CONTENTS

OPTIONAL RULES

Located on the Strategy & Tactics e-rules page.

CREDITS

Cold War Hot Armor: Vietnam

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com

1.0 INTRODUCTION

Cold War, Hot Armor is two-player game in which players take command in armored actions during the Cold War. The game is part of a series; this game is set during the War in Vietnam, 1946-75. Future games will include battles in continental Africa, the Middle East and a hypothetical NATO-Warsaw Pact conflict. The game system emphasizes command control, combined arms and new technology.

2.0 COMPONENTS

2.1 Map

The map shows a representative piece of terrain. Actual effects of terrain will vary depending upon where the scenario is set. The hexagons are used to position the counters, move units, and determine line of sight during combat.

2.2 The Counters

There are two general types of counters: units and markers.

Units: Units represent various combat forces and fire support. Each unit will have the following information on it.

Note: Units with a "Triangle" above the unit symbol are a "Command Post." Units with a "+" above the unit symbol are indirect fire units. Units marked with a "T" at the bottom of the counter can transport other units.

Square (Hard Attack) — Range (in hexes)
Attack Strength (Basic Firepower) — 8 | 12 — Unit Type Symbol
M48 — Unit Type
Defensive Strength (Ability to withstand enemy fire) — 4 | 6 — Movement Allowance
Square (Hard Target)
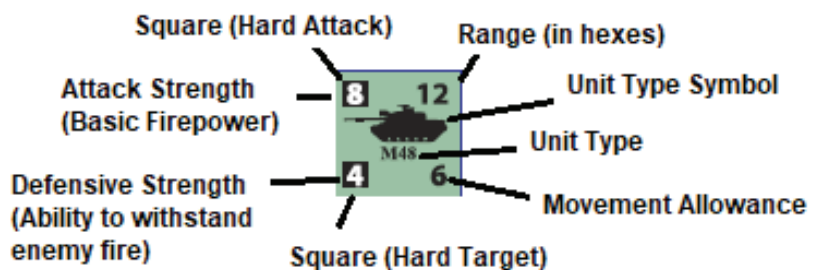
Cold War Hot Armor: Vietnam

Vehicle Types:

Armored Command Post

Tank

Combat Engineer Vehicle (CEV)

Self Propelled Anti-tank

Armored Cavalry Assault Vehicle

Armored Personnel Carrier (APC)

Armored Car

Truck

Self-Propelled Artillery

Gun Truck

Surveillance APC

Recoilless Rifle Jeep

Machine Gun Jeep

SP MRL (Katyusha)

Armored Recovery Vehicle (ARC)

Armored Vehicle Launched (AVLB)

Infantry Types

Infantry Command Post

Infantry (A) (first line)

Infantry (B) (second line)

Special Forces

Engineer/ Sapper

Forward Observer (FO)

Weapons Types

Anti-aircraft Artillery (AAA)

Heavy Mortar (107-120mm)

Artillery

Recoilless Rifle

Anti-tank Guided Missile (ATGM)

Rocket Launcher

Helicopter Types

Command Helicopter (CP)

Attack Helicopter (AH)

Utility Helicopter (UH)

Observation Helicopter (OH)

Transport (Cargo) CH

Leader Types

Fire Support
These are not units per se, but represent fires from off the map:

Artillery Impact

Airstrike Impact

Note: Fire support markers are back printed to show area & point fire.

Unit Special Cases

Command Post: A unit which is a center for command control on the map.
Forward Observer: A unit which can call in indirect fire.
Hard Attack: Units armed with a combination of armor piercing and high explosive/canister munitions
Soft Attack: Units armed with primarily high explosive and/or low caliber rounds.
Hard Defense: Armored units.
Soft Attack: Units without armored protection.
Direct Fire Unit: A unit whose weapons are primary direct line of sight. (All units without the indirect fire symbol are direct fire).
Indirect Fire Unit: A unit whose weapons can fire at high trajectories, thereby overcoming intervening terrain obstructions.
Transport Capable Unit: A unit which can carry other units.

Note: Some units have a range but no attack factor. These are units which can act as forward observers and spot up to their range.

AA Qualified Units (22.15)
All units with the AAA symbol.
All units with heavy weapons symbol.
All armored units with a combat strength of "1" or more.

2.3 Back Printing

The front of the unit represents its Combat Effective status. The reverse of the unit represents its Hidden status.

Note: *Disrupted status is shown by placing a disrupted marker on a unit.*

2.4 Markers

Markers are used for various rules administrative functions, listed as follows:

Command Control (C2): Determines which units can conduct an operation during an Impulse.

Deception: These are used to conceal friendly forces from enemy observation.

Disrupted: Indicates units which have been rendered temporarily combat-ineffective.

Entrenched: Indicates units which have dug in.

Landing Zone (LZ): Hexes in which helicopters can embark and disembark ground units.

Mines: Indicates areas with minefields or boobytraps.

Over Watch: Indicates a unit which is providing cover for other units.

Rubble: Building s which have been destroyed or a bridge which has been destroyed.

Wreck: These are placed on the map when a vehicle is destroyed.

Turn: Indicates the current turn.

Morale: Indicates current overall command control and morale of a force.

2.5 Charts & Tables

Combat Results Table (CRT): Determines the outcomes of firing.

Rally Table: Used for panic and rally checks.

Terrain Effect Chart (TEC): Shows the effects of map terrain on movement, combat and line of sight.

Troop Quality Table: Used to determine the morale value of units.

Vegetation Table (Optional): See optional rules for use of this table.

2.6 Game Scale

Each vehicle represents three to ten vehicles, depending on the army and scenario. Each infantry unit represents a platoon. Weapons units represent platoons or batteries. Each hex represents 200 meters. Each turn represents 2 to 20 minutes of real time.

2.7 Dice

The player will need at least one six-sided die.

3.0 HOW TO SET UP

3.1 Procedure

- Set the Morale marker for each side to the indicated space.
- Determine visibility and place an unused or blank counter on the Visibility Track as a mnemonic.
- Place the indicated number of C2 markers for each side in the C2 bin.
- Deploy units as indicated by the scenario. Place them per the instructions. Some units may be held off map.
- First and Second Players: This specifies who will be the first and second player in each turn.
- Victory conditions are listed for each scenario.

3.2 Set-up Notes

The following set-up notes are defined as follows:

Terrain: Scenarios will indicate the density of certain terrain.

Transport: Units may begin the game mounted in vehicles/helicopters, if available. This includes both initial deployment and reinforcement units.

Automatic First Impulse: The designated player takes an Impulse on turn 1 prior to the pick of C2 markers. This is a "free" extra impulse without having to pick a C2 marker.

4.0 VICTORY

At the end of a scenario, evaluate victory conditions. Each scenario lists specific conditions for winning.

4.1 Victory Conditions

Victory Points: At the end of the game, add these totals and the side with more VP is the winner.

Eliminating Enemy Units: Enemy units eliminated in combat during a game. Deception markers do not count.

Exiting Friendly Units: Points may be gained for moving friendly units off the map. This can only be done via any hex on the designated map edge. Move the unit to the map edge and then spend the number of movement points equal to the cost of the hex the unit is in. Once off the map, a unit cannot return.

Example: A unit exiting via a road would pay one half movement point.

Terrain Objectives: Points are gained by having a friendly unit physically occupying certain objective hexes on the last turn of the game.

4.2 Draws

If both sides achieve their victory condition, or neither side does, the games ends in a draw.

Note: *There are no sudden death victory conditions, unless otherwise stated. Victory is only evaluated at the end of a scenario.*

5.0 SEQUENCE OF PLAY

Each turn consists of a series of impulses.

5.1 The Sequence of Play

Each turn consists of the following steps:

1) First Impulse

1a) C2: One player picks one C2 marker from the C2 Bin. This will determine which command can now conduct an Impulse.

1b) Impulse Execution: The player designated by the C2 marker conducts all the following actions, in this order.

Command Designation: The player designates one friendly command post (CP) or any one non-CP unit and places the C2 marker on it. This will activate units within radius.

Fire Support Phase: The player places all fire support markers and then executes combat with them.

Offensive Hard Fire Phase: The player conducts fire combat with any activated units that can utilize hard fire.

Offensive Soft Fire Phase: The player conducts fire combat with any activated units that can utilize soft fire.

Movement Phase: The player conducts movement with activated units. The non-phasing player may conduct reaction fire.

Close Assault Phase: The player conducts close assault attacks with activated units.

Rally Phase: The player conducts rally checks for activated units.

2) Second and Subsequent Impulses

Players continue to follow the above procedure until all C2 markers are out of the bin.

Cold War Hot Armor: Vietnam

3) End of Turn Phase
The turn concludes when all C2 markers are played. At this point, do the following:

3a) Return the C2 markers to the bin.

3b) Return fire support markers to available status (unless the scenario otherwise prevents this).

3c) If this is the last turn, the scenario ends. Otherwise, go to the next turn.

5.2 Phasing Player
The "phasing player" is the player currently directed to take a phase. The "non-phasing" player is the other player.

Example: During a Movement Phase, the player whose C2 chit was drawn is the moving or phasing player, and the other player is the non-phasing player. During the phasing player's Movement Phase, the non-phasing player may conduct reaction fire.

6.0 MORALE
Morale is a general term for the overall level of command efficiency and troop motivation. Morale is initially set by the scenario. Certain events may change it during a scenario (see optional random events).

6.1 C2 Markers
The number of C2 markers the player places in their C2 Bin is equal to the current morale level.

6.2 C2 Effects
Morale will impact various game functions such as rally and calling in fire support. Other game functions will be specified by rules.

7.0 COMMAND CONTROL (C2)
Each player has a set of C2 markers. Each scenario will specify the morale for the player's force. This is the number of C2 markers he places in the C2 Bin.

7.1 C2 Bin
There is a common C2 Bin in which both players place all their C2 markers. At the beginning of each impulse, one marker is picked from the bin. This will determine which player gets to conduct an impulse. At the end of the turn, return all C2 markers to the C2 Bin.

