execute a Limited Operation or instead execute the Event.
- Event: If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation, with a Special Activity if desired.

NOTE: The game board and Sequence of Play aid sheet also show these options. To qualify as executed, an Operation must occur in at least one space (even if no effect) or (for NVA Rally) Improve the Trail; Patrol inherently does so.

2.3.5 Limited Operation. A Limited Operation is an Operation in just 1 space, with no Special Activity. If the Limited Operation is a Patrol (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple spaces but only 1 destination space. A Limited Operation counts as an Operation. (See also Non-player Operations, 8.1).

2.3.6 Adjust Eligibility. After the 1st and 2nd Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play track as follows:

- Any Faction that did not execute an Operation or Event (and was not rendered Ineligible by an Event) to the “Eligible” box.
- Any Faction that executed an Operation (including a Limited Operation) or Event to the “Ineligible” box (unless otherwise specified by the Event; see also Free Operations, 3.1.2).

PLAY NOTE: Some Events (5.0) will enable the executing Faction to remain Eligible or render other Factions Ineligible through the next card. As a reminder, mark a Faction thus remaining Eligible by placing its cylinder at the left edge of its Sequence of Play “Event” box. Mark a Faction thus rendered Ineligible by placing its cylinder with (under) the executing Faction’s, to show that it will be Ineligible for the next card.

2.3.7 Next Card. After adjusting Eligibility, move the draw deck’s top card onto the played card pile face-up and reveal the draw deck’s next card (even if the played card is Coup!, 2.4). Play the played card, proceeding with the appropriate sequence.

2.3.8 Pivotal Events. Each Faction begins the Medium and Full scenarios (only, 2.1) with a Pivotal Event card unique to it. Pivotal Events are a type of Event (5.0). A Faction may play its Pivotal Event to cancel a currently played Event card (including Eligibility order, 2.3) if:

- That Faction is Eligible, AND
- The red pre-condition on the card is met, AND
- The 1st Eligible Faction has not yet done anything, AND
- No Coup is showing as the next card (2.3.9).

PROCEDURE: The Faction interrupts the usual Sequence of Play by placing its Pivotal Event card on the played Event card and executing the Pivotal Event. The new Eligibility sequence follows, and the Pivotal Event stays in the played card pile, as normal.

TRUMPING PIVOTAL EVENTS: The VC may play its Pivotal Event on top of another Faction's Pivotal Event, canceling it; ARVN may do so to US or NVA; NVA may do so to US; US may not do so. A canceled Pivotal Event card is returned to its owner for possible later use.

PLAY NOTES: *The 1st Eligible Faction need not declare what it would execute before a Faction must decide whether to play its Pivotal Event. Place "Playable Pivotal Event" reminder markers on unplayed Pivotal Event cards for which preconditions are met.*

2.3.9 Monsoon Season. On the last Event card before each Coup Card (2.4), Operations may not include Sweep (3.2.3, even via Advise, 4.2.1) nor March (3.3.2), US Air Strikes and Air Lifts are limited to 2 spaces (4.2.2-.3), and no Pivotal Events allowed (2.3.8). (But see 5.1.1 regarding Event text.)

NOTE: *Keep the "Monsoon" marker near the deck and place it on the played Event card as a reminder while a Coup is showing as the next card.*

2.4 Coup Card

If playing a Coup Card, first carry out any immediate instructions on the card. Then place the card in the box marked "RVN Leader" (see below). Finally, conduct a Coup Round (6.0), marking each phase on the Sequence of Play with the "Coup Card" marker.

2.4.1 RVN Leader. The top (most recently played) Coup card (or the "RVN Leader" box, if empty) shows the current Republic of Vietnam (RVN) Leader. Any lingering effects noted for that Leader are in effect, as if it is the text of a lingering executed Event (5.1, 5.3, 5.4). If the most recently played card is "Failed Attempt", place it underneath any previous Coup cards. **NOTE:** *"Failed Attempts" cancel only "Duong Van Minh". Minh is an RVN Leader but not a card. Minh thus does not count as a card in the RVN Leader box (such as for Pivotal Event pre-conditions, 2.3.8). "Nguyen Cao Ky" will affect Pacification beginning with that Coup Round (6.3.1).*

2.4.2 Final Coup. If the last Coup card's Round is completed without a victory (6.1), the game ends: determine victory by 7.3.

NOTE: *Each series of Event cards up to a Coup is a "Campaign", representing 1-2 years of war.*



3.0 OPERATIONS

3.1 Operations in General

A Faction executing an Operation (Op) chooses 1 of the 4 Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

Operations usually cost Resources (not Aid or Patronage, 1.8), often per space selected; the paying Faction must have enough Resources to pay for the Operation, including in each selected space. The US does not spend Resources of its own; it sometimes spends ARVN Resources, but may not do so below the marked Total Econ (1.8.1, 6.2.3).

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy Factions (1.5) or pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. An Operation may target both enemies or just one and ignore the other. **NOTE:** *Allied forces nevertheless protect the Bases of the other friendly Faction from Assault/Attack (3.2.4, 3.3.3). Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces, friendly or enemy, do not require that Faction's permission.*

3.1.1 Pawns. If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Operations. Certain Events (5.5) grant free Operations or Special Activities: they cost no Resources and, if executed by a Faction other than the one playing an Event, do not affect its Eligibility (2.3.6). **EXCEPTIONS:** Pacification, Agitation, and Trail Improvement still cost Resources even if part of a free Operation (3.2.1, 3.3.1). Other requirements and procedures still apply unless modified by Event text (5.1.1, 5.5.).

3.2 COIN Operations



The US and ARVN choose from Train, Patrol, Sweep, and Assault Operations. **NOTE:** *These Factions never place or move pieces into North Vietnam (1.4.2).*

3.2.1 Train. Training adds ARVN forces and can build Support (1.6) or drop Patronage (1.8). **NOTE:** *The US gets its Troops and Bases in and out of Vietnam via the Commitment Phase (6.5) and Events (5.0), not Operations.*

- ARVN may select any Provinces or Cities without NVA Control.
- The US may select any Provinces or Cities that have US pieces.
- Either Faction spends 3 ARVN Resources only if it places any ARVN pieces (including replacing cubes with a Base).

PROCEDURE: First, in each of those selected spaces desired, if US, place 1-2 Irregulars or, at US Bases, 1-2 Rangers or up to 6 ARVN cubes (any combination of Troops and Police); if ARVN, place 1-2 Rangers or up to 6 ARVN cubes at Cities or at US or ARVN Bases. If none of the desired ARVN pieces are Available (1.4.1), they may be taken from the map. Then, in 1 selected space (even if a Limited Operation, 2.3.5), if desired either:

- Pacify to remove any Terror marker and then to shift the space up to 2 levels toward Active Support. The space must have COIN Control and, if ARVN Training, both ARVN Troops and Police. (Unlike Pacification during the Support Phase, 6.3.1, the US does not need Troops and Police, only a US piece and COIN Control.) The Pacification costs 3 ARVN Resources per Terror marker

removed and level shifted, even if the Training Operation was free (3.1.2, 5.5). OR

- If ARVN, replace any 3 ARVN cubes with 1 ARVN Base (within stacking, 1.4.2). *NOTE: Replacing cubes with a Base costs 3 ARVN Resources even if no cubes were placed.* OR
- If US and the space is Saigon, transfer up to 3 Patronage to ARVN Resources.

3.2.2 Patrol. Patrolling protects LoCs by moving Troops or Police onto them and finding and removing Insurgents there. If ARVN, pay 3 Resources total (not per space); if US, the cost is 0. If a Limited Operation (2.3.5), all moving cubes must end on a single destination space.

PROCEDURE: Move any number of your Faction's cubes from any spaces. Each cube may move into any adjacent LoC or City and may keep entering adjacent LoCs or Cities until the player chooses to stop moving it or it enters a space with any NVA or VC piece. Then, in each LoC (whether or not a cube just moved there), Activate 1 enemy Guerrilla for each of your Faction's cubes there. Then, if desired, Assault (3.2.4) in 1 LoC at no added cost. US may not add ARVN. If a Limited Operation (2.3.5), the Assault must be in the destination LoC.

3.2.3 Sweep. Sweeps may move Troops and can locate enemy Guerrillas. Select Provinces or Cities as destinations (not North Vietnam, 1.4.2). If ARVN, pay 3 Resources per space selected; if US, 0. Sweep is not allowed in Monsoon (a Coup card showing as next, 2.3.9).

PROCEDURE: First, simultaneously move any of your Faction's adjacent Troops desired into selected spaces. In addition, each group of Troops may first move onto an adjacent LoC (1.3.3) that is free of NVA/VC and then into an adjacent space. (Any Troops that move must reach spaces paid for as destinations.)

- Then, in each selected space, Activate (1.4.3) 1 enemy Guerrilla for each of your cubes (moved or already there) or Special Forces (Irregulars for US, Rangers for ARVN).
- In Jungle spaces, Activate only 1 enemy Guerrilla for every 2 of your cubes or Special Forces (round odd totals down).

SWEEP EXAMPLE: ARVN selects Quang Duc for a Sweep. No LoCs have Guerrillas. Two Troops move from Cam Ranh onto Route 11 and from there via Da Lat into Quang Duc Province. ARVN Troops in Binh Tuy – Binh Thuan also could enter Quang Duc.

3.2.4 Assault. Assaults remove enemy pieces. Select any spaces with the executing Faction's cubes and Insurgents (NVA or VC). ARVN pay 3 Resources per space. US Assault costs 3 ARVN Resources only if the US player opts to add an ARVN Assault in 1 US Assault space.

PROCEDURE: In each selected space, remove enemy pieces per the number of cubes there, as follows.

- If an ARVN Assault, count only ARVN cubes. Remove 1 enemy piece for every 2 cubes there or every 3 in Highland (round down). In Cities or on LoCs, count Police as well as Troops; in Provinces, Troops only. For each Base removed (including via follow up to US Assault, below, or Advise, 4.2.1), add +6 Aid.
- If a US Assault, count US Troops. Remove 2 enemies per US Troops cube if the space has a US Base, or only 1 enemy for every 2 US Troops (round down) if Highland with no US Base, or otherwise 1 enemy piece for each US Troop. If desired, pay 3 ARVN Resources to follow up with an ARVN Assault per the above bullet in 1 space where US Assault just occurred (no effect on ARVN Eligibility, 2.3.1).

TROOPS FIRST, BASES LAST: Remove any NVA Troops in an Assault space first, then any Active NVA or VC Guerrillas (Assaulting Faction chooses which first), then any Insurgent Bases only once no NVA nor VC Guerrillas remain. Remove no Underground Guerrillas (1.4.3).

NOTE: Underground Guerrillas in a space prevent further removal via Assault of Bases until the Guerrillas are Activated. Also, non-Base pieces protect the Bases of the other friendly Faction from Assault/Attack (3.3.3).

DESIGN NOTE: Guerrillas are less hard hitting than Troops but enjoy an information advantage in that counterinsurgents must Activate (locate) them before Assaulting them.

TUNNELS: If the next piece to be removed would be a Base with a Tunnel marker (1.4.4), stop removing pieces from that space. Instead, roll a die: on a 1-3, do nothing further; on a 4-6, remove that Tunnel marker only (leave the Base in place). *EXAMPLE: Three US Troops Assault 2 Tunneled Bases alone in Jungle. No pieces are removed. On a roll of 4-6, a Tunnel marker is removed from one Base.*

3.3 Insurgent Operations



The NVA and VC choose from Rally, March, Attack, or Terror Operations.

3.3.1 Rally. Rally Operations augment friendly forces, recover VC, and build the Trail. Select any Provinces or Cities without Support (1.6). Pay 1 Resource per space selected.

PROCEDURE: In each selected space, the executing Faction places 1 of its Available Guerrillas or replaces 2 of its Guerrillas with 1 of its Bases (within stacking 1.4.2). If the space already has at least 1 of that Faction's Bases, the Faction may instead:

- If NVA, place a number of its Guerrillas up to the sum of Trail value (6.7) plus the number of NVA Bases there.
- If VC, place its Guerrillas up to the sum of the space's Population value (1.3.2-.3) plus the number of VC Bases there OR flip all its Guerrillas there Underground (1.4.3). *NOTE: VC may Agitate as well if it has the shaded "Cadres" Capability (5.3); that Agitation costs Resources even if the Rally was free (3.1.2, 5.5).*

Then, NVA with its Rally may spend another 2 Resources to Improve the Trail by 1 box (6.7, even if the Rally was a Limited Operation, 2.3.5, or selected 0 spaces). Rally to Improve the Trail costs 2 even if the Rally was free (3.1.2, 5.5).

3.3.2 March. March Operations move Insurgent Guerrillas and Troops. Moving pieces may begin in any spaces. Pay 1 Resource per Province or City that Guerrillas or Troops move into (0 Resources to move onto LoCs). A Limited Operation (2.3.5) March may select only a single destination space. March is not allowed in Monsoon (2.3.9).

PROCEDURE: The executing Faction moves any of its Guerrillas or Troops desired into adjacent spaces (1.3.6). Pieces moving from 1 space to another move as a single group. Set Guerrillas of a moving group to Active (1.4.3) if:

- The destination is a LoC or has any Support (1.6) AND
- The moving group's number of pieces plus the number of US and ARVN cubes, Irregulars, and Rangers at the destination exceeds 3.

EXAMPLE: Two Underground VC Guerrillas March from The Parrot's Beak into Kien Phong, where there are 2 Police cubes and Support. The total of 4 relevant pieces at the destination exceeds 3,

so the VC Guerrillas flip to Active.

THE TRAIL: Marching NVA Guerrillas and Troops (not VC) may continue moving into additional spaces (paying once only for each added destination) if the previous destination space was in Laos or Cambodia (1.3.5), the Trail value is above 0 (6.7), and the March is not a LimOp (2.3.5). Also, if the Trail value is 4, NVA March into or out of individual Laos or Cambodia spaces costs 0 Resources. *NOTE: COIN Control does not stop such moves (1.7).*

3.3.3 Attack. Attack Operations seek to eliminate enemy forces. Select any spaces where the executing Faction and an enemy have pieces; pay 1 Resource per space.

PROCEDURE: In each selected space, Activate (1.4.3) all the executing Faction's Guerrillas and then roll a die: if the roll is less than or equal to the number of the executing Faction's Guerrillas there (whether or not they began Active), remove up to 2 enemy pieces (executing Faction's choice). The NVA may instead remove 1 enemy piece per 2 NVA Troops there (round down, Activate no Guerrillas). Removed pieces may belong to different Factions and may be Underground Special Forces.

- Do not remove US or ARVN Bases before any other pieces of either Faction in the space.

CASUALTIES: Place any US pieces removed by Attack into the Casualties box.

ATTRITION: For each US Troop cube or US Base removed, the Attacking Faction must remove 1 of its Attacking pieces (Troops or Guerrillas, whichever used) from the space.



3.3.4 Terror. Terror Operations in Cities or Provinces affect Support and Opposition (1.6) and place Terror markers that hinder future efforts to influence it. On LoCs, they place Sabotage markers that block ARVN Resource earnings (6.2.1). Select any spaces where the executing Faction has at least 1 Underground Guerrilla or, for NVA Terror, NVA Troop cube; pay 1 Resource per Province or City (0 for LoCs).

PROCEDURE: Activate 1 of the executing Faction's Underground Guerrillas in each selected space (if any there).

- If the space is a Province or City without a Terror marker, place a Terror marker. If VC, shift 1 level toward Active Opposition (1.6). If NVA, shift any Support 1 level toward Neutral.
- If the space is a LoC without a Sabotage marker, place a Sabotage marker.
- Do not place a Terror/Sabotage marker if all are already on the map. (There are 15.)

NOTE: Terror Ops will not add Terror or Sabotage markers to spaces that already have them. (Certain events can do so, 5.1.1).



4.0 SPECIAL ACTIVITIES

4.1 Special Activities in General

When a Faction per the Event Card sequence of play (2.3) executes an Operation (3.0), it may also execute 1 type of its Special Activities (EXCEPTION: Limited Operations, 2.3.5). There is no added Resource cost for the Special Activity. As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions. Select a given space only once as a location for a given Special Activity. (But see removal of adjacent pieces via Ambush from Road/River locations, 4.4.3). Events may grant free Special Activities (not further affecting Eligibility, 3.1.2, 5.5).

