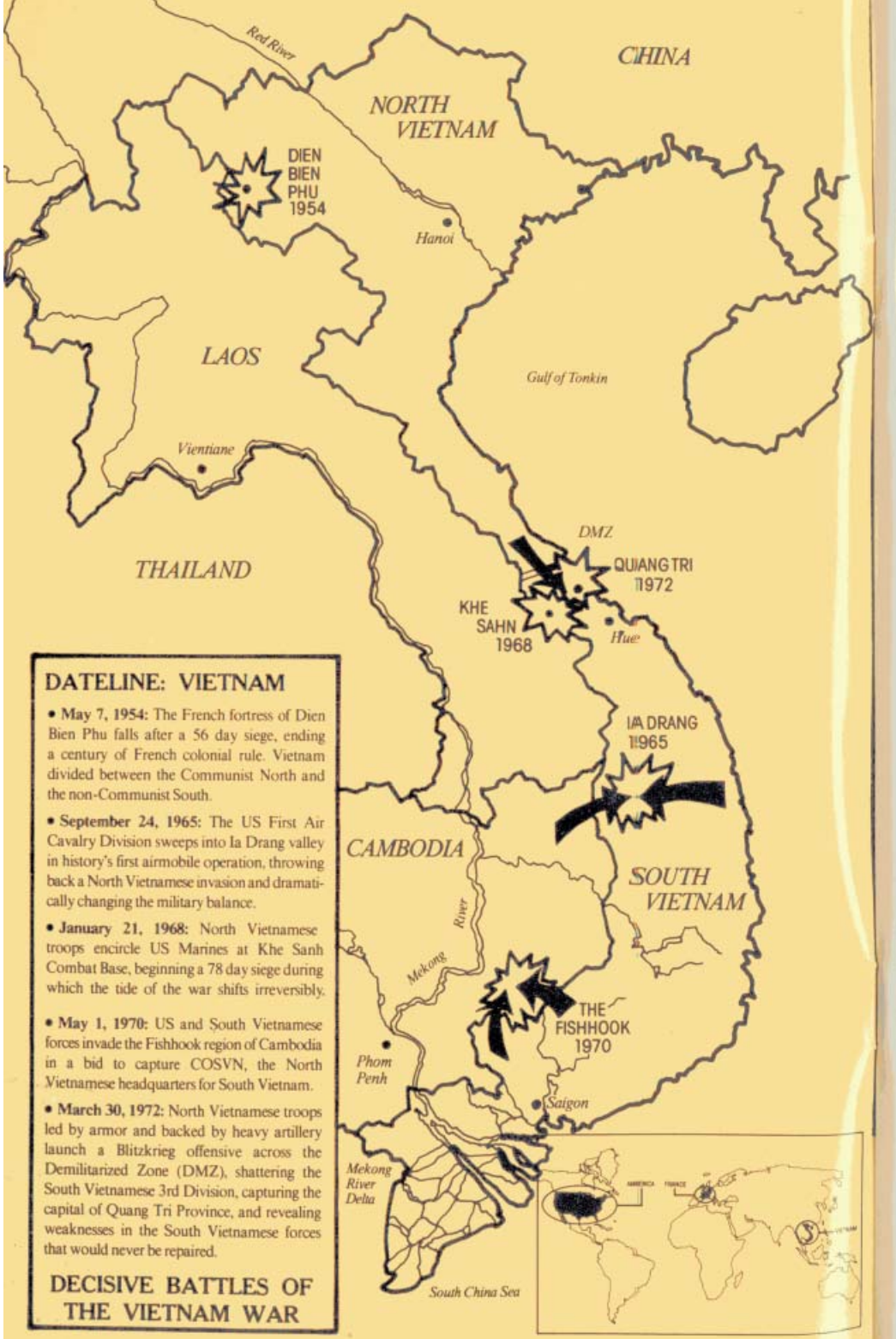
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CONFLICT IN VIETNAM



DATELINE: VIETNAM

- **May 7, 1954:** The French fortress of Dien Bien Phu falls after a 56 day siege, ending a century of French colonial rule. Vietnam divided between the Communist North and the non-Communist South.
- **September 24, 1965:** The US First Air Cavalry Division sweeps into Ia Drang valley in history's first airmobile operation, throwing back a North Vietnamese invasion and dramatically changing the military balance.
- **January 21, 1968:** North Vietnamese troops encircle US Marines at Khe Sanh Combat Base, beginning a 78 day siege during which the tide of the war shifts irreversibly.
- **May 1, 1970:** US and South Vietnamese forces invade the Fishhook region of Cambodia in a bid to capture COSVN, the North Vietnamese headquarters for South Vietnam.
- **March 30, 1972:** North Vietnamese troops led by armor and backed by heavy artillery launch a Blitzkrieg offensive across the Demilitarized Zone (DMZ), shattering the South Vietnamese 3rd Division, capturing the capital of Quang Tri Province, and revealing weaknesses in the South Vietnamese forces that would never be repaired.

DECISIVE BATTLES OF THE VIETNAM WAR

CONFLICT IN VIETNAM



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SIMULATION • SOFTWARE

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15 JUNE 1986
CHANGE 1

A Word From The Designers

The War in Vietnam dominated American life in the late 1960s and early 1970s. It was in the newspapers, in our conversations, on TV, and in our thoughts. The War shaped national politics, created a "generation gap", and contributed mightily to the emergence of the "counter-culture." Not since the Civil War had America suffered from such deep divisions, and hopefully it will be at least as long before it does again.

For a decade after the War ended, most Americans turned their backs on it, preferring to forget the painful episode as best they could. This response was natural and perhaps necessary, but it will become dangerous if it goes on too long. Just as America has finally begun to embrace the veterans of the War, it must begin to take stock of the lessons of the War. Many books and articles debating the political issues appeared during the War, and a good many first-person accounts were written by soldiers and junior officers in the decade after it ended. Relatively few works addressing the military aspects of the War have been published, however. It is not easy to learn how the War was fought, or why it was fought as it was.

Traditionally, such a gap would have invited a book. However, the power of the personal computer now makes it possible for us to offer a different approach: a series of real-time simulations in which you take command of one of the opposing armies. Each simulation starts with the contending forces at their historical strengths and in their historical deployments, but from then on your decisions determine the course of the battle. While you play, you will gain insight into the strengths and weaknesses of the opposing armies, and you will come to understand why they fought as they did. If you work at it, you may even come up with some improvements over the historical tactics.

All this said, we also believe that CONFLICT IN VIETNAM contains a set of exciting and challenging games that will engross you for many hours. Designing them was a tremendously rewarding process for us, and we are confident that whether you play to grapple with new strategic challenges or to gain new insights into history, you will find CONFLICT IN VIETNAM to be a uniquely satisfying experience.

Sid Meier
Ed Bever

QUICK START

Quick Start for Beginners

Read the loading instructions for your computer (see Initial Deployment, pg. 5). Turn to Dien Bien Phu in the "Battle Briefings" (pg. 40) and play through the tutorials. While doing this refer to the charts and tables in the center insert, and begin to familiarize yourself with "The Basics of Command" section (pgs. 11-19). Before starting again, study "The Basics of Command" carefully and glance over "The Art of Command in Vietnam".

Don't try to learn the whole manual before you play, and don't be discouraged if you miss some of the finer points at first. CONFLICT IN VIETNAM is designed to be a challenging form of entertainment, and you will find that your patience will be rewarded.

Quick Start for Experienced Commanders

If you're familiar with other military history simulations, but are new to MicroProse's "Command Series", first read the loading instructions for your computer. Next read the "The Basics of Command" section (pgs. 11-19) for a quick insight into the game. Following that, look through the "Battle Briefings" (pgs. 37-39) and select the variant.

If you're familiar with other Command Series products, read the loading instructions for your computer, glance over "The Basics of Command" (pgs. 11-19) section or the color centerfold insert (to refresh your memory of the commands), and then turn to the "Battle Briefings" (pgs. 37-102) to select a game.

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INTRODUCTION

When the United States intervened in Vietnam, many Americans expected it to be like World War II. It wasn't. CONFLICT IN VIETNAM puts *you* in the shoes and choppers of the battlefield commanders so you can experience for yourself how the war WAS fought. Its five games recreate five of the war's decisive battles. They challenge your strategic thinking while they increase your understanding of guerrilla warfare and counter-insurgency operations.

The first simulation, PRELUDE: DIEN BIEN PHU, 1954, recreates the decisive battle between Ho Chi Minh's guerrilla army and the French colonial army. This battle ended France's colonial rule and set the stage for American involvement. The simulation is a short introduction to CONFLICT IN VIETNAM's game system. The game also includes a "what-if" variant in which you can find out if the French could have won if America had come to the rescue.

INTO THE VALLEY: IA DRANG, 1965 simulates the first battle between the North Vietnamese army and America's airmobile First Cavalry Division. Totally reliant on helicopters for transport, the First Cav leapfrogged inland and up the Ia Drang valley to a resounding victory. It demonstrated the revolutionary impact of the helicopter on counter-insurgency operations. The game includes variants that allow you to explore the relative effectiveness of other forces the Americans could have deployed: light infantry and armored cavalry.

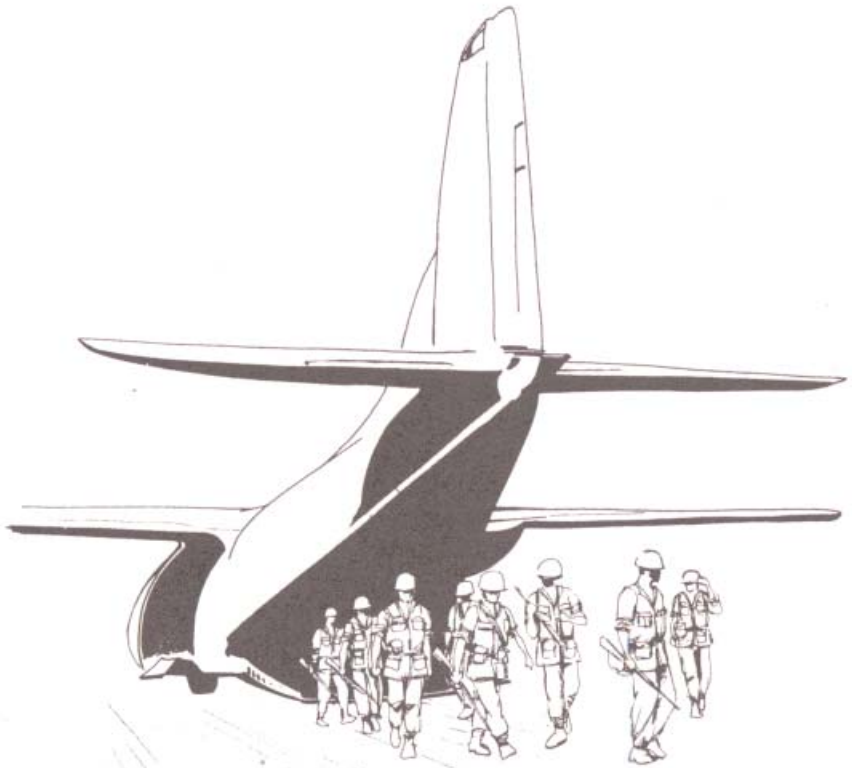
After Ia Drang, the Americans slowly ground down the Communist forces, leading North Vietnam's leadership to make a desperate grab for decisive victory. THE TIDE TURNS: KHE SANH, 1968 simulates a crucial battle in this pivotal campaign, the watershed in American involvement. The game includes a number of variants that enable you to try out different North Vietnamese strategies, including a variant randomizer option that confronts the US player with a randomly selected strategy.

As American forces withdrew in 1969 and 1970, the North Vietnamese army hovered in its sanctuaries across the Cambodian border, waiting for an auspicious moment to strike. In May of 1970, the Americans and South Vietnamese launched a series of attacks against these base areas. EMPTY FISHHOOK: CAMBODIA, 1970 recreates the incursion into the "Fishhook" region of Cambodia. The operation was a typical search-and-destroy mission, but one with the prospect of a critical victory. Like KHE SANH this game also includes a number of variants containing different deployments, and a variant randomizer.

After American troops withdrew, the North Vietnamese renewed their assault on the South. FIRST CRACKS: QUANG TRI, 1972, recreates their attack across the Demilitarized Zone into South Vietnam's northernmost province. Led by tanks and supported by heavy artillery, the North Vietnamese stormed through the South's border defenses and pressed on toward the province's capital, Quang Tri City. The struggle for Quang Tri revealed weaknesses in the ARVN that would prove fatal three years later. The game's two variants enable you to recreate the first desperate week of the *blitzkrieg* or the entire battle to the fall of Quang Tri.

These simulations can be played as individual games or as a series of connected scenarios in conjunction with the "Battle Briefings" section of this manual. Each "Briefing" contains historical background, a discussion of the actual battle, and all information needed for each variant. The games are in chronological order and the historical sections connect, so CONFLICT IN VIETNAM conveys an overview of the War from Dien Bien Phu to the fall of the South. Whether you want to play a challenging game or experience a series of historical simulations, your silicon time machine awaits!

I
INITIAL DEPLOYMENT



LOADING ON ATARI 800/XL/XE COMPUTERS

This version can be played on an Atari 400, 600XL, 800, 800XL, 1200XL, or 130XE. The machine must have at least 48K and a disk drive. A joystick is optional, but recommended.

Loading

1. Turn off your computer and remove all cartridges. If you have a joystick, plug it into the first slot.
2. Make sure the monitor (or TV) and disk drive are turned on.
3. *Do you need to format a disk to save games? If so, do that now.*
4. Insert the game disk and close the drive door.
5. Turn on your computer. The game loads automatically.

When it is loaded you will see the title screen with a scrolling introduction. Press the START if you want to skip the introduction. Next enter the operational day code when prompted. A correct code allows you to select the game, variant, and play options (see below).

Preparing a Blank Disk for Saving Games

Important: To save a game, you must have a separate formatted disk ready BEFORE you load the game disk. We suggest you format a disk before you begin play. Once formatted this disk can be used to save any MicroProse Command Series game.

To format a disk, load your DOS disk into the computer — follow the loading instructions above (steps 1, 2, 4, 5), but hold down the OPTION key after your turn on the computer.

When the DOS menu appears, remove the DOS disk and insert a disk into the drive (WARNING: formating the disk erases everything on it!). Select the "Format Disk" option from the menu. Select single density if given a choice. Thereafter follow the instructions as they appear on your screen.

LOADING ON COMMODORE C-64/C-128 COMPUTERS

This version requires a C-64 or C-128 with a disk drive. A joystick is optional, but recommended.

Loading

1. Attach one joystick at Port #2. Do NOT leave a joystick in port #1 (a joystick in port #1 can scramble your controls).
2. Turn on your disk drive. (WARNING: do not leave a disk in the drive when you are turning your computer off and on – your disk could be damaged!)
3. Turn on your computer (if it's already on, remove any disks and cartridges, turn it off, then turn it on again). If you have a C-128, turn on the computer, then hold down the Commodore key while you press the reset button (next to the on-off switch). This places it in C-64 mode.
4. *Do you need to format a disk to save games? If so, do that now.*
5. Insert the game disk and close the drive door.
6. Type the following:

```
LOAD "*", 8
```


and press RETURN. When the word "READY" appears on the screen, type the following:

```
RUN
```

Loading takes about one full minute.

When the game loads you will see the title screen with a scrolling introduction. Press the F7 key if you want to skip the introduction. Next enter the operational day code when prompted. A correct code allows you to select the game, variant, and play options (see below).

Preparing a Blank Disk for Saving Games

Important: To save a game, you must have a separate formatted disk ready BEFORE you load the game disk. We suggest you format a disk before you begin play. Once formatted this disk can be used to save any MicroProse Command Series game.

To format a disk, turn on your computer and insert a disk into the drive (WARNING: formating the disk erases everything on it!). Then type the following:

```
OPEN 15, 8, 15, "N:VIETNAM, 66"
```

and press RETURN. In multiple drive systems, type a zero (0) after the N. The term "VIETNAM" is just a disk name, while "66" is a disk identification number. Actually, you can use any name and two-digit number for your disk.

The disk is formatted when the disk drive is finished turning (it will take some time). Then either type CLOSE 15 and press RETURN, or remove the disk and turn off the computer.

LOADING ON APPLE IIe/IIc COMPUTERS

This version requires an Apple II+ with 64K RAM, an Apple IIe (either with 64K or 128K RAM), or an Apple IIc. The computer must have APPLESOFT BASIC in ROM, a disk drive and the disk drive controller in slot 6 on the IIe (its normal position). A joystick is optional.

Loading

1. Turn off your computer.
2. Press CAPS LOCK so that the key is locked DOWN. Caps lock must be down ("on") throughout the game.
3. Insert the game disk and close the drive door.
4. Turn on your computer. The game will boot automatically.

NOTE: You can load when the machine is on by inserting the disk and pressing Control-Open Apple-Reset on IIe or IIc.

When the game loads you will see the title screen with a scrolling introduction. Press the RETURN key if you want to skip the introduction. Next enter the operational day code when prompted. A correct code allows you to select the game, variant, and play options (see below).

Preparing a Blank Disk for Saving Games

You need not prepare disks in advance for saving games on the Apple. Disk formatting and other preparation can occur within the simulation program, with appropriate prompts. However, you will need a blank or spare disk to save games.

LOADING ON IBM PC COMPUTERS

This version requires an IBM PC, PC/XT, PC/AT, PCjr, or 100% compatible with 128K RAM, a graphics display system (color-graphics or enhanced graphics adapter in the PC, PC/XT or PC/AT), and a disk drive. A joystick is optional. The entire game always uses a single floppy disk drive (drive "A", the left hand drive in a two-drive system).

Loading

1. Turn off your computer.
2. Insert the game disk and close the drive door.
3. Turn on your computer. The game will boot automatically.

NOTE: You can load the game when the machine is on by inserting the disk and pressing Ctrl-Alt-Del together.

When the game loads you will see the title screen with a scrolling introduction. Press the RETURN key if you want to skip the introduction. Next enter the operational day code when prompted. A correct code allows you to select a saved game for continuation or to go on to a new game by selecting the scenario, variant, and play options (see below).

ALL COMPUTERS: RELOADING A SAVED GAME

Saved games are recalled by using the normal loading procedures (as if it were new). Then once play starts press "L" to load the previously saved game. See "The Basics of Command: Controls" on page 14 for details.

Exception: The IBM PC version gives you the option of recalling one of your saved games before starting play. Enter the appropriate letter for your previously saved game.

OPERATIONAL "DAY" CODES

IMPORTANT!

After the introductory screens, you must identify yourself with the correct operational code word. The computer will ask for the correct operational code for specific day, such as "ENTER OPERATIONAL CODE: DAY 1". Day code boxes appear throughout this manual, showing a day, and the proper code response. Find the box with the correct day, type the code word shown, and press return.

For example, if the day was 1, then day code is "JEB STUART". Type JEB STUART and press RETURN.

If you give the correct code, you are allowed a full selection of options. If you give the wrong code, you are automatically assigned to Dien Bien Phu, 1954. There you can command communist Viet Minh troops for a short period of time.



DAY: **1**
CODE: **JEB STUART**

BATTLES AND VARIANTS

Choose Your Game

CONFLICT IN VIETNAM has *five* different games:

1. **Prelude: Dien Bien Phu 1954**
2. **Into the Valley: Ia Drang 1965**
3. **The Tide Turns: Khe Sanh 1968**
4. **Empty Fishhook: Cambodia 1970**
5. **First Cracks: Quang Tri 1972**

Press the appropriate number key to select a game.

Unless you are an experienced "Command Series" general, we suggest you play Dien Bien Phu 1954 as your first game and follow the tutorial in the first part of the "Battle Briefings" section.

Simulation Variants

Each of the five games has variants. Press the appropriate number key to select a variant.

Variant #1 is always a historical situation. Other variants are historical situations with different time spans, and/or illustrate an historical "what if?" A complete description of each variant appears in the "Battle Briefings" for that game.

Play Options

There are six options available each time you play CONFLICT IN VIETNAM:

Free World Command: Player or Computer
Communist Command: Player or Computer
Unit Display: Icons or Symbols
Play Balance: ++Communist, +Communist, Fair, +Free World, or ++Free World
Speed: Slow, Medium or Fast
Controller: Keyboard or Joystick

To move between options push the joystick up or down, or use an appropriate key (OPTION on the Atari, F3 and F5 on the Commodore; Up and Down cursor keys on IBM PC, Apple IIe or Apple IIc; "P" and ";" keys on Apple II+).

To change an option, press the joystick fire button, or use an appropriate key (SELECT on the Atari, F1 on the Commodore, function key F7 on the IBM PC, or space bar any Apple II).

Player/Computer sets which forces the computer plays, and which forces you (as "player") command. Note that it is possible to play "computer vs computer" with you as a spectator, or to play against a friend ("player vs. player").

Unit Display sets units to appear either as graphic *icons* or standard military unit *symbols*. Icons are recommended for beginning players. This choice can be changed during play.

Play Balance adjusts strength relationships to favor either the Communists or the Free World. In addition, it adjusts how aggressive and competitive a computer-directed army will behave.

When playing against the computer, a novice should give his own side a + or ++ advantage, while an experienced player may want to give the computer's forces a + or ++ advantage. Remember, as you play you gain experience, while the computer starts fresh each time. Therefore, you will need to shift the balance in favor of the computer over repeated plays.

Speed adjusts the time delay after messages. Slow and medium are recommended for beginners, experienced players usually prefer fast.

Controller selects keyboard or joystick input.

Difficulty Level

Difficulty Level cannot be set independently, but is adjusted automatically to reflect the settings for the Commanders and the Play Balance.

In player vs. computer games, the difficulty levels are:

Introductory (++ Player's Side) This is the default level, and is recommended for beginning players

Intermediate (+ Player's Side)

Historical (Even) This level is suggested for players interested in the historical experience

Advanced (+ Computer's Side)

Expert (++ Computer's Side)

At the end of play, the evaluation of the player's performance will reflect the Difficulty Level selected. A victory achieved at the Advanced or Expert level will be rated higher than the same degree of victory at the Introductory or Intermediate level. The historical level represents the balance obtained in reality.

On the OPTION screen Player vs. Player games are called Two Player Games and Computer vs. Computer games are called Demonstration Games regardless of the Play Balance selected. However, at the end of play, the handicap will be noted, and the degree of victory will be adjusted to reflect it, just as in a solitaire game.

To Begin Play

Once you have set the game options, play can begin. Press the appropriate key for your computer:

Atari: START
Commodore: F7
Apple: RETURN
IBM: RETURN

II
THE BASICS OF COMMAND



OVERVIEW

This section provides a quick overview to help you read the screen and master the game controls.

The Tutorial: If you are new to Command Series games, you may wish to learn using a tutorial found in the Dien Bien Phu game in the Battle Briefings section, starting on page **40**. As you play through the tutorial, refer back to this section for additional help.

Summary of Play: In general, you play by moving the cursor around the map screen to examine troops and terrain, and to issue orders. Your orders to units can either include a specific objective, or leave objectives to the discretion of the "computerized" unit commander. You then watch your units move into action and observe where enemy units appear, attack and retreat. As the battle develops you'll continue to check the situation and issue new orders.

Your goal is to perform well as a general. Various locations are assigned "victory points", representing their value to your superiors. However, as in the real war, the key measure of your success is how many casualties you inflict compared to the losses you suffer.

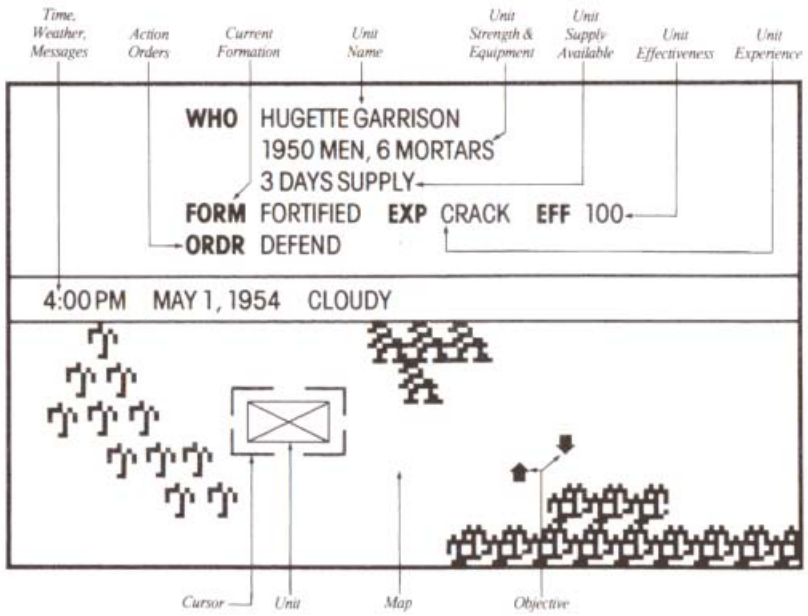
THE SCREEN

This section describes what you see on the screen display. The game screen is split into two major areas. The text and message area is above, while below a military map shows terrain and troop positions.

Typically players move the cursor (with joystick or the keyboard), and then press the fire button or space bar to examine the unit framed by the cursor.

The Map

Note: The screen colors on some computer versions are designed for easy change using just your TV or monitor color controls. Feel free to experiment until you find a combination suited to your taste.



Terrain: The map uses an invisible hex grid to regulate the position and movement of units. Not all terrain features are present in each game. See the centerfold insert for a detailed map key.

Units: Your units are always visible. Enemy units are visible only when your units have spotted and/or contacted them. Each nationality has a unique color: Red for Communist, Blue for USA, Black for French or ARVN. (Exceptions: Apple II version without double-his-res graphics uses Purple for all Free World troops; some IBM PC versions have different colors.)

Cursor: You can move this open rectangular frame around the screen, hex by hex (see "The Controls" below for details). Information and orders relate to the hex and unit framed by the cursor.

Objective icons symbolize the objective of your unit's movement or attack. Objective icons vary with individual computer models.

Attack icons appear on units during the game to symbolize ground, artillery and air attacks as they occur.

Other icons include symbols for units which reached their objective, contacted the enemy, suffered such heavy losses they cease attacking, are retreating, or are without supplies.

Text & Message Area

Whenever you move the cursor onto one of your units or a "known" enemy unit, and then press the fire button (or space bar on the keyboard), a text message appears describing information about that unit.

In addition, reports and information appear in this area as your troops encounter enemy forces and fight battles.

WHO = Unit Name, Strength & Equipment, and Supply: This area identifies the unit, gives its current strength, and shows how many "Basic Loads" of supply are available (see supply and logistics for details). Less information appears for enemy units.

FORM = Current Formation: A unit may be in one of six formations. Units automatically adopt formations appropriate to their orders. You can understand your troops' capabilities better by observing their formations:

Mobile: A rapid movement formation with poor combat capability. Airmobile units travelling by helicopter also use this formation.

Deployed: A general-purpose formation for movement and combat.

Defense: A formation for repulsing enemy attacks.

Entrenched: A stronger type of defense.

Fortified: A very strong type of defense.

Garrison: Fortified and immobile – unit ignores all orders to move or attack.

EXP = Unit Experience: There are five grades of unit experience, ranging from Raw (the worst), to Green, Veteran, Crack, and Elite (the best). Unit experience can change slowly during a game.

EFF = Unit Effectiveness: This rates how "fresh" or "tired" the troops are, and can change rapidly. Maximum effectiveness is 100%, while units at 30% or less usually disintegrate if brought to battle.

ORDR = Action Orders: This indicates the current orders to the unit. There are four orders options:

Move: The unit moves to a new position. The objective icon on the map shows its destination. Units with helicopter transport automatically use them as appropriate.

Attack: The unit is attacking either a specific terrain objective shown on the map by the objective icon, or targets of opportunity (if under "local command").

Defend: The unit will defend either a specific terrain objective (shown by the objective icon), or a nearby area of ground (if under "local command").

Reserve: The unit is resting and regaining strength either in place (if under "local command") or at a specified location (shown by the objective icon).

Message Strip (Time, Weather, etc.): While the game is running in "accelerated real time" the current time, date and weather appears. When the game is halted for some special action or utility an appropriate message appears.

THE CONTROLS

In CONFLICT IN VIETNAM you are a general commanding Free World or Communist forces. To direct your forces, move the cursor across the map onto a unit. This allows you to see information and issue orders to that unit.

Special for Apple II Controls: Be sure the CAPS LOCK key is down (locked). Your keyboard controls may not work otherwise.

Freezing Play

F key = Freeze the Clock: Normally the game runs in "accelerated real time" (the clock is constantly ticking away). Pressing "F" stops the clock, allowing you to examine units and terrain, and/or issue orders in a leisurely fashion. Press "F" again to restart the clock.

Helpful Hint: When first learning the game, freeze it and then explore the other controls while learning how to play. Un-freeze the game to watch what happens.

Moving the Cursor

Move the frame cursor around the map to inspect terrain features or select a unit. If the cursor reaches the edge of the map, the map automatically scrolls (as appropriate) to show other parts of the battlefield.

Joystick Cursor Control: Move the joystick to move the cursor. When the cursor frames a unit, press the fire button to "select" that unit. Information about the unit appears at the top of the screen.

Keyboard Cursor Control:

C-64/C-128: Use the CRSR keys to move downward or rightward. Hold down SHIFT with the appropriate CRSR key to move the cursor upward or leftward. To move the cursor faster press "<" for up, "=" for down, ">" for left, and "." for right.

APPLE IIe or IIc: Use the cursor arrow keys.

APPLE II+: Use the arrow keys for left and right movement. Press "P" for upward movement and ";" for downward movement.

IBM PC: Use the four-direction arrow keys. To move the cursor faster hold down SHIFT while using these keys.

Atari 800/XL/XE: Use the white-framed arrow keys near the RETURN key. To move the cursor faster hold down CONTROL while using these keys.

W key = Who is Reporting?: When a unit reports to you a message appears at the top of the screen. Press "W" to move the cursor instantly onto that unit.

Information at the Cursor

Fire Button or Space Bar = Unit Information: If the cursor is framing a unit, pressing the fire button (on the joystick) or the space bar (on the keyboard) displays information about that unit.

G key = General Commanding the Unit (not available in Atari 800/XL/XE versions): If the cursor is framing a unit, pressing the G key shows the name of the general commanding them along with information about the skill of the general and his staff.

C key = City Information: If the cursor frames a city (or town or village) or victory points hex, pressing this key displays the name and specific victory points value. If cities are "hidden" underneath units you can find them by pressing the "T" key (see below).

How to Issue Orders – Using the Keyboard

To issue orders use the following procedure:

1. Find the Unit: Move the cursor onto your unit.

2. Select Orders: Press the A, D, M or R key to select an order (see the list of unit orders below).

3. Select Objective or Local Command: Decide whether you wish to specify an objective, or let the unit select its own objective (operate under "local command").

3a. Local Command: Local command is the default. To ensure that units operate under local command, move the cursor over the unit and press the space bar.

3b. Objective: Move the cursor onto the objective and press the "H" key.

How to Issue Orders – Using a Joystick

To issue orders use the following procedure:

1. Find the Unit: Move the cursor onto your unit.

2. Display Info: Press the fire button, which displays information about the unit.

3. Select Orders: Press the fire button, which displays a menu of possible orders. Move the joystick to highlight the order you want, then press the joystick button to select that order.

4. Select Objective or Local Command: Decide whether you wish to specify an objective, or let the unit select its own objective (operate under "local command").

4a. Local Command: Local command is the default. To ensure that units operate under local command, leave the cursor over the unit and press the fire button.

4b. Objective: Use the joystick to move the cursor to the objective hex. If the objective is unoccupied ground, one press of the fire button sets the objective. If the objective is occupied by an enemy unit, the first press displays information about the enemy and the second press sets the objective. If the objective is occupied by one of your own units, you must use the "H" keyboard command to set the objective (see above). With an Apple joystick, you can use the SECOND fire button to designate the objective in all cases.

Unit Orders

Orders can be issued either by joystick, or keyboard, or a combination of the two. Below is a list of possible orders and keyboard equivalents:

A key = Attack Order: The unit adopts deployed formation and attacks to gain a terrain objective (if an objective is specified), or a nearby enemy (if under local command).

D key = Defend Order: The unit adopts defense formation and moves either to a specific place (if an objective is specified), or to best nearby ground (if under local command).

WARNING: A unit may move (in defense formation) to a new location and defend that if under local command — the unit commander selects his ground. If you want to defend a particular place you MUST specify that place as the unit's objective.

M key = Move Order: The unit adopts mobile formation and moves to the specified location. If no location is specified the unit remains in place in mobile formation — units ordered to move with "local command" will remain in place.

R key = Reserve Order: The unit adopts an appropriate formation, moves to the specified location, and remains there regaining strength and effectiveness. While moving reserve units use mobile formation. Once at their objective they adopt defense formation. Units under "local command" go into reserve at their current location.

Helpful Hint: Units won't react instantly. Units involved in battle and/or at low

effectiveness take especially long to respond.

Unit Orders Objective

To assign an objective, first issue an order, then move the cursor to the objective and press the "H" key or the joystick fire button. To avoid assigning an objective (i.e., leaving the unit under local control) begin a different command.

H key = Here (specifies objective): Move the cursor to the objective location, then press the "H" key. That location becomes the unit's objective. Note that only locations can be objectives, not enemy units.