> **Note:** One player may have more C2 markers than another in a scenario, so that player will be able to conduct more actions than the other.

7.2 Picking C2 Markers
Either player may pick C2 markers. If a player picks the marker activating the opposing player's forces, the player who drew that marker gives it to his opponent, and the player receiving the marker then executes the impulse.

7.3 Playing C2 markers
You can play a C2 marker in one of two ways:

Activate one Command Post (CP): Announce this and then place the C2 marker on any one CP. This activates that CP. When a CP is activated, all friendly units within command radius of that CP are also activated for the remainder of the phase. Determine what specific units are within that command radius at the start of each Phase of the Impulse.

Example: CP "A" is activated. It activates all friendly units within its radius at the start of each fire phase. At the start of the Movement Phase, it activates all friendly units within radius. The CP then moves. At the start of the Close Assault and Rally Phases, it activates all friendly units within radius (assuming it survived any reaction fire.

> **Note:** A transported CP can be activated and be the center for command radius.

On a non-CP unit: Place the marker on any friendly unit on the map. This is called Independent C2. That unit functions as a CP (above) but with limited command radius. The marker remains with the unit for the remainder of the impulse.

7.4 C2 Marker Removal
At the end of the impulse, remove all friendly C2 markers from the map and place them aside. They are returned to the bin during the End of Turn Phase.

7.5 Command Radius
Command radius for CP is equal to twice the current morale level. This is measured from the hex containing a CP or a C2 marker (exclusive) outwards. Command radius for non-CP units is equal to the current morale level.

Example: Your morale is "2." You place a C2 marker on a CP, the command radius would be four hexes. If you place it on a non-CP, the command radius is two hexes.

If the C2 marker is placed on a disrupted CP, then it can only activate units in its own hex. A C2 marker cannot be placed on a disrupted non-CP unit.

7.6 No Blocking
C2 radius is traced through all types of terrain and enemy units without penalty.

7.7 Multiple Activation
A unit may be activated once, several times, or not at all in an individual turn, depending on the play of C2 markers and the number of impulses.

7.8 No Withholding of C2
You must play a C2 marker when you pick it. You cannot hold it aside and play it later.

7.9 Unit Activation
A unit is activated if it is within command radius at the start of a phase. Activated units may change during a turn owing to the movement of CPs, units, and reaction fire.

> **Note:** When conducting movement, it's useful to rotate that CP as a mnemonic to remember which units are within command radius. Or, alternately, use some other mnemonic like a penny or a spare blank counter.

7.10 Fire Support
If any artillery and/or air strike fire support markers are available, then the player can place them per rule (18.0) fire support.

If an airstrike is available, then whenever a friendly C2 marker is picked, the player can place it instead of an artillery marker, or it can be placed anywhere on the map, but it automatically scatters.

7.11 Opposing Players
You may never carry out any action for units that are enemy, even if you were the player who the C2 marker. In such cases, you generally hand the picked enemy C2 marker to your opponent, who then must use it to conduct an Operations Phase of his own.

Note: That means a player may potentially conduct more than one impulse before the opposing player can react with an impulse of his own.

7.12 Changing C2
A player's C2 may change during a scenario; see the scenarios for when this might happen.

7.13 Disposition of C2 Markers
All C2 markers are returned to the C2 Bin during the End of Turn Phase.

7.14 Defending
Units always defend normally, regardless of activation. They can fire reaction fire without having to be activated.

8.0 MOVEMENT

8.1 Movement Allowances
During each friendly Movement Phase, the phasing player may move any, all or no friendly activated units. Eligible units may be moved in any direction or combination of directions to the limits of their movement allowance.

8.2 Movement Factors
Each unit has a movement factor (movement allowance) printed on it. A unit's movement allowance is the number of movement points it can expend in any given Movement Phase. You move units by tracing a path of contiguous hexes through the hex grid, until all movement points are expended or the player decides to cease moving the unit, whichever comes first. As each unit enters a hex it pays movement points from its movement allowance. Consult the Terrain Effects Chart for further details.

8.3 Vehicular Unit Movement
Units which are listed as "Vehicular" use the vehicular movement costs and prohibitions listed on the TEC.

8.4 Zero Movement Factor Units
Units with printed movement factors of zero (0) cannot move. They can be transported.

8.5 C2 & Movement
You can move friendly units which started the Movement Phase in an activated position. An activated unit may move out of command to the full extent of its movement allowance.

Note: This may impact on actions which the unit can conduct in later phases in the impulse. A unit can move out of command radius of one friendly CP and into the command radius of another CP and thus be activated later in the impulse.

A unit which began a Movement Phase out of command may not move. This is so even if a CP unit moves within radius during that phase.

8.6 Restrictions
Once a unit has been moved and the player's hand removed from it, it may not be moved again in the same impulse. A unit may expend all, some, or none of its movement points in any one Movement Phase. Unused movement points may not be accumulated from turn to turn.

8.7 Minimum Movement
All units with a movement of "1" or more are generally guaranteed the ability to move at least one hex per Movement Phase. Units may never enter an enemy occupied hex, nor enter hexes or cross hexsides listed as "prohibited" by the TEC.

8.8 Reaction Fire
Moving units may be attacked by non-phasing enemy units via reaction fire (16.0).

8.9 Panic
Panic (because of combat) isn't considered part of regular movement and doesn't use movement points (13.0).

8.10 Terrain
To enter any given hex, a unit must expend the number of movement points designated by the TEC for the kind of terrain in it. When the TEC calls for a movement point expenditure to cross a hexside (such as a stream), that cost is in addition to the terrain cost for entering the hex on the other side.

8.11 Multiple Terrain
If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrain involved.

8.12 Hexsides
Units pay the movement cost to cross a stream/ gully hexside in addition to the terrain cost on the other side. Bridges negate the cost for the hexside.

8.13 Road, Tracks & Bridges
If there is a road, track or bridge, use the road, track, or bridge movement rate regardless of any other terrain in that hex.

8.14 Roads
A unit that moves from one road hex directly into an adjacent road hex through a hexside traversed by that road expends one half movement point (0.5) per hex entered (effectively, movement along a road is at twice a unit's movement rate).

8.15 Tracks
A unit that moves from one track hex directly into an adjacent track hex through a hexside traversed by that track expends one (1) movement point per hex entered, regardless of terrain.

8.16 Roads/Tracks & Stacking
Units using road/track movement can enter a hex containing other units by paying the cost of other terrain in the hex (instead of the road movement rate).

8.17 Truck Movement
Trucks and gun trucks triple their movement when moving along roads. They double it when moving along tracks.

8.18 Rivers
River hexes (those filled with river) prohibit land movement across.

Exception: 8.19 and 8.20.

8.19 Bridges
Units can cross rivers on bridges by paying road movement costs. Units may stay on bridges. A player may never have more than two units on a bridge.

8.20 Amphibious Vehicles
Scenarios may designate amphibious vehicles (in this game, PT76 and LVT). These (and units they transport) can cross rivers as follows: they must start the Movement Phase on one side of the river. They pay all their movement cost and then are placed on a hex on the other side of the river within two hexes of their starting point (on the side of the river they crossed from). They must end their movement on the other side of the river.

> **Note:** *Certain scenarios will list rivers as being "low", in which case use that cost on the line on the TEC.*

8.21 Terrain Variability
Scenarios may direct that certain types of terrain are treated as other types of terrain.

Example: A scenario may direct that a road is treated as a track, or be non-existent, or that certain types of vegetation be treated as other types.

8.22 Airmobile Movement
Units using airmobile movement ignore terrain through which they move (21.0).

8.23 Enhanced Movement
The following units always pay one movement point to enter any type of vegetation or cross a slope (in either direction):

• US/ARVN special forces
• VC/NVA/Viet Minh Infantry (A), Infantry (B), sapper

9.0 FOG O' WAR (BASIC RULES)
In the basic rules, you are free to examine enemy units.

> **Note:** *Intelligence and surveillance are factored into the C2 ratings for each side.*

10.0 STACKING
Having more than one friendly unit in a hex at the same time is called "stacking." There is no limit to the number of units you can have in a hex.

> **Note:** *Since fire may affect all units in a hex, piling units up can create an extremely dangerous situation.*

10.1 Stacking
Generally, all types of friendly units may stack together. There is no limit on the number of friendly units that may pass through a single hex or cross a single hexside in one sub-phase, phase or turn.

10.2 Enemy Prohibition
Friendly ground units may never enter a hex containing enemy units. Helicopter units may move through enemy units, but not end the turn in the same hex.

Airstrikes and artillery markers can be placed in the same hex as enemy units; this is not considered to be stacking by strict definition.

10.3 Roads
See the road movement rule for stacking effects.

10.4 Stack Movement
You may move units individually or as stacks. To move as a stack, units must start in the same hex and move together. Units may be dropped off (and cease moving). They may not be picked up along the way.

10.5 Stacking Order
Players are free to arrange their stacked units, from top to bottom, in any order they choose, when that command is activated. The exception is, in any entrenched marker must always be kept as the top unit in that stack.

11.0 TRANSPORT OF GROUND UNITS
Certain vehicular units may transport certain ground units. Transport-capable units have a "T" designating as transport capable.

11.1 Transport Procedure
The transporting unit and unit to be transported must start the Movement Phase in the same hex. The transporting unit picks up (embarks) the ground unit. Place the ground unit under the transport. The two units move together, (during that Movement Phase) using the transport movement capability. At the end of the Movement Phase, the ground unit may remain on the transport, or be disembarked, if disembarked, both units must cease movement in the same hex.

11.2 Scenario Start
You can start units in a scenario mounted in vehicles (or not).

11.3 Off Map
Transports can embark reinforcement units (which begin off the map) and move them on to the map. If a scenario allows units to be exited from the map, then a transport can embark a unit on map, move together off map, and then end the move by disembarking off map.