- **Important:** A Faction may execute its Special Activity at any one time immediately before, during, or immediately after its Operation.

EXAMPLE: The VC Rally until at 0 Resources, then pause to Tax and gain Resources, then continue to Rally in added spaces.

PLAY NOTE: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible receives the option of executing the card's Event, and vice versa (2.3.4).

4.1.1. Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities either must occur or may not occur where their Accompanying Operations occurred. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 US Special Activities



The US may choose from Advise, Air Lift, or Air Strike Special Activities.

4.2.1 Advise. Advise strikes with indigenous allied forces and can add to Aid (1.8). It may only accompany Training or Patrol (3.2.1-.2) and take place in 1 or 2 spaces NOT selected for Training (never North Vietnam, 1.4.2).

PROCEDURE: In each selected space, either:

- Sweep within the space with ARVN forces as if an ARVN Sweep there without movement (3.2.3, not in Monsoon, 2.3.9), OR
- Assault there as if ARVN Assault (3.2.4), OR
- Activate 1 Underground Irregular or Ranger there to remove 2 enemy pieces. Bases may only be removed once no other enemy pieces are there. Tunneled Bases (1.4.4) may not be removed (Underground Guerrillas may).

Then, if desired, add +6 Aid total (to max of 75).

4.2.2 Air Lift. Air Lift moves Troops, especially to mass them quickly for an Operation.

PROCEDURE: Move any US Troops and up to 4 ARVN Troops, Rangers, or Irregulars among any 4 spaces (2 spaces during Monsoon, 2.3.9; not North Vietnam, 1.4.2).

4.2.3 Air Strike. Air Strike destroys exposed Insurgent units and can degrade the Trail. It may take place in up to 6 spaces (2 spaces during Monsoon, 2.3.9), each with any US or ARVN piece in it.

PROCEDURE: Roll a die. The die roll equals the number of Air Strike hits achieved. Each Air Strike hit can be applied in either of two ways. It takes 2 hits to Degrade the Trail by 1 box (6.7). It takes 1 hit to remove 1 Active enemy piece (up to 6 pieces can be removed even during Monsoon). Hits can be applied to both the Trail and Active pieces, but the total hits may not exceed the die roll.

- The Trail cannot be reduced by more than 1 box per Air Strike.
- Remove NVA Troops before any Guerrillas. Remove Bases only from spaces where no other Insurgent pieces remain. Remove no Underground Guerrillas nor Tunneled Bases.
- Shift each space where any piece removed 1 level toward Active Opposition (if a Province or City with at least 1 Population, 1.6.1).

NOTE: Air Strike in this Second Edition alters the original.

4.3 ARVN Special Activities



The ARVN chooses from Govern, Transport, or Raid Special Activities.

4.3.1 Govern. Governing adds Aid or extracts Patronage from Aid and Support. It may only accompany Training or Patrol (3.2.1-.2) and take place in 1 or 2 COIN-Controlled Provinces or Cities (1.7) with any level of Support (1.6) NOT Saigon NOR selected for Training. *NOTE: ARVN may Train and Govern but not in the same space during the same Op.*

PROCEDURE: In each space, either:

- Add 3 times the space's Population to Aid (to a maximum of 75), OR
- Transfer its Population value (times 1) from Aid to Patronage (max 75) and shift the space 1 level toward Neutral. There must be more ARVN cubes (Troops and Police total) than US cubes (Troops) in the space.

DESIGN NOTE: South Vietnamese officials may Govern benignly to attract more foreign aid, or less benignly to divert more aid to associates.

4.3.2 Transport. Transport moves Troops and Rangers, to take control of countryside, for example, and prepares Rangers for Raids.

PROCEDURE: Select 1 space and move up to 6 ARVN Troops and/or Rangers from there onto 1 or more adjacent LoCs, if desired. They may continue to move along adjacent LoCs or through Cities and then, if desired, into any adjacent destinations (not North Vietnam, 1.4.2). They must stop at any NVA or VC pieces. Then flip all Rangers anywhere on the map to Underground.

4.3.3 Raid. Raiding repositions and strikes with the ARVN's special forces—Rangers. It may only accompany Patrol, Sweep, or Assault (3.2.2-.4) and take place in 1 or 2 spaces.

PROCEDURE: Each selected space, move in any adjacent Rangers desired (keeping them either Underground or Active). Then, if desired, Activate an Underground Ranger in each space to remove 2 enemy pieces. Bases may only be removed once no other enemy pieces are there. Tunneled Bases (1.4.4) may not be removed (Underground Guerrillas may).

4.4 NVA Special Activities



The NVA choose from Infiltrate, Bombard, or Ambush Special Activities.

4.4.1 Infiltrate. Infiltration enables the NVA to build up its conventional forces or to take over VC forces. It also erodes Opposition. It may only accompany Rally or March (3.3.1-.2). Infiltrate 1 or 2 spaces that have either an NVA Base or more NVA pieces than VC pieces.

PROCEDURE: In each space, either—

- If NVA Base(s), place NVA Troops up to the Trail value (6.7) plus

the number of NVA Bases there, then replace any NVA Guerrillas desired 1 for 1 with added NVA Troops, OR

- If NVA outnumber VC, shift any Opposition there by 1 level toward Neutral. Then replace any 1 VC piece desired with its NVA counterpart. If replacing a VC Tunneled Base, flip the Tunnel marker from VC to NVA. In order to remove VC, NVA must have or make Available the NVA counterpart (1.4.1) and place it in the VC's place.

DESIGN NOTE: Infiltration of Northerners could dampen local revolutionary zeal, as Hanoi's interference replaced Saigon's.

4.4.2 Bombard. Bombardment imposes losses on concentrated enemy troops. It may occur in 1 or 2 spaces with any combination of at least 3 ARVN and/or US Troops (Police and Special Forces do not count) or with any US or ARVN Base. Each space also must have in it or be adjacent to a space with at least 3 NVA Troops.

PROCEDURE: Remove 1 US or ARVN Troop cube from each selected location, if US, to the Casualties box.

4.4.3 Ambush. Ambush enables the NVA to Attack on the move, ensure the success of Attacks, and avoid attrition and exposure of their Guerrillas. It may take place in 1 or 2 spaces selected and paid for as March destinations (0 cost for LoCs, 3.3.2) or for Attack by NVA Guerrillas (3.3.3, not yet resolved) on that accompanying Operation. At least 1 NVA Guerrilla that Marched into or will Attack in each space must be Underground (1.4.3). A free Ambush per an Event (5.5) occurs as if an Attack in the space.

NOTE: Ambush accompanying Attack modifies that Attack in that space rather than adding a second Attack there.

PROCEDURE: The NVA Attack in each selected location (at no added cost in Resources). Instead of the usual Attack procedure (3.3.3), the Attacks in those spaces each remove only 1 enemy piece (Bases last) but Activate 1 Underground Guerrilla only and automatically succeed (do not roll; remove the enemy piece normally). Also, do not remove any NVA pieces even if US Troops removed.

ROAD/RIVER: If a selected Ambush space is a LoC (1.3.4), NVA may remove the enemy piece from any adjacent space instead (Bases last), even where another target was just removed. The LoC need not have an enemy to be selected for Attack with Ambush.

EXAMPLE: An NVA Guerrilla Ambushing on the 2-Econ Mekong could remove 1 enemy from either the Mekong, Kien Phong, Kien Hoa, Can Tho, or Saigon. Selecting Kien Phong would not prevent a 2nd NVA Guerrilla Ambushing there from also removing an enemy piece.



4.5 VC Special Activities



The VC may choose from Tax, Subvert, or Ambush Special Activities.

4.5.1 Tax. Taxation enables the VC to gain Resources from areas they inhabit. They may Tax up to 4 spaces that have Underground VC Guerrillas and no COIN Control (1.7).

NOTE: There is no COIN Control of LoCs, so VC can Tax there even if outnumbered. VC can Tax Sabotaged LoCs.

PROCEDURE: For each space, Activate 1 Underground VC Guerrilla there (1.4.3). Add the space's Econ value or twice its Population (1.3.2-4) to VC Resources (1.8). If a Province or City, shift it 1 level toward Active Support.

4.5.2 Subvert. Subversion replaces ARVN pieces with VC Guerrillas and saps Patronage. It may only accompany Rally, March, or Terror (3.3.1, -2, -4). It may occur in any 1 or 2 spaces with at least 1 Underground VC Guerrilla and any ARVN cubes.

PROCEDURE: In each space, remove any 2 ARVN cubes or replace 1 there with a VC Guerrilla. Then drop Patronage, -1 for every 2 ARVN pieces removed (or replaced) total (rounded down).

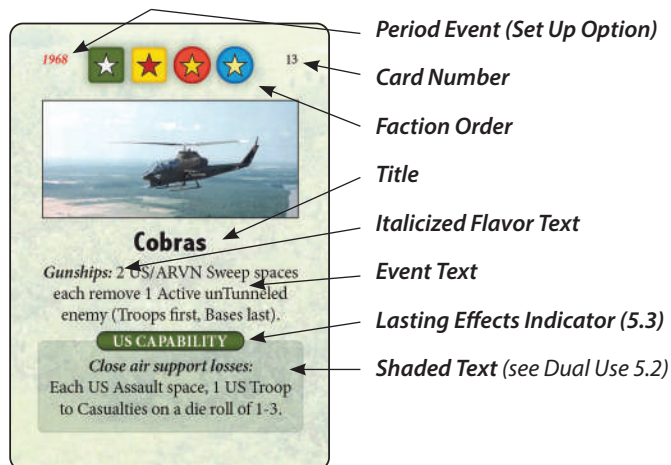
4.5.3 Ambush. VC Ambushes the same as NVA (4.4.3) but using VC Guerrillas instead.

5.0 EVENTS

Each Event bears a title, Period Event year (2.1), italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected or which Faction will execute a free Operation (5.5). If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play. *NOTE: RVN Leaders (2.4.1) have text that follows the same general rules below as Event text.*



NOTE: Light halos and gray rifles at some Faction symbols regard Non-player instructions (8.4.1).

5.1.1 Where Event text contradicts rules, the Event takes precedence. *EXAMPLE: NVA executing "Plei Mei" could March as directed even during Monsoon (2.3.9). However:*

- Events may not violate stacking (and so never place Bases where already 2, nor US or ARVN forces into North Vietnam, 1.4.2).
- Events place only Available pieces (1.4.1) and markers unless specifying from out of play or Casualties; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events do not force removal of Tunneled Bases unless removal of Tunneled Bases is explicitly stated (1.4.4). A Faction may opt to remove its own Tunneled Base to fulfill Event text.
- Events may not raise Resources, Aid, or Patronage beyond 75 (1.8).

5.1.2 If two Events contradict, the currently played Event takes precedence. *EXAMPLE: US could Air Lift with "MACV" even with "Typhoon Kate" in effect because MACV directs that "US ... executes any 1 free Special Activity".*

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.1.4 Pivotal Events are Events that have preconditions for play and preempt other Event cards, including Faction order. The executing Faction must select the Event to play the Pivotal Event card. (See 2.3.8.)

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Counterinsurgents, a player may select either text option regardless of Faction.

DESIGN NOTE: Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.

5.3 Capabilities



Dual-use Events marked "US CAPABILITIES", "VC CAPABILITIES", and so on have lasting effects mainly relating to that Faction. When executing such an Event,

place the corresponding marker on the appropriate side (unshaded or shaded) in the Capabilities box. The Event's effects last for the rest of the game.

PLAY NOTE: Set out executed Capabilities Event cards near the affected player(s) as added reminders.

5.4 Momentum

Event text (unshaded, shaded, or both) marked "MOMENTUM" also includes lasting effects. When executing such text, place the card in view near the draw pile. It has effects specified to last until the next Coup round's Reset phase (6.5), when the card is discarded. *NOTE: Any number of Momentum Events can be in play.*



MARKERS: Place the "Medevac" marker on its appropriate side onto the Event card while in effect to record which use applies. Place the "Peace Talks" marker on the "Linebacker II" Pivotal Event card if unshaded Peace Talks executed and Linebacker II not.

5.5 Free Operations

Some Events allow the Executing or another Faction an immediate Operation or Special Activity that interrupts the usual sequence of play and typically is free: it bears no Resource cost and does not affect Eligibility (3.1.2, 2.3.1), though other procedures and restrictions remain unless modified by Event text (5.1.1). *NOTE: Pacification, Trail Improvement, and Agitation cost Resources even if part of free Operations (3.2.1, 3.3.1). A free Ambush Special Activity occurs as if an Attack is occurring in the space (4.4.3).*

EXAMPLE: NVA free March (3.3.2) would cost 0 Resources and not affect NVA Eligibility. Free Raid (4.3.3) would have to Activate an Underground Ranger to remove enemies.

6.0 COUP ROUNDS



Conduct a Coup Round in the sequence of phases below as each Coup Card is played, first following any immediate Coup effect (2.4) and adjusting Control (1.7). The Sequence of Play sheet and board also list this sequence.

EXCEPTION: Never conduct more than 1 Coup Round in a row (without at least 1 Event card in between)—instead, additional Coup cards are played (including any new RVN Leader and any immediate effect) without a Coup Round. If final (2.4.2), end the game, determine victory (7.3).

6.1 Victory Phase

If any Faction has met its Victory condition, the game ends (exceptions: Non-player option [1.5]; 1-player [8.9]). See Victory (7.0) to determine winner and rank order. Otherwise, continue with the Coup Round. After conducting the final Coup card's Round (2.4.2), determine victory per 7.3.

6.2 Resources Phase

Follow these steps to add to Factions' Resources to a maximum of 75 (1.8).

6.2.1 Sabotage. Sabotage (3.3.4) each unSabotaged LoC where Insurgent Guerrillas outnumber COIN pieces or adjacent to a City without COIN Control (until no Sabotage markers remain, VC chooses which spaces first).

6.2.2 Degrade Trail. If any Laos or Cambodia space is COIN-Controlled, Degrade the Trail by 1 box (6.7).



6.2.3 ARVN Earnings. Add the Aid value to ARVN Resources. Then add as well the Economic value (1.3.4) of all LoCs that have no Sabotage (Total Econ, 15 minus the Econ value of any Sabotaged LoCs) and adjust the "Econ" marker to show that unSabotaged Econ (affecting US spending of ARVN Resources during the coming Campaign, 1.8.1).

6.2.4 Insurgent Earnings. Add to Resources:

- VC—The number of VC Bases on the map.
- NVA—The number of NVA Bases in Laos and Cambodia, plus 2 times the Trail value (6.7).

6.2.5 Casualties and Aid. Finally, subtract from Aid 3 times the number of pieces in the Casualties box (3.3.3).

6.3 Support Phase

US, ARVN, and VC may spend Resources to affect popular Support and Opposition (1.6).

6.3.1 Pacification. The US and then ARVN may spend ARVN Resources to build Support in a combined total of up to 4 Provinces and/or Cities. *EXAMPLE: If the US Pacifies in 3 spaces, ARVN may do so in only 1; if US in 4, ARVN in none; etc.* Each space must have COIN Control, Police, and the Pacifying Faction's Troops. Every 3 ARVN Resources spent removes a Terror marker or—once no Terror is in a space—shifts the space 1 level toward Active Support, to a maximum of 2 levels per space total during each Support Phase (not per Faction). The US may not spend Resources below marked Total Econ (1.8.1, 6.2.3). (See also Training, 3.2.1)

DESIGN NOTE: Troops and Police or local militias together provide the security needed to gain popular support.

6.3.2 Agitation. VC may spend Resources to encourage Opposition in up to 4 spaces with VC pieces and no COIN Control (1.7). Every 1 VC Resource they spend removes a Terror marker or—once no Terror is in a space—shifts the space 1 level toward Active Opposition, to a maximum of 2 levels per space.

6.4 Redeploy Phase

Redeploy forces as follows without adjusting COIN or NVA Control until afterwards.