Fire Button = Here (specifies objective): Move the cursor to the objective location and press the fire button.

When using the fire button to specify an empty hex location as the objective, press it once. When using it to specify an enemy unit, press it twice (the first time displays information about the enemy, the second confirms the objective). The fire button cannot be used to specify an objective occupied by one of your own units (including the unit receiving the orders). You must use the "H" key in this situation.

General Information

T key = Terrain Toggle: Pressing "T" shows the terrain beneath units (by making the units invisible). Pressing the key again makes them reappear.

U key = Unit Icons/Symbols Toggle: Pressing "U" changes the unit graphics from icons (small pictures) to standard military map symbols, or vice versa.

Helpful Hint: Some icons are difficult to distinguish near certain terrain. If you prefer playing with icons, you may wish to toggle to symbols periodically to make sure you haven't overlooked any troops.

? key = Casualty & Victory Status: Pressing "?" (holding the SHIFT key is usually required) displays the casualties of each side, terrain captured, and which side currently has the advantage.

Special Utilities

B key = Flash-Back: Pressing "B" allows you to examine the situation at midnight up to 15 days ago, day by day. Then examine the options menu at the top of the screen. (This utility is not available on early model Atari computers, Atari computers with less than 64K, nor Apple II computers with less than 128K).

Q key = Change Player Roles: Press "Q" to change roles. Pressing this key also renders all troops temporarily invisible. Press "T" to restore the troops on the screen.

Player vs Computer: Pressing "Q" freezes the game, temporarily hides all units and switches the player-computer role. For example, if the player was formerly the Free World against a Communist computer, pressing this key switches the player to the Communist side, while the computer takes over the Free World.

Player vs Player: Press "Q" whenever the other player needs to take his turn at the controls (see below for two-player game techniques).

Computer vs Computer: Press "Q" to change the side begin displayed in a computer vs. computer game. You cannot "take over" from the computer.

> or + key = Faster Realtime (use the "+" key on the C-64, use ">" on all other machines): Each press increases the game speed one level (from slow to medium, or medium to fast) by shortening the delay after messages.

< or - key = Slower Realtime (use the "-" key on the C-64, use "<" on all other machines): Each press slows the game speed one level (from fast to medium, or medium to slow) by increasing the delay after messages.

Saving and Reloading the Game

IMPORTANT: In all versions except the Apple II you must have a formatted disk available. DO NOT attempt to save a C-64 or Atari game unless you have a formatted disk in hand!

S key = Save the Game: To save the game, press the "S" key at any time during play. Remove your game disk and replace it with the disk to hold the saved game. Then enter a title for the saved game. The title can be up to eight (8) characters and numbers long. Do not use spaces or punctuation.

When you save a game note this title, along with the game, variant and play balance level on a separate sheet of paper for future reference.

Exception: The IBM PC version does not require you to enter a game title. Simply enter one of the letters shown on the screen. That automatically becomes the name of your saved game.

L key = Load a Previously Saved Game: IMPORTANT: All Command Series products use a special "reload during play" technique for continuing a saved game. You load a previous game *after* you have started a new game. To reload a game, use the following procedure:

1. Start by loading the game disk normally. Enter the day code when requested. You must then select the same game and variant as the game previously saved. You can pick different options (i.e., you can switch from limited to full intelligence, and/or from human to computer play) with one exception:: make sure you specify the same play ballance level as the saved game.

2. After the new game starts, press the "L" key. You will be prompted to insert your disk with the saved game, type the name of the saved game, and wait until it finishes loading. Then remove the saved-game disk and insert your game disk again.

NOTE: Saved games files on disk record the game, variant and certain play-balance information, but not the other game options. This is why game, variant, and play-balance must be set to the same when restarting, while other options need not remain the same.

Exception: The IBM PC version does not allow reloading during play. Instead, at the start of the game you have the option to reload a previously saved game (or to start a new game).

Two Player "Head to Head" Games

Only one player can be "active" (control the cursor and issue orders) at a time. To change active players, simply press the "Q" key (then press "T" to make troops visible again). There are four standard ways to play a two-player game, as well as innumerable variants and options you can try out yourself.

1. Free Flow: The inactive player can press "Q" at any time to take control of the keyboard and joystick. This means players can pass control back and forth as needed.

2. Daily Turns: Players alternate taking turns on a daily basis. Right after supply distribution players press "Q" to change sides.

3. Morning Orders & Battle Reports: At 3:00 AM each morning (before dawn) freeze the game (press "F") and allow each player to issue orders as desired. Each time an attack occurs during the day each (or both) players have the option to freeze the game and issue new orders. Orders cannot be issued at any other time. This is the most realistic way to play.

4. Tournament Freeze Play: Both players can observe the course of the game. Whenever either wishes to use the keyboard or joystick, he must press "F" first to freeze the game. When he is finished he presses "F" again to resume the game action. If the player wishing to use the keyboard or joystick is not currently active, he needs to press "Q" right

after "F" to take control. In tournement play the active player can request the inactive player to turn away or stand beyond clear eyesight of the screen during the frozen period (to preserve confidentiality in the limited intelligence option). It is a game forfeit fault to unfreeze the game or press "Q" while the other player is away from the screen.

Helpful Hint: Since the Communist player can generally see all Free World forces, but not vice versa, it is recommended that the players watch the action from the Free World perspective except when the communist player specifically wants to check his units. At this point the Free World player should turn away briefly while the Communist player changes (via "Q" and "T").

SUPPLY & LOGISTICS

Basic Loads

Historically, supply was rated in "Basic Loads". A unit consumes one Basic Load per day if it is inactive (neither moves nor fights). A unit consumes extra supplies when moving and when fighting.

For simplicity a Basic Load is termed a "day" on the display. Therefore, a unit with 3 days supply has enough to stand in place outside of combat for 3 days without feeling the effects of a supply shortage.

Units without supply report that fact as a message to you. Unsupplied units move and fight at a severe disadvantage, and eventually surrender if left unsupplied.

Receiving Supplies

Troops on both sides are automatically supplied just before noon every day. The orders are issued automatically. This supply will replenish a unit's basic loads ("days").

Supplies are issued from immobile supply bases either directly to units, or to mobile headquarters which in turn pass on the supplies to troop units. Most units have supplies sent overland. If troops aren't close enough to a supply base or a supplied headquarters, then the unit cannot replenish its supplies. Some units are helicopter supplied. These always get supplies direct from the base, regardless of overland supply lines.

Army Supply Levels

The entire army, as a whole, has a limited amount of supplies at its supply base(s). This amount is replenished daily, and the rate of replenishment may (or may not) be adequate. Check the Battle Briefings for the initial supplies and replenishment level of your army.

REPLACEMENTS & REINFORCEMENTS

Replacements

Units below authorized strength will receive a few additional men and equipment daily or slightly less often. Replacements arrive automatically.

Reinforcements

New "reinforcement" units may arrive during the course of the game. In the Battle Briefings section, each game and variant lists an "order of appearance" that specifies what units arrive when and where.

Reinforcements appear on the map automatically, and under local command. Then you can give them orders as you desire.

VICTORY

Ending the Game

The game ends at 6 PM on the final day of the variant, or when all critical locations are held by one side, whichever comes first. If there are no critical locations in that game and variant, the game won't end until the last day.

Every evening at 6 PM current casualties are displayed, points for terrain objectives, and a message indicating which side has the advantage. When the game is over press "?" to see the final results.

Scores & Victory

Scoring: You score victory points throughout the game for each man and weapon lost by the enemy.

At the end of the game you score points for all terrain objectives you captured and still hold (including terrain you initially had and never lost). Terrain objectives vary from scenario to scenario. In some scenarios a few terrain objectives are *Critical Locations*. Critical locations have a high point value. In addition, if you hold a certain number of critical locations you are assured of decisive victory.

In games 2 (Ia Drang), 3 (Khe Sanh) and 4 (Cambodia), scoring for casualties is very important, while points for terrain objectives are of lesser importance.

In games 1 (Dien Bien Phu) and 5 (Quang Tri) terrain objectives are more important than casualties.

Victory: At the end of the game the victorious side is indicated along with the degree of victory. This ranges from slight (the game was virtually a tie), marginal, tactical, decisive, to total (the game was an overwhelming victory for that side).

In addition to level of victory, the winning player is awarded a rank based on his performance. The ranks are from Private (the lowest), to Sergeant, Chief Warrant Officer, Lieutenant, Captain, Major, Lieutenant-Colonel, Colonel, Brigadier General, Major General, Lieutenant General, and General of the Army (highest).



DAY: **2**
CODE: **LE LOI**

III
THE ART OF COMMAND IN VIETNAM



OVERVIEW

To become a skillful armchair general, you must become familiar with the capabilities of your units, the effects of terrain and weather, and the significance of various formations. In general these relationships are fairly intuitive. For example, it's easier to move in good weather than bad, and attacks are more likely to be successful over clear terrain than in mountains.

Game Scale

Each hex represents an area one mile across. Each "tick of the clock" represents the passage of 30 minutes. Each unit receives a movement opportunity about every eight hours (i.e., it can take up to 8 hours for units to receive, process, act upon and report back on their orders).

Units are typically battalion (600-1000 men) or squadron (of 12-24 aircraft) size, although some units are smaller or larger. Ad hoc formations of varying sizes are also included.

Planning Your Battle

The game begins with units of both sides already under orders, representing the historical situation when you step onto the scene. Therefore it's wise to immediately freeze the game (press "F") and survey the situation carefully. You might not agree with your predecessors plans! If you haven't learned them already, familiarize yourself with the capabilities and limitations of your units, the commands, and the effects of terrain. Also examine your Battle Briefings to see your objective, supplies, replacements and reinforcements. In some battles virtually your entire force appears as reinforcements, while in others your entire force is available at the start.

The Battlefield: Look over the map, scrolling around as necessary. Refer to the terrain keys and maps (see the centerfold area in this manual). Look for terrain favorable to your movement, note terrain favorable to the attack and defense. Use the "T" key to examine any terrain hidden by troop units. Finally look for victory locations, especially critical victory locations. There's nothing more distressing than fighting a good battle only to see the enemy has captured a critical location elsewhere and won!

The Troops: Examine each friendly and enemy unit in turn. Note any especially strong or weak units. Look at the pattern of deployment — where are you strong and where are you weak? Is the enemy strong and weak in the same areas? If you don't know much about enemy deployments, what are the especially vulnerable areas where he might appear?

Formulate a Plan: Decide how you'll achieve your objective. Do you need to protect or capture important terrain locations, or is your goal simply to inflict casualties on the enemy, regardless of position? Will you need to move troops, and if so, how many, to where, and for what purpose? Decide how to get the best from each unit and how to make different units work together effectively. If you are defending a position, try to anticipate the enemy's likely routes of advance, and decide how to best counter them. If you are attacking, decide where to attack from, and how to reach that position. In all cases make sure you assign a few fresh units as reserves to replace a defense about to be overrun, or to add extra punch to a flagging attack.

Having a plan and sticking to it avoids the danger of mindlessly pushing units around and fighting costly but meaningless battles. However, it's a good idea to reconsider your plan every few days. Don't lock yourself into an inflexible approach.

To set your plan in motion issue the appropriate orders to your units, then unfreeze the game (press "F" again) and watch things develop.

TYPES OF TROOPS

Unit Designations

French units are identified by their historical designations. See the Dien Bien Phu section of the Battle Briefings.

American and Vietnamese units are designated using a modified form of the US military system. Basically, each ground unit is identified by two numbers separated by a slash (/), then the troop type, and finally the unit size. The first number is the unit's specific identification number, the second is the larger formation to which the unit belongs. The troop type indicates the composition of the unit (i.e., armor, infantry, etc.). The size conveys where in the military heirarchy the unit stands (i.e., battalion, regiment, etc.).

EXAMPLE: "2/34 Armored Battalion" means the second Battalion of the 34th Armored Regiment.

Small Formations: Small units are designated by a letter before the two numbers, or by a letter and unit size before the two numbers.

EXAMPLE: "A/2/20 Aerial Artillery Battery" means Battery A of the second Battalion of the 20th Artillery Regiment.

EXAMPLE: "L Co., 3/26 Marine Battalion" means L Company of the third Battalion of the 26th Marine Regiment.

Air & Headquarters Units: These units are designated by a single number before the type and size. Where possible historical designations are used; where not, arbitrary identification numbers are assigned.

EXAMPLE: "232 USN Tactical Fighter Squadron" means the actual 232nd US Navy tactical fighter squadron.

EXAMPLE: "1st Tactical Fighter Squadron" means one of several arbitrarily designated fighter-bomber squadrons.

EXAMPLE: "7th Division Headquarters" means the headquarters element of the 7th division (in this case an NVA unit).

French Units

These troops only appear in the Dien Bien Phu game.

Garrisons: The defenders of Dien Bien Phu are combinations of many units, compressed together to defend around a specific strongpoint. The men themelves were the best that France had: paratroopers, Foreign Legionaires, and seasoned regulars. They typically have high experience and numerous heavy weapons, as well as standing within prepared fortifications.

The Claudine base has the French headquarters at Dien Bien Phu, and includes the artillery capability of the defense (historically a number of 105mm howitzers, plus a couple heavier 155mm howitzers) with a range of six miles. Claudine has a high defense value so you can leave it in "deployed" formation to permit long-range artillery fire.

Relief Force Battalions: These units appear in Operation "Vulture" as part of the "Condor" overland force. Each unit is just one battalion, smaller than the conglomeration of Dien Bien Phu defenders or the communist regiment-sized assault units.

Recoilless Rifle Battery: The relief force also includes a recoilless rifle battery. These man-portable weapons were popular in the 1950's, primarily because they packed the power of light artillery while firing from the shoulder or a tripod. One of the more ambitious plans for relieving the fortress included airdropping a battery of these guns to troops in Laos and then carrying them across the border into Vietnam. Unfortunately, while helpful, light artillery isn't powerful enough to win a battle on its own.

Light Tank Squadron contains American-made M-24 light tanks. The French dismantled them and air transported the parts to the battle area. A number of tanks were shipped this way into the fortress, where they proved to be an asset (although not a decisive one). In the "Vulture" variant these tanks form a strong cutting edge for the French forces, and should lead the attack. However, their cross-country mobility is not very good. This unit is best employed along the road.

Fighter Squadrons operate at long range against an enemy carefully camouflaged and properly entrenched. The numerous anti-aircraft guns deployed by the Vietnamese caused high losses and reduced the accuracy of these low-level planes. These fighter-bombers are most effective if they make a concentrated strike just before a ground battle.

U.S. Bomber Wings have the most powerful heavy bombers in the world at the time: the B-29. These were the same planes that reduced Japan's cities to rubble even before the atomic bomb. They had also delivered devastating strikes against targets in North Korea. There is considerable debate about their potential effectiveness bombing targets in Southeast Asia in support of the French.

American Units: Maneuver Elements

Maneuver elements are intended to move over the landscape, seek out the enemy, and engage him in battle. However, the American Army has a strong preference for using support elements to win battles (see below), so maneuver elements need only find the enemy and keep him pinned down long enough for the massive supporting attacks to arrive. This approach is well suited to a war of attrition because it minimizes casualties to the maneuver elements. On the other hand, the delay between maneuver contact and massed supporting attacks may be too long, allowing the enemy to escape without suffering any significant counterattack.

Despite the predilection for using supporting elements to fight battles, American combat doctrine, like that of most other conventional armies, stresses aggressive attacks by maneuver elements. Such tactics are well suited to capturing ground, but the troops must pay a price in blood.

Cavalry (Airmobile Infantry) Battalions: When the 1st Cavalry Division was activated as a helicopter-borne "airmobile" force, its infantry battalions were organized as relatively light units whose primary purpose was to establish contact with the elusive enemy, then call the massed firepower of supporting artillery, gunships, and fighter-bombers. Their authorized strength of 750 men was significantly less than most other infantry battalions. Worse, it was reduced by one company to protect supporting firebases, as well as normal attrition due to casualties, illness and leave. Actual battalion strength in the field was rarely greater than 500 men. Combat experience taught that this was not enough, and so their nominal strength was increased to over 900 by 1968, and leveled off at about 880 in the early 1970's.

In the game you should use these units as intended — the "eyes and ears" for powerful, long-range supporting weapons. If you order them to attack directly, you'll see your own casualties escalate, your kill-ratio drop, your game standing slip, and your future as an army officer disappear.

As a commander you must remember that these units "borrow" helicopters for long-range movement. Therefore, long moves are done by airmobile "jump" with your troops unable to scout the intervening terrain. Short-range moves of a few miles are usually done on foot, allowing your troops to scout for the enemy along the route of march. For high-speed long-range scouting see the Air Cavalry (Reconaissance) troops below.

Marine Battalions: The Marines prided themselves on their aggressive spirit: they brought to Vietnam the same esprit de corps that carried them across the bloody beaches of the South Pacific. Therefore, their battalions were heavier (with over 1000 men) and their leaders were steeped in a tradition of closing with the enemy regardless of the costs. Unfortunately the name of the game in Vietnam was attrition rather than conquest, so the Marines' gung-ho tactics early in the war played into the enemy's hands. Gradually their leadership adapted to the new situation, and as a player you must also.

Marine units are more powerful than air mobile infantry in ground attack, but their casualties are just as painful. Like the cavalry, the marines are best used to locate and (if possible) fix the enemy, then leave the job of killing to the artillery and aircraft.

Mechanized Infantry Battalions: When the US Army went to Vietnam, current doctrine regarded mechanized units (tanks and infantry mounted in armored personnel carriers) as unsuited to tropical conditions and unconventional warfare. However, as the war escalated and the Americans gained experience, they found that armored units were more useful than originally thought. The fully tracked APCs had excellent cross-country mobility, and with added machine-guns and gun-shields became useful shock attack vehicles. The battalions were large and contained both many men (nearly 1000) and many vehicles (over 100). Although casualties can still hurt, these ground troops are best suited for direct assaults on the enemy.

Armored Battalions: As with the mechanized infantry, the US Army began the war with the preconception that tanks would be unsuitable in Southeast Asia. Only a couple of armored (tank) units were sent to Vietnam, equipped with the older 90mm-gunned M-48 tank. It turned out these could be devastating against unprotected infantry when firing "flechette" munitions (a sort of modern day grapeshot). The vehicles themselves could break trails through the jungle, as well as serve as mobile pill-boxes along base camp perimeters. Many times the armored battalions were parcelled out in pieces to various Army and Marine units, but in the Fishhook operation most of the 2nd battalion of the 34th regiment served as a unit.

Although an armored battalion has powerful tanks, the mechanized battalion had many more vehicles in total, and much more supporting infantry. Therefore, armored battalions have slightly less combat power. Still, armored battalions are one of the few American units suitable for attack in Vietnam.

Armored Cavalry Squadrons: Originally these battalion-sized units were designed for reconaissance. In Vietnam they were used as shock attack troops because the squadron included tanks, mechanized infantry, and even their own batteries of armored, self-propelled 155mm howitzers. Furthermore their reconnaisance training allowed these units to function well with their troops (company-sized subunits) dispersed. This was admirably suited to Vietnam combat conditions.

Air Cavalry (Reconaissance) Troops: Air cavalry troops are equivalent to a company in size, and therefore smaller than a battalion. The unit included an aero-scout platoon of observation helicopters, an aero-weapons platoon of helicopter gunships, and an aero-rifle platoon of infantry with transport helicopters. The unit was designed to range across the countryside looking for signs of enemy activity, occasionally stirring things up by firing into likely hiding places and landing infantry to explore possible contacts. Both airmobile divisions (1st Cavalry and 101st Airborne) had a squadron with three troops, other divisions had one troop each, and additional air cavalry troops were assigned to corps level commands.

You should use these units as intended: to scout ahead of the main body, to screen the flanks, and to form the outermost element in an airmobile envelopment. The air cavalry

(unlike airmobile) will move rapidly across the map in deployed or mobile formation, revealing any enemy troops along their path. However, the unit has little combat power by itself and can be easily destroyed if caught in a major battle.

American Units: Support Elements

Support elements are designed to attack the enemy from long range. Ground support units use long-ranged weapons such as artillery. Aircraft support units operate from an airbase and fly helicopters or jets over the target.

105mm Medium Artillery Battalions: The American Army was equipped with prodigious amounts of artillery. Usually one artillery battalion worked with each three-battalion infantry brigade, with additional battalions added as necessary. The guns were designed for towing by trucks, but in Vietnam they were generally carried by helicopters. In combat they were emplaced in fire support bases — fortified camps containing anywhere from a battery of 6 guns to a full battalion of 18, protected by infantry companies detached from maneuver battalions. In a typical operation a firebase formed the center of a patrol area whose outer limits were defined by the radius of the artillery's range. Within that circle American infantry could search knowing that supporting fire was but a radio call away. Furthermore, firebases were set up to be mutually supporting. If one was attacked it could get supporting fire from its neighbors.

As a commander of these units remember that they can move, but only via airmobile travel (jumping in mobile formation from one location to another). They can attack enemy units up to 8 miles away. You should keep the artillery in deployed formation (ready to fire) as much as possible — even in deployed formation they are strong on defense due to the integral fortifications and protecting infantry.

155mm Medium Artillery Battalions: These are the heavier cousins of the 105mm artillery. An American army division had three battalions of 105's and one battalion of 155's. However, additional 155 battalions were available for assignment by Corps HQ. Guns designed to be towed were normally helicoptered into position, but a few units had their guns mounted on armored, fully tracked vehicles. In either case the artillery deploys within a firebase and functions like their lighter 105mm cousins, but with a greater range (12 miles) and more hitting power.

Marine Artillery Battalions: These function the same as army artillery battalions, but the battalion had three batteries of 105mm howitzers and one battery of six 155mm guns. Due to the preponderence of the smaller weapons their range in the game is 8 hexes.

175mm Heavy Artillery Battalions: These extremely long-ranged (28 miles) guns are mounted on tracked vehicles. Because of their long reach these units often operated from semi-permanent firebases well removed from the main enemy forces. As a result, these units cannot move.

Aerial Artillery Batteries: In addition to using helicopters as observation platforms and transports, the US Army equipped some with automatic weapons and rockets to provide direct fire support to their airmobile infantry. Originally the "gunships" were armed versions of the UH-1 "Huey" transport helicopters, but their large size and lack of armor made them vulnerable to ground fire. In 1968 the "Huey Cobra" was rushed into action. It was a small, lean, fast machine that sported a minigun, an automatic grenade launcher, and pylons that bristled with a variety of rockets.

As a commander you will find these units especially useful because they can attack at night. At night the helicopters did not fly — instead they were complemented by "Spooky", an old C-47 transport with cargo doors removed to drop flares and literally hose down the landscape with three gatling guns firing 18,000 rounds per minute.

Tactical Fighter Squaadrons: These units fly a variety of fighter-bombers, the best of which was the F-4 Phanttom. Air wings of the US Air Force, Army, Navy and Marine Corps provided close-in ldow-altitude air support on a scale never before seen in war. The Americans had undisputedd control of the air over South Vietnam, while the Vietnamese in the south rarely had the sophisticated anti-aircraft weapons needed to shoot down jets. The only constraints on Amererican airpower were the competing needs of the strategic air offensive against the Northth and the difficulty of fixing the location of enemy ground units long enough to pulverize thhem.

As a commander youu'll find that these units contain massive firepower, and can be used with minimal risk tto American lives. Along with the artillery, these should be the backbone of your offensivee punches.

SAC Wings: Very earrly in the war the US command began using B-52's based on Guam and Okinawa in didirect support of ground operations. The planes flew too high to be seen or heard, and droppped about 27 tons of bombs each. At first the targets were always several miles from friendlyy lines, for fear these awesome loads would fall on friendly troops, but gradually this restrictiion was eased until the B-52's were used within a mile of American positions. Because of the lalarge time lags involved in using them, how close they hit to current enemy positions was quesestionable. If they hit, they hit hard, but there is no question that thousands of tons of bombbs were dropped onto empty forest.

As a commander youu'll find the B-52s are very slow to recover their effectiveness, due to the long flight times annd complex organizational details of the raids. They can be used to full effect only occasionnally, or their destructiveness will be quite low. One full-strength attack by this awesome weeapon can demolish an enemy battalion.

South Vietnamese Uniits

The American-suppoorted South Vietnamese military was nowhere near as effective as American troops, especiaally when powerful American support elements are unavailable. The South Vietnamese aarmy was routinely termed "ARVN" (Army of the Republic of Viet Nam), the air force "VVNAF" (Viet Nam Air Force).

CIDG (Civilian Irregular Defense Group) Battalions: These units are organized and led by the US Speccial Forces (Green Berets). Most were mercenary light infantry recruited from non-Vietnnamese Montagnards tribespeople who inhabited the wild uplands of the nation. They were e primarily stationed in a series of fortified camps along the DMZ (northern border) and lonng western border with Laos and Cambodia. From these bases the CIDG monitored and haarassed North Vietnamese moving south into Laos and Cambodia, as well as troops moving g from these sanctuaries into South Vietnam. Primitive and tough, the Montagnards were pperhaps the best infantry fighting on the "Free World" side (man for man), but they were e weak in organic heavy weapons and were often last in line for air support.

As a commander youu'll find these troops usually start off in a static garrison — they were almost never under the coontrol of the regular American field command structure.

ARVN Infantry Baattalions: These units were organized and outfitted similarly to American units, making t them strong in material. However, they were weak in morale and leadership, chronically uunderstrength because of desertions, and all too often had officers appointed for political reaasons.

As a commander yoou'll find these units much weaker than American or NVA troops. They might hold their owwn in strong defensive positions with good supporting fire. In most situations you'll have Ammerican ground troops to use, but in Quang Tri 1972 the weakness of ARVN line infantry wihill cause serious difficulties.

ARVN Marine Battalions: These units were similar to their American counterparts, including being elite units with a strong esprit de corps. As a commander you can count on them in key defensive positions or important counter-attacks.

ARVN Airborne & Ranger Battalions: These are the elite of the South Vietnamese army, with the added advantage of helicopter transport for long-distance movement. As a commander you'll find that some units are too small to be successful in a stand-up fight against fresh, full-strength NVA battalions.

ARVN Armored & Armored Cavalry Regiments: These units were organized and equipped like American armored battalions and armored cavalry squadrons. They form the mailed fist of the South Vietnamese Army. Unfortunately, in 1972 the NVA had numerous tanks that outclassed the light armored vehicles of the ARVN armored cavalry. The one ARVN armored (tank) unit present acquitted itself well in the defense of Dong Ha — until the rest of the line caved in.

VNAF Fighter Squadrons: These units are equipped with old propeller driven ground-attack craft. They performed credibly, but lacked the numbers, machinery and expertise to equal the American Air Force. As a commander you'll find the South Vietnamese fighter squadrons useful, but not as destructive as American air strikes.

Communist Units

Viet Minh Regiments: The People's Liberation Army of Ho Chi Minh's communist revolution began as small guerilla bands. But from the first its leader, Vo Nguyen Giap, worked to make it capable of winning conventional battles. Undiscouraged by several defeats in open combat, Giap tried once again to take on the French at Dien Bien Phu. He deployed two complete infantry divisions and elements of two others around the fortress. Each division had three infantry regiments with varying amounts of divisional artillery. Each regiment had three or four infantry battalions supported by a company of heavy weapons. The units were well-armed with Soviet block weapons and had trained extensively at their remote bases. The troops attacked with courage bordering on fanaticism, as well as demonstrating a discipline and professional competence that defied French calculations.

As a commander of these units, you will find them powerful assault units who can overrun the French, but suffer serious losses in the process. Casualties can be reduced by supporting them with artillery fire.

Infantry Battalions (Viet Minh, Viet Cong, and North Vietnamese): Information in the Western world about Communist small units is still scarce, but what is available indicates that the irregular battalions (Viet Minh and Viet Cong) contained about 500 men, while regular Viet Minh and NVA (North Vietnamese Army) battalions had about 800. In the early stages of the conflict the Communists relied on miscellaneous small arms and whatever support weapons could be found.. As fighting continued they received increasing amounts of relatively modern Soviet block handguns with a regular complement of machine-guns, mortars and recoilless rifles. In fact, the guerilla warfare origins of the Communist army tends to obscure an important point in both the French and American wars: the decisive combat role was played by units organized, equipped, trained, and led in a regular, conventional fashion. From 1965 to 1972 the American air and artillery firepower compelled these troops to rely on guerilla tactics, but this should not obscure the fact that they constituted and remained a formidable foe. These units can attack at a two-mile range instead of the normal one in the three American battle games (Ia Drang, Khe Sanh, and Cambodia). This simulates the Communist tactic of spreading the battalion into small patrols and ambush teams over a large area.

As a commander you'll find these troops constitute the backbone of your army. It's up to you to decide when and where to use conventional assault-and-defense tactics, versus guerilla hit-and-run techniques. When fighting the Americans at Ia Drang, Khe Sanh and in Cambodia be sure to exploit your two-hex attack range. This is often the only way to attack without being decimated.

Tank Companies & Regiments: During the siege of Khe Sanh the NVA used a single tank company equipped with Russian PT-76 light tanks to help overwhelm the CIDG force holding Lang Vei. Otherwise Communist tanks played almost no role in the fighting until the Eastern offensive in 1972. Then, much to the surprise of the ARVN troops and their American advisors, the NVA launched a *blitzkrieg* offensive led by numerous "regiments" (which were battalion size by western standards) of Russian T-55 medium tanks. However, the NVA had little experience with armor and handled it poorly, particularly in combined arms operations.

On the battlefield these units provide a stronger offensive punch than the infantry, but they are hardly unstoppable. The offensive punch will lose power quickly if the tank units suffer too many counter-attacks.

Mortar Companies & Battalions: The Communist forces often relied on guerilla movement tactics — moving troops off transportation lines to conceal strategic and tactical deployments. As a result, the main artillery arm was relatively portable mortars, recoilless rifles, rockets, and sometimes light field guns (75mm howitzers). These light artillery pieces used the same dispersed movement and attack tactics as the infantry, which is reflected in their four mile range.

As commander you'll find this light artillery has nowhere near the weight of fire of medium or heavy guns. They are most valuable in sniping attacks to cause a few casualties here and there, or working in conjunction with the infantry in sharp, short attacks. Do not expect a mortar bombardment to pulverize the opposition.

Artillery Battalions & Regiments: As befitted an army intent on creating a conventional war capability, the Communist main force divisions had supporting artillery units plus numerous independent artillery units. At Dien Bien Phu the PLA deployed an entire artillery division, while the forces around Khe Sanh included a number of independent artillery regiments firing from across the border in Laos. These units contained a variety of medium and heavy guns and rocket launchers, the most prominent of which was the Soviet-designed WWII-vintage 122mm gun. In 1972 the Communists were able to deploy even more artillery, including the new Soviet 130mm guns. This was a weapon considerably more potent than the standard 105mm howitzer of the ARVN.

On the battlefield you'll find artillery is an essential aid in any attack against a prepared defender. Artillery attacks cause casualties and disruption at minimal cost. In 1972 the new 130mm artillery guns give the NVA an 18 mile range with awesome destructive power.



DAY: 3
CODE: **WHITE WING**

Supply Units

There are two types of supply units:

Supply Bases: This is the origin of all supply for both armies, and are usually found in sanctuaries. Supply bases cannot move. If you lose all your bases, your army will no longer receive supply. However, in most games armies have supply bases in sanctuaries, and/or off the game map entirely (making them invulnerable to attack in either case). Free World helicopter-supplied units remain in supply even if all supply bases lost.

Headquarters: These mobile units represent local administration and supply services in the field. Supplies travel from the base to the headquarters, and from the headquarters to other troop units. This allows supply lines to be extended and/or curve around enemy troop concentrations.

TERRAIN & WEATHER

Terrain Features

Each map location (hex) 1 mile wide contains a symbol denoting the dominant terrain in that area. Terrain affects movement, combat and supply. A key to terrain symbols is included in the center color insert.

Movement Effects: The chart below gives approximate movement speeds, in miles per day. These rates only apply for long-distance marching undisturbed by the enemy or changes in orders. In normal combat operations communications delays, reorganizing to execute new orders, and/or enemy action can significantly delay movement.

Terrain Influence on Movement:

Terrain:	Free World Troops.....			Communist Troops.....		
Categories	FW Inf	US Cav	FW Armd	CM Inf	CM Arty	CM Armd
Road	12.2 mi.	6.0 mi.	12.2 mi.	7.6 mi.	5.4 mi.	11.2 mi.
Clear or Village	6.0 mi.	4.8 mi.	8.8 mi.	7.0 mi.	3.6 mi.	8.8 mi
Town or Fort	6.0 mi.	6.0 mi.	8.8 mi.	6.0 mi.	3.6 mi.	6.0 mi
River	3.2 mi.	1.8 mi.	2.2 mi.	6.6 mi.	3.6 mi.	5.2 mi
Lt Forest, Paddy or Plantation	3.0 mi.	1.8 mi.	2.2 mi.	6.6 mi.	1.0 mi.	5.2 mi
Jungle, Swamp or Mountain	1.8 mi.	0.8 mi.	0.8 mi.	5.4 mi.	0.6 mi.	1.2 mi
Communist Sanctry	(none)	(none)	(none)	7.6 mi.	4.6 mi.	11.0 mi.