11.4 Restrictions
Only infantry and weapons class units may be helicopter transported. Vehicles may not, but scenarios may provide special cases.

• There is no movement cost to embark or disembark.
• Each transport can transport one (1) ground unit at any one time. No more than one unit may be transported per Movement Phase.
• Units being transported cannot move on their own.

Exception: Disrupted units may not transport nor be embarked or disembarked.

11.5 Transport & Combat
Transported infantry type units can fire from the transport. Both their attack strength and range are halved (round up fractions). Transported units cannot be targeted. If the transporting unit suffers a combat result, the transported unit

also suffers that result. The transported unit remains transported regardless of result (unless the transport is eliminated).

11.6 Tank Riders
Each tank unit can transport one infantry class unit. Follow the same procedure for embarking and debarking. Units transported by tanks are targeted when the hex is fired on. They have a soft defense of "1" (one). If the tank is eliminated or disrupted, the transported unit receives that result, in addition to anything it may receive. Tank riders cannot fire while being transported

12.0 LINE OF SIGHT/LINE OF FIRE
Line of Sight (LOS) is a path of hexes from a unit to a hex into which it is trying to spot. Line of Fire (LOF) is a path of hexes from a unit to a hex into which it is attacking with direct fire.

Note: LOS and LOF generally functions the same, but there are differences here and there in the rules.

12.1 Range
Each unit has a printed range factor which is expressed in hexes. Units may fire only at enemy occupied hexes within their ranges. Count the target hex but not the firing unit's hex when determining range. A unit may fire up to, but not beyond, its range.

Example: A unit in hex 2202 that was firing at hex 2206 would be firing at a range of four hexes.

12.3 Determining LOS/LOF
Lay a straight edge between any point on the spotting/firing unit's hex and any point on the targeted hex. Check the path from the spotting or firing unit to the target hex. Then check the TEC "LOS Block" column:

1) If all intervening hexes are "No" (not blocked) then the LOS is not blocked.
2) If one or more hexes are "Yes" (blocked) then the LOS terminates in the first blocked hex.
3) If one or two hexes are "Impede" then the LOS is not blocked. If three or more hexes are Impede, then the LOS terminates in the third Impede hex.

Note: Condition (2) always supersedes condition (3).
Note: LOS is determined based on hexsides, not the terrain portrayed within the hex. In other words, a hex which contains any kind of blocking terrain is filled with it, regardless of the actual artwork.

12.4 LOS Considerations
The hex of the firing unit and of the target unit do not affect LOS

- A unit may always spot and fire into a hex immediately adjacent to it (a range of one).
- The LOS may never exceed the visibility.
- Impeding hexes can either be contiguous or separated.

Example: You could fire from a town hex into a vegetation level 2.

12.5 Firing through Units
A unit can fire through any number of units, friendly or enemy. This does not affect the intervening units.

12.6 High Ground
A unit in a high ground hex does not have its LOS/LOF blocked.

Exception: A unit in a high ground hex does have its LOS/LOF blocked other high ground hexes.

12.7 Helicopters
Helicopter unit LOS/LOF is never blocked.

12.8 Forward Observers (FO)
In some cases, units will have a range but no combat factor; this is used to determine LOS for artillery spotting.

Note: Units with the triangle symbol are CP, FO, and in some cases SOF.

12.9 FO Capable Units
All CP, Special Forces, OH helicopters, US ACAV, US armored cars, US M551, US "A" infantry, US heavy weapons are normally FO capable.

Note: Scenarios will state if a force is US, ARVN or otherwise. Scenarios may provide additional FO qualified units.

Important: Not all units that are capable of FO functions are marked with a triangle.

12.10 Roads & Tracks
A unit may trace a line of fire through otherwise blocking terrain if the entire line of sight is traced directly along roads and/or track hexes. These must all be connected by hexsides corresponding to the LOF.

13.0 COMBAT (GENERAL)
Units conduct combat by utilizing their attack factor to "fire" at target hexes. Units can fire at three times in the game turn:

1) Offensive fire during the Offensive Fire Phase of an activated sub-command.
2) Close assault during the Close Assault Phase of an activated sub-command.
3) Reaction fire, during an enemy Movement Phase. This does not require units to be activated, but there are restrictions. Reaction fire may also be used to fire anti-aircraft (AA).

Note: Fire support markers are covered in 16.7.

13.1 Fire Procedure
For each combat, firing is conducted as follows:

1) Designate the firing unit or units.
2) Designate one target hex. This hex must be within range. For direct fire weapons, it must also be within the LOS of the firing unit.
3) Total the fire strengths of all firing units. Make any adjustments for range, close assault, and other factors.
4) For each unit being attacked, determine the defense strength. This is equal to the printed defense strength of the unit.
5) Divide the attacker's strength by the defender's, then multiply it by 100 to get a percentage.
6) Consult the CRT. Use the percentage column corresponding to the number determined above.
7) Apply any shifts for enfilade fire, terrain and other factors.
8) Roll one die and cross index the result with the percentile column determined above.
9) Apply the combat result.

Example: 10 attack factors versus 3 defense factors is 3.33 x 100 = 333%; use the 300-399% column on the CRT.

Cold War Hot Armor: Vietnam

Important: The table on the map labeled Combat Result Explanations lists the shifts and modifications used to determine fire strength and column shifts

13.2 General
To fire offensively and in a close assault, a unit must be activated at the moment of firing. A firing unit is the "attacker," and a unit or stack being fired on is the "defender," regardless of the overall strategic posture of a side.

- Each unit may fire a maximum of once per phase.
- You may choose to fire with some, none, or all of you units during each phase in which they are qualified to conduct fire."
- The attacker need not declare all his fires at the beginning of his offensive fire phase; he announces and executes them one at a time in any order he desires. The resolution of one offensive fire must be completed before that of the next is begun.
- Within the above strictures, you can fire any number of units at any number of targets.

13.3 Combat Execution Procedure
Combat against an individual hex is resolved in the following order:

1) All fire support (airstrike and artillery markers).
2) All hard attack factors (regardless if defender is hard or soft).
3) All soft attack factors (regardless if defender is hard or soft).

13.4 Details
Units in different hexes may combine fire at the same target hex. In such a case, all fire in each of the three types against a hex is combined into one combined fire strength. A given hex may be attacked a maximum of three times per Combat Phase:

- Once by fire support markers.
- Once by hard factors.
- Once by soft factors.

No fire by units on the map may ever have as its target more than a single enemy occupied hex. Fire support markers may target more than one hex by area fire.

Note: As a mnemonic, maintain a common facing among all your units and rotate each one 180 degrees when it fires.

13.5 Multi-Unit Fires
In general, units may fire by themselves or in groups, if the single target hex is within the range of all firing units. If attacking in groups, then use the combined total fire strength.

Note: The strength of defending units is not added together. Each unit defends individually.

13.6 Multiple Defenders
If there is more than one unit in a targeted hex, offensive fire potentially affects each unit in that hex. Reaction fire is directed against individual moving units; see the separate rules sections.

Example: Three friendly units fire against two enemy units in a hex. First, resolve all fire against the first unit, then all fire against the second.

13.7 Range Effects
Generally, a unit's fire strength is affected by the number of hexes it fires through, listed as follows:

1) Units which fire up to 50% of their printed range use their full combat strength.
2) Units which fire from 51% to 100% of their printed range have their combat strengths halved.
3) If there are units which are firing within 50% of their range combined with units firing at 50-100%, then determine the fire strength for each unit individually.

Note: For both determining 50% of the range and halving of combat strength, round up any fractions.

Example: A unit with a range of seven and a combat strength of five would fire with five points up to four hexes, and three from five to seven hexes.

13.8 Combat Shifts
Combat shifts are changes to the CRT column owing to various game conditions. Shifts which favor the attacker are to the right; those which favor the defender are to the left. Shifts are cumulative under the conditions stated below. Total up all applicable shifts, subtract the defender's total shifts from the attacker's, then use the difference to determine the final column.

Example: For an attack on the 300-399% column, the attacker has one shift to the right; the defender has two shifts to the left. The final column is shifted one to the left for 200-299%.

13.9 Minimum & Maximum
The lowest possible odds column is <50%.
The highest possible is 600%+.

Example: The attacker has 10 combat factors; the defender has 1 defense factor. There is one shift to the left. The final percentile column is 500-599%.

13.10 Specific Shifts
Combat odds columns may be "shifted" by various circumstances, listed as follows:

Left: Defending unit's terrain (see TEC).
Left: Defending is entrenched (may be one or two shifts, depending on entrenchment level).
Left: Defending hex includes a leader (one column shift)
Right: Combat is enfilade fire (one column shift).
Right: Combat is close assault (one column shift).
Right: Engineers under certain circumstances (one column shift).
Right: One attacking unit has a leader (one column shift).

13.11 Attacker Shifts (Enfilade Fire)
Enfilade fire occurs when more than one unit is firing direct fire at the same target, and each unit is firing such that one unit is 120 or 180 degrees from another. If so, shift the combat results column to the right by "one".

- Units defending in entrenchments are not affected by enfilade fire.
- Indirect fire (artillery and airstrikes) never counts for enfilade fire.

13.12 Defender's Entrenchment
If defending in an entrenchment level 2, all targets are automatically considered "hard" (13.15).

13.13 Special Conditions
Helicopters that are in the air, cannot be affected by normal ground fires. They may be fired on by antiaircraft (AA). Fire support markers, cannot be attacked by enemy fires.

13.14 Combat Results
The below describe the results listed on the CRT.

E: Elimination. The targeted unit is removed from the map and placed in the dead pile.
D: Disruption. Place a disrupted maker on the targeted unit.
(D): Panic. The unit must make a panic check. At the completion of the check, regardless if it passes or fails, the unit is disrupted.
"-": No Effect. The target unit is not affected.

13.15 Soft versus Hard Defense
Units with a soft attack factor firing at hard targets change their combat results as follows:

D: Becomes no effect.
(D): Is treated normally.
E: Becomes a D result.