6.4.1 Laos and Cambodia. Remove all US and ARVN pieces from Laos and Cambodia—US Troops to the out of play box, all other pieces to Available boxes.

DESIGN NOTE: The removal from Laos and Cambodia represents the political cost of too lengthy an operation inside a neutral country.

6.4.2 ARVN Redeploy. The ARVN *must* move its Troops from LoCs and Provinces without COIN Bases—and *may* move any other ARVN Troops—to any Cities without NVA Control, any US or ARVN Bases, or Saigon. ARVN then *may* move any Police to any LoCs or to any COIN Controlled spaces within South Vietnam. *NOTE: US forces do not Redeploy.*

6.4.3 NVA Redeploy. The NVA then *may* move NVA Troops (only) from any map spaces to any NVA Bases (even COIN Controlled).



6.4.4 Control. Now adjust COIN and NVA Control (1.7) to reflect the above moves.

6.4.5 Game End? If and only if this is the final Round (2.4.2), end and determine victory (7.3).

6.5 Commitment Phase

NOTE: This section alters that in the original edition.

ROTATION: If not the final Round, take 1 in 3 (round down) US Troop and all Base Casualty pieces out of play. Return all US-led Irregulars Casualty pieces to Available. Then the US places all other US Troop Casualties into any COIN-Control spaces, LoCs, or Saigon. The US then may move US Troops totaling up to 10 minus the number of Casualties just placed on the map, plus up to 2 US Bases, among the US Available box, any COIN-Control spaces, LoCs, and Saigon. Adjust any changes in Control and Victory markers (1.9) at the end of the Phase.

WITHDRAWAL: For every 2 US pieces (rounded down) just moved from map to Available, the VC may shift 1 Population by 1 level toward Opposition. No space may be shifted by more than 1 level. (Population shifted may otherwise be spread among spaces as desired.)

NOTE: Commitment is the main time that the US “commits” forces from Available to South Vietnam or “withdraws” them the other way.

6.6 Reset Phase

Then prepare for the next card as follows:

- If the Trail (6.7) is at 0, Improve it to 1; if it is at 4, Degrade it to 3.
- Remove all Terror and Sabotage markers (3.3.4).
- Flip all Guerrillas and SF Underground (1.4.3).
- Place any Momentum cards that were in effect onto the played cards—their Events’ effects no longer apply (5.4).
- Mark all Factions Eligible (2.3.1).
- Play the next card from the draw deck and reveal the draw deck’s new top card (2.3.9).

6.7 The Trail



The (“Ho Chi Minh”) Trail track shows the efficiency of land and water resupply from North to South Vietnam as a value from 0 to 4—affecting NVA Rally (3.3.1), March (3.3.2), Infiltration (4.4.1), and Earnings (6.2.4).

Improving the Trail raises the value; Degrading it decreases the value (slide the Trail marker along the boxes). Rally (3.3.1), Air Strike (4.2.3), US/ARVN incursions into Laos or Cambodia (6.2.2), Coup Round Reset (6.6), and Events (5.0) all can affect the Trail value.

DESIGN NOTE: Trail Degradation represents not only strikes on the Ho Chi Minh Trail itself but also on sea transport and North Vietnam.

7.0 VICTORY

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

7.1 Ranking Wins and Breaking Ties

If any Non-player Faction (8.0) passes a victory check (7.2), all players lose equally. Otherwise, whenever any player does so or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1st place, 2nd highest comes in 2nd place, and so on. Ties go to Non-players (8.0), then the VC, then the ARVN, then the NVA.

7.2 During Coup Rounds

Check victory at the start of each Coup Round (6.1), comparing the positions of the various victory markers (1.9) to the thresholds marked on the edge track. Victory conditions are:

- **US:** Total Support (1.6.2) plus the number of Troops and Bases in the US Available Forces box exceeds 50.
- **NVA:** Total NVA-Controlled Population plus the number of NVA Bases on the map exceeds 18.
- **ARVN:** Total COIN-Controlled Population plus Patronage exceeds 50.
- **VC:** Total Opposition (1.6.2) plus number of VC Bases on the map exceeds 35.

7.3 After Final Coup

If the final Coup Round (2.4.2) is completed without a victory check win (7.2), the Faction with the highest victory margin wins. The victory margin is the amount a Faction is beyond or short of its condition set forth in 7.2.

NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.

- **US:** Total Support + Available US – 50.
- **NVA:** NVA-Controlled Population + NVA Bases – 18.
- **ARVN:** COIN-Controlled Population + Patronage – 50.
- **VC:** Total Opposition + VC Bases – 35.

Victory Deception Option: For less knowledge of how close Factions in 3- or 4-player games are to winning, each player at start blindly draws 2 Deception markers. Set aside the rest; they may not be inspected. Players may reveal their Deception markers only as they use them:

Empty Threat: No effect (reveal at game end).

Hidden Agenda: Permanently add +1 to the holding player’s victory margin (7.3).

Hidden Asset: Convert any 1 LimOp option (2.3.5) into a full Op & Special Activity option.

Handicap Option: If players possess a mix of experience levels, use the above option, but allow the inexperienced players to secretly select any 2 markers each, least experienced first; the experienced players then blindly draw 2 markers each from those remaining.

STOP!

You have read all rules needed for 4 players or the No Non-Player option with 2 or 3 players (1.5, recommended for first-time play).

8.0 NON-PLAYER FACTIONS

This section governs actions by any Factions beyond those represented by a player, for solitaire or as an alternative to the No Non-Player option for 2 or 3 players (1.5). See also the Playbook's Non-Player Examples of Play.

NOTE: Non-player Factions may not act only in their own direct interest. Like players, they sometimes help, sometimes harm, one another.

Important: If playing solitaire, be sure to read the special 1-player victory conditions (8.9) before you start!

8.1 Non-Player Sequence of Play

The Sequence of Play aid sheet summarizes the following rules in gray text.

- **Pivotal Events.** If any player Faction is 1st Eligible, all Eligible Non-players immediately execute their playable Pivotal Events (8.4.6) instead of following their normal Non-player instructions.
- When a Non-player has a choice between Event, Operation or Pass, its flowchart and the corresponding instructions in sections 8.5-8.8 will show which it selects.
- **Operations Not Limited.** Non-Players must follow all rules as if players, except for the following: Whenever a Non-player Faction by the Sequence of Play (2.3.4) is to execute a Limited Operation (2.3.5), it instead executes a full Operation and Special Activity. (Non-players execute free LimOps by Event normally, [5.5] as LimOps.)
- **Ineffective Events.** Non-player Factions opt only for Events that would have an effect (something happens, including Capabilities, 5.3) and for Momentum Events (5.4) when the next card is "Coup!" only if they would have an immediate or Coup Round effect (*EXAMPLES: "Bombing Pause", "Blowtorch Komer", "Medevac", "Oriskany", "Rolling Thunder" all have such effects; "Claymores", "Wild Weasels" do not*).

INEFFECTIVE EVENT EXAMPLE: Non-player US is 1st Eligible for "Operation Attleboro". At the moment, no Tunnel is on the map. The Event would have no effect, so the US executes Operations and a Special Activity instead.

8.1.1 Events, Operations, and Special Activities. To execute an Event with a Non-player, follow the section below about Non-player Events and any individual Event instructions on the reverse of the Random Spaces foldout (8.4.1). To execute a Non-player Faction's Operations and Special Activities, see the Non-Player flowcharts and the rules section below governing that Faction's actions.

GUIDELINES: Unless otherwise specified, carry out whatever actions apply to the maximum extent (such as in the most spaces or with the most pieces allowed and only as long as needed pieces and Resources are available). Normal Resource costs, requirements, and procedures apply.

EXAMPLE: Non-Player VC Terror Activates an Underground Guerrilla and costs 1 Resource per City or Province, per 3.3.4.

PLAY NOTE: To more easily implement Ops that move pieces (March, Patrol, Sweep, Transport, Raid, Air Lift, 8.5-8.8), first identify which pieces can move, then their destinations.

8.1.2 Pieces and Resources. The Random Spaces sheet summarizes the following. Unless otherwise specified, once spaces involved are selected, Non-player Factions:

- As possible, place friendly and target or remove enemy Bases, then Guerrillas or Special Forces, then alternating Troops and Police evenly but keeping the last Police until last, beginning with whichever is fewest in the space (Troops if even). Within that, target enemy Underground before Active Guerrillas or SF, then enemy US before ARVN and enemy VC before NVA.
- Remove friendly pieces in the reverse order from the above, to the degree possible, alternating Troops and Police evenly, beginning with whichever is most in the space (Troops if even), Active before Underground Guerrillas or SF.
- Never place 2 COIN (US or ARVN) Bases in the same space, nor ARVN Bases into Cities.
- Move friendly (US and ARVN) from out-of-play first, then from Casualties, then from Available. Move out-of-play or Casualty pieces to Available or the map in this order: Bases, then Rangers, Troops, Irregulars. Move friendly pieces to out-of-play or Casualties in the reverse order from the above.
- Remove pieces to be replaced even if no pieces are available to replace them (1.4.1, EXCEPTION: Infiltrate, 4.4.1).
- Never voluntarily transfer Resources (1.5.2).

8.1.3 Selecting Spaces. When executing Operations and Special Activities by the priorities on the Non-Player flowcharts (and per 8.4 to 8.8), select spaces for each listed priority in order until there are no more legal candidate spaces or actions for that priority, or until any space limit within that priority is reached. Then move on to the next priority and do the same, until any overall space limit for the Operation or Special Activity is reached, or until the Faction runs out of Resources (if applicable). Sometimes, priorities will provide a precedence of what spaces or situations should be selected first; if not, select equal candidates randomly as described below (8.2-8.3).

8.1.4 Reading the Flowcharts. The Second Edition Non-Player flowcharts show priorities with circled numbers (e.g., ①, ②, ①, ②) and colored letters (e.g., Ⓐ, Ⓑ) to indicate their order and nature:

- Numbered priorities (e.g., ①, ①) are *sequential* priorities. Execute the instructions in each sequential priority to the maximum extent before moving to the next sequential priority. Some top-level sequential priorities (black circles; e.g., ①, ②) contain further sequential priorities (white circles; e.g., ①, ②) that are parts of and sequential steps to that top-level priority.
- Lettered priorities (e.g., Ⓐ, Ⓑ) are *nested* priorities. Nested priorities act as tie breakers within the sequential priorities to which they are ordained. Each nested priority further narrows the thus-far selected set of spaces or targets. For readability, nested priorities have a shaded background.

8.2 Random Spaces

If several candidate Provinces or Cities have equal priority for a Non-player Operation, Special Activity, or Event, select one using the Random Spaces Map:

- Roll two dice in succession: the first die thrown indicates the "tens", the second die the "ones" (Example: "2" followed by "6" is 26, Quang Tri).
- If the resulting space is not a candidate, follow the arrows on the Random Spaces Map until one is reached.
- Carry out as much of the action as possible in the candidate space reached, then roll again to select another space only if needed.

PLAY NOTE: If players agree, choose among a few spaces by equal-chance die roll instead.

8.3 Random LoCs

If both LoCs and other spaces are equal candidates, choose LoCs last. If several LoCs are candidates, choose:

- First that with the highest Econ.
- Then that adjacent to a Random City (8.2).
- Then with an equal chance die roll.

Sabotage only unSabotaged LoCs.

8.4 Non-Player Events

NOTE: Events will not always benefit the executing Non-player Faction directly.

8.4.1 Event Instructions. Whenever any Non-player Faction is to execute an Event and that Faction's symbol on the card has a gray rifle below it, the Non-player declines the Event and instead executes Operations and Special Ability. If the symbol has a light-colored halo, instead first check any special instructions for that Event on the reverse of the Random Spaces sheet. When a Faction plays an Event that gives free Operations or Special Activities (5.5) to another, Non-player Faction, the 2nd Faction's Event instructions (if any) apply to how it executes those free actions.

Halo: Special Instructions



Rifle: Do not play Event

8.4.2 Dual-Use Events. Non-player NVA and VC executing a Dual-Use Event (5.2) use the shaded text, while Non-player US and ARVN use unshaded text, unless Event Instructions say otherwise (8.4.1).

8.4.3 Event Placement. Place, remove, or relocate as many pieces (per 8.1.2) as Events, availability (1.4.1), and stacking (1.4.2) allow. When allowed and unless otherwise specified, Non-player US and ARVN place or move friendly pieces from out of play first, then from Casualties, then from Available.

8.4.4 Events—Who, What, and Where. Unless otherwise specified:

- When there is a choice of who gets Event benefits (such as Resources, free Operations, or placing pieces or Tunnel markers), select the executing Faction, then the other friendly Faction, then a random enemy, Non-player first. US and ARVN always increase rather than decrease Aid and ARVN Resources, NVA and VC the reverse. ARVN increases rather than decreases Patronage, all other Factions the reverse.
- For any choices as part of free Operations (including Limited Operations) or Special Activities, use that Faction's priorities (8.5-8.8). but ignore any instructions about playing Events or Passing. For multiple free Operations (such as "Sweep then Assault"), use the priorities for the first. Where not applicable, choose pieces per 8.1.2 and spaces randomly (8.2-8.3). **NOTE:** If there is a choice among Operations, use the Faction's flowchart to select one. If there is a choice among Special Activities without an Operation, follow the flowcharts to see which Operation and Special Activity is selected but ignore the Operation as well.
- Select spaces for shifts in Support or Opposition per 8.4.5 below.
- Within the above (if applicable), select Event spaces to ensure that as many Bases then other pieces as possible are placed, removed,

or replaced. When removing enemy pieces, use the priorities in 8.1.2 above. If friendly pieces are to be removed and there is a choice, remove the other Faction's pieces.

- Otherwise, select spaces randomly (8.2.3).

PLACEMENT EXAMPLE: Non-player VC executing "Cu Chi" place as many Tunnel markers as possible, VC Tunnels first. So they select first a Province with 2 un-Tunneled VC Bases, if any such space, then a space with 1 VC and 1 NVA un-Tunneled Base each, then a space with just 1 un-Tunneled VC Base.

OP EXAMPLE: Non-player US is executing "SEALORDS". Decide by each Faction's priorities whether it will either Sweep or Assault. The US Assaults if doing so could remove NVA Control, a Base, or a Tunnel, or could remove at least 6 enemies (8.8.2), otherwise Sweeps.

8.4.5 Events that Shift Support/Opposition. Unless otherwise specified, Non-player Factions select spaces for Event effects that shift Support or Opposition as follows:

- VC for the highest gain in Total Opposition, then the highest loss in Total Support.
- NVA for the highest loss in Total Support, then the *least* gain in Total Opposition.
- ARVN for the highest loss in Total Opposition, then the *least* gain in Total Support.
- US for the highest gain in Total Support, then the highest loss in Total Opposition.

8.4.6 Pivotal Events. A Non-player Faction holding a Pivotal Event plays it the instant that it is playable (that Faction is Eligible, the Event's preconditions are met, and no Coup is next, 2.3.8 & 5.1.4) and that any player Faction is 1st Eligible (including because the player just played a Pivotal Event that the Non-Player's Event can trump). If 2 or 3 Non-Players play Pivotal Events at once, they trump one another normally.

EXAMPLE: A US player is 1st Eligible on the played Event. No Coup is showing. Non-player VC are also Eligible, have not yet played "Tet Offensive", and have more than 20 Guerrillas in South Vietnam. The VC immediately execute "Tet Offensive".

NOTE: When a Non-player plays a Pivotal Event, further instructions (8.4.1) guide its execution.

8.4.7 Other Event Choices. When a Non-player Faction while executing an Event has a choice that is not otherwise covered above, choose randomly among the possibilities. **EXAMPLE:** Non-player execution of "RAND" chooses a candidate US Capability to flip with an equal chance die roll.

8.5 Non-Player VC Actions



This subsection governs actions by the VC Faction as a Non-player, as shown on the "Non-player VC" flowchart sheet. When the VC are Eligible by the Sequence of Play (2.3) to take an action (and not executing their Pivotal Event, 8.4.6), consult their flowchart—beginning at the upper left—and, as needed, the rules below. When executing free Operations and/or Special Activities granted by Events (5.5), consult individual flowchart boxes and rules sections below as appropriate (8.4).