FW Inf = Free World (French, US Marine and ARVN) infantry units.
US Cav = US Air Cavalry Infantry Battalions
FW Armd = Free World (French, US and ARVN) armored and mechanized units.
CM Inf = Communist (Viet Minh, NVA and Viet Cong) infantry units (mortars 90% of infantry speed).
CM Arty = Communist artillery units (except mortars).
CM Armd = Communist armored and tank units.

The chart shows overland movement capability. American cavalry (airmobile infantry) battalions move slowly overland because they had almost no organic ground transport, and instead relied on helicopters to "jump" from one position to another. Heli-borne movements can be any distance and rarely take more than a day).

Free World artillery 155mm and smaller can be helicopter-transported and supplied unless otherwise noted. Other Free World artillery and air support bases cannot be moved.

Communist mortar artillery moves at about 90% of the communist infantry speed. The higher communist speeds reflect their ability to move without regard for ambushes and

snipers, a concern that constantly slowed American troops.

Combat Effects: The chart below gives approximate effects of terrain on offensive (attacking) and defensive fighting power. It applies to troops stationed ON that terrain. Remember that terrain is only one aspect of combat power. Formation also has a powerful influence, not to mention supply, supporting attacks also ordered against that unit, and just plain luck.

Infantry fighting power represents the number of men in the unit, as indicated on the unit status. Support equipment represents the number of other weapons in the unit, such as mortars, artillery pieces, tanks, helicopter gunships and/or aircraft.

Terrain Influence in Combat:

Terrain:	Infantry.....		Support Equipment.....	
Categories	Attack	Defense	Attack	Defense
Road	75%	100%	125%	100%
Clear or Village	75%	100%	125%	100%
Town or Fort	100%	200%	100%	150%
River	100%	200%	100%	75%
Lt Forest, Paddy or Plantation	100%	150%	100%	75%
Jungle, Swamp or Mountain	100%	200%	75%	50%

Night & Weather

Night: Movement and combat potential for French, American and ARVN units are reduced at night.

Weather: Possible weather conditions vary from Clear (the best possible weather) to Cloudy to Rain and finally Monsoon (the worst weather).

Good weather speeds movement and makes attacking easier. Poor weather slows movement and favors the defender. French, American and ARVN units are especially affected by weather. Tactical fighter and helicopter gunship units cannot fly in rain or monsoon weather. The sole exception is the Khe Sanh game, where aircraft can fly due to the extensive use of electronic sensors and navigation aids by the Americans in that battle.

EXPERIENCE, EFFECTIVENESS & FORMATIONS

Experience

The training and battle experience of a unit is very important. A unit's experience rating can improve during the course of the battle (but usually not more than one level). There are five experience levels:

Raw units have no combat training and no experience. You shouldn't expect raw units to accomplish much at all on the battlefield.

Green units have training but no experience. They will perform adequately under normal conditions, but cannot be expected to hold up under heavy pressure.

Veteran units have training and combat experience. They will perform well in all situations.

Crack units have all the abilities of veterans, but with additional experience and leadership that is highly motivated and highly skilled. The unit performs exceptionally at normal tasks, and hold up well in tough situations.

Elite units have specialized training, plenty of combat experience, and a high esprit de corps. These men are the best of the best. They will perform far beyond their numerical strength.

Effectiveness

A unit's effectiveness rating shows how casualties and exhaustion have reduced its ability to carry out orders. Men, machines and organizations all lose effectiveness in combat, or on long marches. They need periods of relative inactivity to rest, repair and reorganize. Units not in battle recover faster than units in battle. Badly exhausted units take a disproportionately long time to recover, while only slightly tired units recover fairly quickly. Therefore it's unwise (and risky) to drive your troops to the brink of collapse before you give them a rest.

Effectiveness is rated by percentages. Below is a general guide to what percentages mean, and what type of performance you can expect:

100%: The unit is at its prime. Successful attacks usually require at least some of the troops to be at this level.

90%: The unit is slightly exhausted, but is still in good shape. Unless the enemy is especially weak or you are especially desperate, this is the lowest effectiveness for good attack performance.

70-80%: The unit is exhausted. It moves slower, attacks take longer while suffering more and inflicting fewer casualties. On the defense the unit cannot hold as long. A short stay in a quiet area to restore effectiveness is suggested.

50-60%: The unit is badly exhausted. It will not move, attack or defend at anywhere near full strength. Any strong and sustained attack may cause the unit's destruction or surrender. It should be withdrawn to regain effectiveness if at all possible.

40%: The unit is nearing collapse, it offers little resistance in combat, can hardly move, and is easily overrun. Withdraw it immediately.

30%: The unit may disintegrate on its own, and almost any serious attack will overrun it.

Formation Types

There are six formations a unit may assume, depending on its orders.

Mobile formation represents troops mounted in vehicles (including helicopters where appropriate) and organized for rapid movement. This is a very bad formation for fighting. Infantrymen are especially vulnerable.

Deployed formation represents troops moving into the attack. This is the only formation where reasonable mobility is combined with good combat power. As a commander you may wish to deliberately give orders to "attack" vacant or suspected positions if you fear ambush — the troops will move slower and become exhausted faster, but can defend themselves better and be ready to counterattack without a time-consuming formation change.

Defense formation represents troops prepared to resist attack. They can move, but very cautiously and slowly. No attacks are possible in this formation.

Entrenched and **Fortified** are stronger levels of defense. No movement is possible, but defensive power is increased. Note that these formations take considerable time to achieve (especially "fortified"), but either can be abandoned quickly.



DAY: 4
CODE: **SILVER BAYONET**

Garrison troops are fortified and immobile, with the additional restriction that they cannot move until freed from a higher headquarters (i.e., you are not their commander, and therefore they ignore your orders). In some situations garrison troops are put under your command as the battle develops.

Formation Effects

Changing Formations: When you issue orders a unit first changes to the proper formation, then executes the order. A lengthy formation change can seriously delay the implementation of your orders. Although formation change times can vary considerably depending on circumstances, average periods are given below as a general guideline:

Formation Change Timing:

Changing from.....	Changing to..... Mobile	Deployed	Defense	Entrench	Fortified	Garrison
Mobile	– –	8 hrs	16 hrs	48 hrs	8 days	prohibited
Deployed	8 hrs	– –	8 hrs	40 hrs	7+ days	prohibited
Defense	16 hrs	8 hrs	– –	32 hrs	7 days	prohibited
Entrenched	16 hrs	8 hrs	1 hr	– –	5+ days	prohibited
Fortified	16 hrs	8 hrs	1 hr	1 hr	– –	prohibited
Garrison	16 hrs	8 hrs	1 hr	1 hr	1 hr	prohibited

Units in garrison formation automatically remain in that formation until freed by higher authority (if ever). It is impossible to change into garrison formation (and thus immobilize one of your own units).

Formations & Movement: Movement rates are based on troops in mobile formation (i.e., moving formation). Movement in deployed formation overland is half (50%) the normal rate. Movement in defense formation overland is one eighth (12.5%) the normal rate. Troops in entrenched, fortified or garrison formations cannot move at all.

Formations & Combat: Formations affect a unit's fighting strength when it is attacked. To attack the enemy the unit must always be in deployed formation. However, a unit can be in any formation if attacked, and its fighting power can vary considerably depending on its formation:

Formation effects when a unit is attacked:

Formation:	Infantry:	Support Equipment:
Mobile	12%	25%
Deployed	50%	75%
Defense	100%	100%
Entrenched	150%	150%
Fortified or Garrison	200%	200%

GIVING & EXECUTING ORDERS

Intelligence

You must be able to see the enemy before you can attack him. The communist commander will generally be able to see Free World forces at all times. The Free World commander will generally be able to see only those communist units that are directly adjacent to his own troops.

Selecting Orders

Move orders are the fastest way to move troops from point "x" to point "y". Furthermore, it's the only way US infantry and artillery battalions can use helicopter lift to "jump" from one point to another. The great disadvantage is that units are extremely vulnerable to attack. Therefore as a general you must "factor in" to your calculations the 8 hours or longer units need to shift into mobile formation before the move, followed by another 8+ hours to shift to more battleworthy formations afterward. A unit moves slower when moving out of a hex adjacent to an enemy unit.

Attack orders are useful general-purpose orders not only to attack enemy positions, but also to make short tactical movements where threat of attack or ambush is high. If the enemy is appearing and disappearing frequently, it may be unwise to give your troops specific attack targets. Instead, leave the target for attack to the commander's discretion (i.e., put the unit under "local command").

Supporting units (artillery, aircraft, etc.) bombarding distant targets must use "attack" orders. For example, to have artillery bombard an enemy five miles away, you issue the artillery orders to attack that target. The artillery automatically remains stationary, shifts to deployed formation (if not already in it) and opens fire as soon as possible.

Defend orders have varied uses also. All other things being equal, the defender has an advantage over the attacker. Therefore it is better to be defending than attacking in a battle.

As a communist commander, if your enemy frequently moves in deployed formation (using "attack" orders) you may want to place defensive ambushes in his path. However, this can be dangerous if your defensive troops are caught by artillery and air attack before they escape. If the enemy often uses mobile formation you'll need to attack him on the move to exploit his weakness.

As a Free World commander, especially as an American, you'll often find yourself putting maneuver elements into defense formation as soon as they contact the enemy, while calling in supporting weapons to make the attack.

Reserve orders can be used to put troops into a defensive formation, but avoid having them "dig in". Unlike defense orders, reserve units do not automatically improve defense formation to entrenched and fortified formations.

Objectives can be any distance away. Each unit will select its own movement path to this objective, avoiding difficult terrain and moving around any blocking units. You'll find that over long distances there is a greater likelihood the unit will choose a route that is initially attractive, but ultimately requires it to move inefficiently through difficult terrain. In other words, unit commanders tend to be "short sighted" in selecting movement routes. Therefore, as a commanding general with a wider perspective, it's your job to plan a few intermediate objectives that guide the unit commander.

In fluid battle situations where the enemy is appearing, disappearing, and moving rapidly it's often better to give unit commanders "their head" (allow them to attack and defend under local command). Sometimes they make mistakes, but they can react faster to the changing situation and thus can exploit sudden appearances and opportunities before new orders from you reach them. Expect your unit commanders to be creative and aggressive. Don't expect them to retreat or avoid the enemy until after they've bloodied their nose (and even then their retreats are usually very small).

Combat

Combat Planning: When a unit is ordered to attack an objective, it attacks any enemy in that position. If a unit is attacking without an objective, it selects a nearby enemy and moves to attack them.

When a unit attacks an objective it will move to occupy that location as its first priority. It will do this even if enemy defenders move elsewhere. Once the objective is occupied the unit reverts to attack orders without an objective, and may leave its location to attack a nearby enemy.

Combat Coordination: If two or more units attack the same enemy they automatically coordinate and support each other if the attacks occur within an 8-hour period. As the general commanding, you'll see each unit reporting its attack separately, but in reality the multiple attacks are mutually supporting and produce an effect greater than the sum of the individual units.

Combat Results: In most battles casualties are not large. Losses of 5% in one exchange are moderate, 10% is significant, and over 10% is very large indeed. Unless the enemy surrenders or is overrun it's nearly impossible to wipe out a unit.

If the attackers are substantially stronger than their targets, the targets may retreat after battle. Units unable to retreat due to blocking friends and/or enemies suffer greater casualties. If the defender does retreat (or is eliminated) the attackers may immediately occupy the defender's ground. In harder fought battles the attacker may take a while to occupy the ground, or may never do so.

If attackers encounter very serious opposition, or bombardment attacks appear to have no effect, the attacking unit may report the enemy is too strong and cease attacking. If you want the unit to attack again anyway, you'll have to reissue attack orders.

LOGISTICS

Supply

Consumption: Units consume one day's worth of supply for routine maintenance and operations. In addition, every 6 miles moved consumes another day's worth of supplies. Each attack during the day consumes about 65% of a day's supply while defending against each attack consumes about 30% of a day's supply. All this supply consumption is cumulative. Therefore, a unit that moves far, attacks frequently, and is attacked frequently can consume many days' worth of supply each day!

Lines of Communication: Units that rely on ground resupply trace lines of communication to a supply base if one is close enough, or a headquarters if a base is too far away or the route is blocked. Lines of communication are traced directly, with no turns to avoid the enemy. As a result, an enemy near or on the line can interrupt supply periodically.

Free World units were often served by helicopters for supply. This includes all units with helicopters for movement, as well as a few special unit garrisons with helicopter fields built specifically for resupply. In all these cases no line of communication is necessary. These units always get supplies every day.

Unsupplied: When a unit cannot trace a line of communication and has no supply of its own, it becomes unsupplied. Units in this situation always send you a message reporting their plight. Unsupplied units move at roughly half speed, have only 50% power if attacked, and cannot attack themselves (they'll try to adopt deployed formation, but won't carry through the actual attack).

Army Supply Resources: The overall amount of supply and resupply available to an army is listed in the Battle Briefings. The amount will either be "Ample" (each unit receives several day's supply when resupplied), "Sufficient" (each unit receives about one day's supply when resupplied), or "Critical" (each unit receives less than one day's supply).

If your army starts in a critical supply state, units will run out of supplies immediately. If resupply is also in a critical state, you will need to husband your supplies by restricting your army's activities (keeping movement to a minimum and making few, if any, attacks).

Replacements & Reinforcements

Replacements are available to each and every unit automatically. Units out of contact with the enemy receive more replacements, faster, than units in combat. The number of replacements that arrive per unit is listed in the Battle Briefings for each game.

Reinforcements appear at a specific location at a specific time (see the Battle Briefings for that game and variant). If friendly or enemy units occupy the arrival location the unit will not appear until space is available. In many cases there is only a probability of a unit arriving on time. If a unit does not arrive on time it may appear shortly thereafter.

VICTORY

Each battle has its own victory conditions. The objectives to each side are given in the Battle Briefings for each variant.

Victory calculations and comparisons are always based on historical objectives and considerations. They are not "fudged" to produce a balanced game. As a result, some situations may be fairly easy to win, while others are quite difficult.

As a general rule, inflicting casualties is the most important consideration in the game. Each man and piece of equipment "lost" gives the opposition a certain number of points. These points are factored in with terrain objectives to determine relative advantage during the battle as well as victory afterward. The difficulty of a particular battle and variant is also factored into the calculations.

A few terrain locations are "critical objectives" in the game. Capturing these may give a side automatic and immediate victory, regardless of casualty levels. Although such victories are rare and difficult to achieve, don't forget that it just might occur!



DAY: **5**
CODE: **PEGASUS**

IV
BATTLE BRIEFINGS



OVERVIEW

The Games

Conflict In Vietnam contains five games simulating five of the decisive battles of the Vietnam war. Each of these games includes several variants. The first variant is always the historical situation, and the others present either different lengths of play or historical "what-if" situations.

Prelude: Dien Bien Phu, 1954, the first game, recreates the final battle of the French colonial war. The historical situation is specially designed to serve as an introductory game, and the other variant presents a hypothetical situation in which American heavy bombers support an attack by French troops to relieve the fortress.

Into The Valley: Ia Drang, 1965, presents the first swirling victory by the American airmobile First Cavalry Division, which defeated a division-sized North Vietnamese force attempting to drive across the Central Highlands to the sea. It has short and long historical variants and a series of hypothetical situations that allow you to experiment with different force mixes of airmobile infantry, armored cavalry, and jungle-trained light infantry.

The Tide Turns: Khe Sanh, 1968, recreates the climactic battle in the northernmost province of south Vietnam, the battle which ended American escalation and began the long process of disengagement. It includes an historical variant and a series of alternate Communist deployments that can be randomly selected in order to recreate the uncertainty faced by the American commander.

Empty Fishhook: Cambodia, 1970, stimulates the American and South Vietnamese attack on the Communist sanctuaries to capture COSVN, the North Vietnamese headquarters. As in *The Tide Turns*, the variants in this game present alternative Communist deployments, so the American commander must, like his historical counterpart, plunge into the unknown.

First Cracks: Quang Tri, 1972, the last game, reproduces the North Vietnamese *blitzkrieg* across the Demilitarized Zone that shattered a South Vietnamese division and shook the country to its core. This game includes a short historical variant recreating the initial onslaught and a long one carrying the battle through the collapse of the South Vietnamese outside Quang Tri City.

The Battle Briefings

These Battle Briefings contain information pertaining to each of the games. Some of this information is vital to play of the game; some is included to enrich the experience of play.

Each game is introduced by an historical background section and a short narrative of the battle, to help you understand why the battle was fought and how the actual commanders handled it. Following this material is the "Guide to the Game," which presents specific information necessary to play each of the variants.

The Battle Briefings are designed to be used in whatever way you feel most comfortable. If you want to just pick a variant that interests you and play it, simply find the appropriate section, look up your objectives and initial situation, and boot up the game. If you want to focus on a particular battle, read the background material and play each variant in the order laid out in the "Guide to the Game." And if you want to experience the history of the war as a whole, begin with the first game, reading the background material and playing the variants as presented, and then move on to each of the following games in the order below, just like reading the chapters of a book.

Order of Play for Games and Variants

To follow CONFLICT IN VIETNAM from beginning to end, the order of games and variants below is recommended for solo play. This gives you a full historical appreciation of actual events and alternative possibilities — an interactive military history of the war. Read the text accompanying each game and variant to maximize your enjoyment and understanding.

Game variants with two asterisks (**) are especially valuable to an understanding of the war, and are highly recommended. One asterisk (*) represents an interesting and potentially valuable historical lesson. Aside from which side is you the player (and which is controlled by the computer) all other game options are your preference, see page 9 for detailed information on the game options.

Dien Bien Phu (Game 1):

** Variant 1: *Free World Player,* Communist Computer.
Variant 1: Free World Computer, *Communist Player.*
(Recommended primarily to beginners as a continuation of the tutorial.)
* Variant 2: *Free World Player,* Communist Computer.
Variant 2: Free World Computer, *Communist Player.*

Ia Drang (Game 2):

** Variant 1: Free World Computer, *Communist Player.*
Variant 1: *Free World Player,* Communist Computer.
** Variant 2: *Free World Player,* Communist Computer.
* Variant 2: Free World Computer, *Communist Player.*
* Variants 3-5: *Free World Player,* Communist Computer.
Variants 3-5: Free World Computer, *Communist Player.*

Khe Sanh (Game 3):

** Variant 1: *Free World Player,* Communist Computer.
* Variant 2: Free World Computer, *Communist Player.*
Variants 2-4: *Free World Player,* Communist Computer.
Variants 2-4: Free World Computer, *Communist Player* (playing one of the variants is sufficient for historical understanding).
* Variant 5: *Free World Player,* Communist Computer.
Variant 5: Free World Computer, *Communist Player.*

Cambodia (Game 4):

** Variant 1: *Free World Player,* Communist Computer.
Variant 2: Free World Computer, *Communist Player.*
Variants 2-7: *Free World Player,* Communist Computer.
* Variants 2-7: Free World Computer, *Communist Player.*
* Variant 8: *Free World Player,* Communist Computer.
Variant 8: Free World Computer, *Communist Player.*

Quang Tri (Game 5):

* Variant 1: *Free World Player,* Communist Computer.
Variant 1: Free World Computer, *Communist Player.*
* Variant 2: Free World Computer, *Communist Player.*
** Variant 2: *Free World Player,* Communist Computer.

**Game variant is especially valuable to an understanding of the war.
*Game variant is an interesting and potentially valuable historical lesson.

GAME ONE
PRELUDE: DIEN BIEN PHU, 1954

Historical Background

When the first American military advisors went to Vietnam in 1955, few realized that they were merely the latest in a long line of foreigners who sought to dominate that region of the globe. Since ancient times the Chinese have repeatedly tried to conquer it; in the nineteenth century the French took it as a colony; in the 1940's the Japanese seized upon the French defeat in Europe to establish their own supremacy. Their defeat in 1945 created a vacuum, and the resultant turmoil has still not come to an end.

French Rule

The French, who ended up on the winning side of World War II, sought to re-establish their rule after 1945. However, even before the war Vietnamese nationalists had opposed them, and their numbers and power grew during the Japanese occupation. In particular, the Vietnamese Communist party emerged as a militant and unyielding opponent of colonial rule. Under the overall leadership of the wily and charismatic Ho Chi Minh, the party, known as the Viet Minh, fielded a growing guerrilla army commanded by Vo Nguyen Giap. After 1945, the French and Viet Minh made a pretense of coexistence at first, but because their goals were fundamentally irreconcilable their relations deteriorated rapidly. The French steadily strengthened their garrisons in the principal towns and cities while the Viet Minh expanded their influence in the countryside.

In 1946 skirmishes broke out across the country, for the most part hit-and-run attacks by the Viet Minh against French outposts. Whenever the two sides fought a real battle the French out-gunned the guerrillas and easily destroyed them. The problem was, the Viet Minh usually managed to slip away. Since the French did not have enough men to defend everywhere, they gradually lost control of the countryside. Supply problems compounded their difficulties, for their army was half-way around the world from its base, and the French people begrudged the money needed to restore this peripheral possession. By 1953 French control was limited to the Red River delta and scattered cities to the south.



The Opposing Strategies for 1954

The French were well aware that their situation was deteriorating. They were particularly concerned by a widening of the war that began in early 1953, when three Viet Minh divisions staged a large scale raid into Laos, which was also a French colony. However, the French command also saw in this development an opportunity. For the Viet Minh to operate outside Vietnam, they would have to depend on a long overland supply line. If the French could create a fortified outpost interdicting this route they could either disrupt enemy communication through aggressive patrolling or, if the base was besieged, force a fight in which their superiority in conventional warfare could give them a telling victory. With peace talks in the offing, such a victory could be crucial in determining the settlement. Therefore, despite the risks of creating a base totally dependent on air transport for re-supply deep in enemy controlled country, in November 1953 a French force parachuted into the valley of Dien Bien Phu, which lay athwart the most direct route between northern Vietnam and Laos.

As Giap watched the French fortify their new base, he too saw an opportunity to score a decisive victory on the eve of the peace talks. He began by staging a series of attacks scattered across the country, to confuse the French and tie down their reserves. Meanwhile, he began a gradual build-up of troops in the hills around Dien Bien Phu. Moreover, he organized thousands of porters to carry disassembled heavy artillery and anti-aircraft guns through the jungle to positions overlooking the valley, a feat the French had considered impossible. The Viet Minh thus sealed the garrison into its fortified valley, and threatened to overrun it if it attempted to evacuate.

Giap had only to wait until his forces possessed an overwhelming superiority in men and guns to put into effect the last element of his strategy, to "WIPE OUT AT ALL COSTS THE WHOLE ENEMY FORCE AT DIEN BIEN PHU."

The Battle

The French defenders occupied eight major forts, each named for one of the commanders' supposed girlfriends. Five of the forts clustered in the heart of the valley around the airfield. Two occupied nearby hills to the north, while the last, Isabelle, lay in the valley to the south. Together, they contained about 12 battalions of infantry, almost 30 medium howitzers, and 10 tanks. Six fighter-bombers were based at the airstrip, and dozens more flew from airfields near Hanoi and an aircraft carrier off the coast. While hardly sanguine, the French faced the coming ordeal with grim confidence.

Despite his desire to deal the decisive blow, Giap waited patiently before striking. By mid-March he had concentrated elements of four infantry divisions totaling almost 30 battalions and an entire artillery division with over 100 mortars, field guns, and anti-aircraft weapons. Then, on March 13, he unleashed a thunderous barrage, and followed it up with massive human wave attacks that overwhelmed the two hilltop positions, giving the Viet Minh artillery complete command of the valley. The infantry began to construct trenches encircling the fortress for the next two weeks, as the artillery pounded the defenders and, most vitally, closed the airstrip.

On March 30 Giap resumed the infantry attack, hoping to deal the final blow. However, while his troops made some headway, they lost horrendous numbers of the army's finest troops. Consequently, Giap changed tactics, totally abandoning human-wave assaults in favor of a classic siege. While the artillery battered the defenders and anti-aircraft guns kept the post isolated from all but parachuted re-supply, the network of trenches gradually closed in on the fortress. Having failed to bludgeon it to death, Giap now resolved to strangle it.

While Dien Bien Phu was under siege, the French reinforced it with several battalions of paratroopers, and they also set in motion an operation to relieve it from the outside. Code named Condor, this operation involved several units already operating in Laos and several more that were to be paradropped at a rendezvous point. After linking up, the force was to move north through the mountains and draw off or drive off the besiegers.

Plausible in theory, the plan ran into severe problems in practice. Air transport was already overstrained supplying Dien Bien Phu, and few reserves of troops were available. A limited operation was put into motion, but it was too little too late, and everyone concerned was lucky that the main body was never committed.

As the French realized the hopelessness of their situation, they turned to their major benefactor, the United States. America already footed 80% of the bill for the war in the name of anti-communism, and so the French had good reason to believe they would come to their rescue. The French requested a massive strike by American B-29s, the heavy bombers that had done-in Japan, arguing that a saturation strike would shatter the dug-in Viet Minh and turn into a potential catastrophe into a decisive victory. American airpower enthusiasts and China lobbiests endorsed the idea, code named Operation Vulture, and the Air Force sent a special envoy to study the possibility. Nixon, who was Vice-President at the time, reported that there was even talk of using a few small atom bombs.

President Eisenhower balked, however, partly because he had just been elected to bring the long, bloody war in Korea to an end, and partly because he could not find a consensus in favor of intervention. Britain, our closest ally, opposed it, and closer to home, the leaders of Congress resisted. Senator John Kennedy spoke out against the plan, and Lyndon Johnson, then Speaker of the House of Representatives, opposed it strenuously. Most important of all, even the Joint Chiefs of Staff were divided over it. The Chairman, an admiral, and the Air Force Chief favored the strike, but General Matthew Ridgeway, the Army Chief, who was just back from commanding the US forces in Korea, dissented, arguing that even if an airstrike succeeded in breaking the siege, at least seven American divisions would be needed to continue the war, twelve if the Chinese intervened. Faced with a commitment of such magnitude to a cause so uncertain, Eisenhower rejected the proposal and left the Dien Bien Phu to its fate.

With no help on the horizon, the onset of the monsoon rains in April completed the garrison's isolation. On the evening of May 1 the Viet Minh began their final assault. The French fought with desperate courage, but the Communists displayed equal determination, and their weight of numbers made the struggle a matter of time. They advanced from the East, South, and West, and gradually seized one fort after another. The French command in Hanoi authorized a break-out, but by that time the defenders were too weak to make the attempt. The main garrison's last stronghold succumbed on May 6, and Isabelle's defenders surrendered the next day.

A handful of men escaped in the confusion and made their way to friendly forces, but the French lost over 16,000 troops in the debacle. They had inflicted over 20,000 casualties on the enemy, but the defeat proved decisive. Smitten on the field of battle, the French people lost all heart for the war, and her diplomats lost all bargaining power. The war and the talks dragged on until late July, but in the end the French agreed to Communist control of the northern half of Vietnam and to national elections that almost surely would unify the country under the victorious Ho Chi Minh. Laos and Cambodia gained complete independence and the French army withdrew from the region. French rule in Indo-China was history.



DAY: 6
CODE: MUSCATINE

Guidle To The Game

Prelude: Dien Bien Phu, 1954 recreattes the final stages of this epic siege. It begins with the final assault by the Viet Minh, and endis on the day the last fort fell. The first Variant, *The End of Empire*, presents the historical situattion in all its hopelessness. It is virtually impossible to win as the French, so the game's functiion is to serve as a simple introduction to the mechanics of play. The second Variant, *Vulture: America Intervenes* simulates a hypothetical attack by American B-29 heavy bombers and French paratroopers attempting to relieve the besieged garrison. This Variant presents a more balanced and challenging situation.

It is suggested that you start by playing the French in Variant One, and then, especially if you are a novice player, the Viet Minh. Once you have mastered the mechanics of play, you can move on to command the French in Variant Two, and last the Viet Minh.

VARIANT ONE

The End of Empire

Introduction

The End of Empire presents the final assault on Dien Bien Phu as it actually happened. Isolated, outnumbered, outgunned, and all but out of supplies, the French stand no chance of defeating the onslaught, or even of holding it up for any significant amount of time. The game is included to both illustrate the desperate straits in which the French found themselves and to give players a chance to familiarize themselves with the game system. Veteran wargamers will find it an interesting and mercifullly brief diversion; novice players should read along in the tutorials below while playing their first games.

The French

The French Objective

Your objective is to hold out as long as possible with all that you have. It is unlikely that you will be able to hold out until the end of the game, but you may be able to. Good luck!

Victory Conditions: The French win if they can keep the Viet Minh from gaining 150 Victory Points. They can win automatically if they capture the three forts that have already fallen. They also win if they can capture the moon.

French Scenario Data

Start: 3 pm, May 1, 1954
End: 6 pm, May 7, 1954
Initial Supply: Critical
Resupply Rate: Critical
Off-map Supply: For air only
Replacement Rate: 25 men per unit per week
Reinforcements: None
Special Rules: None

Tutorial 1: Commanding the French

To begin, boot the disk and select Game 1, variant 1 with the default options. As the program finishes loading, press "F" to freeze play, so you can get oriented before continuing.

The first thing to do is just look at the screen. The bottom three quarters contain a map of the area around Dien Bien Phu showing the prominent terrain features: mountains, jungle, roads, and so on, with the opposing units deployed in their opening positions. The

terrain and units are discussed in the "The Art of Command in Vietnam" and summarized in the Unit and Terrain Tables on the centerfold area.

Hit "T" to remove the units from the map and take a moment to familiarize yourself with the different types of terrain. Note the pattern of terrain as well as the individual features. In particular, note that the French forts are indeed clustered in the open valley, surrounded by forested hills.

Now use the joystick or cursor keys to move the blinking grey cursor around the map. Move the cursor over one of the forts and press "C". This will bring up its name and victory point value on the text display, the grey strips across the top quarter of the screen. You can also get this information from the Battle map.

Move the cursor up against the top edge of the map and keep pressing, as if you want to move it off. The screen will scroll up, first revealing more of the battlefield, and then a wide blue strip beyond. This is the French sanctuary, where their aircraft are based out of range of the Viet Minh artillery.

Press "T" and you will see two planes appear. These represent the two squadrons of fighter-bombers available for ground support missions. Move the cursor over one and press the joystick button or space bar. A unit status report will appear in the text display. In addition to identifying the squadron the report contains information about its strength and activities. These are explained in the "How to Play" section. Take a moment to look this section over, so that you know what each element means.

After you familiarize yourself with the various elements of the status report, it is time to give your aircraft some orders. If you are using a joystick, press the trigger a second time and the text display will change to the command menu. Push the joystick up so that the highlight moves from RESERVE to ATTACK. Push the trigger again and the text display will say ATTACKING. If you are using the keyboard, simply press "A" instead of the trigger and you will get the same message.

Now move the cursor down until it is over a Viet Minh unit (one of the red ones). If you are using the joystick, press the trigger; if you are using the keyboard, press the space bar. You will see in the text display either NO INFORMATION or an abbreviated unit status report, depending on what your intelligence services know about the unit. Check out several units until you decide on which one you want your air unit to attack. Press the joystick trigger once more or the "H" key and the text display will tell you WHO has just been given the objective and how far away it is (with an Apple joystick, press the SECOND fire button to designate the target). Now move the cursor back up to the other air unit and repeat this procedure to assign it a target.

After you finish telling the aircraft what to do, use the cursor to center the screen on Dien Bien Phu. Move it over each of your infantry units and check its status. Practice issuing orders by pressing "D" (Defend) or using the joystick and menu and then "H" (Here) to assign its present location as its objective. Even though there is nowhere else for these units to defend, it is a good idea to get in the habit of giving defending units their current position as their objective. Otherwise, in a more open situation you may find that a hole suddenly opens in your line because a unit left to defend under local command has decided to redeploy to what it thinks is a better position!

Now move the cursor over the Claudine garrison and call up its status. Note that it has artillery. Press the joystick button again and set the highlight on the menu to "ATTACK" or press "A" on the keyboard. Move the cursor over Viet Minh units and check their strengths until you find one that you want to attack. Press the joystick button or "H" again.