13.16 Disruption
When a unit is disrupted, place a disruption marker on it. The unit remains disrupted until it rallies (or is eliminated).

13.17 Disruption (ground unit) Effects
A disrupted ground unit is affected as follows:

- It may not move, embark or disembark.
- It may not conduct close combat.
- A CP may activate only units in its own hex. Non-CP units may not activate other units.

13.18 Disruption (helicopter unit) Effects
A disrupted helicopter is affected as follows:

- It may move up to 50% of its printed movement allowance (round fractions up).
- Its combat factor and range are each reduced by 50% (round fractions up).
- CP Helicopters may only activate units in their own hex.

13.19 Panic Check
At the instant that a unit panics, consult the Rally Table. If the unit passes, it is disrupted. If it fails, the unit scatters and then is disrupted.

13.20 Scatter
To determine scatter, roll one die. A result of "1" causes the unit to move to the north map edge; a "2" to the northeast, etc., clockwise.

Roll a second die. This is the number of hexes the player must move the unit in that direction. A scattering unit does not pay movement costs, and may move more than its movement allowance.

A scattering unit is eliminated if:

- It must move off the map; or,
- It would have to move into a hex containing an enemy unit; or,
- It was already disrupted and then fails a panic check; or,
- It has a movement of zero.

13.21 Multiple Results
A disrupted unit which is disrupted again is eliminated.

13.22 Duration of Disruption
Disruption remains in effect until the unit rallies or is eliminated.

14.0 OFFENSIVE FIRE
Units of an activated command conduct offensive fire in the Offensive Fire Phase. Offensive fire is conducted per rule (10.0), with the following special cases:

14.1 Targeted Hexes
The total fire strength of all units firing on the hex are applied to each unit in that hex. Starting with the top unit, execute an attack against each unit.

Example: 10 firepower factors are directed against a target hex with three enemy units. Make three separate attacks with ten factors, one against each enemy unit in the hex. Each result is applied individually to a unit. One unit might be eliminated, another suppressed, and a third may have no effect.

15.0 CLOSE ASSAULT
Close assault is a special type of combat that takes place in the Close Assault Phase. All units conducting a close assault must be adjacent to the attacked hex.

> **Note:** Close assault occurs only in the Close Assault Phase. A unit which is adjacent to an enemy unit is conducting offensive fire or for reaction fire does not execute close assault. It executes normal fire.

15.1 Close Assault Capable Units
All vehicular class units with an attack factor of "one" or more, and all infantry class units with an attack and movement factor of "one" or more, may close assault. The units must be capable of direct fire. Helicopters, weapons type units, and impact markers may not conduct close assault.

15.2 Close Assault Restrictions
A unit which conducts close assault:

- Must be combat effective.
- Cannot have engaged in offensive fire in the same turn.
- Cannot close assault across a prohibited hexside or into prohibited terrain.

15.3 Close Assault Execution
Close assault is conducted in the same manner as offensive fire. Resolve all hard and then soft attacks. Additionally, implement the following:

Combat Shift: If any Infantry class units are participating, the close assault receives an additional one column shift to the right.
Advance after Combat: If, because of that combat, all enemy units are cleared from the hex (via any type of combat results), then all units involved in the close assault may move into the defender's vacated hex. Advance after combat is at the attacker's discretion. Such advances do not in any way use up normal movement phase movement allowances. Advance after combat does not trigger enemy reaction fire.

Cold War Hot Armor: Vietnam

15.4 Engineers
If an engineer or armored engineer unit is involved in a close assault offensive fire, and the defender is in any terrain which would provide a defensive shift, or the defending hex contains an entrenchment, then the attacker receives a one column shift to the right (cumulative with any defensive shifts for the terrain/entrenchment).

15.5 Infantry Anti-Tank Weapons
Infantry (A), SF, and engineer/sapper units that conduct close assault against enemy hard targets fire as if they were, themselves, hard units.

Note: *This represents the use of RPGs, LAWS, demo charges, etc.*

16.0 REACTION FIRE
Reaction fire is conducted by a player during his opponent's movement phases and as artillery counter-battery fire in the combat phase (it is conducted by the non-phasing player). The opportunity to conduct reaction fire is triggered each time a moving enemy unit enters a hex within C2 range of any non-phasing defensive-fire-capable units (16.2). Follow the normal offensive fire procedures (14.0), but as modified per 16.1.

Note: *Round fractions up when determining range.*

16.1 Reaction Fire Procedures & Strictures
The non-phasing player may declare "Reaction Fire" each time a moving enemy unit enters a hex as noted above. When that declaration is made, the phasing player must pause his unit's movement to allow the reaction fire to be resolved against it. Each friendly non-phasing unit may conduct reaction fire a maximum of once per enemy Movement Phase.

- There is no activation requirement to conduct reaction fire.
- Each unit can conduct reaction fire only once per enemy phase.
- A moving unit is subject to new enemy reaction fire each time it enters a hex within reaction fire range of non-phasing units, if no single enemy unit reaction fires more than once per turn.
- Reaction fire uses normal terrain die roll modifiers.
- Reaction fire may be directed against panicking units.

16.2 Reaction Fire Range
Units may fire reaction fire up to the number of hexes equal to the current C2 level for their side.

Example: An army's C2 level = 3. Therefore, each time phasing units entered a hex up to three hexes away from non-phasing units, it would be subject to reaction fire.

16.3 Other Stuff
A unit which conducts reaction fire can conduct combat normally during its own impulses.

16.4 Ineligible Units
Disrupted units cannot conduct reaction fire.

16.5 Helicopters
Helicopters can conduct reaction fire. Helicopter units may be attacked by anti-aircraft fire, which is a form of reaction fire (22.14).

16.6 Indirect Reaction Fire
Weapons units capable of indirect fire may conduct reaction fire within the above limits. If they can have their fire called in by other units, they can do so if it is within the reaction fire range of those other (spotting) units.

Exception: MLR (Katyusha and rocket launcher) type units cannot conduct reaction fire (20.8).

16.7 Fire Support
A player may call in artillery and air impact markers for reaction fire, but only by FO capable units which can trace a LOS to the hex (within their reaction fire range) into which the moving units are entering. A player must use normal call for fire procedures in these cases.

16.8 No Close Assault or Advance After Combat
Reaction fires may not be launched as a close assault. Reaction fire never results in an advance after combat (10.17).

16.9 Restrictions
Reaction fire only takes place in the enemy movement phase, or against panicking units. Consequently, it may not be launched against units which advance after combat, nor against enemy reinforcements which are initially placed on the map.

17.0 INDIRECT FIRE
Units with the indirect-fire-capable (IFC) symbol ("+") may conduct indirect fire, which allows them to fire ignoring normal LOF restrictions concerning blocking terrain.

17.1 Indirect Fire Procedure
Indirect fire is conducted in the same manner as normal offensive fire, but such units' LOF aren't affected by blocking terrain of any kinds. Indirect fire may be combined with direct fire in the same offensive fire combat.

17.2 Range
Indirect-fire-capable units fire anywhere up to their range.

17.3 Restrictions
Disrupted units cannot conduct indirect fire. Units located in jungle cannot conduct indirect fire (this is due to the tree canopy). They can be targeted by indirect fire.

17.4 Spotting
Units may conduct indirect fire only if a friendly FO capable unit can, with the FO symbol, trace a normal LOS to the target hex (that's called "spotting"). The spotting unit's LOS may be of any length up to its own range allowance. The spotting unit doesn't have to fire at the spotted hex; it may fire at the same or another hex, or it might simply not fire at all.

17.5 FO Capable Units
All CP, surveillance, observation helicopter, and Special Forces, or units given FO ability by the scenario are FO capable. An observation helicopter spots all hexes up to its range, regardless of blocking terrain.

17.6 Direct Fire
Indirect fire units can also use direct fire, in which case they do not need to spot.

18.0 FIRE SUPPORT (ARTILLERY & AIRSTRIKES)
Fire support is represented by markers. There are two types of fire support: artillery and airstrikes, but they function in similar ways. Artillery represents fire from guns firing from off the map. Airstrikes represent various types of aerial delivered munitions).

> **Note**: Fire support markers are not units. They do not block enemy unit, cannot be attacked by enemy fire, etc.

18.1 Front & Reverse
The front side of a fire support marker represents a 'Point Pattern Fire,' the reverse side as an "Area Pattern Fire." When firing on the front side, treat it as a hard attack; When firing on the reverse side, treat as soft attack.

18.2 Availability
Scenarios will list available fire support. Place such markers in the appropriate Fire Support Boxes.

18.3 Calls for Fire Support
You conduct fire support during the Fire Support Phase of the friendly Offensive Fire Phase. You can choose any, none or all such markers. Place them on the map:

• Choose whether each marker will be an area or point pattern (placing the marker on the appropriate side).
• Place each marker in any hex within the LOS of an activated FO capable unit.
• Determine accuracy. Roll one die. Add to it a number equal to the morale level.
• If the total is "6" or greater, then place the marker in the selected hex.
• If the total is less than "6", then there is a deflection error. Follow the procedure (below) to determine where the marker is placed.
• Execute the attack. (See below.)

> **Note:** You cannot call in fire support markers at other points in the turn

18.4 Unobserved Fire
You can place an airstrike on any hex that is not observed by an FO, but it automatically deflects. Artillery cannot be placed on unobserved hexes.

18.5 Deflection
If a deflection is called for, do the following:

Determine direction: Roll one die. A "1" means it deflects to the north, a "2" to the northeast, etc., going clockwise.
Determine distance: Roll a second die. This is the number of hexes the marker is placed from the original impact hex (in the direction determined above).

18.6 Danger Close
You can call in a fire support marker on or adjacent to a hex containing friendly units, but you must first make a morale check to see if it succeeds. If it does not, the fire mission is not conducted (you can use the marker on a subsequent impulse). Deflection may cause them to hit friendly units.