NOTE: It is not necessary to read through the lengthy stipulations below before playing because they are summarized on the Non-player flowcharts. Refer to these rules as needed to clarify the flowcharts' shorthand.

8.5.1 Terror. When the VC are to take an action, they will execute a Terror Operation (3.3.4) if either of these conditions are met:

- They have enough Resources (without Taxing) and Underground Guerrillas to execute Terror in any space with Active or Passive, OR
- They have enough Resources (without Taxing) and Underground Guerrillas to shift Population equal to or exceeding a roll of two six-sided dice towards Active Opposition.

If the VC execute a Terror Operation, they do so as follows:

- If the VC hit 0 Resources while executing Terror and it is possible for them to Tax per below, they do so before continuing Terror.
- Execute Terror everywhere that a shift is possible (not at 0 Population nor Active Opposition) without Activating the last Underground VC Guerrilla in any Neutral or Passive Opposition space with any VC Base, first in the spaces with the highest Population, then randomly. *NOTE: In Support spaces the VC cannot Rally, so there they will use their last Underground Guerrilla for Terror if necessary hoping to bring the space to Neutral.*
- Then, if and only if the VC have more than 12 Resources and Aid is less than 30, on all unsabotaged LoCs (with Underground VC).

TAX: If the VC already Taxed once, their Op and Special Activity is complete. If not, they do so now, unless they already have a lot of Resources and—unless they are at 0 Resources—only where it does not hurt Opposition or add Support. Tax up to 4 spaces (that have Underground VC Guerrillas and no COIN Control, 4.5.1) if and only if the VC have no more than 9 Resources, as follows:

- First Tax the 2-Econ and then any 1-Econ LoCs possible.
- Then Tax spaces at Active Support where possible (Underground VC and no COIN Control), highest Population spaces first.
- Finally, if and only if the VC at this moment remain with 0 Resources, Tax up to 4 Active Opposition then other random spaces, highest Population first in each case (not at 0 Pop).

If the VC already have more than 9 Resources or no such VC Taxation is possible, the VC instead Subvert as follows:

SUBVERT: If the VC Terrorized, Rallied, or Marched but did not Tax or Ambush, they Subvert in 1 or 2 spaces (with Underground VC Guerrillas and ARVN cubes, 4.5.2) as follows:

- First, where possible to remove COIN Control, from the most Population possible.
- Then, within the above priority, to remove the most cubes, Troops and Police evenly (starting with the fewest in the space, Troops if even, 8.1.2).
- In each space, replace ARVN with VC only where only 1 ARVN cube is in the space.

If no such Subversion is possible, the VC execute no Special Activity with their Operation (Op Only, 2.3.4).

8.5.2 Event or Operations? If the Conditions for VC Terror are not met, the VC check if they will play the current Event or Pass, as follows:

- If the next card is a VC Capability but the current card is not (or the current Event is a Capability that has already been played by the 1st Eligible Faction), and a d6 roll now exceeds the number of Coup cards in the RVN Leader box (2.4.1), the VC will Pass (2.3.3), gaining 1 Resource. On the next card, if the VC do not

execute Terror (8.5.1) they will play the Event without having to roll again.

- Otherwise, if the current card is any Faction's Capability (and has not already been played), play the Event if a d6 roll either now or on the previous card (as above) exceeds the number of Coup Cards in the RVN Leader box.
- If neither the next nor the current card is a Capability, play the Event if possible unless it is Ineffective (8.1), following any VC Event Instructions (8.4.1) for this Event.

8.5.3 Rally. If the conditions for VC Terror are not met and the VC did not play the Event or Pass, the VC will Rally if either of these conditions are met:

- Rally per the below instructions would place at least 2 VC Bases, OR
- A roll now of three six-sided dice scores less than the number of VC Guerrillas Available.
- The VC have tried to Attack (8.5.5) but were unable to do so.

If the VC Rally, they do so in up to 6 spaces (without Support, 3.3.1), as follows:

- If the VC hit 0 Resources while Rallying and it is possible for them to Tax per 8.5.1 above, they do so before continuing to Rally.
- Place a VC Base (replacing 2 Guerrillas, 3.3.1, removing Active Guerrillas first, 8.1.2) wherever there are at least 4 VC Guerrillas (and room for the Base, 1.4.2).
- Then place single Guerrillas in up to 2 spaces that have no VC Guerrillas yet. Within that, first select spaces where there are ARVN cubes, then spaces with Population 1 or higher.
- Next, place VC Guerrillas wherever there already is a VC Base and fewer than 4 Underground (not Active) VC Guerrillas.
- Then place single VC Guerrillas in other spaces that have 1, 2, or 3 VC Guerrillas.
- Finally Rally in other random spaces inside South Vietnam (until a total of 6 Rally spaces is reached or the VC have no more Resources).
- If any of the above bullets have more candidate spaces than can be selected, within that bullet first select those candidate spaces where the Rally would remove any COIN Control (1.7), then – if and only if the NVA are a player (not if there is a Non-player NVA) – in spaces with Population 1 or more where the Rally would remove NVA Control.

If the shaded “Cadres” Capability is in effect (5.3), Agitate now as possible per “Cadres” and per the priorities in 8.5.6 below.

IF NONE: If no Rally is possible, such as because no Taxation occurred and the VC have 0 Resources, instead March per 8.5.4 below or, if that is not possible, Attack per 8.5.5 below, or if that is not possible either, Pass.

TAX: If the VC Taxed per above, their Op and Special Activity are complete. If they did not Tax, but can do so now, they Tax per 8.5.1.

SUBVERT: If the VC Rallied but did not and do not now Tax, they Subvert per 8.5.1 above.

8.5.4 March. If the VC neither Terrorized, played the Event, Passed, or Rallied, and it is not Monsoon (2.3.9), March as follows (and per 8.1.2):

- For the moves below, always leave 2 VC Guerrillas per space

with a VC Base and 1 VC Guerrilla per other City or Province in South Vietnam— leaving behind Underground Guerrillas first if other priorities can be met.

- Also, do not move out of any South Vietnam space so as to add either COIN Control or NVA Control to it (1.7).
- First, March to get 1 Underground VC Guerrilla onto each of up to three 1-Econ or 2-Econ LoC spaces possible (paying 0 Resources, 3.3.2).
- Then, if VC have 1+ Resources, March into spaces that have at least 1 Population. Within that priority March first to get the largest possible number of Underground Guerrillas into spaces that are not yet at Active Opposition; within that priority first wherever there is room for at least one Base; and within that priority March to remove COIN Control from the most Population possible. If there are still multiple candidate spaces to choose between, select randomly (8.2).
- Finally—if and only if the NVA are a player—March into spaces in South Vietnam with NVA Control where it is possible for the arrival of Marching VC to remove that Control. Within that priority, March first to spaces with VC Bases.

IF NONE: If no such March is possible (such as during Monsoon, 2.3.9), the VC instead Attack (8.5.5), or if that is not possible, Rally (8.5.3), or if that is not possible either, Pass (2.3.3). *EXAMPLE: The VC are to March but have 0 Resources and cannot get any Underground Guerrillas onto LoCs; they try to Attack, but have 0 Resources so the Attack instruction refers them to Rally, where they begin with Tax to get Resources.*

AMBUSH: After Marching or during an Attack Operation, Ambush in up to 2 spaces with Underground VC Guerrillas (if after a March Operation, Guerrillas that just Marched (4.5.3)), or in 1 such space if unshaded “Booby Traps” is in effect (5.3).

- If shaded “Main Force Bns” is in effect, use it in the first space where it could remove an extra enemy piece.
- Within each of the bullets below, Ambush from LoCs into an adjacent space whenever possible (4.4.3 ROAD/RIVER), and within that priority select Ambush spaces to remove US pieces before ARVN ones.
- First select up to Ambush space where the Ambush can remove enough COIN units from a space with a COIN Base to allow another Ambush space or Attack this Operation to remove that Base.
- Then Ambush to remove COIN Bases wherever possible.
- Then Ambush to remove Special Forces (Irregulars or Rangers).
- Finally Ambush to remove Troops or Police. If removing 2+ pieces from the same space, remove Troops and Police evenly, beginning with the type that has fewest cubes in the space (Troops if even).

TAX OR SUBVERT: If no such Ambush is possible, Tax or, if the Operation was a March and Tax is not possible, Subvert, all per 8.5.1. If no such Special Activity is possible, the VC execute no Special Activity with their Operation (Op Only, 2.3.4).

8.5.5 Attack. If the VC neither Terrorized, played the Event, Passed, Rallied or Marched, and they have at least 1 Resource, they Attack (3.3.3). The VC will Attack to Ambush and wherever they have large groups of Guerrillas, until they run out of targets or Resources. Select spaces for Attacks and Ambushes, and remove enemy pieces within those spaces, as follows:

- If the VC have 0 Resources, they Rally instead (8.5.3).

- First, Ambush in up to 2 spaces as described above (8.5.4 AMBUSH).
- Then Attack in spaces with enemy pieces and at least 3 Active but no Underground VC Guerrillas. Within that they select Attack spaces and targets in the same way as for Ambushes (8.5.4), except that non-Ambush Attacks can only remove pieces in the Attack space itself: first where a successful Attack would remove at least one COIN Base, then to remove Special Forces, then to remove Troops and Police.
- Remove pieces within a selected space using the above (8.1.2) priorities: Bases whenever possible, Special Forces, then Troops and Police evenly (whichever least), and US before ARVN within each of these categories. *NOTE: Bases would only be removed once no other COIN pieces are left (3.3.3).*

IF NONE: If no such Attack is possible, instead March (8.5.4), or if that is not possible, Rally (8.5.3), or if that is not possible either, Pass.

TAX: If no Ambush was executed as part of the Attack, the VC instead Tax per 8.5.3. If that is not possible either, they execute no Special Activity with their Attack (Op Only, 2.3.4).

8.5.6 Agitate. The Non-player VC Agitate (6.3.2) to the maximum extent that they can, first for the greatest total shift, within that priority first where there is any Support, and within that priority first where there is no Terror marker. If there are still multiple candidate spaces, select randomly (8.2). Remove Terror markers only if a shift would be achieved (because the VC will have Resources after removing the Terror and the space is not yet at Active Opposition).

8.6 Non-Player NVA Actions



This subsection governs actions by the NVA Faction as a Non-player, as shown on the “Non-player NVA” flowchart sheet. When the NVA are Eligible by the Sequence of Play (2.3) to take an action (and not executing their Pivotal Event, 8.4.6), consult their flowchart—beginning at the upper left—and, as needed, the rules below. When executing free Operations and/or Special Activities granted by Events (5.5), consult individual flowchart boxes and rules sections below as appropriate (8.4).

8.6.1 Attack. When the NVA are to take an action, they Attack if any combination of Ambushes and/or Troop Attacks (but not counting non-Ambush Guerrilla Attacks or Bombard Special Activities) can remove a COIN Base or a number of enemy pieces equal or exceeding the roll now of a six-sided die. *NOTE: If the NVA have 0 Resources, they cannot Attack to remove any enemy pieces and thus automatically continue to 8.6.2 “Pass, Event or Operations?”.*

First the NVA execute a Special Activity as follows:

AMBUSH: If the NVA have 4 or more Resources and an Ambush could only remove 1 enemy piece, they instead Bombard per below. Otherwise they Ambush in up to 2 spaces with fewer than 4 NVA Troops as follows:

- First Ambush to remove COIN Bases, or where the Ambush would allow another Ambush space or Troop Attack this Operation to remove COIN Bases. Within this priority, Ambush first from LoCs if possible (4.4.3 ROAD/RIVER). *NOTE: The “fewer than 4 NVA Troops” condition applies to the Ambush space, i.e., the space where the Guerrilla is located, regardless of what space the enemy piece is removed from!*
- Then Ambush other COIN pieces, first in Laos and/or Cambodia, then in South Vietnam. Within these priorities Ambush from LoCs if possible; within that Ambush first to remove the last COIN

piece in a space; within that Ambush Special Forces (Irregulars or Rangers) before cubes, and within all of these Ambush to remove US pieces before ARVN ones.

- If no such Ambush is possible, instead Bombard as follows:

BOMBARD: Bombard 2 spaces (in or adjacent to 1 or more spaces with at least 3 NVA Troops, and with either at least 3 COIN Troops or a COIN Base and at least 1 COIN Troop, 4.4.2)—or, if the “Long Range Guns” Capability is in effect, Bombard 1 or 3 spaces as allowed:

- First in spaces with NVA pieces
- Then in spaces adjacent to NVA Troops.
- Within both of the above priorities, first select spaces with a COIN Base; within that priority, select spaces with and Bombard to remove US Troops before ARVN ones.

If no such Bombardment is possible, the NVA execute no Special Activity with their Operation (Op Only, 2.3.4).

ATTACK: After resolving any Special Activity, the NVA then select Attack spaces and whether to use NVA Troops or NVA Guerrillas as follows:

- First Attack wherever NVA Troops can remove 2+ enemy pieces.
- Next Attack with groups of 4+ NVA Guerrillas (in any combination of Active and/or Underground).
- Finally Attack where NVA Troops can remove 1 enemy piece (accounting for any effect of the “PT-76” Capability, 5.3).

Within each of the above Attack bullets, apply the following tie-breaks:

- First target any enemy pieces in Laos or Cambodia, then those within South Vietnam.
- Within that priority, Attack first where a Base can be removed, then where Special Forces (Irregulars or Rangers) can be removed, finally Troops and Police evenly (starting with the fewest in the space, 8.1.2). For each Attack space, remove enemy pieces in that order, to the degree allowed.
- Within those priorities, select target spaces with and Attack to remove US pieces before ARVN whenever possible.
- If the shaded “PT-76” Capability is in effect, use it in the Attack space where it will remove most extra enemy pieces.

8.6.2 Pass, Event or Operations? If the Conditions for NVA Terror are not met, the NVA check if they will play the current Event or Pass, as follows:

- If the next card is an NVA Capability but the current card is not (or the current Event is a Capability that has already been played by the 1st Eligible Faction), and a d6 roll now exceeds the number of Coup cards in the RVN Leader box (2.4.1), the NVA will Pass (2.3.3), gaining 1 Resource. On the next card, if the NVA do not Attack (8.6.1) they will play the Event without having to roll again.
- Otherwise, if the current card is any Faction’s Capability, play the Event if a d6 roll either now or on the previous card (as above) exceeds the number of Coup Cards in the RVN Leader box.
- If neither the next nor the current card is a Capability, play the Event if possible unless it is Ineffective (8.1), following any NVA Event Instructions (8.4.1) for this Event.
- If the NVA did not play the Event and have 0 Resources, they Pass (2.3.3) gaining 1 Resource.

8.6.3 Terror. If the NVA did not Attack, play the Event or Pass, and if they could execute Terror (3.3.4) with either NVA Troops or Underground NVA Guerrillas in spaces at Active or Passive Support with a total Population equal to or exceeding the roll now of one six-sided die, they do so in each such space. If NVA Resources are too few to Terrorize all such spaces, select those with highest Population first.

BOMBARD: Then Bombard per 8.6.1.

8.6.4 Rally. If the NVA did not Attack, play the Event, Pass or Terrorize, they Rally if any of the following conditions are met:

- The Trail is 0 or 1.
- At least one space with one or more NVA Bases has fewer than 2 NVA units.
- A roll of two six-sided dice now exceeds the number of NVA Guerrillas Available.
- Rally per the instructions below would place at least one NVA Base.
- The NVA attempted to March but were unable to do so.

If the NVA Rally, they do so in up to 3 spaces (without Support, 3.3.1) and improve the Trail. **EXCEPTION:** If the unshaded “AAA” Capability is in effect and the Trail would be improved per below, they instead Rally in only 1 space and improve the Trail.