Now that you have issued your orders, you are ready to begin play. Hit "F" to un-freeze the game, and sit back to watch the carnage. Note that the strip at the bottom of the text

KEY

FORT

VILLAGE

ROAD

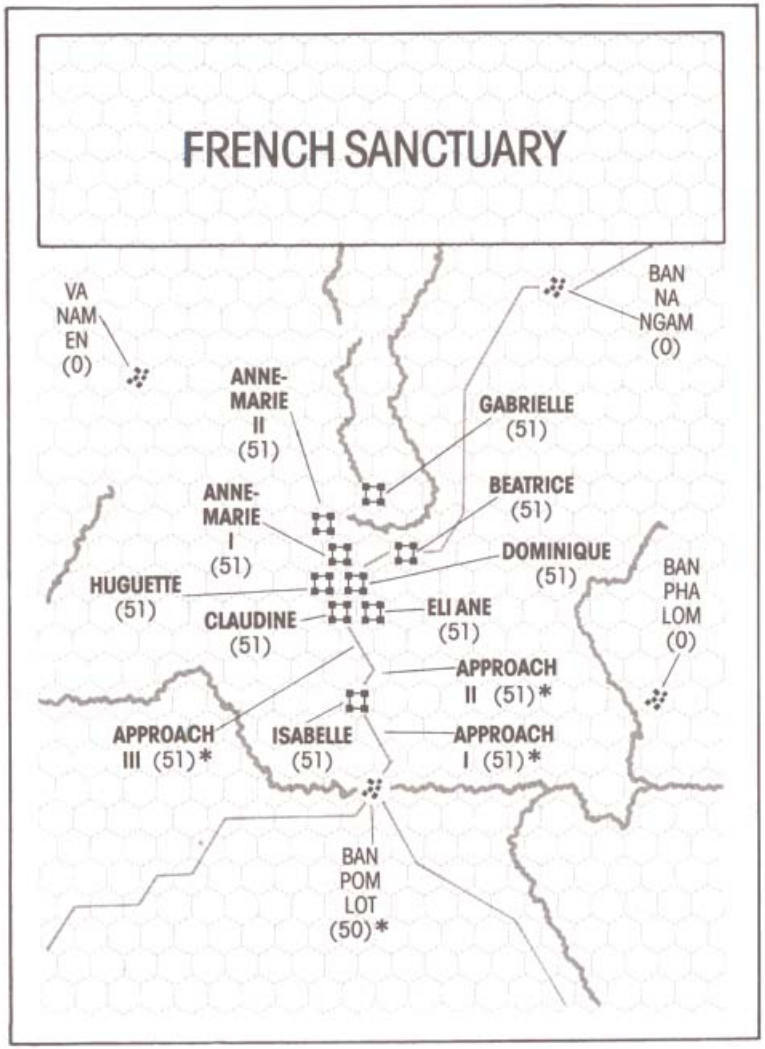
RIVER

(#) VICTORY POINTS

CRITICAL OBJECTIVES IN **BOLD**

*VARIANT II ONLY

DIEN BIEN PHU 1954



display will now tell you the time, date and the weather conditions, and t that the text display will begin sending you messages. As play proceeds, use the cursor to aaccess various units, noting the relative strengths of the two sides. You may have several moore opportunities to strike with your aircraft and artillery, although the weather may interfeere with the first and Viet Minh attacks may suppress the second. Try to follow the decline in eeffectiveness of your units as they suffer attacks and run out of supply.

When the game ends, examine the game status report in the text disisplay to see how the situation was at the end. When you are finished looking that over ppress "?" and then RETURN to go to the awards ceremony. You will see that your perfoormance is not rated very highly, but you can console yourself that the men who were reallyy in command were some of France's best and brightest officers. If they couldn't pull it off, yoou shouldn't feel bad if you couldn't either.

The Viet Minh

The Viet Minh Objective

As commander of the People's Liberation Army surrounding the FFrench fortress, you will lead the final assault. You should try to win as quickly as possible inn order to maximize the enemy's demoralization on the eve of the Geneva talks.

Victory Conditions: You must gain at least 150 Victory Points i in order to achieve victory. If you capture all five of the enemy strongholds, you will win ann automatic decisive victory, your real goal.

Viet Minh Scenario Data

Start: 3 pm, May 1, 1954
End: 6 pm, May 7, 1954
Initial Supply: Ample
Resupply Rate: Sufficient
Off-map Supply: Northeast and Northwest
Replacement Rate: 50 men per unit per week
Reinforcements: None
Special Rules: None

Tutorial 2: Commanding The Viet Minh

As Viet Minh commander, you will find that you have many moree decisions to make, although almost any you make save craven retreat should bring you vicictory. Nevertheless, playing the Viet Minh will give you more experience with the mechhanics of the game, and introduce you to some of the tactical decisions that field commanders's must make.

When the disk boots up, select Game 1, variant 1 with the defafault options *except*, of course, that this time the Computer should play the French and you s should take the Viet Minh. Once again, once the game has finished loading, press "F" to freeeze play while you have a look around.

Use the joystick or keyboard to move the cursor over your units. NNote that while most of them have attack orders, they do not have objectives. You should lookk at the deployments of your own and the enemy's units and decide where you want to open t the attack. The best place is probably against Huguette, in the upper left of the French poosition, because you have four infantry units adjacent to it and two mortar regiments within rrange. Put the cursor over one of the infantry units and press "A" or use the joystick button to aaccess the menu and move the highlight to ATTACK. Then move the cursor onto Huguetttte and press "H" or press the joystick button twice. Repeat this for each of the other infanntry adjacent to the target.

Having set up your infantry attacks, it is time to assign your artillery support. Move the cursor over one of the mortar units within two cursor moves (hexes) of Huguette and order it to attack. Move the cursor back to the French piece and assign it as the objective. Repeat this with the other mortar.

Now you should decide how to allocate your long-range artillery support. All four of your artillery regiments can reach Huguette, but you should probably use at least one to bombard the French base unit Claudine, because if you can force it onto the defensive, you will suppress its artillery fire. On the other hand, you should probably direct the fires of at least two of your big guns on your primary objective. You should decide exactly how to use them, and issue them the appropriate orders, or you could even leave one on local command (by giving it no objective) just to see where it chooses to fire.

Before you begin play, you should order your other infantry to defend for the moment to conserve their strength. The two mortars that are out of range of Huguette, can be assigned targets, either in conjunction with each other and the artillery, or individually.

With battle plans set and orders issued, you should now press "F" and watch your attack unfold. Unlike the hapless French commander, however, your job is not done once the guns start to fire. Instead, you should keep track of your units, making sure that they press the attack even if they encounter strong resistance, and listening to the sharpness of the explosions when they strike. As these get louder, it means the enemy is weakening, and you must begin to think of your next move.

Once Huguette falls, you should probably move against Dominique, since you will have four infantry regiments to bring to bear against it, including whichever one moves into Huguette. Even before that happens, though, you should begin to pound the Dominique garrison with artillery and mortars to soften it up and minimize your infantry losses. Remember that in addition to the damage from your ground attacks, the enemy is suffering from a lack of supply, and is therefore growing steadily weaker. Once Dominique falls, the other two forts in the main position will not be far behind, and Isabelle can be finished off last.

Once you have won your glorious victory, you should check out the final report on losses and press "?" and RETURN to receive your well deserved award. While you may feel ready to go on to variant two, if you are a complete novice it might be a good idea to play the Viet Minh once or twice more, experimenting with different uses of artillery fire. In particular, you should try ordering your infantry to defend initially, make one or two strong artillery attacks, and then order the infantry to attack. You should find that this tactic reduces your casualties considerably.

VARIANT TWO

"Vulture": America Intervenes

Introduction

"Vulture": America Intervenes allows you to reverse Eisenhower's decision to stay out of the conflict and find out if American air power could have saved Dien Bien Phu. This "what-if" variant assumes that, with the Viet Minh closing in, French and American staff officers in Paris, Washington, and Hanoi have engineered a powerful one-two punch: a full scale version of "Condor", the maximum available force transported in and supplied by American air force planes, and a massive version of Vulture, involving ninety B-29s escorted by a similar number of navy fighters. Atom bombs are not available due to political and diplomatic considerations, but otherwise the mightiest force available to the Free World is ready to deliver a hammer blow. Will it be enough to crack the ring around Dien Bien Phu?

Can you reverse history's judgement? Pit yourself against the Viet Minh in this variant and find out.

The French

The French Objective

Your primary objective is to break the siege by opening the southern approaches to the fortress. Specifically, you must seize the village of Ban Pom Lot, with its bridge across the Nam Nua, and the road hexes leading to Isabelle. If you can accomplish this you should achieve a tactical victory. To gain a decisive victory, you must push north of Isabelle and clear the area between it and the main encampment. Your secondary objective is to clear the enemy from the northern forts.

Victory Conditions: To win, you must gain more Victory Points than the Viet Minh. You can win an automatic decisive victory by capturing four approach hexes and/or Viet Minh held forts.

French Scenario Data

Start: 3 pm, May 1, 1954
End: 6 pm, May 7, 1954
Initial Supply: Critical (although note that this is in the army's supply pool; each unit actually carries considerable supply)
Resupply Rate: Critical
Off-map Supply: Southwest
Replacement Rate: 25 men per unit per week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
5/1/54	m	4/2 BPC	South of Isabelle	100%
		1st BPVN	South of Isabelle	100%
		3rd BPVN	South of Isabelle	100%
		1st USN FS	French Sanctuary	50%
5/2/54	m	2nd USN FS	French Sanctuary	50%

Abbreviations:
BPC, BPVN = see below
USN = US Navy
FS = Fighter Squadron
m = midnight

Special Rules: American bombers are limited to a 28 mile (hex) range.
Special Note: The following are translations of the abbreviations used for French units:
GM – Mobile Group
REI – Foreign Legion Infantry
BPL – Laotian Parachute Battalion
BCL – Laotian Chasseur Battalion
BPVN – Vietnamese Parachute Battalion
BPC – Colonial Parachute Battalion
RALP – Airborne Light Artillery Regiment
RCC – Armored Cavalry Regiment

Tutorial 3: Commanding The French

As the game begins, freeze it and plan your strategy. This time you have a change, so you should plan carefully.

First of all, familiarize yourself with your objectives. Press the "T" command to remove the clutter of units on the board, and refer once again to the FRENCH OBJECTIVES section above.

Next, think about the terrain that lies between your relief force and the garrison. Because of the uncharacteristic speed and efficiency with which the operation is assumed to have proceeded so far, the rescue force has cleared Limestone Pass, the last major obstacle on its march from Laos. Nevertheless, the terrain before it is hardly favorable to the attack. Your most direct route as the crow flies leads through the jungle, over several major hills, across a significant water obstacle, and into an area of soggy rice paddies. The easiest route, along the road, loops around to the east, and is dominated by rough terrain on either side. However, any other route will lead you deep into the mountainous jungle, so your only real choice is straight up the middle or a hook to the right.

Having assessed the terrain, you should now consider the forces you have available and those which you will be opposing. Press "T" to return the units to the screen. In the lead you have a surprise element: a squadron of light tanks that were flown into Laos in pieces and hastily reassembled by American and French mechanics flown in with them (which is how the French got 10 tanks to Dien Bien Phu in actuality). Supporting them is a reinforced battery of recoilless rifles and a battalion of infantry. On each flank is a further battalion of infantry and a commando group. In addition, unbeknownst to your enemy another three battalions of paratroopers are preparing for a night drop into the paddies south of Isabelle. Last, but not least, at the top of the screen are three wings of American B-29 bombers, along with all the air assets the French can muster. And if no Chinese fighters appear, American navy fighters escorting the bombers may be able to join the fray.

Because of the secrecy and rapidity of your advance, the Viet Minh only have been able to deploy a thin screen against you. Two battalions have been detached from the besieging force to block the road, and their flanks are guarded by the battered battalions of the 148th Independent regiment, which your forces brushed aside en route. Behind them, though, other battalions are moving against you, and as you approach the fortress you will have to contend with the entire regiments entrenched here.

Time is of the essence! You must move as rapidly as possible through the rough terrain, or else the enemy will be able to build an impenetrable wall against you. Use your recoilless rifles to blast the enemy from a distance, and your tanks to smash through his thin defenses. Keep your bombers active against the big formations whenever the weather permits, particularly the ones on the southern side of the fortress, and don't neglect to use your fighters in the mobile battle further south.

Finally, don't overlook the offensive potential of your forces in Dien Bien Phu itself. Whether to sortie, and if so, when, will be among the most important decisions of the game. If they move too early, and they will be repulsed bloodily by Viet Minh regiments not yet softened up by the bombers; if they do not move or move too late, and they may lose a chance to swing the tide of the battle to the south.

However you choose to conduct the attack, you will find yourself caught up in a hard fought battle. Keep your forces on the offensive and "Bon Chance!"

The Viet Minh

The Viet Minh Objective

In this variant, months of careful preparation have been thrown into jeopardy. On the eve of victory, the Americans have moved to save the French. Fortunately, the situation can be saved, and you can snatch an even greater victory from the jaws of defeat. Kill one tiger, and you become a hero; kill two, and you become king!

Victory Conditions: You must gain more Victory Points than the French. If you capture five of the forts and/or approach hexes, you will win an automatic decisive victory.

Viet Minh Scenario Information

Start: 3 pm, May 1, 1954
End: 6 pm, May 7, 1954
Initial Supply: Ample
Resupply rate: Sufficient
Replacement rate: 50 men per unit per week
Off-map Supply: Northeast and Northwest
Reinforcements: The 345/304 and 45/351 artillery regiments and the 675/351 mortar regiment do not appear at start, but will appear in their usual positions around Dien Bien Phu during the first few days of battle. This reflects the fact the Viet Minh artillery was very carefully sited for the siege, and would have been cumbersome to bring to bear on a more mobile battle to the south.
Special rules: None

Tutorial 4: Commanding the Viet Minh

This tutorial is your graduation exercise. It is done in the form that will be followed in the subsequent games: detailed mechanics and tactical possibilities will not be given, but instead tips on play will be presented. These are based on the experiences of the playtesters, veteran wargamers who have played the games dozens of times. However, these are not the only, and perhaps not even the best, strategies.

The key to victory in this variant is the river line, particularly the village of Ban Pom Lot. If the French can maintain a bridgehead there, they will be very difficult to defeat, while if they can be held or pushed south of the river, they will find it almost impossible to win. Therefore, you should concentrate on moving units south to hold this line, leaving Dien Bien Phu to be finished off once the relief force has been defeated. The final battle will probably not occur during the game, but that is okay, since you will win on points. Remember, move as much south as fast as possible, push the French paratroopers back, and dig in behind the river.



DAY: 7
CODE: **LAM SON**

GAME TWO
INTO THE VALLEY: IA DRANG, 1965

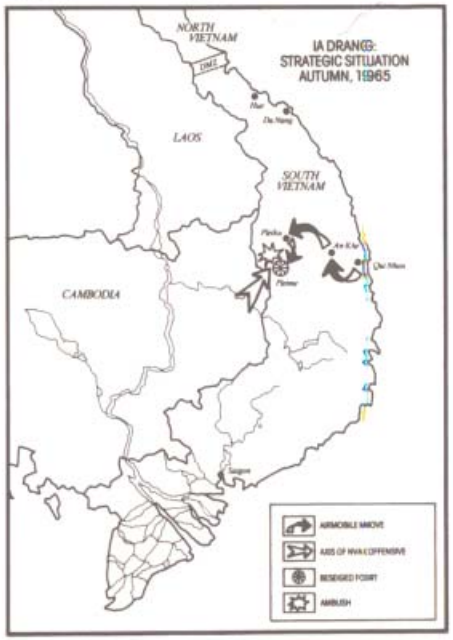
Historical Background

A House Divided

As French rule came to an end in 1954, no one questioned that Ho Chi Minh would win the scheduled elections. The victory has bestowed on him tremendous prestige, his army controlled half the country, and the opposition was disorganized and in most cases tainted by earlier collaboration with the French. American leaders, aware of Ho's strength and preoccupied by the Cold War, refused to sign the accords. So, too, did the nascent government of South Vietnam.

The Communists faced formidable obstacles in assuming control of the North. The departing French were formally correct, but some cooperated with American and South Vietnamese agents in sabotaging the economy and administration. Furthermore, hundreds of thousands of Vietnamese were pulling up stakes to move to the South. Many were Catholics; most of the others were from the middle and upper classes. They feared persecution under the atheistic Communists, who did indeed undertake a ruthless reorganization of society and the economy. Their program of eliminating the landlord and merchant classes and collectivizing agriculture and industry added to the dislocations following independence. For several years, Ho Chi Minh's government had no choice but to focus on consolidating power in the half of Vietnam they controlled.

To the south, a strongman named Ngo Dinh Diem soon emerged to lead the new government. The Emperor, who had reigned nominally under the French, named him Prime Minister, since Diem was one of the few non-Communist nationalists untainted by collaboration. Once in power, though, Diem ousted the Emperor and, with American support, contrived to get himself elected President. He then suppressed several rival political factions and instituted an authoritarian administration. His own relatives played a prominent part at the top of the government, while Catholics, a distinct minority of the population, dominated the civil service and army. Favoritism and corruption flourished even as Diem instituted a regime of strict public morality; the combination drove a wedge deeper and deeper between the government and the people.



From War to War

Counting on elections to reunite the country, the Communists withdrew many of their agents from the South. Many Viet Minh sympathizers fled as well, and Diem's government clamped down on those who remained. Consequently, by the time that the Communist leader-

ship realized that Diem, backed by the Americans, had succeeded in blocking elections, the party apparatus in the South was too weak to offer effective opposition. Through the mid 1950s the Viet Minh, now known as the Viet Cong, struggled to keep their political structure in existence, and confined the agitation to propaganda, recruitment, and occasional acts of terrorism. These had the desired result of heightening Diem's repression, so the insurgency began to gain popular support. By 1960 the Viet Cong controlled some of the countryside in most of the country's provinces, and most of it in some of them.

Once convinced that Diem had established himself firmly, the United States committed itself to support him. In 1955 the first American military advisors arrived to help create the Army of the Republic of Vietnam, better known as ARVN. Trained and equipped as a conventional force, it was ill-prepared to combat the growing insurgency. Its officers and men had little training and less inclination for the kind of civic action programs necessary to combat the guerrillas. Furthermore, its dependence on road-bound truck convoys for mobility and supplies made it extremely vulnerable to hit-and-run attacks and ambushes.

Under American pressure, Diem's government undertook a massive program to relocate the rural population from its traditional villages into new "strategic hamlets". Not surprisingly, this program succeeded mainly in alienating the peasantry still further. Faced with a steadily deteriorating situation and inspired by the doctrine of "flexible response" to Communist challenges, the vigorous new Kennedy administration that took over in 1961 gradually increased the American role, and stake, in the war. American training and logistical support was increased, the first American helicopter units arrived to give the ARVN air-mobility, and the new Special Forces, known as Green Berets, moved out into the countryside to organize the counter-insurgency at the grass-roots level.

Meanwhile, Diem's hold on the towns and cities was slipping as well, particularly after the government's pro-Catholic bias provoked violent opposition by Buddhist militants. Pictures of Buddhist monks setting themselves on fire to protest government policies shocked Americans, who were further embarrassed when Diem's sister-in-law laughingly characterized the self-immolations as "barbecues." Eventually even Diem's generals turned against him. They made it clear that they needed only a nod from Washington to stage a coup. After much soul-searching, and only when absolutely convinced that Diem was incapable of reform, Kennedy approved. The coup began on November 1, and after arresting Diem the plotters assassinated him. The Americans were dismayed by this turn of events, but their attention was soon diverted by President Kennedy's assassination later the same month.

Having overthrown a hated dictator, the generals enjoyed a measure of popularity at first. Furthermore, American military support under Kennedy had begun to make inroads against the Viet Cong in the countryside. However, the new President, Lyndon Johnson, soon faced two of the fundamental obstacles to American success. The first was internal conflicts within the Saigon government, which often seemed to concern South Vietnamese politicians and officers more than the fight against the rebels. The second was the North Vietnamese willingness to match each increase of the American effort with one of their own.

In 1964 the Americans stepped up logistical support to the Saigon regime, introduced thousands of American military and civilian technicians, and engaged in provocative naval maneuvers off North Vietnam. When North Vietnamese patrol boats attacked an American destroyer in the Gulf of Tonkin, American aircraft began to bomb targets north of the Demilitarized Zone (DMZ). Further, President Johnson used the incident, along with a suspected second attack, to get the "Tonkin Resolution" through Congress. This resolution gave him virtually unlimited powers to conduct a war. Meanwhile, the North Vietnamese increased the flow of supplies into the South, began sending regular units of the North

Vietnamese Army (NVA) down the Ho Chi Minh trail through Laos and Cambodia, and mounted strong offensive operations across the country, decimating South Vietnamese units and damaging American military installations. Each sides' actions provoked commensurate reactions by the other side, and the scale of conflict steadily escalated with no end in sight.

In early 1965 the United States began Operation Rolling Thunder, a systematic bombing campaign against the North. It also introduced the first American combat troops into the South, a brigade of Marines landed at Danang to protect the big American air base there. Despite massive damage to northern military and economic targets, Ho Chi Minh's government showed no signs of wavering. Indeed, the Viet Cong and NVA stepped up their attacks until they were destroying one ARVN battalion per week.

The Battle of Ia Drang

Faced with a rapidly growing American commitment, the NVA began preparations for an ambitious offensive in the Central Highlands. They aimed to cut South Vietnam in half and force a settlement before the full weight of America's military might could come into play. In mid-summer a lull set in. The North Vietnamese prepared feverishly for their coming offensive, while the Americans, now commanded by General William Westmoreland, worked frantically to create the logistical base for a massive infusion of American combat units.

By mid-October 1965 the NVA had two full regiments in position and a third on the way. They were commanded by a field front, the equivalent of a division. One regiment began a desultory siege of the Special Forces camp at Plei Me, while the second prepared an ambush along the road from Pleiku, which any relief force would have to follow. Once that was destroyed, the invaders could turn back, seize Plei Me, and then move in concert on the weakened garrison of Pleiku. It was a classic bait and ambush strategy straight out of the French war.

Unfortunately, the plan ran into two problems. First, the ARVN commander in Pleiku smelled a rat, and refused to divide his meager forces by sending out a column. The Special Forces and their civilian irregular forces could survive on airdropped supplies, at least temporarily. The second problem was that the American First Cavalry Division was arriving on the coast at Qui Nhon, 100 kilometers away.

WARNING: In order to maximize the impact of the game, you are advised to play the first variant as the NVA commander before reading further.

The North Vietnamese command knew of this development, but they considered the distance too great for the division to be a factor in the coming battle. What they didn't consider was that the First Cav was a revolutionary military unit, an "airmobile" division that relied completely on helicopters for transportation. Immediately upon landing, it bounded to its new base at An Khe, half way to Pleiku, and quickly deployed forward elements into the battle area. An infantry battalion helicoptered into Pleiku, which freed up ehough ARVN troops to form a relief column.

Led by armored vehicles, this force moved up the road toward Plei Me on October 23. In the early evening, it ran into the NVA ambush. The ARVN held their ground until dark in a fierce fire-fight, and the badly mauled NVA regiment slipped away. By morning the First Cav had an artillery unit in place to support the task force, and helicoptered a battalion of infantry into Plei Me to reinforce the garrison there. The next day the ARVN task force arrived at the camp, and the NVA began a general withdrawal westwards.

Having dramatically shifted the tide of battle, Westmoreland determined to take it on the flood. He ordered the First Cav to pursue the enemy into the wilds of the Ia Drang valley, bring them to battle, and destroy them. Despite the defensive victory, the American commanders knew that the innovative airmobile concept was facing its first major test. The Ia Drang valley contained a formidable variety of terrains: vast fields of shoulder-high elephant grass, scores of streams and rivers, dense rainforest and jungle, and soaring, 500 meter high mountains. Two roads skirted the edges of this hostile wilderness, and at the far corner lay the Chu Pong massif, an even more rugged upland that was known to be a major NVA base.

For several days the division's First Brigade groped blindly around the eastern edge of the valley, accomplishing little but giving the men their first taste of life in the boondocks while staff officers checked reference points off on their maps. Then, on November 1, an American aircav troop spotted suspicious activity, and landed its rifle platoon to investigate. It came under intense fire, and the Americans and NVA raced to reinforce the contact elements. The American position was precarious, but as rifle companies from within a fifteen mile radius helicoptered to the battle the enemy was beaten back with heavy losses.

At the end of the battle, the cavalrymen discovered a dead NVA officer with a map of the current locations of enemy units and their routes of march. Seizing upon this windfall, airmobile infantry helicoptered into blocking positions. The NVA attacked fiercely when they bumped into these positions, but in all cases were repulsed. The survivors then left their planned route of march and slogged westwards over more difficult trails.

As the NVA melted westwards, the Cav scouted with little success as far as the Special Forces camp at Duc Co, to the northwest of Plei Me. General Man, the NVA field front commander, bided his time, waiting for an opportunity to pounce on an exposed American unit. His chances seemed to brighten when the Cav's 1st Brigade airlifted out of the valley, which Man interpreted as a retreat. In fact, the tired cavalrymen were just being replaced by the fresh 3rd Brigade, which sent a battalion into a landing zone labelled X-ray at the base of the Chu Pong mountains. Remnants of the battered 33rd Regiment joined with the fresh 66th Regiment in a series of furious assaults that threatened to overrun the outnumbered Americans. Infantry units hastened to their aid, though, while artillery and airstrikes decimated the NVA ranks. Even B-52s were used against suspected enemy concentrations in the mountains, the first tactical employment of the huge intercontinental bombers. The American position held, and after two days the battered NVA withdrew once again in defeat. As a final blow, the Americans airlifted four battalions of ARVN troops to Duc Co and then helicoptered them into blocking positions along the Laotian border, where they intercepted and further mauled the retreating NVA.



DAY: **8**

CODE: **MAMELUKE THRUST**

Guide to the Game

As the helicopters of the First Air Cavalry Division swept up-country from Qui Nhon, they ushered in a new era, not just in the Vietnam war, but in warfare itself. For thousands of years men have walked or ridden into battle; now they flew.

To get the best feel for the revolutionary nature of the battle, you should start by playing the NVA in the first variant. Then you can go on to play the Americans, in the same variant if you are a novice player, or in the longer, second variant if you are a veteran anxious for a larger challenge. After you are familiar with both sides of the long historical situation, you should move on to the other three variants. These allow you to try out different mixes of airmobile infantry, armored cavalry, and jungle-trained light infantry. You should play these in order, and do not neglect to play the NVA side of each as well. By the time you finish, you will have a good feel for the fighting in the first few years of the American phase of the war.

VARIANT ONE

First Blood

Introduction

This variant recreates the first five days of the First Cav's first campaign. As the game begins, the NVA are in the middle of a classic guerrilla operation. One regiment conducts a loose siege of Plei Me while the second lies in wait to ambush the relief force moving up the road. It was a tactic that had worked over and over against the road-bound French.

At first, everything goes according to the North Vietnamese plan. The Special Forces at Plei Me survive only by airdropped supply, and even with that they are running low. Only a little past cue, a column of tanks and trucks moves out from Pleiku. At dusk on October 23 they run into the NVA ambush. An intense firefight ensues, in which the ARVN manage to hold on until darkness brings a lull. During the night, the only thing unusual is the sound of helicopters in the distance.

The NVA

The NVA Objective

Your objective is to destroy the ARVN task force moving along the road toward Plei Me. Once that is done, you should take the fort, preparing the way for a move on Pleiku and final victory.

Victory Conditions: You win if you gain 10 Victory Points or more than the US while maintaining a favorable casualty ratio of at least one US/ARVN for every four of your own. You win an automatic decisive victory if you can take Plei Me.

NVA Scenario Data

Start: 6 pm, October 23, 1965
End: 6 pm, October 27, 1965
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northwest and West
Replacement Rate: 150 men and 2 heavy weapons per unit per week
Reinforcements: None
Special Rules: None

UNIT TYPES: IA DRANG, 1965

Nationality	Icon	Symbol	Troop Type	Mobility	Range	Supply
US			Cavalry Battalion	Heli	1 mi	Air
ARVN			Airborne Battalion	Heli	1 mi	Air
US			Infantry Battalion	Gnd	1 mi	Air
ARVN			Ranger Battalion	Gnd	1 mi	Gnd
US/ARVN			CIDG Battalion	Gnd	1 mi	Gnd
US			Armored Cavalry Squadron	Gnd	1 mi	Air
ARVN			(Motorized) Task Force	Gnd	1 mi	Gnd
US			Air Cavalry Troop	Air	1 mi	Air
US			Artillery (105mm) Battalion	Heli	8 mi	Air
US			Artillery (105mm) Battalion	Gnd	8 mi	Gnd
US			SP Artillery (155mm) Battalion	Gnd	12 mi	Gnd
US			Aerial Artillery Battery	none	62 mi	Air
US			Headquarters	Gnd	1 mi	Gnd
US			Tactical Fighter Squadron	none	62 mi	Air
US			Strategic Bomber (B-52) Wing	none	62 mi	Air
NVA			Infantry Battalion	Gnd	2 mi	Gnd
NVA			Mortar Company or Battalion	Gnd	4 mi	Gnd
NVA			Anti-Aircraft Battalion	Gnd	4 mi	Gnd
NVA			Base Camp	none	none	Gnd
NVA			Headquarters	Gnd	1 mi	Gnd

UNIT TYPES: KHE SANH, 1968

Nationality	Icon	Symbol	Troop Type	Mobility	Range	Supply
US			Cavalry Battalion	Heli	1 mi	Air
ARVN			Airborne Battalion	Heli	1 mi	Air
US			Marine Battalion	Gnd	1 mi	Air
ARVN			Infantry Battalion	Gnd	1 mi	Air
US/ARVN			CIDG Battalion	Gnd	1 mi	Air
ARVN			RF/PF Battalion	Gnd	1 mi	Air
US			Air Cavalry Troop	Air	1 mi	Air
US			Artillery (105-155mm) Bn	Heli	8 mi	Air
US			Artillery (155mm) Battalion	Heli	12 mi	Air
US			Artillery (175-203mm) Bn	none	26 mi	Air
US			Aerial Artillery Battery	none	62 mi	Air
US/ARVN			Base Camp	none	8 mi	Air
US			Headquarters	Gnd	1 mi	Gnd
US			Tactical Fighter Squadron	none	62 mi	Air
US			Strategic Bomber (B-52) Wing	none	62 mi	Air
NVA			Infantry Battalion	Gnd	2 mi	Gnd
NVA			Tank Company	Gnd	1 mi	Gnd
NVA			Artillery Battalion (75mm, etc.)	Gnd	4 mi	Gnd
NVA			Artillery Battalion (122-152mm)	Gnd	10 mi	Gnd
NVA			Headquarters	Gnd	1 mi	Gnd

TERRAIN FEATURES

Symbol	Terrain	Movement	Effect on Attacking: Infantry	Effect on Attacking: Support	Effect on Defending: Infantry	Effect on Defending: Support
	Road	Very Fast	Weaker	Stronger	Normal	Normal
	Crossroad	Very Fast	Weaker	Stronger	Normal	Normal
	Clear	Fast	Weaker	Stronger	Normal	Normal
	Bridge	Fast	Weaker	Stronger	Normal	Normal
	Village	Fast	Weaker	Stronger	Normal	Normal
	Town	Fast	Normal	Normal	Very Strong	Stronger
	Fort	Fast	Normal	Normal	Very Strong	Stronger
	River	Slow	Normal	Weaker	Stronger	Weaker
	Light Forest	Slow	Normal	Weaker	Stronger	Weaker
	Rice Paddy	Slow	Normal	Weaker	Stronger	Weaker
	Plantation	Slow	Normal	Weaker	Stronger	Weaker
	Jungle	Very Slow	Normal	Weaker	Very Strong	Weaker
	Swamp	Very Slow	Normal	Weaker	Very Strong	Weaker
	Mountain	Very Slow	Normal	Weaker	Very Strong	Weaker
	US Sanctuary	Fast	Normal	Normal	Very Strong	Very Strong
	NVA Sanctuary	Fast	Normal	Normal	Very Strong	Very Strong

UNIT TYPES: DIEN BIEN PHU, 1954

Nationality	Icon	Symbol	Troop Type	Mobility	Range	Supply
French			Fortress Garrison	Gnd	1 mi	Gnd
French			Infantry Battalion	Gnd	1 mi	Gnd
French			Main Garrison	Gnd	6 mi	Gnd
French			Armor Squadron	Gnd	1 mi	Gnd
French			Artillery Battery	Gnd	2 mi	Gnd
French			Brigade Headquarters	Gnd	1 mi	Gnd
French			Fighter Squadron	none	62 mi	Air
US			Bomber Wing	none	28 mi	Air
Viet Minh			Infantry Battalion	Gnd	1 mi	Gnd
Viet Minh			Infantry Regiment	Gnd	1 mi	Gnd
Viet Minh			Mortar Regiment	Gnd	2 mi	Gnd
Viet Minh			Artillery Regiment	Gnd	6 mi	Gnd
Viet Minh			Division Headquarters	Gnd	1 mi	Gnd

KEY:

US = United States military forces
Gnd = ground movement or supply
Air = high-speed air movement, or air transported supplies
mi = miles distance, one hex (map position) is one mile

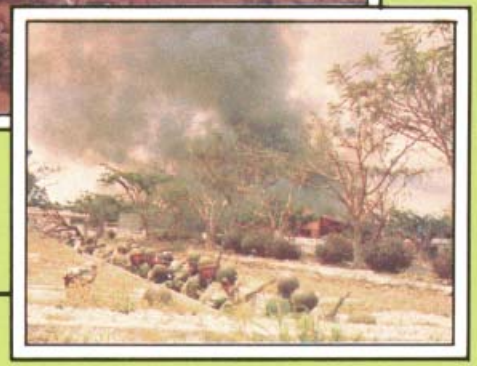
COMMAND SERIES

The Tide Turns: Khe Sanh, 1968



Prelude: Dien Bien Phu, 1954





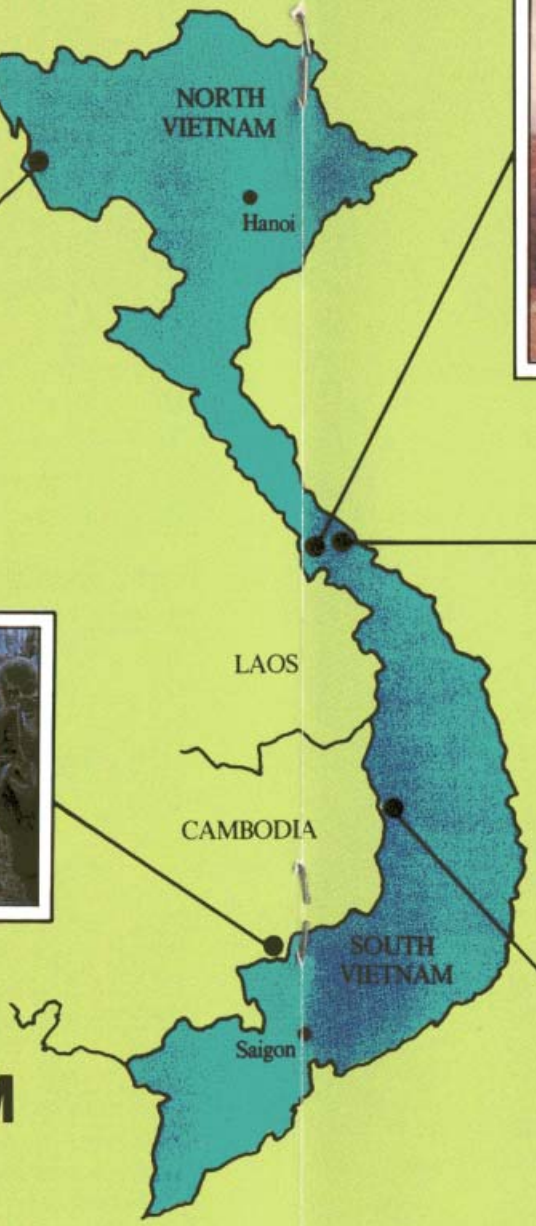
First Cracks: Quang Tri, 1972

Empty Fishhook: Cambodia, 1970





Into the Valley: Ia Drang, 1965



CONFLICT IN VIETNAM

MICROPROSE
SIMULATION • SOFTWARE

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SUMMARY OF COMMANDS

CURSOR CONTROL

C-64/C-128 Keyboard: CRSR keys and SHIFT + CRSR keys (for fasiter movement use "<" up, "," down, ">" left, "." right).