18.7 Patterns
Patterns are the number of hexes affected by the impact marker. Each hex is attacked by the full attack strength of that marker.

If there are no units in the hex, no attack is made against it. If there are friendly units in a hex, then they are affected.

Point pattern: The marker attacks all units in the hex in which it impacts.
Area pattern: The marker attacks all units in the hex in which it impacts and all adjacent hexes.

If the impact would affect friendly units (due to deflection), then they are attacked, also.

18.8 Precision Guided Munitions (PGM)
If a side is assigned PGM fire support, then there is no check for deflection.

18.9 Artillery Salvos
Each time you use an artillery marker, you must check for depletion (guns using up their ammo, commo breakdowns, whatever).

Roll one die: Add a number equal to the current morale level. If the result is "6" or more you can use the artillery on the next turn. On other results, the artillery marker is removed from the scenario permanently.

18.10 Air Sorties
Each air marker can be used once per game, offensively or defensively. After use, remove it from play.

19.0 RALLY
Units are in one of two general states: combat effective or disrupted (place a disruption marker on them). A combat effective unit performs all game functions normally. A disrupted unit is affected per the disruption rule.

19.1 Rally Procedure
During the friendly Rally Phase, you check friendly activated disrupted units to see if they rally. Roll one die for each unit. Add or subtract to/from the die roll all applicable modifiers listed next to the table. If a unit rallies, then remove the disruption marker. Otherwise, the marker remains on the unit.

19.2 Rallying Transported Units
Do not check transported units for rally. instead, they rally with the unit transporting them.

20.0 SPECIAL UNITS

20.1 Command Posts (CP)
Command posts have special capabilities:

• They are centers for command radius.
• They can call in artillery fire and airstrikes.
• They give a bonus to rally.

20.2 Infantry Engineers
See the close assault and optional mines rules.

20.3 Combat Engineer Vehicles (CEV)
CEV pay one movement point to move through any type of vegetation. They pay two movement points to move through any kind of slope (even if otherwise prohibits). Units which are stacked with CEV pay the same costs as the CEV if they move along with them.

20.4 Tank Recovery Units
If a tank recovery unit is in or adjacent to a unit containing a friendly vehicular unit attempting to rally, add "one" to the rally die roll.

20.5 Armored Vehicle Launched Bridge Units
If an AVLB unit begins an impulse adjacent to a stream hexside, then all friendly units can cross it at a cost of zero movement points. The AVLB cannot move during that impulse. An AVLB must be combat effective to provide a bridge.

20.6 Stabilized Guns
Certain armored vehicles can fire and then move (in this game, M48, M551, Centurion, as well as all helicopters). Other types may be described in the game scenario guide. A stabilized gun unit can fire in the Offensive Fire Phase and then move in the Movement Phase of the same impulse. When doing this, both attack and movement strengths are halved (round fractions up).

20.7 Helicopter Gunship Weapons Depletion
Each time you fire the weapons on a helicopter gunship (AH-Cobra, AH-TOW), roll for depletion. On a "6", it uses up its ammunition and is removed from the map, permanently (this does not count as a unit eliminated).

20.8 Multiple Rocket Launchers
MLR units can conduct only offensive fire, never reaction fire.

20.9 Wire Guided Anti-Tank Missiles (WGATM)
These units (TOW and Saggar) can target any vehicular (moving or stationary) or any stationary/debarking/embarking helicopter unit. If there are hard and soft targets in the same target hex, then a WGATM will attack only the hard units.

> **Note:** Like 20.7, each time you fire tow or Saggar units, roll for depletion. On a "6", it uses up its ammunition and is removed from the map, permanently (this does not count as a unit eliminated).

20.10 Automatically Activated Units
Certain units are always activated. They can conduct an impulse when any friendly C2 marker is picked, regardless of the distance. These units will be designated by the scenarios.

21.0 REINFORCEMENTS
Players may receive additional units and sometimes command markers over the course of a scenario. Such units are called reinforcements. Reinforcement units are initially placed in the appropriate Reinforcement Box. Scenarios will designate which turn any reinforcements are available.

21.1 Reinforcements Box
Place available reinforcements in this box. While here, they have no effect on the game. Once on the map, units may not return to the Reinforcements Box.

21.2 Reinforcement Placement & Utilization

Ground units: Enter in the Movement Phase. They enter the map by moving onto it from a designated map edge. They pay normal movement points to enter the map. If entering via road, they pay road movement costs. If more than one unit enters via the same hex, then line them up off map, with each unit assumed to have expended one additional movement point to enter the map.

Helicopters Units: Fly in from the designated map edge. They otherwise follow the procedure for ground units.

Fire Support: Enter at the start of the friendly Fire Phase (and thus may be used in the same turn for combat). They are placed in the appropriate Fire Support Box. Fire support reinforcements are available on the turn designated by the scenario and do not have to be moved onto the map.

21.3 Reinforcement C2
Bringing in reinforcements requires them to be activated. Place a C2 marker on one unit (CP or non-CP) in the Reinforcement Box. You can enter any or all units onto the map. They must enter via a map edge designated by the scenario.

21.4 Reinforcement Delay
You do not have to bring in reinforcements on the turn called for. You may delay them until later in the scenario.

21.5 Lift Sorties
In some scenarios, a player will not have enough helicopters to lift all airmobile ground units onto the map. In this case, helicopters can fly off map to the Reinforcement Box and pick up more units. It takes one impulse to fly back to the Reinforcement Box, and another to pick up the units and then fly back on the map.

21.6 Not in the Area of Operations
Until they enter the map, reinforcement units have no effect on play. They cannot fire, be attacked, provide C2, etc.

22.0 HELICOPTERS
Helicopters generally follow the rules for ground units, with the following special cases:

22.1 Helicopter Movement
Helicopters always pay one movement point to enter a hex. They do not pay costs to cross hexsides. They may move through enemy units, but may not end a move in the same hex.

22.2 Airmobile Transport
Helicopter transport (UH, CH) units may transport ground units via airmobile movement. This is called an "Airmobile Move".

22.3 Helicopter Transport Procedure
The helicopter picks up (embarks) the ground unit (any infantry or weapon type). Place the ground unit under the UH or CH. The units must start the Movement Phase in the same hex. The two units move together, using the helicopter movement capability. At the end of the Movement Phase, the ground unit may remain on the UH or CH, or be disembarked. If disembarked, both units must cease movement in the same hex.

Disrupted units may not be embark or disembark.

22.4 Off Map
Helicopters can embark reinforcement units and fly them on

to the map. If a scenario allows units to be exited from the map, then a helicopter can embark a unit on map, fly it off map, and then end the move by disembarking off map.

22.5 Restrictions
Generally, only infantry and weapons class units may be helicopter transported; CH type helicopters may transport jeep type ground units. There is no movement cost to embark or disembark.

Each UH or CH can transport one ground unit at any one time. No more than one may be transported per Movement Phase.

22.6 Helicopters & Combat
Helicopters have attack strengths which they use normally. Generally, they can be attacked only by enemy antiaircraft fire. They are not otherwise subject to ground unit fire or fire support markers. If both sides have helicopters in a scenario, they can fire on each other using their combat strengths.

22.7 Transported Units
Units transported by helicopters cannot move on their own. If the transporting helicopter is eliminated, then they are also eliminated. If disrupted, then treat it as a panic.

22.8 Air Assault
A ground unit disembarked from a helicopter printed with a "T" can conduct a close assault in the immediately ensuing Close Assault Phase.

22.9 Landing Zones (LZ)
Helicopters may generally embark and disembark units only in the following hex types: LZ, clear, airfield, vegetation (level 1), and hilltops. If a road or track is in a hex, use the other terrain in the hex. Terrain along hexsides does not affect embarking and disembarking.

22.10 Special Forces Tactics
Special Forces units may embark or disembark in any type of terrain.

22.11 Landing Zones Markers
Landing Zone (LZ) markers are provided in some scenarios. In those scenarios, helicopters can only embark and disembark units on those hexes (as well as printed LZ and off-map bases). LZ markers otherwise have no effect on play. Both sides' units may occupy them (and enemy occupation does not remove them).

An LZ marker placed in a vegetation hex converts that hex to clear terrain for the remainder of the scenario.

22.12 Recon Helicopters
Recon helicopters can spot up to the number of hexes equal to their parenthesized range value.

22.13 Antiaircraft (AA) Fire
Ground units may fire at enemy helicopters only via a modified form of reaction fire called AA fire. Whenever a helicopter enters a hex in an AA qualified unit's reaction fire range, the non-phasing unit can fire at it per the procedure below This counts against the limit of one reaction fire per non-phasing unit per phasing Movement Phase.

22.14 AA Qualified Units
The following units are AA qualified:

- All units with the AA symbol. These fire their full attack strength as AA.

- All units with a heavy weapons symbol. These fire 50% of their attack strength as AA (round up fractions).
- All vehicular units with a combat strength of "1" or more. These all fire with an AA strength of "two" (representing AA machineguns).

22.15 Hot LZs
All normal fire may be directed against a hex in which a helicopter is embarking or disembarking ground units. If so, use normal combat procedures; the helicopters defend with their defense strength. A helicopter destroyed while embarking or disembarking units does not eliminate transported units; they are placed in the hex in a disrupted state.

22.16 AA LOS
AA fire against helicopters is not blocked by LOS restrictions. It can be fired through otherwise blocking terrain and units.

22.17 Application of Results

E: Eliminate: The helicopter and any unit it is transporting is eliminated.
(D) Helicopter scatters: This is the same as for ground units, but the helicopter does not disrupt.
D Helicopter Damaged: Remove the helicopter from the map (and any unit it is transporting). This does not count as a unit elimination for VP purposes, however.
Other results: No effect.

34.0 SCENARIOS

34.1 Notes

US Observation Helicopters: OH, units have two ranges. The non-parenthesized range is used for fire. The parenthesized range is used as LOS for spotting and recon.
Automatically Activated Units: US / ARVN: Special Forces, Surveillance armored vehicle, OH Helicopters. VC/NVA: Sappers.
US Fire Control: In all scenarios with a US force, the player controlling the US force adds a "one" (in addition to the US C2 rating) to all Deflection Checks when firing Artillery and Air fire support.