Select spaces and Rally as follows:

- Place an NVA Base (replacing 2 NVA Guerrillas, 3.3.1, removing Active Guerrillas first, 8.1.2) wherever there are at least 4 NVA or VC Guerrillas or Troops (including 2 NVA Guerrillas and room for the Base, 1.4.2).
- Then place NVA Guerrillas at any COIN Control in Laos or Cambodia.
- Next place Guerrillas at NVA Bases where there are no or only 1 NVA units, then at any other NVA Bases (with 2 or more NVA units already).
- Finally, place Guerrillas in other random spaces, until the specified number of Rally spaces is reached (or Resources run out).

After placing any pieces, pay to Improve the Trail, if possible, unless the NVA already have fewer than 3 Resources, or unless the Trail is already at 3 and NVA have fewer than 9 Resources. **EXAMPLE:** NVA with 3+ Resources, Trail at 2, and shaded “SA-2s” improve the Trail to 4.

IF NONE: If no such Rally is possible, instead March per 8.6.5 below or, if that is not possible either, Pass.

INFILTRATE: After Rallying (or Marching), Infiltrate in up to 2 spaces (or in 1 space if the unshaded “559th Transport Grp” Momentum Event is in effect) if and only if an NVA Base or at least 4 Troops would be placed, as follows:

- First replace VC Bases in spaces with more NVA than VC pieces but no NVA Base already (shifting Opposition, 4.4.1)—first Tunnelled Bases, within that priority first in spaces with the highest Population, finally in random spaces. If there are no NVA Bases Available, they may first remove one Base from the space in North Vietnam, Laos or Cambodia with the most NVA pieces to Availale in order to replace one VC Base. **NOTE:** This is the only time a Non-player voluntarily removes one of its own pieces to Availale (1.4.1) without being required to do so by an Event effect.

- Then place Troops (at NVA Bases), first in those Base spaces with the most NVA Guerrillas, within that priority first in spaces with 2 NVA Bases, and within those priorities first in or adjacent to Cities or Provinces with no NVA Control.
- If placing Troops, then also replace NVA Guerrillas in those spaces with Troops, but only where there are more than 2 NVA Guerrillas in a space and until 2 are left.

BOMBARD: If Infiltrate would place neither an NVA Base nor at least 4 Troops, or if Infiltration is possible (*EXAMPLE: “McNamara Line”*), instead Bombard per 8.6.1.

8.6.5 March. If no conditions for any other Operation applied, the NVA did not play the Event or Pass, and it is not Monsoon (2.3.9), the NVA will March—first to set up for placing a Base in Laos/Cambodia, then to get a few Guerrillas on LoCs, then with larger groups to expand NVA Control. NVA March as follows:

- While executing the bullets below, the NVA will leave behind a minimum of 2 NVA units in each space with one or more NVA Bases, and enough NVA units to keep NVA Control in all spaces that had NVA Control at the beginning of the Operation. They will leave Guerrillas behind to the greatest extent possible while still meeting the requirements of the bullet currently being executed.
- Use the Trail to move pieces more than one space only if the Trail is at 4 (3.3.2, 6.7) or if the March is free (5.5). Do not leave NVA pieces in transit spaces that lacked NVA Control at the beginning of the Operation.
- First, if any NVA Base is in the Available Forces box, March so that at least one space in Laos or Cambodia with room for a Base (1.4.2) has at least 4 NVA units including at least 2 NVA Guerrillas.
- Then March 1 Underground NVA Guerrilla from a City or Province onto 1 LoC that does not already have an Underground NVA or VC Guerrilla, the Highway from Hue to Da Nang if possible, otherwise 1 random LoC.
- Then March to add NVA Control. While executing this priority, all units Marching from the same space stay together and do not split up. March to add NVA Control to the up to 3 highest Population spaces possible, within that priority first to where only 1 Marching group is needed, within that priority first to where there is no US Base, and within those priorities first where there is a VC Base but no NVA Base.
- Finally, March to get the greatest possible number of NVA Troops that are not already adjacent to a space with COIN Control into 1 space that is adjacent to a space with COIN Control in South Vietnam.

IF NONE: If no such March is possible (*EXAMPLE: Monsoon*, 2.3.9), instead Rally (8.6.4) or, if that is not possible either, Pass.

AMBUSH: After Marching, if and only if Ambushing would remove a US or ARVN Base, including by combining 2 Ambush spaces if necessary, do so (in up to 2 spaces with Underground NVA Guerrillas that Marched, 4.4.3). If after removing a COIN Base there is still one Ambush space left to use, Ambush US Troops if possible, otherwise COIN cubes on any LoC. Within those priorities, Ambush from LoCs if possible (4.4.3 ROAD/RIVER).

INFILTRATE OR BOMBARD: If Ambush after March cannot remove a Base, instead Infiltrate per 8.6.4 above or, if that is not possible, Bombard per 8.6.1.

8.6.6 Redeploy. In the Redeploy Phase (6.4.3), relocate NVA Troops as follows:

- Never move Troops out of a space so as to lose NVA Control or add COIN Control. Unless this is the final Coup Round of the game, keep the last 2 NVA units (Guerrillas if possible) in each space with NVA Bases.
- Unless this is the final Coup Round, first relocate so each space with NVA Bases has at least 2 NVA units.
- Next relocate to add as much total NVA Control on the map as possible, moving in only the Troops needed to add Control.
- Then relocate to at least remove COIN Control where it is not possible to also add NVA Control.
- Finally, relocate into 1 space, first in South Vietnam, to get the most additional NVA Troops adjacent to COIN Control that were not already so adjacent.



8.7 Non-Player ARVN Actions

This subsection governs actions by the ARVN Faction as a Non-player, as shown on the “Non-player ARVN” flowchart sheet. When the ARVN are Eligible by the Sequence of Play (2.3) to take an action (and not executing their Pivotal Event, 8.4.6), consult their flowchart—beginning at the upper left—and, as needed, the rules below. When executing free Operations and/or Special Activities granted by Events (5.5), consult individual flowchart boxes and rules sections below as appropriate (8.4).

8.7.1 Pass, Event or Operation? If ARVN are to take an action, they first check if they will play the current Event or Pass, as follows:

- If the next card is an ARVN Capability but the current card is not (or the current Event is a Capability that has already been played by the 1st Eligible Faction), and a d6 roll now exceeds the number of Coup cards in the RVN Leader box (2.4.1), the ARVN will Pass (2.3.3), gaining 3 Resources. On the next card, the ARVN will play the Event without having to roll again.
- Otherwise, if the current card is any Faction’s Capability and has not already been played, play the Event if a d6 roll either now or on the previous card (as above) exceeds the number of Coup Cards in the RVN Leader box.
- If neither the next nor the current card is a Capability, play the Event if possible unless it is Ineffective (8.1), following any ARVN Event Instructions (8.4.1) for this Event.
- If the ARVN did not play the Event and have less than 3 Resources, they Pass (2.3.3) gaining 3 Resources.

8.7.2 Train. If the ARVN did not play the Event or Pass, they will Train (3.2.1) if at least one of the following conditions is met:

- There are at least 12 ARVN pieces in the Available box.
- Train alone (i.e., without any Transport) would place an ARVN Base.
- The ARVN attempted to Patrol but were unable to do so.

If the ARVN Train, they do so to place pieces in up to 3 spaces (where no NVA Control, 3.2.1) plus if necessary in one additional space to Pacify, as follows:

- First, in up to 3 spaces, place exactly 6 cubes—or up to 2 Rangers once fewer than 6 ARVN cubes are Available—each into Provinces with either US or ARVN Bases or into Cities. If placing cubes, place Troops and Police as evenly as possible, beginning with the type of which there are fewest in the space already, or if tied with Troops (8.1.2). Select spaces to add COIN Control if possible, within that priority first to add either Police or ARVN Troops where there are none of that type yet.

- Then pause Training to Govern or, if not possible, Transport per below, before resuming Training.
- After Governing or Transporting (if any was possible), and if no more than 2 Train spaces were selected above, Train to replace 3 ARVN cubes with an ARVN Base in 1 Province in South Vietnam where no Govern occurred and where there are at least 5 total US and ARVN units including at least 3 ARVN cubes, and no US nor ARVN Base already. Remove Troops and Police as evenly as possible, beginning with the type of which there are most in the space (Troops first if tied, 8.1.2).
- If no ARVN Base was placed, Pacify in 1 Training space per 8.7.6 below. If it is not possible to Pacify in any of the up to 3 spaces selected so far, Train for 0 Resources (placing no pieces) in one additional space where no Govern occurred and where it would be possible to Pacify per 8.7.6. Within these priorities, Pacify in a space with any NVA or VC Base, if possible.

IF NONE: If no such Training is possible but ARVN Governed or Transported, ARVN Train for 0 Resources (placing no pieces). If neither such Training nor Govern nor Transport was possible, ARVN Pass (receiving 3 Resources, 2.3.3).

GOVERN: If ARVN are Training or just Patrolled, they Govern also (in up to 2 spaces other than Saigon with COIN-Control and Support and where no Training is occurring, 1 space if shaded “Mandate of Heaven” is in effect). Govern as follows:

- If the US is a player and Support+Available exceeds 50, (7.2), Govern in the highest Population spaces where it is possible to transfer Aid to Patronage. Shift their Support toward Neutral (even if unshaded “Mandate” is in effect).
- If the US is a Non-player or is not at victory per above, instead take the most Patronage possible (from 1 or 2 spaces) without shifting any space to Neutral (so at Active Support or with unshaded “Mandate” and no shift).
- Then, if Govern occurred in exactly 1 space (and shaded “Mandate” is not in effect), or if Aid is at 0, add Aid from the highest Population space(s) possible.

TRANSPORT: If no such Govern is possible, ARVN instead Transport up to 6 pieces, selecting ARVN Troops then Rangers:

- Transport first from a Laos or Cambodia space with such pieces, then from the South Vietnam space with the most ARVN Troops above those needed to keep COIN Control.
- Do not move so many pieces as to remove COIN Control of the origin space.
- If the Transport accompanies either Train or Patrol, move into 1 Province, first one that has Police but no US or ARVN Troops, or if there is no such reachable space, move so as to change Control of the destination space. Within each of these priorities, select the destination with the highest Population possible.
- If the Transport precedes an Assault, move to enable the highest priority Assault possible per the Assault priorities (8.7.4).
- If the Transport occurs during a Sweep, move into spaces already selected for the Sweep Operation (8.7.5) so as to Activate as many additional Underground Guerrillas as possible.
- If the unshaded “Armored Cavalry” Capability is in effect, then free Assault in 1 destination space per ARVN Assault priorities, as applicable (8.7.4).
- Finally, flip all Rangers Underground.
- If no such Transport is possible, the ARVN execute no Special

Activity with the Operation (Op Only, 2.3.4).

8.7.3 Patrol. If ARVN did not Train, they Patrol if at least one of the following conditions are met:

- There are NVA or VC units on any LoC adjacent to Saigon.
- NVA or VC units on any LoCs would block a Patrol from Saigon to any City. (Ignore units on LoCs beyond Cities that are also blocked by NVA or VC. Similarly, NVA or VC in Cities alone do not trigger a Patrol—the blockage must be due at least in part to a unit on a LoC.)
- ARVN tried to Assault (8.7.4) but were unable to do so.

ARVN Patrol first to defend contested LoCs, then to control Cities, including filling in behind into Cities vacated during the Patrol itself, as follows:

- Move Police when possible then ARVN Troops, as needed to reach LoC or City destinations (3.2.2) below, first from spaces with the most ARVN cubes able to reach the destination except those that have already been selected as Patrol destinations. Do not leave any Province so as to lose any COIN Control, drop below 3 total US and ARVN cubes and Special Forces, nor remove the last US or ARVN Troop or the last Police there.
- First, move cubes onto any LoCs with NVA/VC Guerrillas to get ARVN cubes equal to the greater of 3 cubes or twice the number of enemy units there, beginning with those LoCs nearest to Saigon and working outwards (counting the number of spaces between Saigon and the LoC). If it is not possible to get the required number of ARVN cubes to a LoC, do not move any cubes there. If two or more LoCs with enemy units are the same distance from Saigon, move first to those of them that have Underground Guerrillas. When executing this bullet cubes may leave Cities as needed, even if doing so would remove COIN Control, the last 3 COIN cubes or Special Forces, or the last Troop or Police there.
- Then move cubes to Cities as needed to have all Cities possible under COIN Control, where possible with at least 3 total US or ARVN cubes or Special Forces and at least 1 US or ARVN Troop and 1 Police. Within those priorities, move first to Cities with the highest Population. (These destinations may include Cities just departed by other Patrolling cubes).
- Then free Assault to remove the most enemy pieces possible, selecting randomly among the LoCs with most enemies if tied.

IF NONE: If no such Patrol is possible, the ARVN instead try to Train per 8.7.2 above unless ARVN has already executed a Raid, in which case they pay for Patrol without moving any pieces.

GOVERN OR TRANSPORT: After Patrolling, Govern or, if not possible, TRANSPORT, in either case per 8.7.2.

8.7.4 Assault. If ARVN did not play the Event, Train, or Patrol, the ARVN will Assault if any of the following conditions are met:

- ARVN Assault alone (i.e., without help from Transport or Raid) would change Control of any space, by adding COIN Control, removing NVA Control, or both.
- ARVN Assault alone could remove at least one NVA Troop.
- ARVN can now Assault to remove enemy pieces in a space with an NVA or VC Base and no Underground Guerrillas.
- ARVN tried to Sweep but were unable to do so (including during Monsoon, 2.3.9).

If the ARVN Assault, they first execute a Raid per below or, if not possible, Transport per 8.7.2 above. They then Assault in up to 3 spaces as follows:

- First Assault wherever it is possible to remove a Base or roll to remove a Tunnel marker.
- Then Assault so as to reduce the most NVA-Controlled and add the most COIN-Controlled Population—adding together NVA Control and COIN Control affected if both would change in the same space. **EXAMPLE:** Choose a 1-Pop space where both NVA Control would be removed and COIN Control added, before choosing an uncontrolled 1-Pop space where COIN Control would be added.
- Then Assault to remove any spaces' last enemy pieces.
- Finally, Assault to remove 2 or more enemy pieces per space, first where possible to remove the most enemy pieces.

IF NONE: If no such Assault is possible, the ARVN instead Patrol per 8.7.3 above, or, if that not possible, Train per 8.7.2.

RAID: Before Assaulting or Sweeping, ARVN Raid (up to 2 spaces with or adjacent to Rangers)—but only if at least 1 enemy piece will be removed—as follows:

- Move Rangers only if they can do so without removing any COIN Control from origin spaces.
- If moving into a space, move in no more than 1 Ranger, except if and as more are required to add COIN Control by the end of the Raid.
- Select target spaces first to remove any (unTunneled) Bases, then to remove the most NVA Control plus add the most COIN Control possible (including in spaces with Population 0), then to remove the most Underground Guerrillas possible, finally randomly.
- If Raid cannot remove any NVA or VC, instead Transport per 8.7.2, either immediately if the Operation is an Assault or later if the Operation is a Sweep (8.7.5).

8.7.5 Sweep. If ARVN do not meet conditions for any other Operation (and it is not Monsoon, 2.3.9), they Sweep.

Before Sweeping, Raid per 8.7.4 if possible. Then Sweep up to 3 spaces as follows:

- First, select spaces with ARVN cubes and Rangers in place where there are Underground VC or NVA Guerrillas—first where either Active or Passive Support, within that priority first where the Underground Guerrillas include any VC, and within those priorities first in the spaces with highest Population.
- Then move ARVN Troops as follows, without dropping below 3 US plus ARVN cubes and Special Forces in any origin space nor losing COIN Control of any:
- First move Troops into the above selected Sweep spaces so as to Activate the most Underground Guerrillas possible.
- Then move additional cubes so as to add the most COIN-Controlled Population possible, first in the spaces already selected for the Sweep, then to other spaces (selecting those too for the Sweep) until a total of 3 spaces have been selected or the ARVN cannot afford to Sweep more spaces. Within each of these priorities, first move into spaces with Bases (of any Faction).
- If no Raid was executed above, Transport now per 8.7.2 to the selected Sweep spaces so as to Activate as many additional Underground Guerrillas as possible.
- Finally Activate as many Underground Guerrillas as possible in

the selected Sweep spaces. If a Sweep space has both VC and NVA Underground Guerrillas and it is not possible to Activate all of them, Activate VC Guerrillas before NVA ones.