Apple IIe/c Keyboard: Cursor arrow keys.

Apple II+ Keyboard: Left and right arrow keys, "P" upwards, ";" downwards.

IBM PC Keyboard: Four-direction arrow keys (with SHIFT for faster movement).

Atari 800/XL/XE Keyboard: White-framed arrow keys (with CONTROL for faster movement).

Joystick: On any machine this also controls cursor movement.

W = Who is reporting: Moves cursor onto the unit that sent the message.

INFORMATION

Fire Button/Space Bar = Unit Information: Gives information about the unit at the cursor.

G = General commanding the unit: Gives information about the general commanding that unit. Not available for Atari 800/XL/XE.

C = City & VP information: Gives name of locale (if any) and victory point value of the hex.

COMMANDS

A = Attack: Commands the unit under the cursor to attack.

D = Defend: Commands the unit under the cursor to defend.

M = Move: Commands the unit under the cursor to move.

R = Reserve: Commands the unit under the cursor to go into reserve.

H = Here: May be used after an Attack, Defend, Move or Reserve order to specify an objective.

UTILITIES

F = Freeze the clock: Freezes the game action, press "F" again to restart.

T = Terrain toggle: Removes units and displays terrain underneath, press again to restore.

U = Unit icons/symbols toggle: Changes unit display from symbols to icons, and back.

? = Casualty and victory status: Displays game status so far, including casualties, and victory level.

B = Flash-Back: Go to flash-back mode to review the last few "days" of game play.

Q = Change player roles: Used to change sides in a two-player game. Then press "T" (terrain toggle) to show troops.

> (+ on C64/C128) = Faster Realtime: Increases the speed of play.

< (- on C64/C128) = Slower Realtime: Slows down the speed of play.

S = Save game: Saves the current game situation to a disk. C64/C128 and Atari 800/XL/XE versions require a formatted disk already available. During the save game procedure you enter a save-game file name of 1-8 characters.

L = Load game: Reloads a game previously saved. You must first start a game with the same parameters, press L, then enter the proper file name when prompted.

UNIT TYPES: CAMBODIA, 1970

Nationality	Icon	Symbol	Troop Type	Mobility	Range	Supply
US			Cavalry Battalion	Heli	1 mi	Air
ARVN			Airborne Battalion	Heli	1 mi	Air
US			Armored Battalion	Gnd	1 mi	Air
US			Mechanized Battalion	Gnd	1 mi	Air
US/ARVN			Armored Cavalry Squadron	Gnd	1 mi	Air
ARVN			Infantry Battalion	Gnd	1 mi	Air
US			Air Cavalry Troop	Air	1 mi	Air
US/ARVN			Artillery (105mm) Battalion	Heli	8 mi	Air
US			Artillery (155mm) Battalion	Heli	12 mi	Air
US			SP Artillery (175-203mm) Bn	none	20 mi	Air
US			Aerial Artillery Battery	none	62 mi	Air
US/ARVN			Base Camp	none	none	Air
US/ARVN			Headquarters	Gnd	1 mi	Gnd
US			Tactical Fighter Squadron	Sanc	62 mi	Air
US			Strategic Bomber (B-52) Wing	Sanc	62 mi	Air
NVA			Infantry Battalion	Gnd	2 mi	Gnd
NVA			Mortar Company	Gnd	4 mi	Gnd
NVA			Artillery Battalion (122-152mm)	Gnd	10 mi	Gnd
NVA			Base Camp	none	none	Gnd
NVA			Headquarters	Gnd	1 mi	Gnd

UNIT TYPES: QUANG TRI, 1972

Nationality	Icon	Symbol	Troop Type	Mobility	Range	Supply
ARVN			Ranger Battalion	Gnd	1 mi	Gnd
ARVN			Infantry Battalion	Gnd	1 mi	Gnd
ARVN			Marine Battalion	Gnd	1 mi	Gnd
ARVN			RF/PF Battalion	Gnd	1 mi	Gnd
ARVN			Armored Regiment	Gnd	1 mi	Gnd
ARVN			Armored Cavalry Regiment	Gnd	1 mi	Gnd
ARVN			Artillery (105mm) Battalion	Gnd	8 mi	Gnd
ARVN			Artillery (155mm) Battalion	Gnd	12 mi	Gnd
ARVN			Artillery (175mm) Battalion	none	26 mi	Gnd
ARVN			Headquarters	Gnd	1 mi	Gnd
US/ARVN			Tactical Fighter Squadron	none	62 mi	Air
US			Strategic Bomber (B-52) Wing	none	62 mi	Air
NVA			Infantry Battalion	Gnd	1 mi	Gnd
NVA			Tank Regiment	Gnd	1 mi	Gnd
NVA			Mortar Company	Gnd	2 mi	Gnd
NVA			Artillery (130mm) Battalion	Gnd	18 mi	Gnd
NVA			Headquarters	Gnd	1 mi	Gnd

KEY: US = United States military forces
ARVN = South Vietnamese military forces
NVA = North Vietnamese military forces
Gnd = ground movement or supply
Heli = helicopter airmobile "jump" moves possible
Air = high-speed air movement, or air transported supplies
Sanc = can airmobile "jump" bases from one sanctuary to another
mi = miles distance, one hex (map position) is one mile

Commanding the NVA

Your task is clear. You must attack the ARVN task force strongly, and if you cannot destroy it, you should at least cripple it. Then, perhaps leaving one battalion to block the road, you should move all available forces against Plei Me. You should accomplish these objectives as quickly as possible, for there is an American unit of unknown power moving into the region.

The US/ARVN

WARNING: In order to maximize the impact of the game, you should not read any further until you have played the variant as the NVA.

The US/ARVN Objective

Your objective is to hold Plei Me and defeat the NVA forces in the vicinity. This siege is believed to be the opening move of a major Communist offensive, so your performance may have a decisive impact on the course of the war.

Victory Conditions: You win if you can keep the NVA from gaining more than 10 Victory Points while maintaining a favorable casualty ratio of at least four NVA for every one of your own. You cannot win an automatic victory, but you should remember that the NVA will win one if they take Plei Me.

US/ARVN Scenario Information

Start: 6 pm, October 23, 1965
End: 6 pm, October 27, 1965
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northeast
Replacement Rate: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

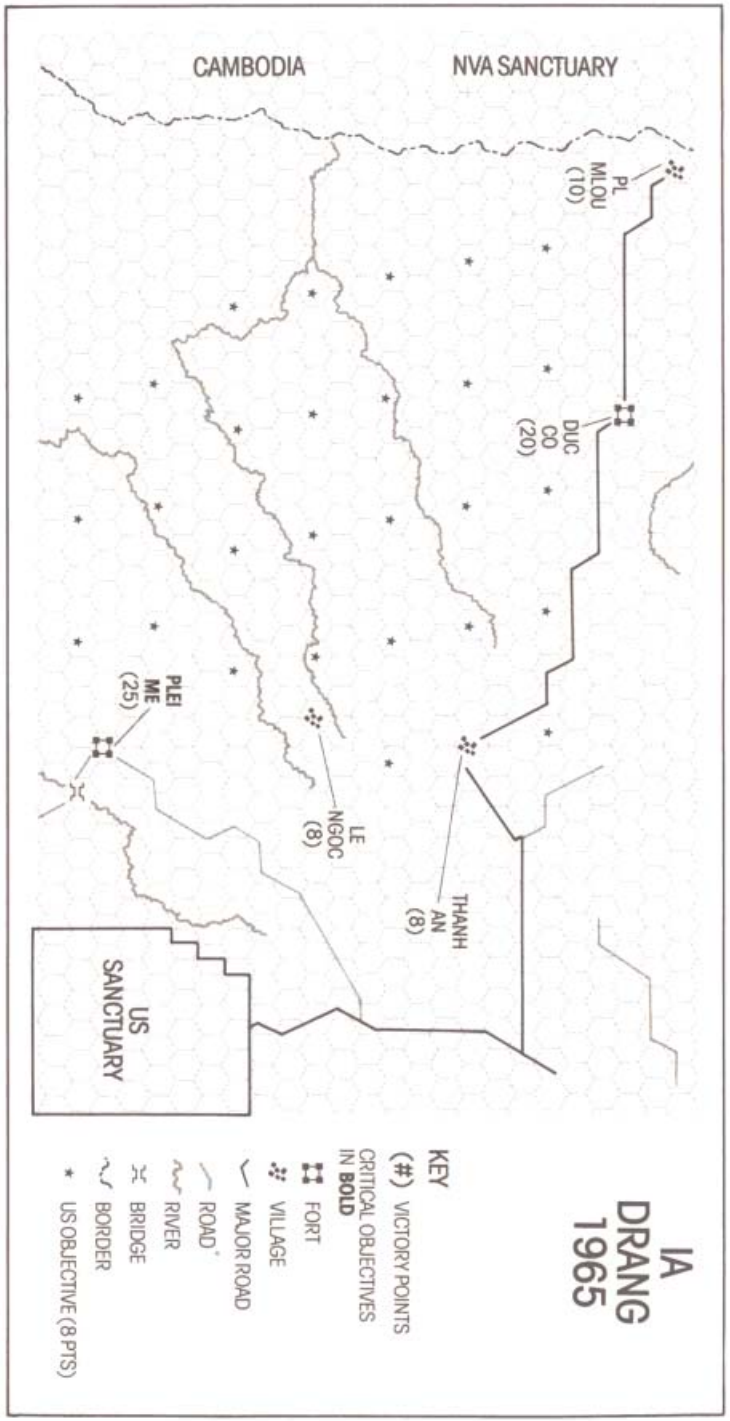
Reinforcements:

Date	Time	Unit	Location	Probability
10/23/65	m	2/19 Art Bn	US Sanctuary	100%
10/24/65	m	2/12 Cav Bn	Plei Me	100%
		1/12 Cav Bn	US Sanctuary	50%
		1/8 Cav Bn	US Sanctuary	50%
		2/8 Cav Bn	US Sanctuary	50%
		2/17 Art Bn	US Sanctuary	50%
		A/1/9 Aircav	US Sanctuary	50%
		B/1/9 Aircav	US Sanctuary	50%
		C/1/9 Aircav	US Sanctuary	50%
		1st TFS	US Sanctuary	50%
		2nd TFS	US Sanctuary	50%
		3rd TFS	US Sanctuary	50%
		A/2/20 AerArt	US Sanctuary	50%
		B/2/20 AerArt	US Sanctuary	50%

Abbreviations:

Art Bn = Artillery Battalion
Cav Bn = Cavalry Battalion
Aircav = Aircav Troop
TFS = Tactical Fighter Squadron
AerArt = Aerial Artillery Company
m, n = midnight, noon

Special Rules: None



Commanding the US/ARVN

As commander of the 1st Brigade of the 1st Air Cavalry division, you have at your disposal a force of unprecedented mobility and firepower. However, you will find that it is not as easy to use these assets properly as it may first appear. In fact, whether you are a novice or a veteran wargamer, you will probably find yourself uncertain exactly what to do with all this power. If you can move anywhere, how do you decide where to move? If you can hit anything, how do you decide what to hit?

Of course, as your forces appear, the operational situation will give you some clues. The 2/19 Artillery Battalion should clearly fire in support of the ARVN task force. The 2/12 Cavalry Battalion will have plenty to do around Plei Me, while the other cavalry battalions can be used to pursue the NVA retreating from their ambush positions. Your aircav should move in an arc up the river valley to scout out hidden NVA units in the jungle, although you may want to have one sweep the clear terrain to the east of the road, in case any NVA try to slip away in that direction. Whenever you encounter the enemy, try to surround them with your infantry and blast them with your artillery, gunships, and tactical air support.

VARIANT TWO

Air Cavalry In Action

Introduction

This variant presents the historical battle in its entirety. It begins like *First Blood*, but do not expect the NVA to be hidden in the same places! You will find that you use the entire map, which scrolls to the west and north. Whether you play the US/ARVN or NVA, you will find that the situation is wide open.

The US/ARVN

US/ARVN Objectives

Your initial objectives in this scenario are the same as in FIRST BLOOD: to relieve Plei Me and turn back the Communist offensive. Assuming you are successful in this, your task is then to sweep the Ia Drang valley, find the enemy, and destroy him.

Victory Conditions: The US/ARVN must gain at least 100 Victory Points more than the NVA while maintaining a favorable casualty ratio of at least four NVA for every one US/ARVN casualty to win. There are no automatic victory conditions in this variant.

US/ARVN Scenario Information

Start: 6 pm, October 23, 1965
End: 6 pm, November 15, 1965
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northeast
Replacements: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
10/23/65	n	2/19 Art Bn	US Sanctuary	100%
10/24/65	n	2/12 Cav Bn	Plei Me	100%
		1/12 Cav Bn	US Sanctuary	50%
		1/8 Cav Bn	US Sanctuary	50%
		2/8 Cav Bn	US Sanctuary	50%
		2/17 Art Bn	US Sanctuary	50%
		A/1/9 Aircav	US Sanctuary	50%
		B/1/9 Aircav	US Sanctuary	50%
		C/1/9 Aircav	US Sanctuary	50%
		1st TFS	US Sanctuary	50%
		2nd TFS	US Sanctuary	50%
		3rd TFS	US Sanctuary	50%
		A/2/20 AerArt	US Sanctuary	50%
		B/2/20 AerArt	US Sanctuary	50%
11/10/65	n	1st ARVN RngBn	Duc Co	50%
		2nd ARVN RngBn	Duc Co	50%
		3rd ARVN RngBn	Duc Co	50%
		1st ARVN Recon	Duc Co	50%
11/11/65	n	7th Bomb Wing	US Sanctuary	100%

Abbreviations:

Art Bn = Artillery Battalion
Cav Bn = Cavalry Battalion
Aircav = Aircav Troop
TFS = Tactical Fighter Squadron
AerArt = Aerial Artillery Company
RngBn = Ranger Battalion
Recon = Reconnaissance Battalion
Bomb Wng = Bomber Wing
m, n = midnight, noon

Special Rules:

1. On 11/16 the 3rd Brigade of the 1st Cavalry relieved the 1st Brigade. While the actual departure and arrival of the units is not carried out (the brigades were virtually identical), US Cavalry Battalions are automatically boosted to or near to 100% effectiveness on this date.

2. To reflect the capture of a map containing NVA deployments on November 1, most NVA units will briefly become visible to the American player on November 2.

Commanding the US/ARVN

As commander of the US/ARVN forces in this variant, you will face the same basic situation as in *First Blood*. If you have not read the "Commanding the US/ARVN" section of variant one, you are advised to do so now.

Since this variant lasts much longer, you will have much more opportunity to refine your techniques of search, envelopment, and bombardment. You will also begin to appreciate why, for all the power at their command, American officers found the war so frustrating. While your troops can go almost anywhere, they cannot do so instantaneously, and by the time reinforcements arrive you may find that the NVA has damaged your forces and slipped away. Even if your reinforcements do arrive on time, you will find the enemy extremely difficult to catch. You will rarely have enough units to surround him completely, and if you don't he is sure to slip through your fingers. Similarly, for all your fire support, you will find it difficult to bring the power of the guns and aircraft to bear. Once one unit fires on the enemy, he is likely to retreat and disappear, leaving your other units to blow up empty jungle (although you will not hear or see this in the game).

The only solution to these problems is careful planning, methodical execution, and, above all, patience. Once you push the NVA away from the western end of the map, line up your troops with two hexes between each, and move systematically and carefully up the valley. Don't be discouraged if you can't make contact for a while, or if the enemy constantly seems to escape. The Communists know that Americans like to get in there and fix things quick, and the whole basis of their strategy was to use that against us. Technology alone could not win this war; what the American commander must have is a degree of discipline and patience seldom found amongst the "hairy barbarians" from the West.

The NVA

WARNING: In order to maximize the impact of the game, you should not read any further until you have played this variant as the Americans.

The NVA Objective

Your original objective is to destroy the ARVN task force and capture Plei Me, but with the intervention of the air cavalry you will probably find that this is beyond your capabilities. If you do not succeed at these quickly, your objective becomes to punish the Americans as severely as possible while preserving as much of your own force as possible. You can also get credit for maintaining a presence in the Ia Drang valley.

Victory Conditions: You must prevent the US/ARVN from gaining 100 Victory Points more than you while maintaining a favorable casualty ratio of at least one US/ARVN for every four of your own. No automatic victory is possible in this variant.

NVA Scenario Information

Start: October 23, 1965
End: November 15, 1965
Initial Supply: Ample
Resupply Rate: Sufficient
Off-map Supply: Northwest and West
Replacements: 150 men and 2 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
11/2/65	m	H-15 VC Inf Bn	W of Chu Pong	50%
11/7/65	m	1/66 Inf Bn	Cambodia	50%
		2/66 Inf Bn	Cambodia	50%
		3/66 Inf Bn	Cambodia	50%
		66th Mort Co	Cambodia	50%
		Ind Mort Co	Cambodia	50%
		Ind AA Bn	Cambodia	50%

Abbreviations:

VC = Viet Cong
Inf Bn = Infantry Battalion
W = West
Mort Co = Mortar Company
Ind = Independent
AA Bn = Anti-aircraft Battalion
m = midnight

Special Rules: None

Commanding the NVA

You will almost certainly find that the US forces arrive too soon for you to defeat the ARVN and take Plei Me. Therefore, as a good guerrilla commander, you should be prepared to fall back quickly and avoid a stand-up fight you are bound to lose. Don't be proud: the waves may have to dash a thousand times against the rocky shore, but in the end they will reduce it to Waikiki Beach.

Once you have broken contact, you will be surprised how much you will have to do. The trick is to pick a relatively weak, isolated unit, hit hard and fast, and then get away quickly, before the Americans can bring their firepower to bear. If you find a particularly vulnerable unit, you can try and press home your attack, though this is a tricky business. Otherwise, you should hang back from American units, grabbing Victory Point hexes after the enemy has passed through, and sniping at enemy units from a distance. Remember to exploit the fact that your infantry can attack from two hexes away; this is invaluable in executing hit and run attacks. Finally, keep in mind that you can see the Americans, but they can't see you; the game is not as one-sided as it seems.

VARIANT THREE

The Light Infantry Option

Introduction

During the war, and ever since, commentators have treated America's wholesale adoption of helicopters as a foregone conclusion, and the performance of the machines as a notable success. The strength of this attitude is surprising, considering that America lost over 4000 of the machines, at several hundred thousand dollars a pop, while losing the war. Helicopters certainly had, and continue to have, tremendous military potential, but the overwhelming role they played was neither inevitable nor necessarily the best available option. Variants three and four posit two possible alternative forces that could have been deployed in place of the airmobile cavalry.

The *Light Infantry Option* assumes that during the years leading up to American intervention, the U.S. Army decided to combat guerillas not with the civic action approach of the Green Beret Special Forces or the airmobile tactics of the Air Cavalry, but instead adopted a solution that contained a little of both. Instead of a mechanical juggernaut, the First Cavalry has become an elite counter-insurgency force specially trained in jungle warfare. It uses helicopters to transport units into the general area of operations, but once there, the soldiers hump across country for the rest of the operation.

The division places less reliance on airborne reconnaisance, but is stronger in one type of helicopter: gunships. Since it relies on feet rather than helicopters as tactical transport, the division does not construct a series of firebases for airmobile artillery. Like other aspects of the force, this presents certain disadvantages, but it is interesting to see how these balance against its strong points. One in particular stands out: this force would have certainly been far less expensive, and thus it would have been economical to deploy more men.

The US/ARVN

US/ARVN Objectives

In this variant your objective is to encircle and destroy the NVA near Plei Me, and then move up the Ia Drang valley in order to bring the remaining enemy to battle.

Victory Conditions: The US/ARVN must gain at least 100 Victory Points more than

the NVA while maintaining a favorable loss ratio of at least four NVA casualties for every US/ARVN one. There is no automatic victory in this variant.

US/ARVN Scenario Information

Start: 6 pm, October 23, 1965
End: 6 pm, November 15, 1965
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northeast
Replacements: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
10/24/65	n	1st Bde HQ	Plei Me Turnoff	100%
		1/12 Cav Bn	Plei Me Turnoff	50%
		2/12 Cav Bn	Plei Me	100%
		1/8 Cav Bn	NE of Plei Me	100%
		2/8 Cav Bn	N of Plei Me	100%
		1/7 Cav Bn	N of Plei Me	100%
		2/7 Cav Bn	NW of Plei Me	100%
		1st ARVN Recon	W of Plei Me	100%
		B/1/9 Aircav	Plei Me Turnoff	100%
		2/19 Art Bn	Plei Me Turnoff	100%
		2nd TFS	US Sanctuary	50%
		3rd TFS	US Sanctuary	33%
		A/2/20 AerArt	US Sanctuary	50%
		B/2/20 AerArt	US Sanctuary	50%
		C/2/20 AerArt	US Sanctuary	50%
11/10/65	n	1st ARVN RngBn	Route 14	50%
		2nd ARVN RngBn	Route 14	50%
		3rd ARVN RngBn	Route 14	50%

Abbreviations:

Art Bn = Artillery Battalion (Towed)
Cav Bn = Cavalry Battalion (Infantry)
Aircav = Aircav Troop
TFS = Tactical Fighter Squadron
AerArt = Aerial Artillery Company
RngBn = Ranger Battalion (Infantry)
Recon = Reconnaissance Batalion (Infantry)
N, W, NW, etc. = Compass Points
m, n = midnight, noon

Special Rules: To reflect the capture of a map containing NVA deployments on November 1, most NVA units will briefly become visible to the American player on November 2.

Commanding the US/ARVN

As in the historical situation, you have overwhelming firepower behind you, although your artillery will help you less than your aircraft. Your mobility, though, is much less, and you need to modify your strategy accordingly. Instead of advancing on a broad front, with your units separated by two hexes, keep them within one hex of each other so they can come to each other's aid. Because of this need for concentration, you will not be able to sweep the valley in one pass, but instead will need to go back and forth. Once you make contact, you must make even more efficient use of supporting fires since you cannot surround

the enemy as easily. Also, because you cannot rush reinforcements to the aid of a threatened unit, you must protect Plei Me more carefully.

The NVA

The NVA Objective

Your original objective is to destroy the ARVN task force and capture Plei Me. However, once the American forces arrive, you will probably find that this is beyond your capabilities. In this case, your objective becomes to inflict casualties on the Americans suffering as few as possible yourself. You should also seek to recapture Victory Point locations after the US/ARVN leaves them.

Victory Conditions: You must prevent the US/ARVN from gaining 100 Victory Points more than you while maintaining a favorable casualty ratio of at least one US/ARVN casualty for every four of your own. There is no automatic victory in this variant.

NVA Scenario Information

Start: October 23, 1965
End: November 15, 1965
Initial Supply: Ample
Resupply Rate: Sufficient
Off-map Supply: Northwest and West
Replacements: 150 men and 2 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
10/28/65	m	H-15 VC Inf Bn	W of Chu Pong	50%
11/2/65	m	1/66 Inf Bn	Cambodia	50%
		2/66 Inf Bn	Cambodia	50%
		3/66 Inf Bn	Cambodia	50%
		66th Mort Co	Cambodia	50%
		Ind Mort Co	Cambodia	50%
		Ind AA Bn	Cambodia	50%

Abbreviations:

VC = Viet Cong
Inf Bn = Infantry Battalion
W = West
Mort Co = Mortar Company
Ind = Independent
AA Bn = Anti-aircraft Battalion
m, n = midnight, noon

Special Rules: None

Commanding the NVA

Despite the difference in the American's force structure from the historical situation, your approach to the battle changes little. If you have not already read the "Commanding the NVA" sections of variants one and two, you should do so now.

Nevertheless, a few differences in your position are worth noting. Because the Americans are less mobile, you should seek to spread them out. To do this, deliberately move one of your units into view away from the main American forces, and you will see them move toward the contact. If you do this in a few places, you will draw them apart, and then you can gang up on one and damage it. Remember, though, American aircraft and artillery are but a radio call away.

VARIANT FOUR

The Armored Cavalry Option

Introduction

Like the previous variant, the *Armored Cavalry Option* offers a radically different force structure for the American military effort in Vietnam. However, this variant posits that instead of airmobile infantry or elite jungle fighters, the U.S. Army chose to rely on units of armored, fully tracked vehicles. The vulnerability of France's road-bound light tanks gave armor a bad name in counter-insurgency circles in the early '60's, but during the war, the Americans found that modern medium tanks, armored personnel carriers, and self-propelled artillery could grind across country, even forested and mountainous country, if assisted by engineers with bulldozers and portable bridges. By the time the Pentagon realized this, however, ceilings on manpower were already in effect, and the force structure was pretty well set. There were mechanized units in Vietnam, but this variant gives you a chance to see how effective they might have been as the centerpiece of the American battle force.

The US/ARVN

US/ARVN Objectives

Your objective is to relieve Plei Me and then push on up the Ia Drang valley, engaging and destroying any NVA units you encounter.

Victory Conditions: You must gain at least 100 Victory Points more than the NVA to win while maintaining a favorable casualty ratio of at least four NVA for every one of your own. There are no automatic victory conditions in this variant.

US/ARVN Scenario Information

Start: 6 pm, October 23, 1965
End: 6 pm, November 15, 1965
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northeast
Replacements: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
10/24/65	n	1st Bde HQ	Plei Me Turnoff	100%
		1/12 Acav Sq	Plei Me Turnoff	50%
		2/12 Acav Sq	Plei Me	100%
		1/8 Acav Sq	NE of Plei Me	100%
		2/7 Acav Sq	NW of Plei Me	100%
		1st ARVN Recon	US Sanctuary	100%
		B/1/9 Aircav	Plei Me Turnoff	100%
		3/18 Art Bn	Plei Me Turnoff	100%
		A/2/20 AerArt	US Sanctuary	50%
		B/2/20 AerArt	US Sanctuary	50%
		C/2/20 AerArt	US Sanctuary	50%
		1st TFS	US Sanctuary	50%
		2nd TFS	US Sanctuary	50%
		3rd TFS	US Sanctuary	50%
11/9/65	n	1st ARVN RngBn	Route 14	50%
		2nd ARVN RngBn	Route 14	50%
		3rd ARVN RngBn	Route 14	50%
11/11/65	m	7th Bomb Wng	US Sanctuary	100%

Abbreviations:

Bde HQ = Brigade Headquarters
Art Bn = Artillery Battalion (self-propelled)
Acav Sq = Armored Cavalry Squadron
Aircav = Aircav Troop
TFS = Tactical Fighter Squadron
AerArt = Aerial Artillery Company
RngBn = Ranger Battalion (Infantry)
Recon = Reconnaissance Battalion (Airmobile)
Bomb Wng = Bomber Wing
N, W, NW, etc. = Compass Points
m, n = midnight, noon

Special Rules: To reflect the capture of a map containing NVA deployments on November 1, most NVA units will briefly become visible to the American player on November 2.

Commanding the US/ARVN

In this variant, unlike the previous three, you not only have overwhelming fire support, but also you have maneuver elements with considerable shock power. However, your mobility is quite limited. Therefore, your tactics should be considerably different. You should be as aggressive as possible, attacking NVA units whenever and wherever possible, doggedly pursuing the retreating enemy until you destroy him. Each of your units is very strong by itself, so don't worry about keeping them within supporting distance; just worry about making and then relentlessly keeping contact with the enemy. Your fire support is still important, but your main weapon is your troops on the ground. The only thing to remember is that it would take significantly longer for your armor to get into the battle zone, so expect that your enemy's plan is further advanced.

The NVA

NVA Objectives

Your first objective is to destroy the ARVN task force and capture Plei Me. However, once the American armor arrives, you will find that this is unlikely to happen. As in the other variants, your objective then becomes to inflict casualties on the Americans while suffering as few as possible yourself. You should also seek to recapture Victory Point locations after the US/ARVN leaves them.

Victory Conditions: You must prevent the US/ARVN from gaining 100 Victory Points more than you while maintaining a favorable casualty ratio of at lest one US/ARVN loss for every four of your own. There is no automatic victory in this variant.

NVA Scenario Information

Start: October 23, 1965
End: November 15, 1965
Initial Supply: Ample
Resupply Rate: Sufficient
Off-map Supply: Northwest and West
Replacements: 150 men and 2 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
10/28/65	m	H-15 VC Inf Bn	W of Chu Pong	50%
10/28/65	m	1/66 Inf Bn	Cambodia	50%
		2/66 Inf Bn	Cambodia	50%
		3/66 Inf Bn	Cambodia	50%
		66th Mort Co	Cambodia	50%
		Ind Mort Co	Cambodia	50%
		Ind AA Bn	Cambodia	50%

Abbreviations:

VC = Viet Cong
Inf Bn = Infantry Battalion
W = West
Mort Co = Mortar Company
Ind = Independent
AA Bn = Anti-aircraft Battalion
m, n = midnight, noon

Special Rules: None

Commanding the NVA

Despite the difference in the American's force structure from the historical situation, your approach to the battle should be similar. If you have not already read the "Commanding the NVA" sections of variants one and two, do so now.

Nevertheless, there are a few differences in your position that are worth noting. Because the American armor is so strong, you must be even more careful not to engage in a stand-up fight against it. Instead, you should avoid them except when you can mass three or four infantry units and a mortar company against one lone Squadron. However, even in this case, you should not move adjacent, but instead should attack from one hex away, trying to inflict a few casualties before moving back out of range. Also remember that the ARVN units are considerably weaker than the American cavalry, so you might try drawing the Americans off to the north-west while keeping the bulk of your force hidden near Plei Me. Then you can fall upon the garrison and perhaps overrun it before the Americans can react.

VARIANT FIVE

The Final Mix

Introduction

As the war went on, the Army came to realize the need to mix the three types of forces: airmobile, elite infantry, and armor. Over the years, the Americans launched a series of mobile "Search and Destroy" operations against suspected NVA troop concentrations and bases, and gradually forged a combined arms team in which each element played its part. This variant gives you the opportunity to command a brigade that might have responded to the CIDG's call in 1967 or 1968.

The US/ARVN

US/ARVN Objectives

Your objective is to relieve Plei Me and then move up the Ia Drang valley, locating and destroying any enemy forces in that area.

Victory Conditions: You must gain 100 more Victory Points than the NVA while maintaining a favorable casualty ratio of at least four NVA for every one of your own. There is no automatic victory for either side in this variant.

US/ARVN Scenario Information

Start: 6 pm, October 23,1965
End: 6 pm, November 15, 1965
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northeast
Replacements: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
10/23/65	m	2/19 Art Bn	NE of Plei Me	100%
		1/5 Cav Bn	SE of Duc Co	100%
10/24/65	n	1/12 Cav Bn	Plei Me	50%
		2/7 Acav Sq	Plei Me Turnoff	100%
		2/12 Acav Sq	Plei Me Turnoff	100%
		2/8 Cav Bn	US Sanctuary	50%
		3/18 Art Bn	US Sanctuary	100%
		A/1/9 Aircav	US Sanctuary	100%
		B/1/9 Aircav	US Sanctuary	100%
		C/1/9 Aircav	US Sanctuary	100%
		1st TFS	US Sanctuary	50%
		2nd TFS	US Sanctuary	50%
		3rd TFS	US Sanctuary	50%
		A/2/20 AerArt	US Sanctuary	50%
		B/2/20 AerArt	US Sanctuary	50%
11/10/65	n	1st ARVN RngBn	Duc Co	50%
		2nd ARVN RngBn	Duc Co	50%
		3rd ARVN RngBn	Duc Co	50%
		1st ARVN Recon	Duc Co	50%
11/11/65	m	7th Bomb Wing	US Sanctuary	100%

Abbreviations:

Art Bn = Artillery Battalion
Cav Bn = Cavalry Battalion
Acav Sq = Armored Cavalry Squadron
Aircav = Aircav Troop
TFS = Tactical Fighter Squadron
AerArt = Aerial Artillery Company
RngBn = Ranger Battalion (airmobile)
Recon = Reconnaissance Batalion (airmobile)
Bomb Wng = Bomber Wing
SE = Southeast
n, m = noon, midnight

Special Rules: To reflect the capture of a map containing NVA deployments on November 1, most NVA units will briefly become visible to the American player on November 2.