34.2 Scenario: Street Without Joy (24 June 1954)
Central Highlands, outside of An Khe: Mobile Group 100 of the French Far East Expeditionary Force is ambushed as it attempts to move to Pleiku. Viet Minh forces include 803rd and 96th Regiments.

Game Length: 6 turns
Visibility: Good

French: Deploy first
Morale: 2

Cold War Hot Armor: Vietnam

Deploy on Route 14, within 12 hexes of the west map edge: 1 x CP armored, 1 x CP infantry, 3 x M24, 2 x armored cars, 5 x infantry (A), 1 x engineer, 2 x heavy weapons, 1 x MG Jeep, 3 x M3, 4 x trucks, 2 x gun trucks.
Fire Support Available: 1 x Artillery, 1 x Airstrike
Special: French units must stay on roads until either: (1) a Viet Minh unit fires; or (2) a French unit is adjacent to a Viet Minh unit. After that, units can move freely.

Viet Minh: Deploy second
Morale: 3
Deploy within 16 hexes of the east map edge, south of the Trung Tam River: 3 x CP infantry, 6 x infantry (A), 9 x infantry (B), 2 x sapper, 4 x heavy weapons, 2 x recoilless rifles, 1 x AAA, 1 x 120 mortar, 3 x entrenchments, 3 x mines, 6 x Deception, 1 x Leader (optional).
Fire Support Available: None

Automatic First Impulse: French
Hidden units: Viet Minh only

Victory:
French: Exit at least 15 units off the east map edge.
Viet Minh: Eliminate at least 10 French units.

Terrain Mods:
Roads: Roads are roads, tracks are tracks.
Light Vegetation: elephant grass.
Slopes: Level 1.
River: High water. Units may not enter or move north of the Trung Tam River, nor trace LOS/LOF through those hexes.

34.3 Scenario: Operation Starlite (17 August 1965)
Vietnam, I Corps Tactical Zone: U.S. Marines conduct a combined armor-amphibious-airmobile operation to envelop and destroy the VC 1st Regiment.

Game Length: 10 turns
Visibility: Good

US: Deploy first
Morale: 3
Deploy south of the Trung Tam River (including on any Landing Zones): 1 x CP armored, 1 x CP infantry, 2 x M48, 1 x Ontos, 4 x LVT, 6 x infantry (A), 1 x heavy weapons, 1 x heavy mortar, 1 x Leader (optional).
Reinforcements: Enter any turn via airmobile movement south map edge: 1 x CP helicopter, 3 x Infantry (A), 1 x heavy weapons, 1 x RR Jeep, 4 x UH helicopter, 1 x CH, 1 x AH Huey.
Fire Support Available: 2 x Artillery, 2 x Airstrikes
Special:
1) US player places two LZ markers on any hexes after VC finish setup.
2) US can only embark and disembark helicopters in LZ hexes and markers, and airfields.

VC: Deploy second
Morale: 2
South of Route 14: 2 x CP infantry, 6 x infantry (A), 6 x infantry (B), 1 x sapper, 3 x heavy weapons, 2 x recoilless rifles, 1 x AAA, 1 x 120 mortar, 4 x entrenchments, 2 x mines, 3 x Deception.
Fire Support Available: None.

Automatic First Impulse: US
Hidden units: VC only

Victory:
US: Eliminate at least 10 VC units and occupy one or more printed LZ hexes.
VC: Avoid US victory condition.

Terrain Mods:
Roads: Roads are roads, tracks are tracks.
Light Vegetation: rice paddy.
Slopes: Level 1.
River: High water, the Trung Tam River and all hexes north to it are treated as all-water. Neither player's land units can enter it. Units can trace LOS and LOF through those hexes (This represents the South China Sea).

34.4 Scenario: Ho Chi Minh Trail 1967
"What If" (Sometime In 1967)
Laotian Panhandle: Gen. William Westmoreland wanted to launch an operation to cut the Ho Chi Minh Trail, the communist supply line to the south. This did not take place for a number of political and military reasons, but — what if?

Game Length: 12 turns.
Visibility: Good

NVA: Deploy first
Morale: 2 (see special rules)
On or north of Route 14: 2 x CP infantry, 4 x infantry (A), 6 x infantry (B), 1 x sapper, 3 x heavy weapons, 1 x heavy mortar, 2 x recoilless rifles, 2 x AA MG, 1 x truck, 4 x entrenchments level 1, 4 x Deception.
Reinforcements: Enter on north map edge on any turn starting with 7: 1 x CP armor, 3 x Type 62, 3 x PT76, 3 x BTR, 3 x infantry (A), 1 x sapper, 1 x heavy weapons, 1 x AA MG, 1 x rocket launcher, 3 x truck, 2 x Deception.
Fire Support Available: 1 x artillery on turns 1-6, 2 x artillery on turns 7-12.
Special: NVA Morale increases to 3 on turn 7.

US: Deploy second
Morale: 3
Any hexes not on or adjacent to NVA: 2 x SF, 1 x Deception.
Reinforcements:
Enter on south map edge, south of Trung Tam River, turn 1: 1 x CP helicopter, 2 x AH huey, 2 x OH helicopter, 2 x UH helicopter, 1 x infantry (A).
Enter on south map edge, south of Trung Tam River, turn 2: 2 x CP armored, 6 x M48, 3 x ACAV, 1 x M106, 1 x M109, 2 x M125, 1 x CEV, 1 x AVLB, 1 x LARV, 1 x M113 Surv, 6 x M113, 6 x infantry (A), 2 x Deception.
Fire Support Available: 2 x Artillery, 3 x Airstrikes.

Automatic First Impulse: US
Hidden units: Both sides

Victory:
US: US units occupy at last three printed LZ hexes at end of game.
NVA: Prevent US victory condition.

Terrain Mods:
Roads: Roads and tracks are tracks.
Light Vegetation: Elephant grass
Slopes: Level 2.
River: Low water

34.5 Scenario: Coral-Balmoral (30 May 1968)
III Corps, northeast of Saigon: Elements of Australian Task Force assault a North Vietnamese bunker complex.

Game Length: 6 turns
Visibility: Good

NVA: Deploy first
Morale: 1
South of Route 14: 1 x CP infantry, 6 x infantry (A), 3 x infantry (B), 2 x heavy weapons, 2 x recoilless rifle, 1 x AA MG, 1 x heavy mortar, 6 x entrenchments level 2, 3 x Deception.
Fire Support Available: None

Australians: Deploy second
Morale: 2
All units enter as reinforcements: Enter south map edge: 1 x armored CP, 1 x infantry CP, 2 x Centurion, 1 x ACAV, 7 x M113, 1 x M125, 4 x infantry (A), 1 x engineer, 1 x recoilless rifle.
Fire Support Available: 1 x Artillery, 1 x Airstrike.

Automatic First Impulse: Australians
Victory:
Australian: Occupy four or more NVA bunkers.
NVA: Eliminate six or more Australian units.

Hidden units: Both sides
Terrain Mods:
Roads: Roads and tracks are tracks.
Light Vegetation: Elephant grass.
Slopes: Level 1.
Rivers: high water

34.6 Scenario: Into Cambodia (1 May 1970)
US and ARVN forces cross the eastern Cambodian border to destroy communist base areas. Here, elements of 1/9 Air Cavalry, 2/47 Infantry and 2/34 Armor secure landing zones for follow on forces from the 1st Cavalry Division (Airmobile).

Game Length: 9 turns
Visibility: Good

NVA: Deploy first
Morale: 1 (see special rules)
South of Trung Tam River: 2 x CP infantry, 6 x infantry (A), 3 x infantry (B), 1 x sapper, 3 x heavy weapons, 2 x heavy mortar, 1 x recoilless rifle, 2 x AA MG, 1 x truck, 3 x entrenchments level 2, 3 x Deception.
Reinforcements: Turn 3 or later, south map edge: 1 x CP infantry, 3 x infantry (A), 1 x heavy weapons, 2 x recoilless rifles, 1 x rocket launcher, 3 x truck.
Fire Support Available: 1 x artillery starting turn 3.
Special: NVA Morale increases to 2 on turn 4, then 3 on turn 6.

ARVN: Deploy second
Morale: 2 (see special rule)
Deploy north of the Trung Tam River: 2 x armored CP, 3 x M48, 3 x M551, 1 x CEV, 1 x ACAV, 1 x M125, 3 x M113, 3 x infantry (A).

Reinforcements: Turn 1 north map edge: 1 x CP helicopter, 2 x AH Cobra, 1 x OH helicopter, 1 x UH helicopter, 1 x SF.
Reinforcements: North map edge, any turn US ground units occupy any LZ hexes: 1 x AH Cobra, 3 x UH helicopter, 1 x CH helicopter, 1 x CP infantry, 3 x infantry (A).
Fire Support Available: 2 x Artillery, 2 x Airstrikes.
Special:
1) US player places two LZ markers on any hexes after VC finish setup.
2) Helicopters can embark and disembark SF on any hexes. Other units can embark/disembark only on LZs and airfields.
3) US morale increases to 3 at the start of any turn that a US ground unit occupies a LZ hex (this must be checked from turn to turn).

Automatic First Impulse: US
Victory:
US: Occupy both printed LZ hexes south of the Trung Tam River, and eliminate at least two NVA CPs.
NVA: Prevent US victory condition.

Hidden units: Both sides
Terrain Mods:
Roads: Roads and tracks are tracks.
Light Vegetation: Elephant grass.
Slopes: Level 2.
Rivers: Low water

34.7 Scenario: Lam Son Lz Ranger (20 February 1971)
Laotian Panhandle: ARVN 1st Armored Brigade, including armored cavalry and airborne, advance to cut the Ho Chi Minh Trail. They have considerable US air and helicopter support. The NVA commits armor to a counterattack.