IF NONE: If no such Sweep is possible (such as in Monsoon, 2.3.9), ARVN instead Assault per 8.7.4 above.

8.7.6 Pacify. Whenever Non-player ARVN Pacify—whether during Training (3.2.1, 8.7.2) or the Support Phase (6.3.2)—they do so where able. However, they do so to shift Passive Support to Active Support only so long as Support + Available (the US victory score, 7.2) remains at 45 or less. Within that restriction, select ARVN Pacify spaces first where there is no Terror marker, within that priority first where there is any Opposition, and within that priority first for the greatest total shift. Remove Terror only if a shift would be achieved (because enough ARVN Resources will remain after removing the Terror, the space is not yet at Active Support, and a 1-level shift would not increase Support + Available above 45).

8.7.7 Redeploy. In the Redeploy Phase (6.4.2), relocate ARVN Troops and Police as follows:

- First, move Troops only to remove all Troops from LoCs and Provinces without US/ARVN Bases, and from other Provinces or Cities spaces with the most ARVN Troops beyond those needed to meet the below Redeploy priorities there.
- Move the Troops to help add as much total COIN Control and (at US/ARVN Bases or Saigon) remove as much NVA Control as possible.
- Then move remaining Troops then Police that must or may move to ensure at least 3 COIN cubes are in each City (that has no NVA Control).
- Move any Troops that still must move to 1 random candidate Redeployment space.
- Then move Police, first from LoCs with VC and/or NVA units, then from the Provinces or Cities with most Police without removing the last Police from any Province or City nor dropping any such space below 3 COIN cubes or losing any COIN Control.
- If there are no NVA or VC units on the Route 13/Route 14 LoC between Saigon, An Loc and Ban Me Thuot, move exactly 3 Police there.
- Then move Police as needed to keep as much COIN Control as possible where Troops Redeployed out, then to have at least 1 Police in each COIN Control Province possible, and finally to have at least 1 Police in each City (with no NVA Control).

8.8 Non-Player US Actions

★ This subsection governs actions by the US Faction as a Non-player, as shown on the “Non-player US” flowchart sheet. When the US are Eligible by the Sequence of Play (2.3) to take an action (and not executing their Pivotal Event, 8.1.3), consult their flowchart—beginning at the upper left—and, as needed, the rules below. When executing free Operations and/or Special Activities granted by Events (5.5), consult individual flowchart boxes and rules sections below as appropriate (8.4).

8.8.1 US Policy. If the US is a Non-player, it will follow a varying strategy—represented by “JFK”, “LBJ”, or “Nixon” US Policy—in its execution of certain Operations, Special Activities, Events, and Commitment.

DESIGN NOTE: The labels given US Policy in the game represent not individual Presidents but rather different US strategies for Vietnam debated during the period and historically associated with

Kennedy, Johnson, or Nixon.



SET UP: At start of a game with a Non-player US, mark the Scenario's indicated US Policy (either LBJ or JFK, 2.1) on the US Policy track.

COMMITMENT: Each Commitment Phase (6.4), after placing returning US Troop Casualties on the map, check if the Non-player US Policy changes. If and only if US victory (Support + Available, 7.2) is 45 or less, roll a die and adjust the US Policy marker accordingly:

- If the roll is equal to the number of Coup cards in the RVN Leader box (2.4.1), US Policy shifts to or remains "JFK".
- If the roll exceeds cards in the RVN Leader box, US Policy is "LBJ".
- If the roll is less than cards in the RVN Leader box, US Policy is "Nixon".

The resulting US Policy affects Non-player US placement of pieces during that Commitment Phase (see 8.8.7 below) and US actions during the coming campaign (as noted below, in the Non-player US flowchart, and in the Non-player US Event instructions).

8.8.2 Event or Operations? If the US are to take an action, they first check for Capability Events as follows:

- If the next card is a US Capability but the current card is not, and a d6 roll now exceeds the number of Coup cards in the RVN Leader box (2.4.1), the US will Pass (2.3.3), gaining 3 Resources. On the next card, the US will play the Event without having to roll again.
- Otherwise, if the current card is any Faction's Capability, play the Event if a d6 roll either now or on the previous card (as above) exceeds the number of Coup Cards in the RVN Leader box.

8.8.3 Assault. If the US did not play a Capability Event, it Assaults if either of the following conditions are met:

- Assault alone (including paying Resources for an added ARVN Assault space per 3.2.4, any Capabilities in effect, and successful die rolls against Tunnels, but without Air Lift or Air Strike) can remove at least one VC or NVA Base
- There is at least one NVA Troop in any space with US Troops and/or US Bases.

If any of the shaded "Cobras" or "Abrams" Capabilities are in effect, stop after 2 spaces. If shaded "Search and Destroy" is in effect, Assault in Provinces at Support only if either a Base (not a Tunnel) or NVA Troops will be removed. *NOTE: These limits help cap US Casualties and preserve Support.* If ARVN Resources exceed Econ by at least 3 (1.8.1), pay to add an ARVN Assault in the first space where doing so would remove additional enemies. Within that, Assault as follows:

- First, Assault wherever it is possible to remove all Active VC and/or NVA pieces. If necessary to determine the exact order (because it might be possible to add an ARVN Assault or the number of Assault spaces is restricted), do so first to remove NVA Control in spaces with Population 1 or higher; within that priority first where it is possible to remove a Base or roll to remove a Tunnel. Within each of those priorities, Assault first in spaces with US Bases, within that at the highest Population possible, and within all of those to remove the most enemy pieces possible.
- Next conduct a Special Activity per below, either Air Lift, or if that is not possible, Air Strike.

- Then Assault wherever it is possible to remove more than half of the Active VC and/or NVA pieces (possibly all, if reinforcements have been added by Air Lift), if necessary using the same priorities to select the order between them as in the first bullet above.
- Finally Assault in all other spaces where any VC and/or NVA pieces can be removed, again using the same priorities as above to determine the exact order if necessary.

IF NONE: If no US Assault is able to remove enemy pieces (even after Air Lift per below), US instead Sweeps per 8.8.5.

AIR LIFT: First identify 3 potential Air Lift origin spaces (1 in Monsoon) and note the order in which they were chosen. It is possible that not all of them will be used, depending on how many units they have that can or must be moved and the number of units needed in the destination(s). Determine potential origin spaces as follows:

- The first choices are spaces that have do not have any of COIN Control, Support, or a US Base; among those spaces, first any in Laos and/or Cambodia. Within those priorities, first choose the spaces with the most US Troops. The US will move all US units out of each of these spaces that is selected as an actual Air Lift origin (not just a potential one).
- If the above bullet identifies fewer than 3 potential Air Lift destinations, the US will also Air Lift from spaces with US and ARVN Troops that are not needed there for either the current Operation (including spaces where the US have already executed Assaults), to maintain COIN Control, or if the space has Support to keep at least 3 COIN units there. Within those priorities, first select those spaces that have the most units able to be Air Lifted.

Then identify one Air Lift destination at a time per the instructions below, and Air Lift units there from the potential Air Lift origins in the order they were chosen above. During the Monsoon, only one destination may be selected. Otherwise, if all three potential origin spaces were needed for the first destination, no further destination may be selected; if two origins were needed for the first destination only one additional destination may be selected, and if the first potential origin chosen is able to supply units to three destinations then three destinations may be selected.

In all cases move US units before ARVN, and within that move Troops before Special Forces (Irregulars or Rangers). Move Troops into Laos or Cambodia only if the US Policy is "Nixon", and even then only if it is not Monsoon (2.3.9).

Select the destination(s) as follows:

- If the current Operation is a Sweep (8.8.5), select Air Lift destinations as per the instructions on how to move units during a Sweep.
- If the current Operation is an Assault, select Air Lift destinations per the third Assault bullet above ("Assault wherever it is possible to remove more than half of the Active VC and/or NVA pieces"), including its secondary nested priorities, and move just enough Troops there to remove as many enemy pieces as possible.
- If it is possible to select further Air Lift destinations, Air Lift to get both US Troops and COIN Control to spaces with Police but no Active Support (choose randomly if there are more such spaces than may be selected for the Air Lift).

NOTE: It is possible for the three bullets above to select spaces that have already been identified as potential Air Lift origins. If this happens, remove those spaces from the list of origins, and if necessary identify additional potential Air Lift origins per the bullets above.

- If at this point any selected Air Lift origin spaces that were chosen by the first Air Lift bullet above (no COIN Control, Support or US Base) still have US units left, move as many of them as possible to the last Air Lift destination selected, even if they are not needed for either the Operation or Control.
- If it is still possible to select further Air Lift destinations, move 1 Special Forces unit (Irregular or Ranger) to an unoccupied space in Laos or Cambodia.

EXAMPLE: During a US Assault under “JFK” Policy, the NVA Controls no spaces in South Vietnam but in each of two spaces there is a VC Base protected only by 2 Active Guerrillas. If the US can Air Lift enough Troops there to remove the Bases, they will do so.

AIR STRIKE: If no Air Lift could be executed, or if the US Policy is “LBJ” after Patrol, Sweep or Train Operations (see 8.8.4-.7 below), the US instead Air Strikes after its Operation if at least one of the following conditions is met:

- An Air Strike could remove at least one VC or NVA piece.
- The Trail could be degraded by an Air Strike that rolls enough hits (i.e., the Trail is above 0 if the shaded “AAA” Capability is not in play, above 2 if it is, and no Momentum Event prevents it).

If the US Air Strikes, roll one six-sided die to determine Air Strike hits and apply them as follows:

- If possible, spend 2 hits to degrade the Trail.
- If the unshaded “Arc Light” Capability is in effect, use it to Air Strike in the highest priority Province below that has no US or ARVN pieces.
- Air Strike so as to remove NVA Control from the most Population possible (not a 0 Population), ceasing removal in each space once NVA Control is removed even if additional Air Strike targets remain there.
- Then Air Strike on LoCs that have US or ARVN pieces, beginning with those closest to Saigon and working outwards.
- Then Air Strike to remove Bases, then the most pieces possible; within each of those priorities first in spaces with Active Opposition (and US or ARVN pieces), and within that priority first in spaces with the lowest Population.

If no such Air Strike is possible, execute no Special Activity if the Operation was Assault or Sweep, or instead Advise if the Operation was Patrol or Train (see 8.8.4, “ADVISE”, below).

8.8.4 Patrol. If the US did not play a Capability Event, Pass or execute an Assault, and it is now Monsoon (i.e., the next card is a Coup, 2.3.9), the US will Patrol (3.2.2) to move all US Troops in Laos and Cambodia to the fewest possible spaces in South Vietnam, if possible a City (or, only if necessary to get all US Troops into South Vietnam, Cities) with no Active Support.

Then, if any US Troops end up on a LoC with NVA or VC units (e.g., because that was the only space in South Vietnam they could reach), Assault to remove the largest possible number of enemy pieces.

If no such Patrol is possible because there are no US Troops in either Laos or Cambodia, the US instead Trains per 8.8.7 below.

After the Patrol, if the US Policy is “LBJ” the US will Air Strike per 8.8.3 above, or if that is not possible Advise per below, or if that is not possible either, Air Lift per 8.8.3 above. If no Special Activity is possible, the US will execute execute no Special Activity with their Operation (Op Only, 2.3.4).

ADVISE: Advise in up to 2 spaces (that were not selected for Training, 4.2.1) as follows.

- First, use ARVN cubes to Assault or Activate Irregulars or Rangers (in that order, if more than one is possible) where able to remove enemies so as to add any COIN Control or remove any NVA Control (even if 0 Population). Then do so to remove enemy Bases, and finally to remove the most pieces possible.
- If Advise has not yet occurred in 2 spaces, use ARVN to Sweep to Activate the most Underground enemy Guerrillas possible.
- If the shaded “Search and Destroy” Capability is in effect, do not Advise to Assault with ARVN in any Provinces with Support.
- If Aid is 30 or less, add +6 Aid.
- If no such Advise is possible, the US instead Air Lifts per 8.8.3 above, or if that is not possible Air Strikes per 8.8.3. If that is not possible either, the US executes no Special Activity with its Operation (Op Only, 2.3.4).

8.8.5 Sweep. If the US did not play a Capability Event, Pass or execute an Assault and it is not now Monsoon (i.e., the next card is not a Coup, 2.3.9), the US will Sweep (3.2.3) if either of the following conditions are met:

- There is at least one Underground Guerrilla in any space with Support.
- The US tried to Train or Assault but were unable to do so.

If the US Sweep, they begin by selecting Sweep spaces. If either or both of the shaded “Booby Traps” and “Combined Action Platoons” Capabilities are in effect, they stop after selecting a maximum of 2 spaces; otherwise they select as many spaces as the instructions below allow.

For the Sweep the US selects spaces with Underground Guerrillas, first where there is at least one US piece, then up to 2 additional spaces with no US pieces. Within each of these priorities, first select spaces with Support (Active or Passive); within that priority select spaces with any Bases (of any Faction), and within those priorities select the spaces with the highest Population.

NOTE: The spaces selected above are the only ones the US will Sweep in or into during this Operation. It is possible for the US to select spaces it cannot reach with Sweep movement or where no US Troops may move due to a heavy NVA presence, or where Air Lift later removes all US units from selected spaces before the Operation is finished.

Then move US Troops into selected Sweep spaces that have no more than 2 NVA Troops in them, changing no Control in any origin spaces (neither removing COIN Control nor adding NVA Control, 1.7) nor removing the last 3 COIN units from any space with Support, as follows:

- Move Troops into Laos or Cambodia only if the US Policy is “Nixon”.
- Within the above restrictions, move as many US Troops as possible from Laos and/or Cambodia to any Sweep space that needs reinforcements.
- First move to selected Sweep spaces where the added Troops would make it possible to Activate all Underground Guerrillas there.
- Then move to selected Sweep spaces where the added Troops would make it possible to Activate more than half the Underground Guerrillas there.

- Finally move additional Troops beyond those needed to Activate Underground Guerrillas to add COIN Control to selected Sweep spaces.
- Within each of the three bullets above, move only as many Troops to each space as needed for that bullet, and move first to spaces with Support; within that priority move first to spaces with any Base or Bases; and within those priorities move first to spaces with the highest Population.

After Sweep movement, if US Policy is “JFK” or “Nixon” (8.8.1), Air Lift per 8.8.3. *NOTE: For Air Lift during a Sweep, the Air Lift instruction refers back to the above Sweep priorities for moving Troops.*

Once all Sweep and Air Lift movements are resolved, Activate as many Guerrillas as possible in all selected Sweep spaces. If there any such space has more Underground Guerrillas than can be Activated, the US will Activate VC Guerrillas before NVA ones.

IF NONE: If no such Sweep is possible, the US will instead Train per 8.8.7, or if that is not possible either, Pass (adding +3 ARVN Resources, 2.3.3).

AIR STRIKE: If US Policy is “LBJ”, or if no Air Lift could be executed above, the US now Air Strikes per 8.8.3 above.

8.8.6 Play Event? If the US did not play a Capability Event, Pass, Assault, Sweep or Patrol, and it is possible to play the Event, the US does so unless the Event is Ineffective (8.1), following any US Event Instructions (8.4.1) for this Event.

8.8.7 Train. If the US did not play the Event or Pass, and no conditions for any of the other Operations were met, the US Train (3.2.1) as follows:

- First, place 1 Irregular each—or 2 Irregulars each if US Policy is “JFK”—first in spaces with no US Base; within that priority in Provinces before Cities, and within those priorities first where there are no Irregulars already.
- Then, if US Policy is “JFK” or “LBJ”, at 1 US Base place up to 6 ARVN cubes (Troops and Police as evenly as possible, beginning with the type with fewest in the space already, Troops if tied, 8.1.2); if no ARVN cubes are Available instead place up to 2 Rangers. If US Policy is “Nixon”, place in the reverse order—Rangers if possible, otherwise cubes. Place these units first where doing so would remove NVA Control and/or add COIN Control.
- Then—if ARVN are a player with Patronage above 22, Train in Saigon—placing no pieces (if not already done above)—and transfer up to 3 Patronage to Resources, if possible.
- If in effect, use the unshaded “Combined Action Platoons” to add 1 Police to a space with US Troops and the fewest Police.
- If there was no transfer of Patronage above, Train wherever beyond the above spaces helps to be able to Pacify to the maximum extent—if anywhere and placing no pieces—and then Pacify per 8.8.8 below.