Commanding the US/ARVN

This scenario contains a balanced force, with which you should employ tactics from each of the preceeding three as appropriate. The best way to prepare for this is to read the "Commanding the US/ARVN" section in each, and apply the advice to the appropriate forces. Beyond this, you should seek to create true combined arms tactics, For example, you might want to use airmobile infantry to envelope an NVA unit being attacked by one of

your armored cavalry squadrons. Or, you might try deliberately putting your light infantry in an exposed position, and then when the NVA attack it, suddenly helicopter your airmobile troops to its rescue. You should experiment with these and other tactics, trying to maximize the contribution of each element while compensating for its weaknesses with the others.

The NVA

NVA Objectives

Initially, you are to defeat the ARVN relief force and seize Plei Me. If US forces appear, you are to immediately withdraw and then harass them, inflicting maximum casualties while minimizing your own. You should also seek to maintain a presence in the Ia Drang valley.

Victory Conditions: You will win if you can keep the US/ARVN from gaining 100 Victory Points more than you while maintaining a favorable casualty ratio of at least one US/ARVN casualty for every four of your own. There is no automatic victory in this variant.

NVA Scenario Information

Start: October 23, 1965
End: November 15, 1965
Initial Supply: Ample
Resupply Rate: Sufficient
Off-map Supply: Northwest and West
Replacements: 150 men and 2 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
11/2/65	m	H-15 VC Inf Bn	W of Chu Pong	50%
11/2/65	m	1/66 Inf Bn	Cambodia	50%
		2/66 Inf Bn	Cambodia	50%
		3/66 Inf Bn	Cambodia	50%
		66th Mort Co	Cambodia	50%
		Ind Mort Co	Cambodia	50%
		Ind AA Bn	Cambodia	50%

Abbreviations:

VC = Viet Cong
Inf Bn = Infantry Battalion
W = West
Mort Co = Mortar Company
Ind = Independent
AA Bn = Anti-aircraft Battalion
m = midnight

Special Rules: None

Commanding the NVA

Like the American commander, you will find that his force mix requires you to borrow ideas from all three of the preceeding variants. If you have not read the "Commanding the NVA" sections, do so now, and draw ideas from each to contend with the different elements of his brigade. However, remember that the mix is different than each of the elements, and strategisms that work against a homogeneous force may not work against a heterogeneous one. Like your foe, you must innovate to find the right combination of tactics to fit the situation.

GAME THREE
THE TIDE TURNS: KHE SANH, 1968

Historical Background:

War American Style

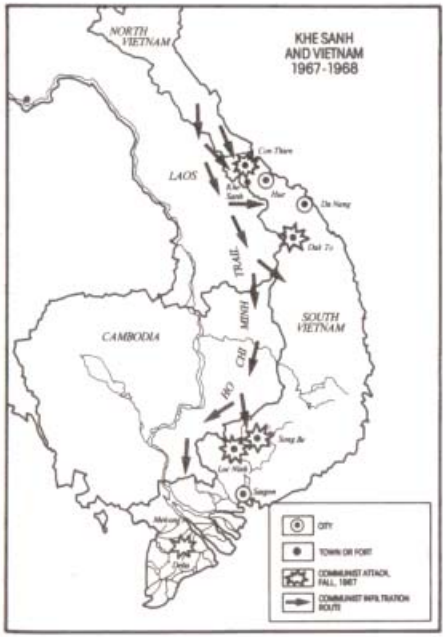
America's victory in the Ia Drang valley dramatically turned the tide of war. Before the battle, American policymakers worried how long the South could hold out. Afterwards they began to draw up timetables for victory.

The American's new confidence reflected not just their technological superiority, but also the overwhelming numbers of men and machines they were bringing to bear. By the end of 1965 America had committed 180,000 troops; by the end of 1966 the total exceeded 420,000; and it rose by another 100,000 before the escalation came to an end.

With them the Americans brought a panopoly of modern machinery, from helicopters and tanks to refrigerators and automated warehouses. They created huge bases for their aircraft and logistical services, complete with everything from oil tank farms to swimming pools and lawn sprinklers. It was war on an expense account, and it had serious effects on both the American and Vietnamese economies.

This massive support network backed up an incredible array of modern military might. Soldiers patrolled carrying a new, light weight rifle made from space-age plastics. Armored personnel carriers sporting multiple machine-guns behind specially created gun-shields served as assault vehicles, while armored, self-propelled artillery crawled along jungle trails to offer fire support. In the waterlogged Mekong Delta an entire infantry division was equipped for riverine operations with boats ranging from rubber dingies and assault landing craft to monitors and barracks ships. Helicopters served everywhere and as everything from ambulances to gunships, but most especially as a transport for soldiers, artillery, and supplies.

Overhead, jet aircraft rained a hail of bombs on both South and North Vietnam. Giant B-52 intercontinental bombers flew thousands of miles from Okinawa and Guam to drop scores of 750-pound bombs with pin-point accuracy. Smaller fighter-bombers flew from bases in South Vietnam, Thailand, and aircraft carriers off-shore to attack strategic targets and provide tactical air support. Converted transports dumped tons of defoliants on the jungle to deny the enemy its cover, while other planes seeded the clouds to make rain that would hinder enemy movements. Most impressive to many soldiers were the "Spookies", old C-47's with the cargo bay doors removed. These slowly circled American positions at night, dropping million candle-power flares and literally hosing down the landscape with three miniguns that fired 18,000 rounds per minute.



At closer quarters, Army Green Berets and Navy SEALS adopted and refined the enemy's terrorist tactics, combining centuries-old martial arts with the latest James Bond style spy technology. Meanwhile intelligence technicians in air-conditioned offices monitored electronic sensors scattered along the infiltration routes through Laos and Cambodia known as the Ho Chi Minh Trail, directing the fires of long range artillery and aircraft on unseen enemy columns. Other technicians worked to create a computerized ID system intended to keep tabs on the entire South Vietnamese population.

This last effort was doubly necessary because the escalating scale of military and civic actions was uprooting a sizeable proportion of the South Vietnamese population. At the same time, the ocean of wealth the Americans brought caused an unprecedented upheaval in South Vietnamese society. Millions of Vietnamese fled or were forced out of the countryside and as they flocked to the cities they discovered a new world. Money was easily made by hook or by crook, and could buy an incredible variety of consumer luxuries unthinkable a few years before. Unlike France, which had fought at arms length, the America embraced Vietnam in a bear hug of reformist zeal.

General Westmoreland, commander of this vast juggernaut, estimated that if Washington gave him free reign, the issue would be settled by the beginning of 1968.

However, while Westmoreland had a blank check fom Secretary of Defense McNamara to request whatever troop levels and material were necessary from a purely military point of view, he did not have the same freedom diplomatically. Fearing that moves into Laos and Cambodia would trigger a war with Red China, Washington denied him permission to send his soldiers into Communist sanctuary areas along the border.

Therefore, Westmoreland pursued a strategy of attrition. While ARVN units guarded the heavily populated coastal lowlands, American units took the fight into Communist base areas in the remote jungles and mountains. The goal of these "Search and Destroy" missions was primarily to bring the enemy to battle and secondarily to destroy the facilities and supplies in the base camps. The word came to have more ominous connotations when the Americans moved into more populous provinces to root out the military support network the Communists had created within the peasantry. Strongly pro-communist areas were designated "free-fire zones", in which anything that moved could be killed and anything that didn't could be blown up or burned down.

Whether out in the "boonies" or in amongst the "villes", American operations centered on aggressive patrolling, vertical envelopment, and overwhelming fire support. When acting on concrete intelligence, one unit would generally move overland into the area of enemy activity while several others would be lifted into blocking positions on likely routes of retreat. Far more often, however, the Americans simply sent patrols out in regular search patterns to find and fix the enemy so that artillery in nearby firebases and aircraft on station overhead could deliver their lethal loads. It was a brutal game of cat and mouse, with American infantry acting as live bait.



DAY: **9**
CODE: **ATTLEBORO**

The American war effort cost an enormous amount: billions of American dollars spent, millions of Vietnamese lives destroyed or uprooted, thousands of American boys shipped home in body bags. The results were difficult to gauge. By American standards we were winning. The statistics on tons of supplies captured, miles of roads cleared, numbers of villages secured, and of course the all important body count of enemy dead all pointed at the same conclusion. However, critics of the war and increasingly members of the policy-making establishment in Washington questioned whether these statistics meant anything against an enemy operating from a secure base, backed by two great powers (China and Russia) only too happy to supply the wherewithal of war, and led by men who had been fighting for forty years. As the war moved into its third year, America remained optimistic, but the signs of strain were beginning to appear.

The Communist Response

The North Vietnamese, for their part, funnelled increasing numbers of troops down the Ho Chi Minh Trail to match American escalations, and they and the Viet Cong adapted as best they could to the new warfare. In part they perfected old tactics: Americans encountered mines and booby-traps far more often than enemy soldiers, and most shooting engagements began with an ambush by a sniper or small detachment. Even more than before, the Communists would seek to inflict casualties and then break contact quickly, before the shells and bombs began to arrive. Similarly, mortars and rockets would send a quick shower of explosives into an American position and then displace before their position erupted in flames.

Beyond these tried and proven techniques, the NVA and VC created a new set of tactics designed for the new war. Probable helicopter landing zones were studded with obstacles to catch rotors or ensnare debarking troops. If units were too heavily engaged to withdraw, they deliberately drew nearer to the Americans, knowing that the artillery would not shell their own troops. In other circumstances, knowing the American preoccupation with body counts, the NVA would have one or two men move in the open, inviting the American to shoot at them. Then, when the excited Americans rushed into the kil-zone to count the bodies, hidden VC would open fire, more than evening the score.

One of the most important Communist innovations was a vast extension of the tunnel networks underneath their base areas. During the French war, the Viet Minh had excavated shelters underneath friendly villages, where they would store supplies and hide when French soldiers appeared. Against the Americans' massive bomber fleet and sophisticated surveillance devices the tunnels provided some measure of protection, and as the pressure on the base areas built, the tunnels became longer and deeper. Some of the bases became literal ant-hills, with tunnels fifteen miles long and too deep for even B-52 strikes to destroy. Often, when the Americans launched one of their huge offensives, the Communists scurried underground, where they could hide out or make their way to safety. Some GI's, known as "tunnel rats", specialized in exploring the mazes, and American engineers developed a variety of techniques to deal with the tunnels, including smoke, explosives, and poison gas. The true extent of the tunnel systems and the impact made by the Americans will not be known until North Vietnam opens its archives, if any records exist, but the evidence suggests that they were extremely extensive, and that Americans were not able to seriously threaten them.

By these and a thousand other tactics the Communists bled the Americans and kept the war going. If they could not beat the US forces in open battle, they could generally avoid open battle and thus could avoid defeat in the war. They suffered horrendous casualties, but they inflicted serious losses in return. And the Communists, fighting (as they saw it) to liberate their homeland, were willing to accept the carnage. The Americans, fighting for

the more abstract concepts of anti-communism, national honor, and geopolitical advantage, were less certain of the price they were willing to pay. The South Vietnamese, the objects of this escalating conflict, appear to have had little idea why they were fighting at all.

The Opposing Strategies

By mid-1967 the American command, flush with statistical success, exuded optimism. Westmoreland knew that the war was far from won, but he felt that we were winning. Consequently, all that was needed in his estimation was more of the same: more troops, more bombs, and more technology. These would in turn produce more: more miles of road open, more villages secured, more enemy soldiers killed. The previous two years had produced some hard fighting and a lot of frustration, but the end seemed to be a matter of time, money, and manpower.

The North Vietnamese leadership was divided over the best course of action for its forces. One group, led by party theoritician Truong Chinh, argued that the war should be scaled back, that the leaders of a protracted war must allow for ebbs as well as flows. General Nguyen Chi Thanh, the commander of the forces in the South, seconded him. He knew first hand the terrifying power of the American juggernaut; he had endured mainly defeat and retreat for over a year, and had seen his ranks decimated in a monsterous game of chicken. Better to let the Americans tire of an endless guerrilla war, they argued, and then overturn the weak running dogs in Saigon once the Americans were gone.

Other members of the ruling circles opposed this approach. They, too, recognized that the battle of attrition was going against them, that the Americans were indeed beginning to kill North Vietnamese soldiers faster than they could be replaced. But, lead by the venerable Minister of War Giap, they argued that North Vietnam should undertake a bold offensive to defeat the Americans quickly. They held that time was not on North Vietnam's side in a protracted war. America was gradually if clumsily gaining control over the Southern population through a combination of military force, clandestine operations, civic action, social upheaval, economic penetration, and cultural osmosis. If left alone, South Vietnam might well go the way of Taiwan and South Korea. By the time the Americans were gone, the ruling elite would be firmly entrenched in a westernized, rapidly modernizing state. And by that time, they, the aging leaders of the original revolution, would be dead.

Giap proposed instead to deliver a body blow that would shake South Vietnam to its core. Since the early days of the French war, he had always pushed to move beyond guerrilla tactics to the third phase of revolutionary war, conventional confrontation. Several times he had been bloodied, but eventually his determination had paid off at Dien Bien Phu. Now, once again, he pressed for a grab at decisive victory. The politbureau endorsed his plan in the Spring of 1967. Ironically his victory was sealed that summer when General Tanh was killed in a B-52 strike.

The Battle of Khe Sanh

Khe Sanh Besieged

In October of 1967, Giap launched phase one of his plan. North Vietnamese forces besieged and assaulted an American garrison at Con Thien, but were repulsed by a wall of expertly massed firepower. Next, North Vietnamese stormed Loc Ninh and Song Be near Saigon. Westmoreland shifted units from the north and bitter fighting raged until the end of November. Meanwhile, the NVA attacked Dak To, drawing much of two divisions and the entire 173rd Airborne Brigade into a ferocious 22 day battle. Then, in December, the Communists initiated the most massive battle ever fought in the Delta.

In January, the climax of Phase One began in the northwestern corner of South Vietnam. The US Marines had established a Combatt Base at Khe Sanh, like Dien Bien Phu a remote outpost astride an important infiltration route. Like Dien Bien Phu, Khe Sanh was to serve as a forward base for patrols and aircraft to interdict these routes. Like Dien Bien Phu, Khe Sanh was surrounded by high mountains, and was soon besieged and cut off. Like Dien Bien Phu, Khe Sanh's outer fortresses on surrounding hills were the first targets of attacks, and as at Dien Bien Phu one of the besieging Communist divisions was the elite 304th.

Beginning with the first NVA attacks on January 21, 1968, General Westmoreland, President Johnson, and eventually the whole American public became mesmerized by the valiant stand by the beleagured band of 6,000 Marines.

Westmoreland, like Navarre fifteen years before him, regarded the siege as an opportunity to use his superior firepower to break the enemy's back in a conventional confrontation. He was confident that the Marines, who unlike the French held both a relatively high plateau and the high ground overlooking it, would be able to hold out, given the massive air transport, artillery, and bombing resources available to them.

All these strengths notwithstanding, though, President Johnson lived in anguish that the base would fall, perhaps because he himself had been so instrumental in blocking American intervention to save Dien Bien Phu. He had a model of the base constructed in the basement of the White House, where he would brood about it at night. He received daily briefings on the situation and even demanded a written guarantee from the Joint Chiefs of Staff that the fortress would not fall.

Finally, the American public became entranced as nightly newscasts beamed pictures of the shell-rocked base and the frantic effforts to supply it. Gritty Marine riflemen, space age bombing technology, and the prospectt of screaming waves of fanatical orientals: Khe Sanh had it all. For day after day, the garrison, the Saigon command, the White House, and the American public waited in growing suspense, wondering when the blow would fall. Every day hidden guns pounded the base, while anti-aircraft guns contested the skies above it. Electronic sensors confirmed the presence of large bodies of enemy soldiers in the hills and jungles. Somewhere out there, the enemy was massing. Sometime soon, the enemy must strike.

IMPORTANT NOTE: Uncertainty about the enemy's objectives played a crucial role in the battle for Khe Sanh. IN ORDER TO PLAY AN HISTORICALLY ACCURATE GAME, YOU ARE ADVISED TO PLAY AMERICAN SIDE OF VARIANT ONE BEFORE YOU READ ANY FURTHER.

The Blow

Ten days after the siege began, the enemy did strike.

However, they did not strike at Khe Sanh. Carefully choosing the first day of Tet, Vietnam's most important holiday and traditionally the occasion for a brief truce, the Communists launched an ambitious offensive against towns and cities up and down the length of the South Vietnam. Over a three day period Viet Cong urban cells and VC regulars infiltrated in from the countryside staged a series of revolts intended to spark a general uprising.

The North Vietnamese army provided some shock troops, but generally remained in the background, ready to reinforce successes and deal with those ARVN units that did not disintegrate in the expected political upheaval. The blow, if successful, would confront the Americans with the political and military collapse of their ostensible host. They would,

in Hanoi's calculations, have no choice but to negotiate and withdraw.

While the offensive was a master-stroke that caught the Americans and South Vietnamese completely off guard, it completely failed to achieve its objectives. The South Vietnamese people did not rise up, the ARVN did not collapse, and almost everywhere the insurgents were quickly routed, with terrible casualties. Westmoreland, who at first regarded the attacks as a diversion from Khe Sanh, was soon elated by the strength allied forces had shown and the damage they had dealt the enemy. He requested permission to pursue the beaten foe into his sanctuaries, and for 200,000 more men with which to do it.

His request for yet more men, and a yet wider war, caused a crisis in Washington. The Army in Vietnam could only be brought up to that strength by mobilizing the reserves. This move would be economically disruptive and politically difficult, since it would have drawn in family men who could vote. Difficult at any time, such a move was clearly impossible amidst the gathering storm of controversy over the war. While the military regarded the Tet Offensive as a notable victory, the press and public were shocked that an ememy thought to be on the ropes could mount such a huge offensive. A squad of VC had attacked the American embassy in Saigon, and the ancient citadel at Hue fell to enemy attackers who then held out for two months. The bitter house-to-house fighting only came to an end when US artillery and aircraft reduced the ancient monument to rubble. For many Americans, including many of the policymakers who had led the country into war, that battle epitomized the hopelessness of a war that was destroying the very things it sought to save.

The anti-war movement in America had been growing steadily since the beginning of American involvement, but until the Tet Offensive it had had little impact on policy. Now, with the military's claims of imminent victory belied by the enemy's attacks, many more Americans began to question whether the war was right. Many opinion leaders in the press and in public life turned against the constant escalations, and advocated instead a negotiated settlement. This shift climaxed when the man who had overseen the military effort, Secretary of Defense McNamara, resigned. His replacement, Johnson's old friend and confidant Clark Clifford, was at the time and had always been a staunch supporter of the war. However, when he ordered a thoroughgoing analysis of the situation, what he learned changed his mind. The situation was bleak. Even with the additional troops there was no guarantee that the outlook would improve any time soon, for the NVA had been largely unscathed in Tet, except for a measured outpouring of blood in the peripheral battles.

On March 12, avowed peace candidate Eugene McCarthy nearly tied President Johnson in the bell-weather primary in New Hampshire. Soon Robert Kennedy took up the peace banner, and Johnson saw his political position unravel. And still, he had not made up his mind about the requested reinforcements. He commissioned a blue ribbon panel with venerable military figures like Matthew Ridgeway and Omar Bradley and elder statesmen like Dean Acheson and George Ball. They were briefed by experts from the CIA, the State Department, and the Pentagon. After the panel delivered its verdict, Johnson interrogated the men who had briefed it. Despite the favorable kill-ratios and the miles of highways cleared, there was no end in sight.

On March 22, Johnson announced the long planned transfer of General Westmoreland back to Washington. With his departure in June would come the end of the big unit battles of attrition. On March 31, Khe Sanh, which had endured 77 tense and on a few occasions intense days of shelling and siege, was relieved. That evening, President Johnson went on television to announce a freeze on troop levels, a limit on the air war against North Vietnam, and an overture to the Communist regime to negotiate a settlement. He also announced that he would not seek a second term as President.

Giap's offensive had failed to shatter South Vietnam's shaky government, but it had shaken America to its core. It was the decisive battle that turned the tide of the war.

Guide to the Game

In *The Tide Turns: Khe Sanh, 1968,* you control the forces in the crucial northern province, Quang Tri. As the US/ARVN commander you command the Third Marine Division guarding the DMZ, along with the Khe Sanh combat base and miscellaneous ARVN units. As NVA commander you lead the divisions besieging Khe Sanh, those along the DMZ, and those which will deliver the Tet offensive in the area. The stakes are high: the war may be won or lost in a day.

The Variants consist of the historical situation (variant one) plus a series of unidentified variants. These contain different NVA deployments for the Tet Offensive. It is recommended that you play the American in variant one before reading about the other variants.

Thereafter, you should play the NVA in the historical situation, and then go on to the random variants. You can play them in any order you choose, taking the American side first, and then later try the NVA. There are three possible situations in variants two through four, and the fifth randomly picks one of them, so you can play the US/ARVN with uncertainty about NVA intentions as many times as you like.

VARIANT ONE

The Historical Situation

Introduction

In this variant the two antagonists square off for the show-down using their historical deployments and strategies. Both sides knew that something decisive was about to happen, and both did their best to position themselves for the moment of crisis. The eyes of the world focused on the beleagured garrison of Khe Sanh, and held its breath waiting for the onslaught to begin.

The US/ARVN

US/ARVN Objectives

As commander of the American and South Vietnamese forces in Quang Tri province, you are responsible for the security of the population and the defense of the border from infiltration or invasion. Most of all, though, you must maintain the combat base at Khe Sanh. Everyone up the Chain of Command to the President himself is breathing down your neck. If you blow it there, America will lose its first war and your career will be shot.

Victory Conditions: You must prevent the NVA from gaining 50 or more Victory Points, while maintaining a favorable casualty ratio of three NVA for every one of your own. You cannot win an automatic decisive victory, but beware: the NVA can by capturing any critical location.

US/ARVN Variant Information

Start: 1am, January 21, 1968
End: 6pm, February 4, 1968
Initial Supply: Ample
Resupply: Ample
Off-map Supply: East
Replacements: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
1/23/68	m	1st USN FS	US Sanctuary	100%
		2nd USN FS	US Sanctuary	100%
		4th USAF FS	US Sanctuary	100%
		5th USAF FS	US Sanctuary	100%
		1st Bomb Wng	US Sanctuary	100%
		2nd Bomb Wng	US Sanctuary	100%
		3rd Bomb Wng	US Sanctuary	100%
2/1/68	n	A/2/20 AerArt	US Sanctuary	100%

Abbreviations:

USN = US Navy
USAF = US Air Force
FS = (Tactical) Fighter Squadron
Bomb Wng = Bomber Wing
AerArt = Aerial Artillery Battery
m, n = midnight, noon

Special Rules:

1. To reflect the extensive use of electronic sensors by the Americans, some hidden NVA units will be revealed during the course of play.

2. Due to the size of the battle area, it is recommended that players with Commodore, Atari, and IBM computers move the cursor with the keyboard's fast cursor controls rather than a joystick.

Commanding the US/ARVN

As the US/ARVN commander, you must balance off the competing requirements of garrisoning the populous lowlands, defending the DMZ, and maintaining the Combat Base at Khe Sanh. Because of the politial implications of either a successful incursion across the border or the fall of Khe Sanh, higher headquarters has placed severe restrictions on your freedom to use your maneuver elements. On the other hand, because of the importance of your area, it has allocated you massive air support. You will have to choose where to commit your ground reserves carefully, and rely on airstrikes wherever possible. Fortunately, your Marines are crack troops and are well fortified. You have enough resources to do your job, but you must manage them carefully.

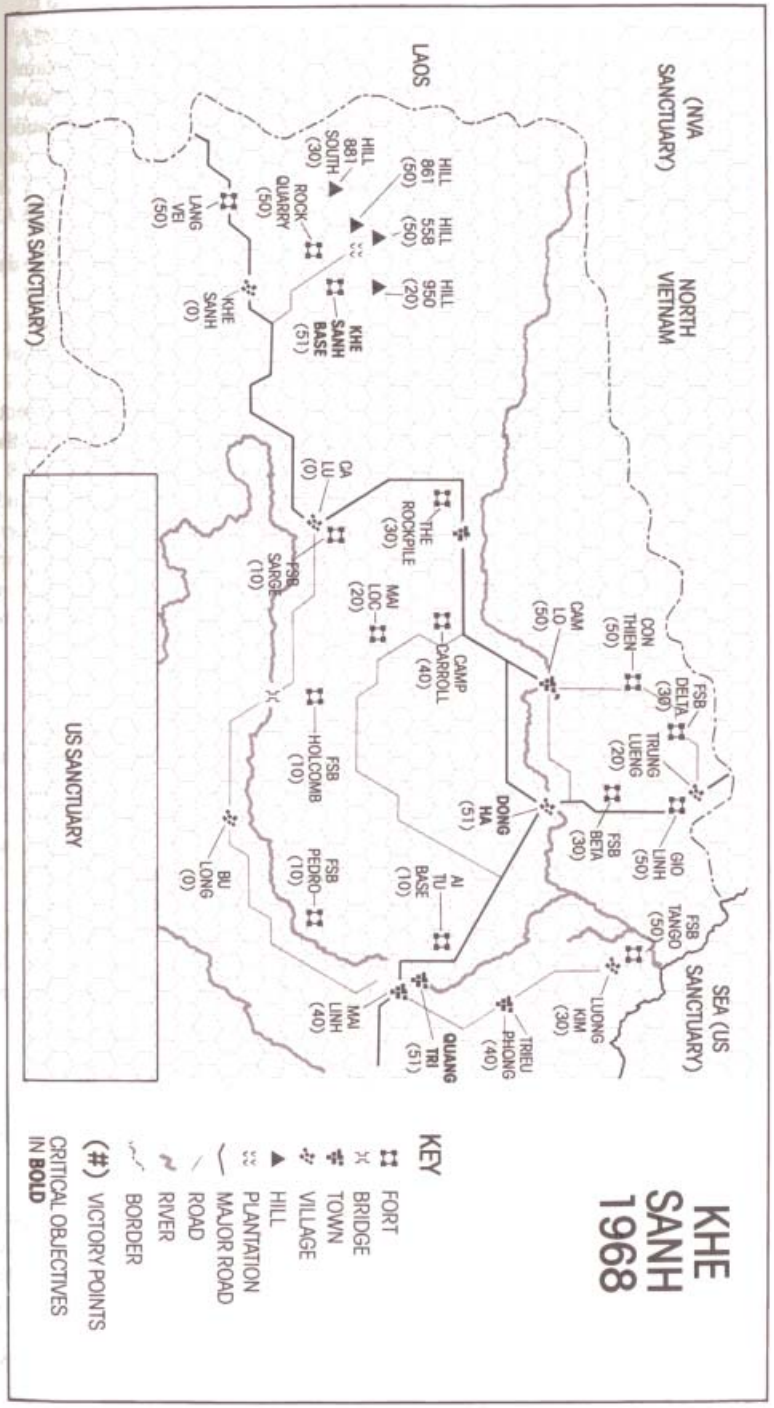
The NVA:

WARNING: In order to play an historically valid game, DO NOT READ THE FOLLOWING INFORMATION UNTIL AFTER YOU HAVE PLAYED THE VARIANT AS THE AMERICAN COMMANDER

NVA Objectives

Your mission is to develop a double diversion in the northernmost region of South Vietnam in preparation for the nationwide offensive at Tet. The lesser of the two efforts is to be a series of maneuvers along the DMZ, to tie down the American and South Vietnamese units there and distract the enemy's attention. The primary diversionary effort, however, is the siege of Khe Sanh, which should become the focus of the enemy's activity. Because these are only diversions, however, you should carry out these actions with minimum casualties.

These activities should occupy the enemy until the beginning of Tet. Then shift your focus to your part in the offensive, which is an attack on Quang Tri City. Historically, the



attack failed, although successes elsewhere in South Vietnam more than made up for it. Can you make it work?

Victory Conditions: You must gain at least 50 Victory Points, while maintaining a favorable casualty ratio by suffering fewer than three losses for each you inflict. You can gain an automatic decisive victory by capturing any one of the three critical locations: Quang Tri, Dong Ha, or Khe Sanh.

NVA Scenario Information

Start: January 21, 1968
End: February 4, 1968
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: North and South
Replacement Rate: 125 men and 2 heavy weapons per unit each week
Reinforcements: In order to keep you from noticing where the NVA reinforcements appear if you were leafing through the book before playing the US/ARVN side, the reinforcement schedule for the NVA forces is given in paragraph form for this variant.

Your forces for the Tet Offensive appear on January 30. They consist of the 1st, 2nd, and 3rd Battalions of the 812th NVA Regiment, the 101st Sapper (assault engineer) Battalion, and the 1st VC Battalion, which all arrive around Quang Tri City and Mai Linh. The 324th Artillery Battalion (with heavy mortars and light artillery pieces) appears two hexes to the northeast, while the VC 2nd and 3rd Battalions appear seven hexes to the north-northeast and eleven hexes to the northwest, respectively.

Commanding the NVA

As NVA commander in the north, you will play a crucial role in the coming showdown. You must balance your need to create credible distractions around Khe Sanh and along the DMZ against the cost in lives and equipment American airpower will exact. You should keep something going in each place at all times, such as long periods of shelling by artillery punctuated by probing attacks and feints. Never lose sight of your goal: to draw the US/ARVN forces away from the towns in the lowlands to give your assault elements there the best chance possible. You may also want to try to infiltrate additional forces to support your attack on the cities, although you should be careful that one doesn't stumble into the enemy and destroy all your careful diversions. Once your reinforcements arrive, you should make an all out effort to capture their critical objective. Do not neglect to use the VC forces to hold up enemy reserves.

VARIANTS TWO THROUGH FOUR

Alternative Communist Strategies

Introduction

The historical attacks by the North Vietnamese in the North were consistent with their strategy throughout the country. However, even within that overall strategy, they could have chosen a different approach locally, since there were several other critical points in the northern front. Variants two through four allow you to explore these possibilities in a way that recreates the American commanders' uncertainty about Communist intentions. You can choose to play these variants in any order, but you are advised to play the US/ARVN side first. Once you have learned the various strategies, you can then go back and play as the NVA.

The US/ARVN

US/ARVN Objectives

As in the historical variant, your goal in all of these variants is to protect the cities, defend the DMZ, and hold Khe Sanh.

Victory Conditions: You must prevent the NVA from gaining more than 50 Victory Points, while maintaining a casualty ratio of more than three NVA losses for each of your own. You cannot achieve an automatic victory, but you must watch out to prevent the NVA from capturing any one of the three critical locations.

Variant Information

Start: 1am, January 21, 1968
End: 6pm, February 4, 1968
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: East
Replacements: 75 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
1/23/68	m	1st USN FS	US Sanctuary	100%
		2nd USN FS	US Sanctuary	100%
		4th USAF FS	US Sanctuary	100%
		5th USAF FS	US Sanctuary	100%
		1st Bomb Wng	US Sanctuary	100%
		2nd Bomb Wng	US Sanctuary	100%
		3rd Bomb Wng	US Sanctuary	100%
2/1/68	n	A/2/20 AerArt	US Sanctuary	100%
		B/2/20 AerArt	US Sanctuary	*
2/2/68	n	2/1 Mar Bn	E of Mai Linh	*
		3/1 Mar Bn	E of Mai Linh	*
2/3/68	n	1/7 Cav Bn	W of Mai Linh	*
		1/8 Cav Bn	W of Mai Linh	*
		A/1/9 Aircav	W of Mai Linh	*
		5th ARVN AbnBn	W of Mai Linh	*
		2/17 Art Bn	W of Mai Linh	*
		2/19 Art Bn	W of Mai Linh	*

*These reinforcements will only be released by higher headquarters if the strategic situation warrants it. The date given is the earliest they may appear.

Abbreviations:

USN = US Navy
USAF = US Air Force
FS = (Tactical) Fighter Squadron
Bomb Wng = Bomber Wing
Mar Bn = Marine Battalion
Cav Bn = Cavalry Battalion
AbnBn = Airborne Battalion
AerArt = Aerial Artillery Battery
m, n = midnight, noon

Special Rules:

1. To reflect the extensive use of electronic sensor by the Americans, some hidden NVA units will be revealed during the course of play.
2. Due to the size of the battle area, it is recommended that players with Commodore,

Atari, and IBM computers move the cursor with the keyboard's fast cursor controls rather than a joystick.

Commanding the US/ARVN

Your situation is the same as in the historical variant. If you have not read the "Commanding the US/ARVN" section for that variant, you should do so now.

The NVA

WARNING: DO NOT READ THIS SECTION UNTIL YOU HAVE PLAYED THE US/ARVN COMMANDER IN ALL THE VARIANTS.

NVA Objectives

The variants contain three different Tet attacks, so your specific objectives will vary. One of the situations repeats the historical strategy. A second involves an attack across the DMZ, aimed at the crucial river-crossing at Dong Ha. The third posits an assault on the Marines at Khe Sanh.