Game Length: 12 turns.
Visibility: Good.

NVA: Deploy first
Morale: 3
Within 20 hexes of the west map edge, north of Trung Tam River: 2 x CP, 9 x infantry (A), 3 x infantry (B), 1 x sapper, 3 x heavy weapons, 1 x heavy mortar, 1 x recoilless rifle, 3 x AA MG, 1 x 122 artillery, 2 x truck, 3 x entrenchments level 2, 4 x Deception.
Reinforcements: Enter on north map edge on turn 3 or later: 1 x armored CP, 4 x T-54, 3 x PT-76, 1 ZSU, 2 x sapper, 2 x trucks, 2 x Deception.
Fire Support Available: 2 x Artillery.

ARVN: Deploy second
Morale: 3 (see special rules)
Turn 1; enter on or adjacent to Route 9: 1 x armored CP, 3 x M41, 3 x ACAV, 1 x armored car, 3 x M113, 2 x M125, 1 x M113 RR, 1 x CEV, 3 x infantry (A).
Reinforcements: Enter on east map edge, turn 2 or later via airmobile movement: 1 x CP helicopter, 1 x AH Huey, 1 x OH helicopter, 4 x UH helicopter, 1 x CH helicopter, 6 x infantry (A), 1 x RR Jeep, 1 x SF. Enter on east map edge, any turn following any NVA reinforcements being placed: 2 x AH Cobra.
Fire Support Available: 2 x Artillery, 3 x Airstrikes.

Special:
1) If at the start of any turn, ARVN has 5 or more units eliminated, reduce ARVN Morale to "2". If at the start of any turn, ARVN has 10 or more units eliminated, reduce ARVN Morale to "1".
2) ARVN player places one LZ marker on any hex during setup.

Cold War Hot Armor: Vietnam

3) ARVN can only embark and disembark helicopters in LZ hexes and markers.

Automatic First Impulse: ARVN
Victory:
NVA: Eliminate 12 or more ARVN units.
ARVN: Occupy the printed LZ adjacent to Thi Tran at the end of the game, and eliminate at least two NVA CP.
Hidden units: NVA only
Terrain Mods:
Towns: Treat as village.
Roads: Roads and tracks are tracks.
Light Vegetation: Elephant grass.
Slopes: Level 2
Rivers: High water

34.8 Scenario: The Rock of Dong Ha (23 April 1972)
I Corps Tactical Zone: During their 1972 offensive, the NVA committed several tank units to pushing south of the DMZ towards Quang Tri. ARVN rushed its 20th Armored Regiment to meet them, along with miscellaneous Marine and other units. Generally, the ARVN tankers got the better of the NVA, but the battle saw the appearance of a new weapon the battlefield: Soviet supplied Sagger antitank guided missiles.

Game Length: 10 turns
Visibility: Good

ARVN: Deploy first
Morale: 2
North of Trung Tam River: 1 x infantry CP, 3 x infantry (A), 3 x infantry (B), 1 x heavy weapons, 1 x recoilless rifle.
Reinforcements: Enter on turn 3 or later on or adjacent to east map edge north of Trung Tam River: 1 x armored CP, 6 x M48, 1 x ACAV, 3 x M113, 1 x M113 RR, 1 x M-106, 3 x infantry (A).
Fire Support Available: 1 x Artillery, 2 x Airstrikes.

NVA: Deploy second
Morale: 2
South of Trung Tam River within eight hexes of east map edge: 1 x armored CP, 6 x T54, 3 x PT76, 1 x ZSU, 3 x BTR, 1 x infantry CP, 9 x infantry (A), 2 x sapper, 3 x heavy weapons, 1 x heavy mortar, 1 x AAA, 1 x Katyusha, 1 x Sagger, 3 x trucks.
Fire Support Available: 2 x Artillery.
Special Rule: NVA sappers may spot for off map Fire Support.

Automatic First Impulse: NVA
Victory:
NVA: Move at least three units off the east map edge north of Trung Tam River.
ARVN: Eliminate at least 8 NVA tank, infantry or sapper units (any combination).

Hidden units: Both sides.
Terrain Mods:
Roads: Roads and tracks are roads
Light Vegetation: Rice paddy.
Slopes: Level 1.
Rivers: Low water

34.9 Scenario: Assault on Kontum (May 1972)
II Corps Tactical Zone: The NVA launched several attacks against Kontum in the Central Highlands. On the ground, ARVN 23rd Infantry Division commander, Colonel Ly Tong Ba, had trained his men in the use of LAW antitank rockets. In the air, the US committed TOW missile helicopters. Kontum held.

Game Length: 12 turns.
Visibility: Good.

ARVN: Deploy first
Morale: 3
On Tri Than hexes: 3 x Infantry (B), 1 x heavy weapons, 1 x recoilless rifle.
Or within two hexes Phia Bac: 2 x infantry CP, 6 x infantry (A), 3 x infantry (B), 1 x heavy weapons, 1 x recoilless rifle, 1 x heavy mortar, 1 x Leader (optional), 3 x entrenchments level 1, 2 x Deception.
Reinforcements: Enter turn 3 or later adjacent to east map edge north of Trung Tam River: 1 x armored CP, 3 x M48, 3 x M41, 3 x M113, 3 x infantry (A), 1 x RR Jeep, 1 x OH helicopter, 1 x AH Cobra, 1 x TOW helicopter.
Fire Support Available: 2 x Artillery, 2 x Airstrikes.
Special Rules:
1) ARVN Infantry (A) units attacking NVA armor get an additional one column shift to the right (in addition to 15.5).
2) ARVN Airstrikes are precision guided.

NVA: Deploy second
Morale: 3
Enter Turn 1 east map edge: 1 x armored CP, 3 x T54, 3 x Type 62, 3 x PT76, 1 x ZSU, 1 x infantry CP, 6 x infantry (A), 2 x heavy weapons, 1 x heavy mortar, 1 x recoilless rifle, 3 x AA MG, 1 x 122mm gun, 1 x rocket launcher, 1 x Sagger, 4 x trucks, 2 x Deception.
Reinforcements: Enter turn 3 or later, north map edge: 1 x infantry CP, 3 x infantry (A), 3 x infantry (B), 3 x sapper, 1 x heavy weapons, 1 x recoilless rifle.
Fire Support Available: 2 x artillery.
Special Rules:
1) NVA units double their movement factor on Turn 1.
2) NVA AA MG have unlimited range.

Automatic First Impulse: NVA.
Victory:
NVA: Occupy at least five hexes of Phia Bac at end of scenario.
ARVN: Destroy at least 10 NVA tank, infantry or sapper units (any combination).
Draw: If both sides fulfill their conditions.

Hidden units: ARVN only.
Terrain Mods:
Roads: Roads and tracks are roads
Light Vegetation: Rice paddy.
Slopes: Level 2.
Rivers: High water; also, units may not move south of the Trung Tam River.

23.0 to 33.0 are optional rules included on the S&T E-rules page online.

COLD WAR HOT ARMOR (VIETNAM) OPTIONAL RULES

23.0 LEADERS

Leaders represent extraordinary individuals. Leaders may be assigned to a player by the Scenario.

23.1 Deployment

Place a leader with any friendly unit at the start of the scenario. The leader must stay with that unit for the remainder of the game, or until the unit is destroyed, at which point the leader is also eliminated.

23.2 General

Leaders are not units per se, they do not count for stacking, nor may they move by themselves, or be targets by enemy weapons. If the unit they are assigned to is transported, so are they.

23.3 Command

A leader and the unit he is assigned to, and all other friendly units in that hex, are always activated. They can conduct an impulse when any friendly C2 marker is picked.

23.4 Leaders & Combat

If a leader is stacked with ground units which are conducting any kind of fire, shift the column one to the right, cumulative with other shifts. Only one leader per combat may provide this shift. All such units must be firing at the same hex.

23.5 Rally

A leader gives a +1-die roll modifier to rally attempts in his own hex.

24.0 FOG OF WAR, DECEPTION & RECON

You may deploy ground units face down to deceive the enemy about your dispositions. A face down unit is termed "Concealed." You may also deploy deception units.

24.1 Concealed Units

You can always examine your own concealed units. While concealed, units function normally. Concealed units may not be fired on by units on the map. They are not affected by off map fire support.

24.2 Scenarios

Scenarios will list which side can start friendly units concealed.

24.3 Helicopters

Helicopters can never be concealed. The enemy is always free to examine them (but not the ground units being transported).

24.4 Revealing Units

A face down unit is flipped face up by the following circumstances:

a) At the instant, it fires.
b) At the instant that it provides a LOS to call in fire support.
c) If the enemy conducts recon of that unit.

Once a unit has been revealed, it remains face up for the remainder of a scenario.

24.5 Activation

A unit does not have to be revealed when you place a C2 marker on it, or otherwise activate it. You can place a C2 marker on a concealed HQ and treat it as a non-HQ activation to deceive the enemy.

24.6 Deception Markers

Deception markers provide additional concealment. These are assigned by scenario.

- You can place them as if they were real units.
- They can be alone in a hex or with other units.
- You can move deception markers as if they had a movement factor of any other unit (whether infantry or armor).
- When a deception marker is revealed, it is permanently removed from play.

24.7 Recon

Use recon to reveal enemy units. Recon is performed at the start of any friendly phase by all activated units. To do so, designate a ground unit or any "OH" type helicopter and then designate any one hex within that unit's LOS. Reveal all enemy units in that one hex.

- Each unit can recon one (only) hex at the start of every friendly phase.
- If all units conducting a reaction fire are concealed (and the player reveals them to fire), then the attack is shifted two columns to the right. Ambushing and non-ambushing units cannot be combined in the same combat.
- Recon units are also eligible to spot.

25.0 ENTRENCHMENTS

A scenario may call for entrenchment markers to be placed on the map. The owning player can place them, no more than one per hex. Scenarios will list the level of entrenchment as "1" or "2".