NOTE: If unshaded “CORDS” is in effect, the US will try to Pacify in a 2nd space as part of each Training Operation.

IF NONE: If such Training is not possible (*EXAMPLE: ARVN are a Non-player, all Irregulars are already on the map and there are not enough ARVN Resources above Econ to place ARVN pieces or Pacify*), the US instead Sweeps per 8.8.5 above unless it is Monsoon (2.3.9), otherwise Passes (adding +3 ARVN Resources, 2.3.3).

AIR STRIKE OR ADVISE: After Training, if US Policy is “LBJ”, Air Strike per 8.8.3 above. If no such Air Strike is possible, or if US Policy is “JFK” or “Nixon”, instead Advise per 8.8.4 above.

8.8.8 Pacify. Whenever the Non-player US Pacifies—whether during Training (3.2.1, 8.8.7) or the Support Phase (6.3.1)—it does so to the maximum extent. If during Training, it does so first where no Police. Within that or if not during Training, it does so first for the greatest total shift, then where there is no Terror marker, then randomly. Remove Terror only if a shift would be achieved (because enough ARVN Resources above Econ, 1.8.1, will remain after removing the Terror and the space is not yet at Active Support).

8.8.9 Commitment. In the Commitment Phase (6.5), the US first places any returning US Troop Casualties on the map per the instructions below, then determines the US Policy for the next Campaign (8.8.1). Then it moves US Bases then Troops between map and Available Forces per the new or continued US Policy as follows:

- **JFK Policy**—Add 2 US Bases to the map; then add or withdraw Troops to or from the map to get as close as possible to 15 US Troops in the Available Forces box.
- **LBJ Policy**—Add 2 US Bases to the map; then add or withdraw Troops to get as close as possible to 5 US Troops in Available.
- **Nixon Policy**—Withdraw 2 US Bases from the map until none are left outside Saigon, leaving 1 US Base in Saigon if there; then add or withdraw Troops to get as close as possible to 25 US Troops in Available.

When adding US Bases to the map, place them in Cities or Provinces with COIN Control but no US or ARVN Base already.

When placing US Troops, either returning Casualties or Committing new ones, place them so as to get as close as possible to the same number of US Troops at each on-map US Base, or if no other spaces are possible, in Saigon. When withdrawing US Troops, do so first from spaces without US Bases outside Saigon, then to leave as close as possible to the same number of US Troops at each remaining on-map US Base. *NOTE: Non-player US Commitment does not move pieces between spaces.*

8.9 1-Player Victory

A lone player plays either US and ARVN together or NVA and VC together (1.5). The player uses the lower victory margin (7.3) of the player’s two Factions and never wins during a Victory Phase (6.1, 7.2). Alternatively, if preferred, the player plays just any 1 Faction against 3 Non-players.

- To succeed, the player must avoid a win by any Non-player through each Coup Round and have the highest victory margin(s) after the final Round.

1-Player Easy Option: For the least challenge, allow Non-players when granted a Limited Operation by Sequence of Play (2.3.4) to carry out an Operation in just the first space selected by the priorities, and with no Special Activity (ignoring the Non-player exception allowing a full multi-space Operation and Special Activity, 8.1).

1-Player Difficulty Option A: For greater challenge, regardless of scenario or Period Events Option (2.1), set up either the shaded or unshaded Capabilities listed for the Medium Scenario—if the player is a Counterinsurgent, only the shaded; if Insurgent, only unshaded.

1-Player Difficulty Option B: For even greater challenge, beginning with the 2nd Coup Round, the player also must avoid having a lower victory margin (with any player Faction) than any Non-player Faction during each Victory Phase. *NOTE: Ignore this requirement during the 1st Coup Round.*

NON-PLAYER VICTORY: If the player fails to avoid such an outcome, the Non-player with the highest victory margin (ties to VC then ARVN then NVA) wins the Vietnam conflict:

- **If VC**—Maoist Revolution! The countryside has surrounded the cities, which one by one begin to fly the NLF's red-blue-gold as all hold by the foreigners and their puppets on public order crumbles.
- **If NVA**—Mechanized Reunification! North Vietnamese military momentum and logistical wherewithal in the South portend the arrival of armored NVA columns in soon-to-be Ho Chi Minh City.
- **If ARVN**—Mandarin Redux! Propped by foreign aid and firepower, the Saigon clique cements its hold on the land and people of South Vietnam, prying away the last footholds of the unification movement.
- **If US**—McNamara Redemption! US and allied forces depart in good order as the Southern populace turns its back on the NLF and hands Saigon the legitimacy to resist the North for years to come.

PLAYER DRAW OR VICTORY: If the player does survive to the final Round, subtract the highest Non-player victory margin from the lowest player victory margin to gauge the outcome. A difference of 5 or less is a stalemate, 6 or more a victory for the player's Faction(s):

- **1 to 5**—Soldiering On! US commitment has faded, but neither popular revolt nor ARVN collapse in the face of Northern pressure are in prospect. The Republic of Vietnam stands fragile but may yet have a future. The stalemated Cold War struggle for Vietnam will exceed 10,000 days.
- **6 or more, Player as US and/or ARVN**—Communism Contained! More than peace with honor, the United States and its allies have demonstrated that the Free World will fight communist aggression wherever it may probe. The Republic of Vietnam is balancing its own style of governance with an extension of its writ into hamlet and paddy. As Moscow and Peking question their investments in Hanoi, the NLF withers on the vine.
- **6 or more, Player as NVA and/or VC**—National Liberation! The twin strategy of People's War and force modernization has brought the country to the brink of unity in independence. Colonialism is beating its final retreat from Vietnam. The US Imperialists and their Saigon lackeys will soon be running for their helicopters and headed to California.

EXAMPLE: A solo US/ARVN player using Difficulty Option B avoids Non-player victory by keeping both US and ARVN margins equal to or above both NVA and VC margins upon each Victory Phase beyond the 1st Coup card. At game end, Total Support is 30 and there are 20 US Troops and 2 US Bases in Available, for a final US victory margin of +2. With Patronage stacked up and widespread COIN Control, the ARVN margin is even higher. The NVA victory margin is -8 and the VC's -4. The 6-point advantage over the Non-players (US +2 compared to VC -4) earns the player a razor-thin victory—“Communism Contained!”

KEY TERMS INDEX

Accompanying—Operation required for Special Activity. (4.1.1)

Activate—Flip or leave Guerrilla Active. (1.4.3)

Active—Status of Guerrilla with symbol end up and of all Bases and cubes (1.4.3).

Adjacent—Spaces next to each other for actions or Events. (1.3.6)

Advise—US Special Activity to use indigenous forces, add Aid. (4.2.1)

Agitation—VC spending to increase Opposition. (6.3.2)

Aid—Foreign assistance that adds to ARVN Resources during Coup Rounds. (1.8, 3.2.4, 4.2.1, 4.3.1, 6.2.3, 6.2.5)

Air Lift—US Special Activity that moves Troops or Special Forces. (4.2.2)

Air Strike—US Special Activity that removes enemy pieces and Degrades the Trail. (4.2.3)

Ambush—VC Special Activity ensuring Attack success. (4.3.1, 4.4.1)

ARVN—Nickname for Republic of Vietnam Faction (“Army of the Republic of Vietnam”). (1.0, 1.5)

Attack—Insurgent Operation that removes enemy pieces. (3.3.3)

Assault—COIN Operation that removes enemy pieces. (3.2.4)

Available—Forces in holding boxes, waiting to be placed. (1.4.1)

Base—Mostly-immobile force pieces that affect Rally, Resources, and Victory, among other functions. (1.4)

Bases Last—Frequent requirement that no protecting cubes or Guerrillas be in a space before removing a Base. (3.2.4, 3.3.3, 4.2.3, 4.4.2)

Cambodia—The 4 foreign country spaces Siha-noukville, The Parrot's Beak, The Fishhook, Northeast Cambodia. (1.3.5)

Campaign—Event card series leading up to a Coup Round. (2.4.2)

Capabilities—Lasting Events that help or hurt a certain Faction's actions. (5.3)

Casualties—US pieces removed by Attack, Ambush, Bombard, and certain Events. (3.3.3, 4.4.2, 4.4.3, 6.5)

City—Type of space: urban area. (1.3.3)

COIN (Counterinsurgency)—US or ARVN. (1.0, 1.5, 1.7, 3.2)

COIN Control + Patronage—Total Population under COIN Control plus Patronage: the measure of ARVN victory. (1.9, 7.2-.3)

Commit—Send US forces from Available to the map. (6.5, 8.8.1)

Commitment—Phase in which US Forces enter or leave the map. (6.5)

Control—More COIN or NVA pieces in a Province or City than other Factions. (1.7)

Cost—Resources spent on an Operation, Pacification, or Agitation. (3.1, 4.1, 6.4)

Coup—Cards triggering Rounds that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

Cube—Troop or Police piece. (1.4)

Cylinder—Token to mark a Faction's Resources or Eligibility (1.8, 2.2)

Deception—Optional victory markers. (7.3)

Degrade—Shift Trail toward “0”. (4.2.3, 6.7)

Dual Use—Event with 2 alternative effects. (5.2)

Earnings—Resources that Factions receive each Coup Round. (6.2.3-.4).

Economic Value (Econ)—Resources that an unSabotaged LoC will provide via VC Tax and to ARVN in the Resources Phase. (1.3.4, 1.8.1, 4.5.1, 6.2.1)

Eligible—Faction able to execute Event or Operation: per Faction order, 1st and 2nd Eligible. (2.3)

Enemy—Relationship between an Insurgent and a Counterinsurgent. (1.5)

Event—Card with Faction order and text a Faction may execute. (2.3, 5.0)

Execute—Implement Event or conduct Operation or Special Activity. (2.3)

Faction—Player or Non-Player role: US, ARVN, VC, NVA. (1.5)

Faction Order—Card symbols determining Eligibility. (2.3.2)

Final—Last Event or Coup card. (2.4.2, 7.3)

Flip—Switch Guerrilla between Underground and Active (1.4.3) or Tunnel between VC and NVA (4.4.1).

Forces—Troops, Police, Guerrillas, or Bases (pieces; not markers like Tunnels). (1.4)

Free—Operation or Special Activity via Event that does not cost Resources or affect Eligibility. (3.1.2, 5.5)

Friendly—A Faction to itself, or US to ARVN, or NVA to VC. (1.5)

Govern—ARVN Special Activity to gain Aid or Patronage. (4.3.1)

Guerrilla—NVA and VC forces piece difficult to strike when Underground. (1.4)

Halo—Card Faction symbol showing Non-player has an Event instruction. (8.4.1)

Handicap—A Victory option to assist less experienced players. (7.3).

Highland—Province type that hinders Assault. (1.3.2, 3.2.4)

Highway—Road, a LoC. (1.3.1, 1.3.4)

Improve—Shift Trail toward “4”. (3.3.1, 6.7)

Ineffective Events—Non-player avoidance of dud Events. (8.1).

Ineligible—Faction skipped in Faction order. (2.3.1-2)

Infiltrate—NVA Special Activity that adds NVA Troops or replaces VC. (4.4.2)

Insurgent—NVA or VC. (1.0, 1.5)

Irregular—US Special Forces piece (1.4).

Joint Operations—Ban on US spending ARVN Resources below Total Econ (1.8.1, 3.1, 6.2.3, 6.3.1).

Laos—The 2 foreign country spaces Central Laos and Southern Laos. (1.3.5)

Level—Support/Opposition status of a space. (1.6.1)

Limited Operation (LimOp)—Operation in 1 space with no Special Activity. (2.3.5)

LoC—Line of Communication: Highway or Mekong. (1.3.4)

Lowland—Province type that generally does not hinder Assault. (1.3.2, 3.2.4)

Map—Board spaces: Provinces, Cities, and LoCs (1.3, 1.3.1).

March—Insurgent Operation to move Guerrillas and Troops. (3.3.2)

Mekong—River, a LoC. (1.3.1, 1.3.4)

Momentum—Events whose effects remain through next Coup Round. (5.4)

Monsoon—Restrictions on Operations and Special Activities on the Event card before each Coup card. (2.3.9)

Non-Player—Game-run Faction. (1.5, 8.0)

Neutral—Space not in Support nor Opposition. (1.6.1)

North Vietnam—An Insurgent Faction (NVA.) (1.0, 1.5) Also, a Province where only NVA and VC may stack. (1.3.5, 1.3.8, 1.4.2)

NVA—Nickname for North Vietnam Faction (“North Vietnamese Army”). (1.0, 1.5)

Operation (Op)—Core action Faction takes with its forces. (3.0)

Opposition—A space’s population against the Saigon regime. (1.6)

Opposition + Bases—Total Opposition plus number of VC Bases on the map: the measure of VC victory. (1.9, 7.2-3)

Out of Play—Box for pieces that are neither Available nor on the map.

Overflow—Boxes and markers to help manage cases of overcrowding. (1.3.8)

Pacification—COIN activity to increase Support. (3.2.1, 6.3.1)

Pass—Decline to execute an Event or Op when Eligible. (2.3.3)

Patrol—COIN Op to protect LoCs. (3.2.2)

Patronage—A measure of the Saigon regime’s success in diverting wealth to its friends to solidify its rule. (1.8, 1.9, 3.2.1, 4.3.1-3, 4.4.2, 4.5.2-3, 6.2, 7.2-3)

Pawn—Token to designate spaces selected for Operation or Special Activity. (3.1.1)

Phase—Part of a Coup Round. (6.0)

Piece—Force unit: Base, Troop, Police, SF or Guerrilla (not marker like Tunnel). (1.4)

Place—Move a piece from Available to map. (1.4.1)

Period Events—Option to select from Events most historically suitable to a Scenario. (2.1)

Pivotal Event—Faction cards that trump other Events and Faction order (2.3.8).

Police—ARVN forces that maintain control and help pacify locals. (1.4)

Politburo—No Non-player rule allowing combined NVA/VC player to use the higher of the two scores. (1.5)

Population (Pop)—The inhabitants of a Province or City, about 500,000 South Vietnamese per point. (1.3.2-3)

Priorities—Rules guiding Non-player Factions. (8.0)

Province—Rural space. (1.3.2)

Rally—Insurgent Operation to place or regroup pieces. (3.3.1)

Ranger—ARVN Special Forces piece (1.4).