Victory Conditions: Despite the differing objectives, your goals in each of the variants is the same: to capture at least 50 Victory Points while maintaining a favorable casualty ratio of at least one US/ARVN for every three of your own. You can gain an automatic decisive victory by capturing any one of the three critical locations: Quang Tri, Dong Ha, or Khe Sanh.

NVA Scenario Information

Start: January 21, 1968
End: February 4, 1968
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: North and South
Replacement Rate: 125 men and 2 heavy weapons per unit each week

Reinforcements: In order to keep you from noticing where the NVA reinforcements appear if you were leafing through the book before playing the US/ARVN side, the reinforcement schedules for the NVA forces are given in paragraph form in these variants.

Variant four recreates the historical attack on Quang Tri City. Your forces for the Tet Offensive appear on January 30. They consist of the 1st, 2nd, and 3rd Battalions of the 812th NVA Regiment, the 10th Sapper (assault engineer) Battalion, and the 1st VC Battalion, and come in around Quang Tri City and Mai Linh. The 324th Artillery Battalion (with heavy mortars and light artillery pieces) appears two hexes to the northeast, while the VC 2nd and 3rd Battalions appear seven hexes to the north-northeast and eleven hexes to the northwest, respectively.



DAY: **10**
CODE: **NEVADA EAGLE**

Variant three presents the second possible NVA strategy, an attack across the DMZ against the Marine's fortified line of defense. To carry out this assault, at midnight on January 30 the 1st and 3rd Battalions of the 803rd Regiment, the two artillery battalions of the 324th Division, two independent tank regiments, and the two battalions of the 164th Artillery Regiment appear along the DMZ, with the armor concentrated at the boundary between the US Marine and the ARVN positions. In addition, at noon on February 1st, the 2nd battalion of the 803rd will appear to the southeast of Dong Ha.

The third possibility, presented in variant two, postulates that the expected attack on Khe Sanh base takes place. Reinforcements consist of the 29th, 803rd, and 812th Regiments (which are called battalions in the text display), along with an independent tank regiment. These appear adjacent to the Combat Base in an arc from the northeast to the southwest, with the tanks moving up the road. So be careful not to put units in these hexes, lest you block the reinforcements from entering.

Special Rules: None

Commanding the NVA

Your strategy will naturally depend on which of the three possible attacks you intend to make.

If you chose the historical approach, you should follow the guidelines given for variant one. If you have not yet read the "Commanding the NVA" section of that variant, do so now.

If you chose to attack across the DMZ, you should do everything possible to draw American reserves toward Khe Sanh. You could even try a feint against Quang Tri City a day or two before your main assault. You should also realize that you are likely to suffer staggering casualties from the 3rd Marine Division and US airpower, so you should aim not to reduce each fortress in turn, but instead should try to infiltrate enough units through the line to stage an attack on Dong Ha. To do this, you can even try moving units in behind the Marines from the West, while using your forces in the DMZ to tie down the US/ARVN reserves.

If you chose to go after the Khe Sanh, just remember to pound it with all the artillery you can. Try to overrun one or two of the outposts so you can mass your maximum effort against the base when your reinforcements appear (remember not to block their entry hexes, though, especially the road where the tanks appear). Then, when the new units arrive, attack like crazy.

VARIANT FIVE

The Variant Randomizer

This variant choses one of the preceding six (variants two through seven) at random for you. Once you have discovered the NVA strategies, you can choose this variant to play games as the US/ARVN with true uncertainty about the NVA objectives.



DAY: **11**
CODE: **MACON**

GAME FOUR
EMPTY FISHHOOK: CAMBODIA, 1970

Historical Background

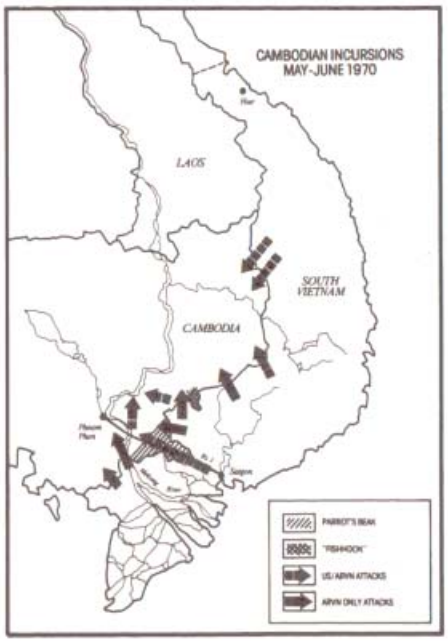
War and Politics

Napoleon once observed: "In war, the morale is to the physical as three is to one." Johnson's announcement that American escalation and his own political career would end on the same day that the Americans "won" the battle of Khe Sanh demonstrated that Napoleon's dictum was as true in 1968 as it had been in 1808. All America's battlefield successes had not brought victory; one weak Communist offensive had turned the tide of war.

The biggest loser in 1968 was Johnson's Democratic Party. Torn between the architects and opponents of the war and numbed by the assassination of its leading candidate, Robert Kennedy, the party's fate was sealed when Democratic Mayor Daley's police viciously attacked anti-war demonstrators and bystanders outside the party convention in Chicago. Vice-President Hubert Humphrey won the Democratic nomination, but lost the election to Republican Richard Nixon, who ran on the promise that he had a secret plan to end American participation in the war on honorable terms.

Nixon Takes Command

Once in office, Nixon commissioned a review of American policy and then embarked on a three part policy to disengage with honor. The first part was to continue the negotiations with the Communists begun during the last days of the Johnson administration. The second was to gradually withdraw American troops. The third, which complemented the second, was to gradually turn responsibility for the fighting over to the South Vietnamese. Thus, he hoped to placate the growing opposition to the war without committing himself to a policy that would necessarily end the war.



Formal negotiations had begun on May 10, 1968, but soon degenerated into endless procedural haggling. It took, for instance, seven months to agree on the shape of the table (both the Viet Cong and the South Vietnamese felt that to sit alongside their allies at a rectangular table would be taken as a sign of dependency, while neither was willing to concede the other the legitimacy a square would have conferred). To break this log-jam, Nixon had his national security advisor, Henry Kissinger, meet secretly with a senior official in the North Vietnamese government, Le Duc Tho. The two principals talked more freely during these meetings, but they, like the formal sessions, dragged on. The Americans wanted to settle, but for moral and geopolitical reasons refused to accept conditions they felt would look like they were dumping the South Vietnamese. The North Vietnamese were just playing for time.

The reason the North Vietnamese played for time at the talks is that Nixon's second policy was steadily reducing the number of American troops, and with them the Allies' battlefield superiority. Emergency reinforcements after Tet brought American troops levels to a high of 540,000, but by the end of 1969 the total had dropped to 485,000, and they would fall to 335,000 by the end of 1970. Coupled with the powerful air forces and bountiful logistical apparatus, the American army was still a considerable force, but its aggressiveness began to decline as it ceased to pursue victory.

The third part of Nixon's program, "Vietnamization," slowly but surely turned over to the South Vietnamese responsibility for the war. The ARVN ground and VNAF air forces expanded and adopted modern equipment from the departing Americans, while the South Vietnamese logistical and specialized services were modernized. While corruption and political favoritism continued to plague the Southern war effort, its armed forces were becoming for the first time a considerable factor on the battlefield.

"Vietnamization" of the war was helped greatly by the fact that during the lull following the Tet Offensive South Vietnam made significant strides toward consolidating as a state. The enemy's all-out attack had destroyed the Viet Cong as a military force; NVA soldiers manned the divisions that were ostensibly VC. America's campaign of attrition, while not decisive, had hurt the North Vietnamese Army very badly as well. Mostly it hovered along the borders near its sanctuaries. Support for the Communists ran too deep to eradicate in some provinces, but in most the people began to make their peace with the South Vietnamese government. Communist atrocities in Hue while they controlled it had disillusioned many Vietnamese, and the American's departure increased the government's stature as an independent entity. What opposition remained was ruthlessly suppressed by the Phoenix program, a joint CIA and military campaign of assassination and terror. The Americans and South Vietnamese government appeared to be gaining the upper hand once again.

Cambodia and Vietnam

The only cloud on the horizon was the continued presence of the NVA along the border. Despite the increasing ARVN strength, the NVA was still a more formidable force. Man for man and unit for unit it was superior, and it was numerically as strong. Given that a numerical advantage of three to one is generally needed to sustain an offensive in conventional war and ten to one is held to be essential to win a guerilla war, the NVA clearly posed a mortal danger to the South Vietnamese.

Cognizant of this danger, the American forces continued to seek battle. They actually staged more operations than before Tet, although these were generally on a smaller scale. Despite their exertions, though, they seldom brought the enemy to battle. Just as Giap was willing to sacrifice the Viet Cong military structure in the Tet Offensive, he was willling to sacrifice its political apparatus during the American withdrawal. He calculated that if the NVA was destroyed, the Communists would eventually lose even if the VC survived, while if the VC disappeared the Communists could still win as long as the NVA survived.

Frustrated, Nixon authorized increasing military action against the Communist base areas in neutral territory. In March, 1969, American warplanes began an intensive bombing campaign, which was kept secret for political and diplomatic reasons. These failed to disrupt the NVA, however, because they simply moved deeper into Cambodia. Their presence became more and more of a challenge to the Cambodian government, and so in early 1970 the neutralist Prince Sihanouk went to Moscow to try to get Russia to pressure the North

Vietnamese to withdraw. While he was gone, his long-time aide, General Lon Nol, staged a coup and installed a more strongly anti-Communist government. America sent money and arms, and fighting between the Cambodian army and the NVA increased.

In late April Nixon decided to make a bold move: a ground attack by US and ARVN forces against the NVA bases in Cambodia. American troops would generally spearhead the advance, but would remain close to the border, while ARVN units would range more deeply. The major objectives were the area known as the "Parrot's Beak" near Saigon, the Mekong River and Highway 1 between the border and Phnom Penh, the Cambodian capital, and the "Fishhook" region northwest of Saigon. The Parrot's Beak was the major Communist staging area for attacks into the populous southern provinces and Saigon. The river and highway were essential lines of supply for the Cambodian government. The Fishhook was a major base area and suspected location of COSVN, the Communist headquarters for South Vietnam. Other operations were launched against smaller base camps. Together, these moves were intended to destroy the Communist ability to stage offensives for a vital year or two.

Overall, the invasion, or incursions as the diplomats preferred to call them, went well. 15,000 American and 5,000 ARVN troops began moving across the border on April 29, and overran the border sanctuaries against fairly light opposition. Nixon limited the Americans to an area witin 20 miles of the border, and promised that they would remain in the country no later than June 30. The ARVN forces, eventually reinforced to 40,000 men, pushed more deeply, clearing the river and highway to Phnom Phen. Other deep South Vietnamese drives faltered, but these reverses seemed unimportant compared to the successes. The Americans and ARVN had captured huge amounts of supplies, destroyed much of the enemy's physical plant, and killed thousands of enemy soldiers. The NVA would not be able to undertake a significant offensive for at least a year.

The Battle of the Fishhook

The Fishhook operation began with an intensive air and artillery bombardment. Thereafter, ARVN paratroopers helicoptered into positions north of the suspected Communist base, while American armored cavalry moved up from the Southeast and airmobile infantry and mechanized forces attacked from the southwest. ARVN armored cavalry and infantry patrolled to the east. It was a prototypical operation, differing only in scale from the small unit actions that took place daily all over Vietnam.

WARNING: Surprise was an important element in the Fishhook operation. IN ORDER TO PLAY AN HISTORICALLY ACCURATE GAME, YOU ARE ADVISED TO PLAY THE AMERICAN SIDE OF VARIANT ONE BEFORE YOU READ ANY FURTHER.

The operation met with mixed success. Despite the obvious need for surprise to catch COSVN, the operation got under way two days after the first incursions to the south. Not surprisingly, the attackers did not find COSVN, although how much difference the delay made is not known. Otherwise, the Americans crushed what little opposition the NVA put up and discovered huge amounts of supplies. One base area to the northwest of the initial objective was so vast the American troops dubbed it "The City." In all, the Americans captured enough heavy weapons to arm 33 Communist battalions, and enough small arms to equip them plus 22 more. COSVN escaped and few NVA were killed, but the operation had still dealt the NVA a heavy blow.



DAY: **12**
CODE: **HENDERSON HILL**

In the United States, the Cambodian incursions stirred up a hornet's nest. Anti-war protests broke out across the country, culminating in the shooting deaths of four teenagers at Kent State University by National Guardsmen. Even the war's supporters were shocked by the tragedy, and the country was convulsed by protests. The killings at Kent State symbolized the gulf that had come to divide America.

The big losers from the invasion, though, were the Cambodians. Having maintained a precarious neutrality for 15 years, the Cambodian government was now fully involved, and as America disengaged from Southeast Asia, Lon Nol gradually lost control of the country to the NVA and the Khmer Rouge, the Cambodian Communists. Once victorious, the Khmer Rouge murdered 2,000,000 people through executions, forced migrations, and slave labor. Eventually the Vietnamese intervened and imposed a client government, but this started a guerrilla war that continues to this day. Once signifying a peaceful backwater, "Cambodia" has become another name for atrocity.

Guide to the Game

In *Empty Fishhook*, you command the American or North Vietnamese during what is, except for its political importance, a typical Search and Destroy mission. It differs little except in scale from the huge, multi-divisional operations of the late sixties and the small-unit sweeps conducted all over Vietnam each day throughout the war. Whether executed by platoons or brigades, the principle was the same: airmobile infantry helicoptered into blocking positions while ground troops pushed into a suspected enemy concentrations. When they flushed out some NVA, they would call in the firepower, and afterwards move through and count the bodies. Sometimes the Communists reacted violently, harassing the Americans or digging in and defending stubbornly. Mostly, though, the American "grunts" just moved through empty jungle, discovering an occasional supply cache and smoking out tunnels.

Empty Fishhook's variants enable you to command in all these situations and experience the uncertainty that faced American commanders in each one. The first variant is historical, recreating North Vietnamese deployments as they were. Variants two through seven contain different Communist deployments, which as the American commander you cannot see until your forces search for them. After you play each one, you can try it as the NVA commander. Once you have played all of them, you can select variant eight, which will randomly choose from the previous seven.



DAY: **13**
CODE: **MASHER**

VARIANT ONE

The Historical Variant

Introduction

In this variant you face the same situation as the historical commaders. Since the Americans at the time were very uncertain about what they would find, it is recommended that you play the Americans before reading about or playing the NVA.

The US/ARVN

US/ARVN Objectives

As commander of the US/ARVN task force in the Fishhook region, you are to cross the border, sweep the suspected base areas, eliminate all enemy resistance, destroy COSVN, the Communist command structure, and secure all base enemy facilities.

Victory Conditions: You must capture and maintain control of Victory Point locations, and destroy base complexes and COSVN units worth 300 Victory Points while maintaining a favorable casualty ratio of four NVA for every one of your own. There are no automatic victory conditions in this variant.

US/ARVN Scenario Information

Starting Date: 11am, May 1, 1970
End Date:: 6 pm, May 6, 1970
Initial Supply: Ample
Resupply Rate: Ample
Replacement Rate: 65 men and 10 heavy weapons each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
5/3/70	n	2/5 Cav Bn	US Sanctuary	50%
		2/7 Cav Bn	US Sanctuary	50%
		2/8 Cav Bn	US Sanctuary	50%
		2/19 Art Bn	US Sanctuary	50%

Abbreviations:
Cav Bn = Cavalry Battalion Art Bn = Artillery Battalion n = noon

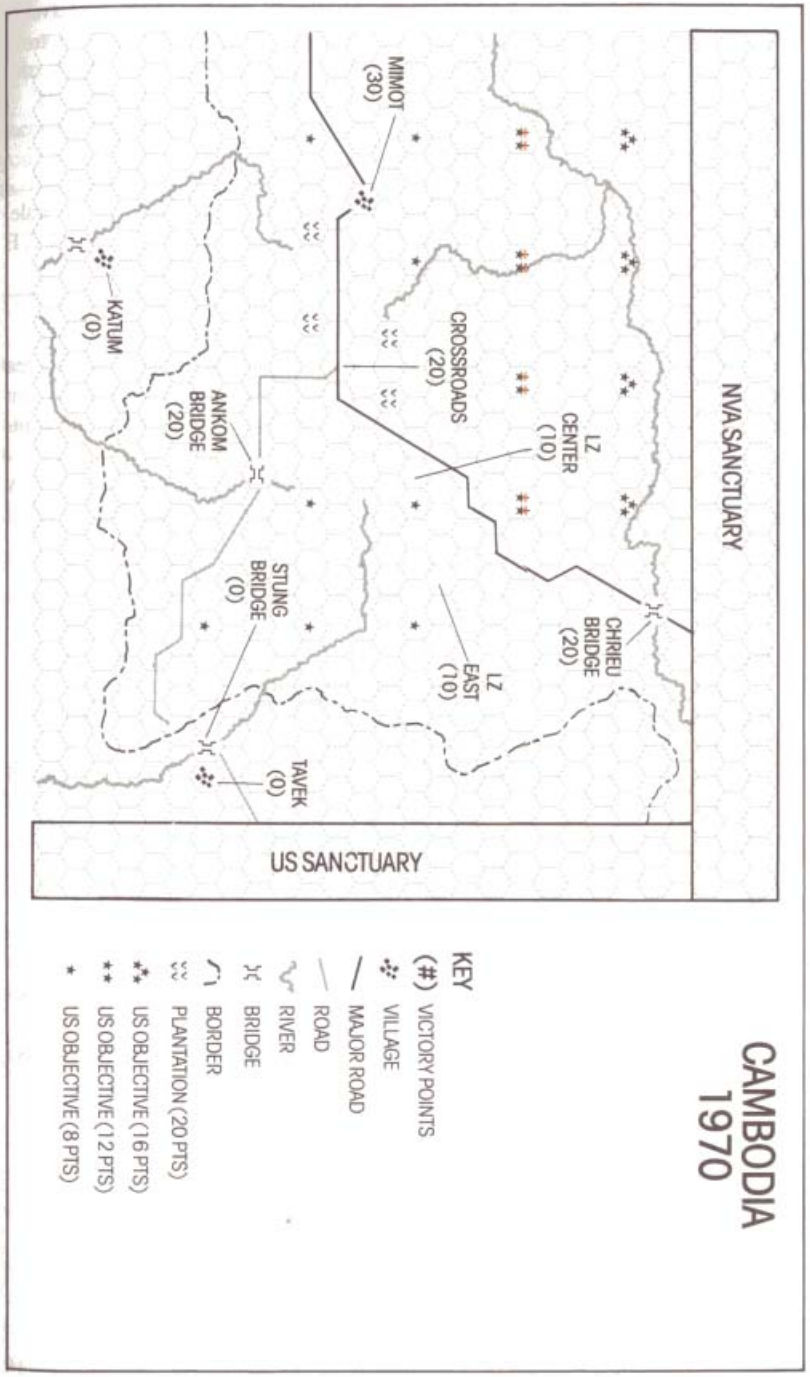
Special Rules: None

Commanding the Americans

As the operation opens, your forces are deployed in a cordon around the objective area. You need only move your mechanized units north toward the ARVN paratroopers that have just helicoptered into blocking positions across the border. As these pincers close, the



DAY: **14**
CODE: **CEDAR FALLS**



enemy will be caught in the squeeze. Those that get away to the north should be intercepted by the 1/9 aircav, while those that move east will run into the ARVN 1st Armored Cavalry Squadron. Once you have swept the objective, you should send units into the other areas of the map in order to search for additional base camps. Good luck and good hunting!

The NVA

WARNING: Uncertainty about NVA deployments played an important role in the battle. YOU ARE ADVISED NOT TO READ ANY FURTHER UNTIL YOU HAVE PLAYED THE VARIANT AS THE AMERICANS.

NVA Objectives

You begin with a substantial margin of victory. You will gradually lose it as the Americans occupy territory inside Cambodia and destroy bases and headquarters. You can dispute control of some areas by secretly retaking VP locations, but the biggest determinants of victory are the bases destroyed and casualty ratios.

Victory Conditions: To win, you must limit the Americans to fewer than 300 Victory Points while maintaining a favorable casualty ratio of one US/ARVN loss for every four of yours.

NVA Variant Information

Starting Date: 11am, May 1, 1970
End Date: 6pm, May 6, 1970
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: None
Replacement Rate: 125 men and 5 heavy weapons per unit each week
Reinforcements: None
Special Rules: None

Commanding the NVA

The army high command has anticipated this move by the Americans and decided to avoid the blow by pulling back COSVN and most units, even though some supplies and facilities must be sacrificed. As rear-guard commander, you are to cause the invaders what casualties you can and then withdraw your forces to the north. Your task is not an easy one, but remember: every enemy you kill brings victory closer; every comrade's life you preserve will add to the next blow.



DAY: **15**
CODE: **STARLIGHT**

VARIANTS TWO THROUGH SEVEN

Alternative NVA Deployments

Introduction

These variants contain a number of different NVA deployments that could have been encountered in the Fishhook operation. You are advised to play the US/ARVN first, so that your initial encounter with each situation will be fresh. After you have played a variant as the US/ARVN, you can then try it as the NVA.

The US/ARVN

US/ARVN Objectives

Your situation is the same as in the historical one. You must search the area with your task force and destroy any NVA units, bases, and headquarters elements you encounter.

Victory Conditions: You must capture Victory Point locations and eliminate bases and headquarters worth at least 300 Victory Points, while maintaining a favorable casualty ratio of at least four NVA for every one of your own.

US/ARVN Variant Information

Starting Date: 11am, May 1, 1970
End Date: 6pm, May 6, 1970 (low opposition variants)
6pm, May 12, 1970 (high opposition variants)
Initial Supply: Ample
Resupply Rate: Ample
Replacement Rate: 62 men and 10 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
5/3/70	n	2/5 Cav Bn	US Sanctuary	50%
		2/7 Cav Bn	US Sanctuary	50%
		2/8 Cav Bn	US Sanctuary	50%
		2/19 Art Bn	US Sanctuary	50%
5/6/70	n	1st Bomb Wng	US Sanctuary	*

*These reinforcements will only be released by higher headquarters if the operational situation warrants it.

Abbreviations:
Cav Bn = Cavalry Battalion
Art Bn = Artillery Battalion
Bomb Wng = Bomber Wing
n = noon

Special Rules: None

Commanding the US/ARVN

As you begin, your situation is the same as in the historical variant. If you have not yet read the "Commanding the US/ARVN" section of that variant, do so now. However, the force you encounter may be quite different. The NVA 7th Division is known to be operating in the area, but what elements are in your objective are not known. Furthermore, COSVN may or may not be present. After you have played these variants, you will have experienced a cross section of operations commanded by American officers.

The NVA

NVA Objectives

Your objective will vary greatly, depending on the forces at your command. If elements of COSVN are present, your first priority is to protect them and move them from the danger zone. If you have a large force, you are to defend tenaciously, forcing the US/ARVN to pay for every inch of territory. If you have a light force, you should harass the enemy and then withdraw north into sanctuary areas.

Victory Conditions: You must prevent the US/ARVN from accumulating more than 300 Victory Points while maintaining a favorable casualty ratio of at least one enemy for every four of your own.

NVA Variant Information

Starting Date: 11am, May 1, 1970
End Date: 6 pm, May 6, 1970 (light opposition variants)
6 pm, May 12, 1970 (heavy opposition variants)
Initial Supply: Ample
Resupply Rate: Ample
Replacement Rate: 125 men and 5 heavy weapons per unit each week
Reinforcements: None
Special Rules: None

Commanding the NVA

Your strategy will depend upon the variant. In the low strength variants your goal is similar to the historical one: cause as much damage as possible while preserving as much of your own force as possible. At the other extreme, if you have most or all of a division, you should make the Americans pay in blood for their invasion. Hunker down and fight as long and hard as possible, and then try to save the survivors. In the less extreme situations, your strategy should blend the two: when conditions are right, dig in your heals; when not, hit and run. Whenever elements of COSVN are present, you should put a high priority on distracting the Americans and rushing the VIPs north to your sanctuary area.

VARIANT EIGHT

The Variant Randomizer

This variant will choose one of the preceeding six at random for you. Once you have discovered the NVA deployments in them, you can choose this variant in order to continue to play games as the US/ARVN with uncertainty about what you will be up against.



DAY: **16**
CODE: **JUNCTION CITY**

GAME FIVE
FIRST CRACKS: QUANG TRI, 1972

Historical Background

America Bows Out

Whatever the cost, the invasion of Cambodia did set the North Vietnamese back a year. Negotiations, withdrawal, and Vietnamization all proceeded apace. The negotiations got nowhere, for the same reasons as before: the Americans refused to blatantly cut and run, while the North Vietnamese saw no reason to compromise since the Americans were leaving. American troop levels dropped to 335,000 by the end of 1970, and then to 158,000 by the end of 1971. The South Vietnamese armed forces continued to expand and modernize, and undertook an ambitious offensive against the Ho Chi Minh Trail in Laos.

Morale among the remaining American troops sank in pace with their numbers. Aware that they were just buying time, a growing proportion rebelled against service. Many sported anti-war symbols and adopted the anti-Establishment views of the counter-culture that emerged in the late '60s at home. Discipline became lax, drug use soared, and race relations soured. In many units the officers and men shared an understanding that their primary goal was to minimize casualties. Officers who insisted on gung-ho spirit were sometimes killed, shot in the back during battle or riddled by fragments from grenades tossed into their quarters.

While the role of American soldiers declined, that of its airmen, helicopter pilots, and supply sergeants rose. ARVN forces did increase in numbers and effectiveness, but were of very uneven quality and were still weakened by ethnic and political favoritism in the officer corps. Most of the elite units, the First Infantry Division, the Rangers, the Marines, and the Paratroopers, gave a good account of themselves, but other divisions performed poorly. All showed at least as much reliance on artillery and air support as the Americans had. The militia and paramilitary forces were numerous and well equipped, but their morale, and hence combat effectiveness, was low. The Regional and Popular Forces were known as "Ruff/Puff's" while the Military Police were called "White Mice" after the color of their helmets and their general demeanor.



Operation Lam Son 719

The ARVN's uneven quality was demonstrated in 1971 in its biggest operation, LAM SON 719, the attack into Laos against the Ho Chi Minh Trail. Transported and supported by American aircraft, two divisions advanced slowly across the rugged terrain, carving out a series of firebases as they went. For the first few days the advance proceeded easily, but soon NVA reinforcements

arrived and resistance stiffened. American air support proved less helpful than planned because the ARVN's American advisors, who had served as liaison with the planes, could not enter Laos with their units. The ARVN clawed tooth and nail through the defenses to their objective, Tchepone, in some of the bitterest ground fighting of the war. They took Tchepone after a month, and scoured the area for supply dumps and transport facilities.

When the turned to leave, though, they found their narrow corridor lined with NVA troops, artillery, and a sizeable force of tanks. These attacked with incredible ferocity, enduring staggering losses from air and ground fire to press in on the outnumbered and exhausted ARVN task force. Some of the South Vietnamese units disintegrated, while others held together precariously until American choppers came to their rescue. The operation succeeded in disrupting the NVA's supply lines temporarily, forestalling an offensive in 1971. But the rout at the end looked as bad on television as it felt in real life, and the spoiling attack only delayed the next North Vietnamese offensive by a few months.

The Battle For Quang Tri

With American troop levels down to about 150,000 at the end of 1971, the North Vietnamese seized the initiative while the winter monsoons kept American aircraft grounded. On March 30 they launched the long-awaited offensive. This time, the surprise was not its occurence, but its form. Along the length of the country, and especially across the Demilitarized Zone dividing the two Vietnams, the NVA launched big unit conventionall assaults, led by numerous tanks and backed by the devastating firepower of new Soviet 130mm field guns. The ARVN reeled under the blow, but with the help of American airpower repulsed most of the attacks.

Along the DMZ, however, the ARVN collapsed. In the first week of fighting the mechanized NVA attack broke through the border defenses, mauling the newly formed 3rd Division. Its remnants, a Marine brigade, a new armored regiment, and some RF/PFs were barely able to hold at the first natural line of defense, the Cua Viet River. The command in Saigon rushed Rangers and Marines northwards, and the fighting bogged down. The NVA had difficulty coordinating their tanks and infantry, and the elite ARVN units held determinedly. The NVA kept up the pressure, though, and on April 28 the ARVN cracked. Ironically, the retreat began when a squadron of the 20th Armored Regiment began a planned redeployment to the rear. Unfortunately, neighboring soldiers thought that it was an unplanned retreat and panicked. Soon the whole line was headed backward. The Marines and Rangers fought a rear-guard action, but the rest of the ARVN melted away. The NVA occupied the capital of the northernmost province, Quang Tri City, on May 1, and pressed onward toward Hue.

The crack ARVN 1st Infantry Division halted the enemy just outside Hue, and as the weather cleared American airpower began to pound the NVA, softening up defenses for local counter-attacks, breaking up NVA attacks, and suppressing the fearsome 130mm guns. Moreover, President Nixon resumed limited bombing attacks against the North to choke off the Northerners' supply lines and to warn them of America's power. Most dramatically, he authorized the mining of Haiphong Harbor, the main conduit for Russian supplies.

The ARVN launched a counteroffensive in early summer, but the Northerners dug in and defended their recently won ground. The NVA suffered grievous casualties, but the ARVN made only gradual progress. They did not retake Quang Tri until September 17, and could claim to have expelled the invaders at the end of October.

The South Vietnamese repulsed the invasion, but they had needed the full support of American airpower to do it. The NVA lost three or four times as many men as the ARVN,

much material, and most importantly were denied a final victory. Still, the Easter attack must be judged a success for the North Vietnamese. If the South Vietnamese wall had not come tumbling down, it had shown its first cracks.

Epilogue

Peace

President Nixon initiated the bombing to help stop the North Vietnamese offensive, and then unleashed it with full fury when the peace negotiations stalled once again late in 1972. The two sides could talk, but remained fundamentally deadlocked. The North Vietnamese insisted that a conciliatory regime replace South Vietnamese President Thieu's government as a precondition to settlement, while the Americans insisted that the NVA withdraw from South Vietnamese territory. Finally losing patience with the North Vietnamese strategy of "talk, talk; fight, fight", Nixon gave the Air Force and Navy permission to mount an unrestricted bombing campaign.

For eleven days B-52s and fighter-bombers lashed at hitherto prohibited targets in Hanoi and Haiphong. Using precision bombing, the planes managed to devastate industrial and transportation facilities while minimizing civilian casualties. Only a little over a thousand were inadvertently obliterated during the onslaught. The Americans lost heavily to the North Vietnamese anti-aircraft defenses, which included both interceptors and surface-to-air missiles. The enemy shot thousands of the latter, which accounted for most of the 15 B-52s and 11 other planes brought down. Once they ran out of missiles, however, the Americans had free rein in the skies. The air battle ended only when the Americans ran out of targets, the North Vietnamese having indicated four days earlier a willingness to negotiate seriously once the bombing ended.

The peace, scarcely different from a draft hammered out in October, was signed on January 27, 1973. Thieu remained in office, but North Vietnamese units in the South remained in place. Thieu's government had gained some more time, but the North Vietnamese had maintained a foothold in the South. The accord was much ballyhooed at the time, including a Nobel Peace Prize for the two chief negotiators, Henry Kissinger and Le Duc Tho. Kissinger accepted, but his North Vietnamese counterpart declined the honor, for the leaders of both halves of Vietnam saw the accord for what it was: a truce.

The Fall of South Vietnam

In 1973 the South Vietnamese controlled about 80% of their own territory, and the NVA occupied the rest. The Easter offensive had cost the North Vietnamese so dearly they were in no position to hinder Thieu's consolidation of power in the areas he controlled. He had over a year in which to forge an independent state. He failed.

The NVA used the time and freedom from American airpower to create an elaborate logistical system capable of sustaining large scale conventional operations. The Soviet Union provided substantial amounts of modern equipment and plenty of ammunition and supplies.

While Thieu's regime fought to consolidate its hold on the country and the North Vietnamese patiently hacked out improved roads and created huge supply depots, several outside events radically altered the balance of power and enabled the NVA to end the war with one blow.

The first was the Watergate affair. Nixon's government became paralyzed by a political crisis of its own making. By engaging in and then attempting to cover up illegal espionage against the opposition Democratic Party headquarters, Nixon's administration came to pose

a far greater threat to American Democracy than Vietnamese Communism. Establishing the truth and then ousting the President became America's overriding priorities. The process rapidly eroded his political power. With it went his ability to deploy American military forces and hence to enforce the peace agreement. Congress increasingly restricted his freedom of action. On August 9, 1974 he resigned rather than face impeachment.

The second outside event was the Yom Kippur War in the Middle East. This had two effects. First, it diverted much American military material away from South Vietnam. Second, an Arab embargo on oil to the West stimulated the Organization of Petroleum Exporting Countries (OPEC) to form a cartel and begin a series of price hikes that vastly increased the price of energy. Modeled on the mechanized American army, ARVN operations were suddenly constricted as the price of fuel skyrocketed. With American aid dwindling, the ARVN was losing its edge in conventional warfare to the well supplied NVA.

The South Vietnamese' biggest weakness, however, was apathy, corruption, and disillusionment in the ARVN and the rest of society. Even as the final hour approached, Saigon's elite engaged in frenzied financial dealings. Their implacable self-interest set the tone for the rest of the country. When the Communist offensive struck in early 1975, it advanced like a sharp ax through a rotten log.

First, the NVA seized Phuoc Long province. When the Americans made no move in support of Thieu, he had no choice but to write off the whole province. Encouraged, the North Vietnamese moved on to their next phase, an attack against Ban Me Thout in the Central Highlands that quickly destroyed an ARVN division.

When Ban Me Thout fell, Thieu decided to consolidate his forces by abandoning sparsely populated sections of the country in favor of the populous heartlands along the coast and in the Mekong Delta. However valid this strategic withdrawal was in theory, a deliberate retreat in the face of enemy attack is one of the most difficult military maneuvers, and the ARVN was not up to it. Poorly planned and organized, the retreat from the Highlands turned into a rout, and the NVA swept into the northern half of the country. Advancing boldly, the Communists captured Hue and Danang after little fighting.

Then, shifting their weight for the final blow, the Northerners turned on Saigon. The ARVN 18th Division made a valiant stand at Xuan Loc, waiting, like the French at Dien Bien Phu 21 years before, for American bombers that never came. What American aircraft did appear in the skies over the South were helicopters evacuating Americans and selected Vietnamese from the rooftop of the American embassy in Saigon. The NVA massed four divisions against the solitary ARVN 18th, and overwhelmed it. With resistance crumbling everywhere, the North Vietnamese entered Saigon on April 30, 1975, and renamed it in honor of Ho Chi Minh. The war was over.

Guide to the Game

The North Vietnamese Easter Offensive opened the final, conventional phase in the war. Just as the Viet Minh had moved from political agitation and establishing remote bases to protracted guerrilla war to a conventional coup de grace at Dien Bien Phu, so, too, the North Vietnamese moved through the same progression from the late 1950s through the early 1970s against the South Vietnamese. Only this time, the Communists attacked not one isolated outpost, but all over the country. Furthermore, they employed modern medium tanks and the latest Soviet long range artillery, which easily outclassed the ARVN's older equipment. Particularly in the early fighting in Quang Tri province the battle resembled World War II, with tanks sweeping across open countryside and bitter infantry battles at close quarters. It was a gritty and at times desperate fight.

First Cracks contains two variants: a short historical one, *Blitzkrieg*, and a long historical one, *The Battle for Quang Tri*. You can play either side first in *Blitzkrieg*, but it is recommended that you play the ARVN in The Battle for Quang Tri first, since that variant contains some surprises.

VARIANT ONE
Blitzkrieg

Introduction

Blitzkrieg recreates the shattering first week of the North Vietnamese offensive. The NVA attacked south across the DMZ and east out of the Khe Sanh area, led by tanks and backed by heavy artillery. Their goal is to push through the ARVN border defenses and breach the natural line of defense along the Cua Viet River. Opposing them are one low quality ARVN infantry division and a miscellany of crack units. Will the North Vietnamese be able to crack open the front, or will the ARVN coalesce into a firm defensive line? The answer depends on you!

The ARVN

ARVN Objectives

As commander of the 3rd ARVN division and attached units, your job is to guard the DMZ and western approaches to Quang Tri City. When the NVA onslaught opens, you must parry it in order to buy time for reserves to move up from the south.

Victory Conditions: You must prevent the NVA from capturing 100 or more Victory Points, while inflicting at least three NVA casualties for every two your forces suffer. You cannot gain an automatic victory in this variant, but be careful because the NVA will if they capture two critical locations.

ARVN Variant Information

Start: 1 am, March 30, 1972
End: 6 pm, April 6, 1972
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: East
Replacement Rate: 25 men per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
3//30/72	m	17ACR	East edge	50%
4//1/72	m	1st Bomb Wng	US Sanctuary	50%
		2nd Bomb Wng	US Sanctuary	33%
4//2/72	m	258 MarHQ	Beach	50%
		1/258 Mar Bn	Beach	50%
		2/258 Mar Bn	Beach	50%
		3/258 Mar Bn	Beach	50%
4//3/72	n	1/1 Rng Bn	Quang Tri City	100%
4//3/72	m	2/1 Rng Bn	Quang Tri City	100%
4//4/72	n	3/1 Rng Bn	Quang Tri City	100%

4/4/72	m	1/5 Rng Bn	Quang Tri City	100%
4/5/72	n	2/5 Rng Bn	Quang Tri City	100%
4/5/72	m	3/5 Rng Bn	Quang Tri City	100%
4/6/72	n	4/5 Rng Bn	Quang Tri City	100%
		115 TFS	US Sanctuary	100%
		232 TFS	US Sanctuary	100%

Abbreviations:

ACR = Armored Cavalry Regiment
Bomb Wng = Bomber Wing
MarHQ = Marine Headquarters
Mar Bn = Marine Battalion
Rng Bn = Ranger Battalion
TFS = Tactical Fighter Squadron
Beach = Coastal hexes east of Luong Kim
East edge = Road on east edge of map
m, n = midnight, noon

Special Rule: To reflect the demoralization of the ARVN in the face of the initial NVA attack, ARVN units are particularly unsteady during the first few days of combat.

Commanding the ARVN

You are in a very difficult position. The NVA have a three to one advantage in numbers and they also have a qualitative edge, particularly in artillery. You must move your reserves forward as quickly as possible and establish a line of fortified positions along the Cua Viet River. Remember to put your best units, the armor or Marines, in Dong Ha. It is the linchpin of your whole position.

The NVA

NVA Victory Conditions:

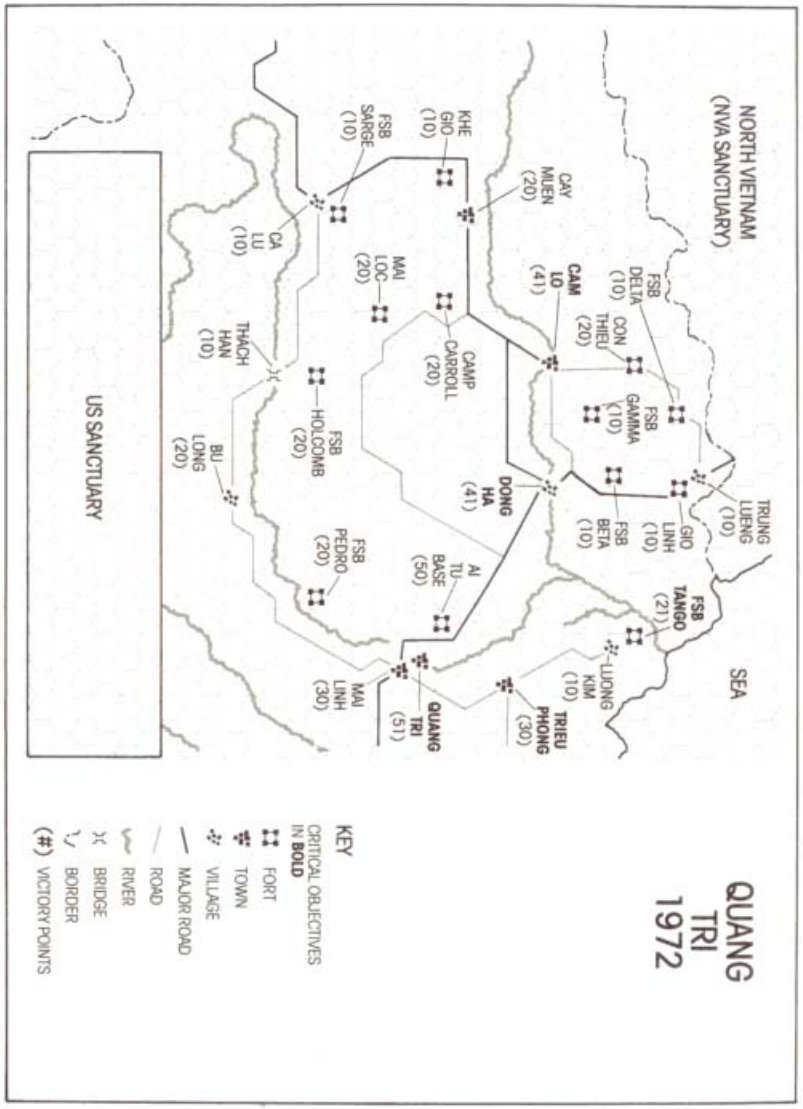
You must capture Victory Point locations worth at least 100 Victory Points while causing at least two casualties for every three you suffer. You can win an immediate automatic victory by capturing two critical locations.

NVA Variant Information

Start: 1 am, March 30, 1972
End: 6 pm, April 6, 1972
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northwest
Replacement Rate: 50 men and 5 heavy weapons per unit each week
Reinforcements: None

Commanding the NVA

As commander of the revolutionary forces poised to strike at the South Vietnamese border defenses, your task is to drive hard and fast to shatter them before American airpower and ARVN reinforcements can come into play. Your artillery is your strongest asset, so you should use it instead of ground troops whenever possible. Meanwhile, the armor and infantry should move forward, pushing as deep into enemy territory as possible. Avoid at all costs a static battle, for once the ARVN fortify you will find it difficult to dislodge them.



VARIANT TWO

The Battle for Quang Tri

Introduction

This variant recreates the full NVA offensive from the initial attacks to the fall of Quang Tri City. It is a long and taxing scenario, but rewards play with a tense and challenging game.

The ARVN

ARVN Objectives

Your objective is to stem the North Vietnamese tide. In particular, you must defend the populous lowlands, along the coast.

Victory Conditions: You must keep the NVA from gaining more than 300 Victory Points by defending Victory Point locations and inflicting at least three NVA casualties for every two the ARVN suffer. You cannot win an automatic decisive victory, but beware: the NVA can by capturing all four critical locations (Dong Ha, FSB Tango, Trieu Phong, and Quang Tri).

ARVN Variant Information

Start: 1am, March 30, 1972
End: 6pm, May 1, 1972
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: East
Replacement Rate: 25 men per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
3/30/72	m	17ACR	East edge	50%
4/1/72	m	1st Bomb Wng	US Sanctuary	50%
		2nd Bomb Wng	US Sanctuary	33%
4/2/72	m	258 MarHQ	Beach	50%
		1/258 Mar Bn	Beach	50%
		2/258 Mar Bn	Beach	50%
		3/258 Mar Bn	Beach	50%
4/3/72	n	1/1 Rng Bn	Quang Tri City	100%
4/3/72	m	2/1 Rng Bn	Quang Tri City	100%
4/4/72	n	3/1 Rng Bn	Quang Tri City	100%
4/4/72	m	1/5 Rng Bn	Quang Tri City	100%
4/5/72	n	2/5 Rng Bn	Quang Tri City	100%
4/5/72	m	3/5 Rng Bn	Quang Tri City	100%
4/6/72	n	4/5 Rng Bn	Quang Tri City	100%
		115 TFS	US Sanctuary	100%
		232 TFS	US Sanctuary	100%
4/6/72	m	5/5 Rng Bn	Quang Tri City	100%
4/7/72	n	6/5 Rng Bn	Quang Tri City	100%
4/7/72	m	7/5 Rng Bn	Quang Tri City	100%
4/8/72	n	8/5 Rng Bn	Quang Tri City	100%

4/8/72	m	9/5 Rng Bn	Quang Tri City	100%
		212 TFS	US Sanctuary	100%
		224 TFS	US Sanctuary	100%
4/10/72	n	18th ACR	East edge	50%
4/11/72	m	4th ACR	East edge	25%

Abbreviations:

ACR = Armored Cavalry Regiment
Bomb Wng = Bomber Wing
MarHQ = Marine Headquarters
Mar Bn = Marine Battalion
Rng Bn = Ranger Battalion
TFS = Tactical Fighter Squadron
Beach = Coastal hexes east of Luong Kim
East edge = Road on east edge of map
m, n = midnight, noon

Special Rules:

1. To reflect the demoralization of the ARVN in the face of the initial NVA attack, ARVN units are particularly unsteady during the first few days.

2. Because the ARVN's morale was very brittle, they may become very weak under pressure during the course of the game.

Commanding the ARVN

Once again, you start off in command of the ARVN 3rd Division plus attached units defending against the primary NVA attack. You must do your best to hold back the onslaught while reinforcements arrive. With these you should be able to form a solid defensive line, and perhaps even begin to counterattack. Your airpower should be concentrated against the NVA artillery, because this is the backbone of the enemy offensive.

The NVA

NVA Objectives

Your objective is to break through the ARVN border defenses and drive on the important provincial capital Quang Tri City.

Victory Conditions: You must gain 300 Victory Points or more by capturing territory and maintaining a loss rate no more than 50% greater than the ARVN. You can win an automatic decisive victory by capturing four critical locations (Dong Ha, FSB Tango, Trieu Phong, and Quang Tri).

NVA Variant Information

Start: 1am, March 30, 1972
End: 6pm, May 1, 1972
Initial Supply: Ample
Resupply Rate: Ample
Off-map Supply: Northwest
Replacement Rate: 50 men and 5 heavy weapons per unit each week
Reinforcements: (see chart)

Reinforcements:

Date	Time	Unit	Location	Probability
4/7/72	n	308 DivHQ	North edge	100%
		1/88 Inf Bn	North edge	100%
		2/88 Inf Bn	North edge	100%
		3/88 Inf Bn	North edge	100%
		1/102 Inf Bn	North edge	100%

		2/102 Inf Bn	North edge	100%
		3/102 Inf Bn	North edge	100%
		308 Art Bn	North edge	100%
		308 Art Bn	North edge	100%
4/7/72	m	1/36 Inf Bn	North edge	100%
		2/36 Inf Bn	North edge	100%
		3/36 Inf Bn	North edge	100%

Abbreviations:

DivHQ = Divisional Headquarters
Art Bn =Artillery Battalion
Inf Bn = Infantry Battalion
m, n = midnight, noon

Special Rules: Because of pre-planning and special training, your troops will be at their most effective during the first week of the attack.

Commanding the NVA

In this variant, your strategy should be similar to that in *Blitzkrieg*: use your artillery to smash ARVN resistance while your armor and infantry to press forward relentlessly. Always push into empty territory. Grab as much as possible, as fast as possible, to disrupt enemy defensive positions and encircle enemy units. Do not stop even if your units become very depleted, for once a solid front is formed, your units will become easy prey for American airpower. The key is to utilize your artillery to the maximum and press your ground troops ever forward.

V
Notes



INTRODUCTION

This section consists of two parts, the Designers' Notes and the Recommended Readings. The Designers' Notes contain reflections of the design of CONFLICT IN VIETNAM and some concluding observations about the war itself. The Recommended Readings list the books and articles that proved helpful in preparing the games, and includes brief comments about their contents, strong points, and weaknesses.

Designer's Notes

Comments on the Game Design

Like any historical reconstruction, a computer simulation involves many judgements about what to include or not include, and how to present what is included. Some features of a game represent deliberate design decisions, while others involve "lesser of the two evils" compromises with sources of information, computer memory, and the designers' endurance. Whatever the cause, these decisions deserve mention, particularly in a simulation as unusual as CONFLICT IN VIETNAM.

The first decision was which battles to simulate. The number, five, is the greatest number we could fit onto a disk. The choices represent a trade-off between the importance of a battle and its suitability as a game. Dien Bien Phu, Khe Sanh, and Cambodia were included primarily because of their importance in the history of the war. Ia Drang and Quang Tri were attractive because they are tense and tightly balanced contests, and therefore make particularly good game situations. These distinctions are relative and not absolute, of course. Both Ia Drang and Quang Tri were important battles, even though they were not well known. The Khe Sanh game also presents a tense contest, while the Cambodia and Dien Bien Phu games include a variety of challenging combats amongst the variants.

The second decision that has raised questions is the scale. Most commentary on the war has focused either on the very tactical level (individual experiences and small unit actions), or on the strategic and diplomatic issues of why we got involved and how we conducted national policy. That split focus has left a gap in the middle, the operational level which implements strategies by coordinating tactics. CONFLICT IN VIETNAM fills that gap. The War in Vietnam was, after all, a war, not just a series of disjointed firefights and not some abstract chess game played upon the world stage. Our officers led our soldiers across a series of battlefields, and how they maneuvered and fought had much to do with the outcome.

A third, related question, concerns the relationship between game-play and reality. When I showed the simulation to some officers who had commanded in Vietnam, they pointed out that operationally the basic maneuver element was the company and the basic artillery unit was the battery, whereas in the game they are the battalion. However, further discussion revealed that in practice, when contact was made, companies would pile on and batteries would concentrate within range, so that the effect was of battalion strength operations. Given the complexity that tripling the number of units would have created, we are satisfied that we have achieved a reasonable compromise between reality and simulation.

Another, more technical question raised by the officers was the question of unit designations. The military has a very precise way of identifying units, a way which makes a lot of sense for their purposes, but which is both complex and difficult to understand. Its complexity makes it expensive in terms of memory to reproduce on a computer, while its technicality makes it difficult for civilians to understand. Therefore, we chose a system of

nomenclature that conveys the spirit of the military system but streamlines it for the computer and simplifies it for civilians.

Furthermore, for the sake of both the computer and the player the American system of unit designations has been carried over to the North and South Vietnamese armies. The South Vietnamese system was generally modeled on the American, but its correspondence to the game system is lower. The NVA actually numbered each battalion separately, but since sources for these are lacking, the system adopted seemed as good as any.

Movement rates were another problem. A battalion moving through dense jungle might travel little more than a mile in a day, while a battalion in trucks could move many miles per hour. To some extent, this disparity is reduced when we realize that both a convoy of trucks will move rather slowly if mines and ambushes are a danger, and that to move a battalion involves more than just trucking a bunch of men around. In the game, a unit can move a long distance quite quickly, but it will arrive at reduced effectiveness and will require a good while to regain it.

One issue which aroused strong feelings was what to call losses on the status display screen. For a while, the display kept track of only those men killed in action, the body count. This figure was calculated by dividing the American casualties by one factor and the NVA by another. However, we reverted to total casualties for two reasons. One was to avoid offending those who lost relatives in Vietnam and therefore might find it offensive to count bodies, even in simulation. Second, the body count creates a misleading impression of the casualty ratios, because many Americans survived wounds that would have killed Vietnamese.

The last issue that has raised questions is the level of sophistication incorporated into CONFLICT IN VIETNAM. Very early in the design process we decided not to ease play by making a "World War II in the jungle" game. Instead we strove to simulate war in Vietnam as closely as possible. Commanders on both sides confronted unique challenges. The Americans had unprecedented mobility and overwhelming firepower, but found it difficult to locate the enemy and bring the weight of ordnance to bear. The North Vietnamese had to move and strike carefully, or their units were decimated to no effect. Both had to learn the value of patience and meticulous planning. The playtesters found that they confronted the same problems, and came up with the same solutions, as their historical counterparts. We are confident that anyone interest in knowing more about the war will find CONFLICT IN VIETNAM a satisfying challenge and an illuminating experience. We have included hints on play from the playtesters, but there is no substitute for first hand experience. Boot up the game and play! When you do, you will discover what made Vietnam a uniquely challenging military situation.

Historical Observations

The War in Vietnam was an overwhelming fact of life for Americans who lived through it, including those who did not serve there. It was on TV, in the newspapers, and in conversations. More than anything else it divided the generations and propelled many young people into radical politics and alternative cultures.

Consequently, it is difficult to recognize that the war is now history, as much a part of the past for the generation coming of age in the 1980s as World War II and the Korean War were for that which came of age in the late '60's. This fact did not hit home until I began researching the topic, using the skills as a professional historian I acquired in the late 1970s to look again at the events I had lived through the decade before. As I worked on the game, I was reminded of many of the issues that preoccupied America during the war years, and I gradually formed new perspectives on them, perspectives shaped by distance and informed

by the wealth of material that has appeared since then.

The most basic issue was what the war was about. Having gone back into the French phase in designing the simulation, it appears to me that the war was about two things: whether Vietnam would be independent, and, once independent, what kind of society it would be. The French war settled the issue of liberation: as elsewhere in the post-war world, European colonialism was defeated, and the Vietnamese took their place amongst the politically sovereign peoples of the world. However, the French war left the second part of the issue unresolved, and this clouded the first. Half of the country was ruled by the victors of the French war, the Viet Minh, whose commitment to create a communistic society was as deep as their nationalism. The other half was governed by a regime headed by a genuine nationalist, but one whose government was a creation of American policy and whose political and economic orientation tied him tightly to the United States. Consequently, many Vietnamese, and increasingly many Americans, who did not share the Communists' social program agreed with them that the question of independence was not yet settled. This justifiable doubt about South Vietnam's national independence undercut American efforts throughout the ideological struggle.

The most basic issue of the second, American, phase of the war was why America intervened. During the war, America was portrayed as either an altruistic champion of democratic humanism or a cynical agent of exploitative international capitalism. The reality, of course, was somewhere in between. America certainly felt that it had a concrete, material stake in the war in Vietnam. No country would spend the vast sums that America spent without expecting some practical rewards in the end, whether they be resources and markets or geopolitical advantage. Yet there was an honest and heartfelt strain of idealism in America's commitment, a genuine belief that the effort would spare the South Vietnamese the agony of Communist inspired social upheaval and bring them the benefits of a Western way of life.

That America was inspired by a mixture of motives is not unusual or reprehensible. Every large power must and will defend its own interests, even at the cost of infringing on those of lesser powers. But those lesser powers are inestimably better off if the greater power is motivated and constrained by a humane set of values, no matter how strained these may become in the heat of battle. All countries commit outrages in the harsh world of international conflict; America was one of the few that admitted it and felt shame. That may not seem like much to people who wonder why the world is not perfect, but for those who look at it as it is, America's openness and sense of conscience, however imperfect, stand out in an international order dominated by closed societies that recognize only realpolitik.

Less encouraging is how the war was fought. Strategically, America was hamstrung by the problem of infinite escalation. What this means is that the North Vietnamese were willing and able to match every step by the United States. The initial steps by which America became embroiled in the war, a policy called graduated response, proved a failure because instead of acting "rationally" and caving in when threatened by American might, the Communist leadership dug in its heals and became even more determined. Furthermore, the assumption that by graduating our responses we retained the ability to pull back at will proved illusory. We became trapped in a cycle of escalation with the North Vietnamese in a struggle that would strain both countries to their limits.

Later, hawkish Americans wanted to invade Laos and Cambodia to destroy North Vietnamese sanctuaries and infiltration networks. The problem with this strategy was that the North Vietnamese could have just built bases deeper inside these countries, and if these had been threatened, in North Vietnam itself. Of course, some would have advocated that

we invade the North in turn, but then the problem would have simply shifted to China, which acted as a sanctuary during the French war and, dominated by the Maoist Red Guards, would certainly have rallied again. The costs and difficulties of a war against China would have been staggering and, judging by the current importance of China as a counterweight to Russia, a tragic mistake.

Wise as American restraint may have been, it did leave the North Vietnamese the strategic initiative, which they proved with the Tet Offensive. In 1966 American airmobility and firepower knocked them off balance, but once they realized that the Americans had simply established a massive human meatgrinder in South Vietnam, the North Vietnamese held back except so far as it served their purpose to keep the fight going. While the Americans methodically subdued the South in 1967, the North Vietnamese began to maneuver in preparation for Tet. The Americans scarcely noticed, but for the North Vietnamese losses on the battlefield changed from tragic defeats to calculated diversions. It is sobering to read accounts by American officers that still recount Con Thien and Khe Sanh as overwhelming American victories because of the numbers of bodies counted, ignoring the fact that they both accomplished their strategic purposes and contributed directly to the ultimate North Vietnamese victory.

The North Vietnamese' initiative on the strategic level paralleled their ability to maintain the tactical initiative as well, although in this case not because of any American forebearance but because of the nature of revolutionary war. In the countryside, they were able to choose between political agitation, guerrilla warfare, and conventional attack, and the Americans had to be ready to counter all three. Most of the time, both the Viet Cong and the NVA relied on guerrilla tactics. The Americans had a difficult time finding the enemy and, once that was accomplished, they had difficulty fixing him. If they could accomplish that, they had no problem destroying him, but it was a frustrating and ultimately futile game of blind man's bluff. While the Americans did sometimes manage to surprise the enemy or maneuver him into fighting on their terms, most of the time it appears to have been his decision when to be found and how hard to fight.

The only alternative to America's high-tech, airmobile approach would have been to saturate the country with ground troops, but they would have been difficult to mobilize, and the increased casualties that would have resulted would have been difficult to sustain. It was not a question of whether America had the manpower, but whether this was how the nation wanted to spend it.

This dilemma lay at the heart of the last major issue of the war: why the Republic of Vietnam did not survive. The most obvious reason is that there was a limit to American endurance, to how much America was willing to spend in a small country half-way around the world. This limit was clearly manifested by the decline in public support for the war, both in the press and in the public at large. However, there were deeper and more compelling limits in economics and strategy. These, not street demonstrations or editorials, changed the American government's policy. Basically, the United States was spending money and lives all out of proportion to what it had at stake, spending sums that its economy could not sustain, and diverting dangerous amounts of its military strength away from more vital areas of national interest in Europe and the Middle East. It is important to remember that the economic difficulties that bedeviled America into the early '80s stemmed from its profligate spending in Vietnam, and it was a decade before the damage to its forces in Europe and in Continental reserve was repaired. America turned away from victory not out of whimsy, but because the most knowledgeable and hard-headed men in the government decided that it just was not worth the cost.

The converse of American limitations was the almost limitless commitment of the North Vietnamese. Their top leadership was ready to sustain any losses to win, and they were backed by the Soviet Union and China, both of which were more than happy to supply them with the necessary arms. The Communist great powers could thus frustrate America on the cheap, while the North Vietnamese were willing to pay any price to win. The South Vietnamese, who should have born the brunt of their own defense, never seemed to realize what was at stake, or perhaps they were just able to let the Americans carry the ball for too long. In the end, the North Vietnamese won because it mattered more to them than to anyone else. They were the ones prepared to "bear any burden, pay any price" to achieve victory.

Recommended Readings

The War in Vietnam has inspired a vast literature. During the war the emphasis was on national policy: should we be there, and if so, how could we win? When we withdrew that source of inspiration dried up and those books were replaced by a series of novels and autobiographies by participants. These continue to appear, but have recently been joined by books about the war as a military action. These latter are of two types: coffee table picture books and studies of small unit actions. The former are often of higher quality than one might expect; the later are gold-mines for anyone seriously interested in learning how the war was fought. Few military histories of the war as a whole have appeared and no official history has yet been issued. Even less has appeared from the Vietnamese.

Histories of the War

Stanley Karnow, *Vietnam: A History* (1983); a comprehensive survey of Vietnamese history and the war, based on the award-winning PBS series, with emphasis on the growth of American involvement and a generally liberal point of view.

Michael Maclear, *The Ten Thousand Day War* (1981); a history of the war from 1945 to 1975, with much information and many critical insights – so many that it manages to find fault with practically everything the Americans did in Vietnam, from the way we intervened to the way we left.

Dave Richard Palmer, *Summons Of The Trumpet* (1978); an outstanding military history of the war by a senior officer who served in it. An invaluable work, though some of his judgements of national policy are clearly those of a soldier.

Robert Pisor, *The End Of The Line* (1982); a superb journalistic history, focusing on the battle of Khe Sanh, but also critically illuminating the background and history of the war to 1968.

The Pentagon Papers (1971); originally a massive secret study of American intervention commissioned by Secretary of Defense Robert McNamara, it was leaked to THE NEW YORK TIMES and THE WASHINGTON POST by Defense Department analyst Daniel Ellsburg. The entire 47 volumes are available, as well as an abridged one volume paperback version.

Vietnam: The History And The Tactics, ed. John Pimlott (1982); a well illustrated survey of the conflict from 1945 to the early 1980s.

Tom Cahart, *Battles And Campaigns In Vietnam*, 1954-1984; another well illustrated history, this one of specific battles and containing much detailed information.

War In Peace, ed. Ashley Brown and Sam Elder (1981); a survey of wars since 1945, with extensive sections on both the French and American phases of the Vietnam war.

Orders of Battle

Shelby Stanton, *Vietnam Order of Battle* (1981); a superb book that details every American Army unit, including support elements. Contains a wealth of other information also. Not for the casual reader, but invaluable for the researcher; unfortunately no longer in print.

The French War

Edgar O'Ballance, *The Indo-China War*, 1945-1954 (1964); a solid study.

Bernard Fall, *Street Without Joy* (1961); a classic if somewhat spotty study of the French military effort by one of the foremost authorities on the war.

Bernard Fall, *Hell In A Very Small Place* (1966); a thorough and well written account of the final battle.

Jules Roy, *The Battle For Dien Bien Phu* (1963); another good account of the battle, a good complement to Fall's.

Studies of Small Unit Actions

S.L.A. Marshall, *Vietnam: Three Battles* (1971); a very detailed and well written study of American airmobile operations by an expert on small unit actions.

S.L.A. Marshall, *Battles In The Monsoons* (1966); another excellent study.

Infantry In Vietnam, ed. LTC Albert Garland, USA (Ret.) (1967); a systematic study of small unit tactics in 1965 and '66 based on interviews with participants.

A Distant Challenge, ed. *Infantry Magazine* (1983); a long delayed sequel to *Infantry In Vietnam*, but organized chronologically and incorporating entire articles by small unit leaders.

John Cash, John Albright, and Allan Sandstrum, *Seven Firefights In Vietnam* (1970); a set of reports by officers that had served in combat, prepared under the auspices of the Office of the Chief of Military History for the Army, and recently released in paperback.

Official Army and Marine Studies

Lieutenant General John Hay, Jr., *Tactical And Material Innovations* (1974); a discussion of operations from 1965 to 1968 focusing on new techniques of warfare adopted to cope with the new form of warfare.

General Donn Starry, *Mounted Combat In Vietnam* (1978); a history of armored vehicles in the Vietnam wars by the man who commanded the 11th Armored Cavalry Regiment during the Cambodian incursion.

Lieutenant General Julian Ewell and Major General Ira Hunt, *Sharpening The Combat Edge* (1974); a monograph on various command and control techniques developed in Vietnam.

Edward Hymoff, *First Marine Division: Vietnam* (1967); a short and glossy account of the division's first two years in Vietnam, reflecting the optimism of the times.

Moyers Shore, *USMC, The Battle For Khe Sanh* (1969); an official history of the battle, full of useful information, although its official sponsorship makes some of its evaluations of command decisions necessarily suspect.

Tran Dinh Tho, *The Cambodian Incursion* (1979); an account of the cross-border operations by a former South Vietnamese officer.

The Air War

Peter Mersky and Norman Polmar, *The Naval Air War In Vietnam* (1981); a comprehensive study of one aspect of the air war.

Bernard Nalty, *Air Power And The Fight For Khe Sanh* (1973); full of information, but with conclusions somewhat suspect since this is an official history published within a few years of the battle.

Pushpindar Singh, *A Guide To Air Power In Asia And The Pacific* (1971); a country-by-country listing of air assets around 1970.

General William Momyer USAF (Ret.), *The Vietnamese Air Force*, 1951-1975 (1975); a brief history of the RVAF, published by the United States Air Force.

Development Of Strategic Air Command, 1946-1976, text by J.C. Hopkins (1976); another official USAF publication, but full of information on the US heavy bomber forces, including during the war years.

Works on the Communist Forces

Douglas Pike, *Viet Cong* (1966); an analysis of the indigenous Communist movement in South Vietnam.

Vo Nguyen Giap, *How We Won The War* (1976); a short discussion of the North Vietnamese strategy, full of stiff Communist rhetoric and undoubtedly containing distortions and omissions, but nevertheless a critical source for understanding North Vietnamese strategy and tactics.

Van Tien Dung, *Our Great Spring Victory* (1977); an account of the final NVA offensive in 1975 by the man who commanded it, with the same shortcomings and value as Giap's book.

First-hand Accounts

Frederick Downs, *The Killing Zone* (1978); an account by an army platoon leader of his experiences from 1967 to 1968.

Robert Mason, *Chickenhawk* (1983); the experiences of a helicopter pilot with the First Cavalry division during its first year in action.

Philip Caputo, *A Rumor Of War* (1977); a superb account by a Marine lieutenant who served in the first year of the war.

Everything We Had, ed. Al Santoli (1981); a collection of short anecdotes by thirty-three Americans who served in Southeast Asia from 1962 to 1975.

Vietnam Militaria

Leroy Thompson, *Uniforms Of The Indo-China And Vietnam Wars* (1984); a book full of color illustrations and containing some text.

Simon Dunstan, *Vietnam Tracks* (1982); a history of armored warfare in Vietnam, with lots of photographs.

Articles

Alexander Cochran, "First Strike at River Drang", in *Military History* (October, 1984); an interview with General Harry W.O. Kinnard, commander of the 1st Cavalry Division in 1965.

John Kramer, "Cohesion and Disintegration: American Forces in Vietnam," in *Strategy And Tactics* (March-April, 1971); a combination of history and personal reminiscences, with a little hard information.

John Prados, "The Year of the Rat: Vietnam, 1972," in *Strategy And Tactics* (November, 1972); a large article full of information and opinions, dated but still very useful.

DEDICATION

CONFLICT IN VIETNAM is dedicated to the memory of
Pfc. Michael John Patrick Callahan, USMC
(June 17, 1949 - November 8, 1967)
Killed in Action, Vietnam

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Theme Song:
"The Ballad of The Green Berets"
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