Redeploy—Coup phase in which Factions move pieces. (6.5)

Remove—Take from map (forces to Available, Casualties, or out of play as specified). (1.4.1, 3.3.3, 6.4.1 for example)

Replace—Remove pieces to place others in their stead. (1.4.1, 3.2.1, 3.3.1, 4.4.1, 4.5.2, 5.1.1)

Republic of Vietnam (ARVN)—A Counterinsurgent Faction. (1.0, 1.5)

Reset—Coup phase to ready for the next card. (6.5)

Resources—Factions’ wherewithal for Operations. (1.8)

RVN Leader—Box for played Coup cards, showing which is currently in effect. (2.4.1)

Sabotage—Place a Sabotage marker on a LoC that does not have one, damaging it to block addition of ARVN Resources. (3.3.4, 6.2.3, 6.6)

Select—Choose an action’s locations or targets. (3.1, 3.1.1, 4.1, 5.1)

Set—Change a space’s Support/Opposition to a prescribed level. (1.6.1)

Shaded—2nd choice of Dual-Use Event, often anti-US. (5.2)

Shift—Change Support/Opposition or the Trail. (1.6.1, 6.7)

South Vietnam (The South)—Spaces not a foreign country, including all LoCs. (1.3.5)

Sovereignty—No Non-player rule forcing combined US/ARVN player to use the lower of the two scores. (1.5)

Space—Area holding pieces on the map: Province, City, LoC. (1.3.1)

Special Activities—Actions accompanying Operations, unique to a Faction. (4.0)

Special Forces—US-led Irregular or ARVN Ranger forces piece. (1.4)

Stacking—Limits on pieces that can occupy a space. (1.4.2)

Subvert—VC Special Activity to remove or replace ARVN pieces. (4.5.2)

Support—A space’s population favoring the Saigon regime. (1.6)

Support + Available—Total Population Support plus Available US pieces: measure of US victory. (1.9, 7.2-3)

Sweep—COIN Operation to move Troops and flip Guerrillas Active. (3.2.3)

Target—Enemy Faction or piece that is the object of an action. (3.1, 4.1)

Tax—VC Special Activity that adds Resources. (4.5.1)

Terror—Insurgent Operation that places marker of same name in a Province or City or Sabotage on a LoC. (3.3.4)

Total Econ—Marked value of unSabotaged LoCs as of prior Coup Round (1.8.1, 6.2.3)

Total Support/Opposition—Calculation of popular views of the Saigon regime for victory purposes. (1.6.2, 7.2-3)

Town—Map feature that bounds LoCs (not a space). (1.3.6)

Trail—Track for strength of North-South logistics net. (6.7, 3.3.1, 3.3.2, 4.3.2, 4.4.1, 6.2.2, 6.2.4, 6.6)

Train—COIN Operation to place pieces, Pacify, or reduce Patronage. (3.2.1)

Transfer—Move Resources among Factions or value among Resources, Aid, and Patronage. (1.5.2, 1.6, 4.2.2, 4.3.1)

Transport—ARVN Special Activity that moves Troops. (4.3.2)

Troops—Mobile COIN forces specializing in Sweep and rural Assault and NVA counterparts. (1.4)

Tunnel—Marker making a Base piece underneath difficult to destroy (1.4.4).

Uncontrolled—Space with neither COIN nor NVA Control. (1.7)

Underground—Guerrilla or SF, symbol end down: not subject to Assault or Air Strike and capable of Terror, Tax, Subvert, Ambush, Raid, or Advise. (1.4.3, 3.3.4, 4.2.1, 4.3.3, 4.4.3, 4.5.1, 4.5.2, 4.5.3)

United States (US)—A Counterinsurgent Faction. (1.0, 1.5)

Unshaded—1st choice of Dual-Use Event, often pro-US. (5.2)

Victory Margin—Calculation of a Faction’s closeness to its victory condition. (7.3)

Viet Cong (VC)—An Insurgent Faction (“Vietnamese Communist”) (1.0, 1.5)

Withdraw—Bring US forces off the map into the US Available box. (6.5, 8.8.1)

SET UP (2.1)

General

Choose a scenario from the next two pages and any No Non-Player (1.5), Deception/Handicap (7.3), 1-Player difficulty (8.9), or Period Events (right) options desired. Prepare the deck per the instructions below. Give each player a Faction foldout and assign Factions to players (1.5). If Non-players (8.0) are being used, keep the Non-player Operations flowcharts and the Random Spaces foldout nearby.

Deck Preparation

Separate out the 6 Coup cards and 4 Pivotal Events and shuffle the other 120 Event cards. Place or remove Coup or Pivotal Event cards as instructed.

- Shuffle and randomly deal a number of Event cards (by Period, if desired) into equal piles as specified in the scenario. Shuffle 1 Coup card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.
- Set aside the remaining Event cards. They will not be used and may not be inspected.

Period Events Option

If desired for events more akin to the historical periods covered, select Event cards by scenario as follows.

Short: 1965-1967

Westy's War. Set out the "AAA" card and marker—the shaded Capability (5.3) is in effect. Then deal event cards into 8-card piles only from those marked "1965".

Medium: 1968-1972

A Better War. Set out the Capability cards and markers as directed. Deal event cards into 12-card piles from those marked "1968".

Full: 1964-1972

Nam. Form the top pile from 12 random "1964" cards, the 2nd and 3rd topmost piles from 12 "1965" cards each, and the bottom 3 piles from 12 "1968" cards each.

NOTE: There are 24 "1964", 48 "1965", and 48 "1968" cards.

SCENARIOS (2.1)

Short: 1965-1967

Westy's War—Escalating battle for the South

Deck: Place Young Turks as RVN Leader and Khanh beneath Young Turks; remove 1 Failed Coup and all Pivotal Events. Shuffle 24 (Period, if desired) Event cards and stack 3 piles of 8 Events and 1 Coup. Remove all other cards.

- **Aid:** 15
- **Total Econ:** 15
- **Patronage:** 18
- **Resources:** VC 10, NVA 15, ARVN 30
- **Support+Available:** 38
- **COIN+Patronage:** 41
- **Opposition+Bases:** 23
- **NVA+Bases:** 10
- **The Trail:** 2
- **Eligible:** All Factions

Out of Play:

US—6 Troops
ARVN—10 Troops, 3 Rangers

Capabilities: (if using period Events)
Shaded—AAA

US Policy: LBJ (if US Non-player)

Da Nang, Kontum:

COIN Control, Active Support
US—3 Troops
ARVN—1 Police

Saigon, Can Tho:

COIN Control, Active Support
US—1 Base, 3 Troops
ARVN—4 Troops, 2 Police, 1 Ranger

Quang Tri:

NVA Control, Active Opposition
ARVN—1 Base, 2 Troops
NVA—1 Base, 4 Guerrillas

Quang Nam:

COIN Control
ARVN—1 Ranger, 1 Police

Quang Tin:

COIN Control
US—2 Troops
ARVN—1 Police

Binh Dinh:

COIN Control, Passive Support
US—1 Base, 1 Irregular, 4 Troops
ARVN—2 Troops, 1 Police
VC—1 Base, 2 Guerrillas

Pleiku:

US—1 Base, 1 Irregular, 1 Troop
VC—1 Base, 2 Guerrillas

Khanh Hoa:

COIN Control
US—1 Irregular, 1 Troop

Hue, Kien Hoa, Ba Xuyen:

COIN Control
ARVN—2 Police

An Loc, Qui Nhon, Cam Ranh:

COIN Control, Passive Support
ARVN—1 Police

Binh Tuy:

Passive Support
US—2 Troops
ARVN—1 Police
VC—1 Base, 2 Guerrillas

Quang Duc:

Active Opposition
VC—1 Base, 2 Guerrillas
NVA—1 Guerrilla

Tay Ninh:

Active Opposition
VC—1 Tunneled Base, 2 Guerrillas
NVA—1 Guerrilla

Kien Phong, Kien Giang:

Active Opposition
VC—2 Guerrillas.

North Vietnam, Southern Laos:

NVA Control
NVA—2 Bases, 1 Guerrilla, 6 Troops

Central Laos, The Fishhook, The Parrot's Beak:

NVA Control
NVA—1 Base, 2 Guerrillas

Medium: 1968-1972

A Better War—Looking for light at the end of the tunnel

Deck: Place Ky as RVN Leader and Khanh and Young Turks beneath Ky. Distribute Pivotal Events. Shuffle 36 (Period, if desired) Events and stack 3 piles of 12 Events and 1 Coup. Remove the rest.

- **Aid:** 30
- **Total Econ:** 15
- **Patronage:** 15
- **Resources:** VC 15, NVA 20, ARVN 30
- **Support+Available:** 37
- **COIN+Patronage:** 44
- **Opposition+Bases:** 23
- **NVA+Bases:** 8
- **The Trail:** 3
- **Eligible:** All Factions

Out of Play:

US—5 Troops
ARVN—10 Troops, 3 Rangers

Capabilities: (if using period Events)
Shaded—AAA, Main Force Bns, SA-2s, Search and Destroy; Unshaded—Arc Light, M-48 Patton

US Policy: LBJ (if US Non-player)

North Vietnam, Central Laos:

NVA Control

NVA—1 Base, 1 Guerrilla, 9 Troops

Quang Tri:

COIN Control, Passive Support

US—1 Base, 4 Troops, 1 Irregular

ARVN—3 Troops

NVA—1 Base, 3 Guerrillas

Quang Nam:

Active Opposition

VC—1 Base, 2 Guerrillas

Hue, Da Nang, Qui Nhon, Cam Ranh:

COIN Control, Passive Support

US—1 Troop

ARVN—2 Police

Quang Tin:

COIN Control, Passive Support

US—1 Base, 2 Troops

ARVN—2 Troops, 1 Police

Kontum:

COIN Control, Passive Support

US—1 Base, 1 Troop, 1 Irregular

Binh Dinh, Pleiku, Khanh Hoa:

COIN Control, Active Support

US—2 Troops, 1 Irregular

ARVN—1 Police

VC—1 Base, 2 Guerrillas

Phu Bon:

COIN Control, Passive Support

US—3 Troops

ARVN—2 Troops, 2 Police

VC—2 Guerrillas

Binh Tuy:

COIN Control

US—1 Base, 2 Troops

ARVN—3 Troops, 1 Police

VC—1 Base, 2 Guerrillas

Saigon:

COIN Control, Active Support

US—1 Base, 2 Troops

ARVN—1 Troop, 1 Ranger, 4 Police

VC—1 Base, 1 Guerrilla

Quang Duc:

COIN Control

ARVN—2 Troops, 1 Police

VC—1 Guerrilla

Phuoc Long:

VC—1 Base, 2 Guerrillas

NVA—1 Guerrilla

Tay Ninh:

COIN Control, Active Opposition

US—1 Base, 3 Troops

ARVN—2 Troops, 1 Ranger

VC—1 Tunneled Base, 3 Guerrillas

NVA—2 Guerrillas

An Loc:

COIN Control

ARVN—1 Troop, 2 Police

Can Tho:

COIN Control, Passive Support

US—3 Troops, 1 Irregular

ARVN—2 Troops, 1 Police

Kien Phong, Kien Hoa, Ba Xuyen:

Passive Opposition

ARVN—1 Police

VC—1 Guerrilla

Kien Giang:

COIN Control, Active Opposition

ARVN—1 Base, 2 Troops, 1 Ranger

VC—1 Guerrilla

Southern Laos, NE Cambodia, The Fish**Hook, The Parrot's Beak, Sihanoukville:**

NVA Control

NVA—1 Base, 2 Guerrillas

Full: 1964-1972*Nam—Cockpit of the Cold War*

Deck: Distribute Pivotal Events. Shuffle and stack 6 piles of 12 Events (Period, if desired) and 1 Coup each. Remove the remaining 48 Events.

- **Aid:** 15
- **Total Econ:** 15
- **Patronage:** 15
- **Resources:** VC 5, NVA 10, ARVN 30
- **Support+Available:** 38
- **COIN+Patronage:** 35
- **Opposition+Bases:** 27
- **NVA+Bases:** 4
- **The Trail:** 1
- **Eligible:** All Factions

Out of Play:

US—2 Bases, 10 Troops

ARVN—2 Bases, 10 Troops, 3 Rangers

US Policy: JFK (if US Non-player)**Saigon:**

COIN Control, Passive Support

US—1 Base, 2 Troops

ARVN—2 Troops, 3 Police

Hue:

COIN Control

ARVN—2 Troops, 2 Police

Qui Nhon, Cam Ranh, An Loc, Can Tho:

COIN Control, Passive Support

ARVN—2 Troops, 2 Police

Da Nang, Kontum:

COIN Control

US—2 Troops

ARVN—1 Police

Quang Tri, Binh Dinh:

US—1 Irregular, 1 Troop

VC—1 Base, 2 Guerrillas

Quang Nam:

COIN Control

ARVN—1 Ranger, 1 Police

Pleiku:

US—1 Base, 1 Irregular, 1 Troop

VC—1 Base, 2 Guerrillas

Quang Tin, Quang Duc, Binh Tuy:

Active Opposition

VC—1 Base, 2 Guerrillas

Tay Ninh:

Active Opposition

VC—1 Tunneled Base, 2 Guerrillas.

Phu Bon, Khanh Hoa, Kien Hoa, Ba Xuyen:

COIN Control, Passive Support

ARVN—1 Police

Kien Phong, Kien Giang:

Active Opposition

VC—1 Guerrilla

North Vietnam, Central Laos, Southern**Laos, The Parrot's Beak:**

NVA Control

NVA—1 Base, 3 Guerrillas

Tournament Options: As desired for play balance, add the following to any scenario.

POLITICAL RHYTHM: Shuffle each Coup card among the bottom 4 Event cards of that 8-card pile.

HIGH WINDS: During Monsoon Season (2.3.9), Air Lift (4.2.2) may move US pieces only (no ARVN). Other restrictions remain.

Fire in the Lake Insurgency in Vietnam FRONT 1409

COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control
COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control
COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	COIN Control	Top Gun No MIGs Degrade 2	M-48 Patton 2 Assault -2 extra	Arc Light 1 Air Strike no COIN	Abrams 1 Assault Base 1st	Cobras 2 Sweep Remove 1	LGBs Air Strike No shift if -1 piece
US Policy	Patron	Coup! Card	Aid	The Trail	CORDS Train: Pacify 2 spaces	Search & Destroy Assault: -1 Und Gvt	CAPs Train: +1 Police	AAA Rally Trail max 1 space	MIGs Reset: -6 NVA Resources	SA-2s Air Strike Trail: -1 NVA	PT-76 Attack: -1 NVA Troop
Econ	Monsoon	Support Avail	NVA Bases	Oppose Bases	COIN Patron	Guns Bombard max 1	Cadres VC Terror: Agitate: -2 Guerrillas	Booby Traps Ambush max 1	Main Force March: Active >1	Armor Cav Transport Assault 1	Mandate Heaven 1 Govern: No shift
Deception	Deception	Deception	Deception	Deception	Deception	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Oppose x2 2X judging angry
Active Oppose x2 2X judging angry	Active Oppose x2 2X judging angry	Peace Talks Ends R-25	Medevac +1 Casualty to Avul	Playable Pivotal Event	Playable Pivotal Event	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Support x2 2X judging angry	Active Oppose x2 2X judging angry
OVERFLOW A	VC Tunnel	VC Tunnel	VC Tunnel	VC Tunnel	VC Tunnel	OVERFLOW B	VC Tunnel	VC Tunnel	VC Tunnel	VC Tunnel	VC Tunnel

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Fire in the Lake Insurgency in Vietnam BACK 1409

NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control
NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control
LGBs No Strike -4 max	Cobras Assault 1-3: -1 US Troop	Abrams Assault max 2 spaces	Arc Light Air Strike -1 shift 2	M-48 Patrol 1-3: -1 moved cube	Top Gun Degrade no 4-6	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control	NVA Control
PT-76 1 Attack: -1 enemy /Troop	SA-2s Rally Improve Trail 2	MIGs Air Strike vs Trail: -1 US Troop	AAA Air Strike Degrade to 2 only	CAPs Sweep max 2 spaces	Search & Destroy Assault: +1 All Opp	CORDS Train: Facility to Passive	Trail Value	Aid Adds to ARVN Resources	Coup! Card Sequence	Pathways ARVN Victory	Use for non-player US only
Mandate Heaven Pacify & Size max 1	Armor Cav Transport Rangers	Main Force VC 1 Amb -2 enemy	Booby Traps Sweep 1-3: -1 Troop	Cadres Agitate Agitate at 1 Base	Guns Bombard max 3	Total COIN controlled Population & Pathways	Total Opposition + VC Bases	Total NVA controlled Population & NVA Bases	Total Support + Available US Troops & Bases	No Sweep No March All max2 No Pivotal	Total Econ US Spend Limit
Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Hidden Threat No Effect	Hidden Threat No Effect	Hidden Threat No Effect	Hidden Threat No Effect	Hidden Threat No Effect	Hidden Threat No Effect
Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Passive Oppose x1 1X support Passive	Hidden Agenda +1 Victory	Hidden Agenda +1 Victory	Hidden Agenda +1 Victory	Hidden Agenda +1 Victory	Hidden Agenda +1 Victory	Hidden Agenda +1 Victory
OVERFLOW B	NVA Tunnel	NVA Tunnel	NVA Tunnel	NVA Tunnel	NVA Tunnel	OVERFLOW A	NVA Tunnel	NVA Tunnel	NVA Tunnel	NVA Tunnel	NVA Tunnel

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