25.1 Entrenchment Effects

An entrenchment marker provides the defense modifier shown on the TEC. Also, the defender must be treated as a hard target for a level "2" entrenchment. Entrenchment markers also cost additional movement points to enter.

25.2 Permanency

An entrenchment marker remains on the map regardless if occupied or not. Enemy units can use captured entrenchments. An entrenchment is eliminated only if occupied by a combat effective engineer unit (either side) which remains in the hex for an entire impulse without moving or firing. At the end of that impulse, remove the marker.

26.0 MINEFIELDS

A scenario may call for minefield markers to be placed on the map. The owning player can place them, no more than one per hex, or he can record their position secretly with pen and paper and then reveal them (which he must) whenever an enemy unit enters that minefield hex.

26.1 Minefield Effects

Each time a unit (enemy or friendly) moves into a hex containing or adjacent to a minefield, it must roll one die. On a "6" it is disrupted. Non-moving units in such hexes are not affected. Minefields do not affect fire support or helicopters. If a unit panics and then retreats into a minefield, it is eliminated automatically.

26.2 Mine Clearing

A minefield is eliminated only if a combat effective engineer unit (either side) is in or adjacent to the marker and remains in the hex for an entire impulse without moving or firing. At the end of that impulse, remove the marker.

27.0 BLOWING BRIDGES & RUBBLE

27.1 Bridge Demolition
Engineers can destroy a bridge (printed or AVLB). A combat effective engineer must be in a hex adjacent to the bridge and not move or fire for an impulse. At the end of that impulse, make a morale check. If a pass results, the bridge is destroyed. Place a "D" marker on it.

27.2 Destruction
Once a bridge has been destroyed, it remains out of play for the remainder of the scenario. Each time a fire support point mission is called in against a hex containing a bridge, roll one die. On a "6," that bridge is destroyed.

27.3 Rubble
When attack a town hex at 300% or more odds, and the die roll is "6," place a rubble marker in the hex.

27.4 Rubble Effects
A hex with a rubble marker:

• Costs vehicular units one extra movement point to enter.
• Negates any road in the hex.
• Gives the defender an additional one column defensive shift (in addition to other terrain).

27.5 Permanency
Once placed, a rubble marker remains in effect for the remainder of a scenario. There may not be more than one rubble marker per hex.

28.0 VISIBILITY
Visibility refers to weather conditions. It is determined during game setup. This is the maximum number of hexes through which a unit can spot or fire.

Low: Units have their ranges cut in half (this also applies to LOS). Also, reduce all command radius by 50%. If already reduced, then cut it to 25%. Airstrikes automatically deflect. Helicopters have their movement factors halved.
Medium: Units have their ranges (and LOS) cut in half.
Good: No effect.

13.7 is not affected by this rule. If visibility is reduced below a unit's range, this doesn't change the penalty of a unit firing at 51% of its printed range.

29.0 OVERWATCH FIRE
Units conducting over watch are providing cover to moving units.

29.1 Prerequisites
You can place an over watch marker on any activated unit (including indirect fire type units) at the start of an impulse. It may be revealed or concealed. The marker stays on the unit until removed.

29.2 Procedure
Activated units can conduct over watch fire if they have an over watch marker. This is executed during the friendly Movement Phase. It is conducted immediately after any enemy unit conducts reaction fire against a friendly moving unit. At the completion of the enemy fire, all friendly units which are in over watch mode can fire on the hex from which the enemy fire originated. All combat prerequisites apply (range, LOS, etc.).

29.3 Fire Bonus
Over watch fire receives a plus one column shift to the right.

29.4 Limits
A unit can conduct a maximum of one over watch fire per friendly activated impulse. Over watch can only be conducted by direct fire.

29.5 Other Effects
A unit in over watch cannot fire during its standard fire phase. It cannot move. It can fire reaction fire.

29.6 Removing an Over Watch Marker
Remove the marker the instant that a unit is disrupted, destroyed or moves. You can also remove it at the start of any Impulse in which it is activated.

30.0 COUNTER BATTERY FIRE
Counterbattery is a special type of over watch fire. It is used against enemy on-map artillery which fires. It follows the same general rules for over watch, with the following special cases.

30.1 Counterbattery Qualified Units

US/ARVN: M106, M109, M125.
NVA/VC: 122 Gun, Rocket Launchers.

Note: Add "one" to the morale check for US counterbattery fire attempts.

30.2 Counterbattery Procedure
Each time a phasing indirect fire unit fires, the non-phasing player has an opportunity to conduct counter-battery fire. Make a morale check. If the check succeeds, then counter-battery can be fired. The non-phasing player designates any one friendly indirect fire unit within range of the firing enemy unit (that is qualified for over watch). The designated unit then fires at the firing phasing indirect fire unit. This is done upon completion of the phasing unit's fire.

> **Note:** Units conducting counter-battery may not themselves be subject to counter battery in that same phase.

30.3 Fire Support
Only units on the map can conduct counterbattery, or be targeted by it. Off map fire support cannot.

31.0 MINIMUM RANGE
The following units cannot fire at units in adjacent hexes: heavy mortars, US M-106, M109, antitank guided missiles. They can fire at enemy units from two hexes up to their maximum range.

32.0 WRECKS
A wreck counter is placed on the map in the hex in which an armored class unit was destroyed. A wreck acts as a vehicle unit (for blocking road movement). It may not move. It may be towed by a tank recovery vehicle.

32.1 Wreck Effect
A wreck also converts a hex which would not otherwise block LOS into an Impeding hex (owing to smoke from burning vehicles).

32.2 Towing Procedure
There must be an activated friendly unit which can conduct towing (in this game, ARV). To do so, it starts in the same hex as the wreck. Both the towing unit and the wreck move together at a speed equal to 50% of the towing unit's movement factor. The towing unit may drop off the towed unit in any hex it enters.

32.3 Permanency
If the towing unit is eliminated, the wreck remains in the hex. If the towing unit is disrupted, it does not "drop" the wreck.

33.0 FORTUNES OF WAR
Each time an enemy unit makes a panic check and fails, then you can apply a fortunes of war outcome. Choose one of the following, immediately:

- Take one available leader as a reinforcement and place him on any friendly unit.
- Rally one friendly unit (without making a rally check).
- Disrupt one revealed enemy unit within the LOS of a friendly unit.
- If an artillery or airstrike was removed previously in the game, place it in the Reinforcement Box.
- Conceal one friendly revealed unit.

ADDITIONAL SCENARIOS

34.10 Scenario: Somewhere in Tonkin (Summer 1954)
Northern Vietnam: This is a hypothetical scenario, assuming that the US committed ground forces to supporting the French during the Dien Bien Phu crisis. Red Chinese forces enter Indochina and, supported by Viet Minh guerrillas, run into a US armored column.

Game Length: 10 turns
Visibility: Medium

US: Deploy first
Morale: 3
Deploy within 15 hexes of the south map edge, on road hexes:
2 x CP armored, 3 x M24, 3 x M41, 1 x armored car, 1 x M3 HW, 1 x MG Jeep, 1 x RR Jeep, 6 x infantry (A), 1 x engineer, 3 x M3, 4 x trucks.
Fire Support Available: 2 x Artillery, 2 x Airstrike
Special: US Morale drops to 2 at the start of any turn in which 6 or more US units have been eliminated.

Communists: Deploy second
Morale: 3
Within 4 hexes of the north map edge: 2 x CP infantry, 3 x T-34, 1 x Katyusha MRL, 9 x infantry (A), 1 x 120mm mortar, 2 x AAA, 3 x trucks, 3 x Deception.
South of the Trung Tam River, not on or adjacent to road or track hexes: 1 x CP infantry, 6 x infantry (B), 1 x sapper, 2 x heavy weapons, 2 x recoilless rifles, 3 x entrenchments, 3 x mines, 3 x Deception.
Special: Communist Morale drops to 2 at the start of any turn in which 9 or more Communist units have been eliminated.

Automatic First Impulse: US
Hidden units: Communists only
Victory:
US: Occupy at least one hex of both Thi Tran and Phia Bac.

Communists: Occupy at least six town, airfield and/or high ground hexes south of the Trung Tam River.
Terrain Mods:
Roads: Roads are roads, tracks are tracks.
Light Vegetation: Rice paddy
Slopes: Level 1.
River: Low water.

34.11 Scenario: Task Force Dragon (9 July 1966)
Vietnam III Corps Tactical Zone: U.S. 1/4 Cavalry clears Highway 13 near An LOC which was being threatened by elements of the VC 9th Division.

Game Length: 6 turns
Visibility: Medium

US: Deploy first
Morale: 2
On or within two hexes of Tay Nam town: 2 x CP armored, 2 x M48, 6 x ACAV, 3 x M-113, 2 x infantry (A), 1 x engineer, 1 x M-106, 1 x surveillance APC, 1 x Leader (optional).
Reinforcements: Enter via airmobile movement west map edge (see special rule): 1 x CP helicopter, 4 x Infantry (A), 2 x UH helicopter, 2 x AH Huey.
Fire Support Available: 1 x Artillery, 2 x Airstrikes.
Special:
1) US player places one LZ marker on any hexes after VC finish setup.
2) US can only embark and disembark helicopters in LZ hexes and markers, and airfields.

VC: Deploy second
Morale: 2
South of Route 14: 2 x CP infantry, 3 x infantry (A), 6 x infantry (B), 1 x sapper, 2 x heavy weapons, 2 x recoilless rifles, 1 x rocket launcher, 2 x mines, 3 x Deception.
Fire Support Available: None.

Automatic First Impulse: US
Hidden units: VC only
Victory:
US: No VC units on any building hexes on roads at end of game.
VC: Have at least one unit occupying a building hex on a road at the end of the game.
Terrain Mods:
Roads: Roads are roads, tracks are tracks.
Light Vegetation: Rice paddy.
Slopes: Level 1.
River: High water

34.12 Scenario: Plain of Jars (1970)
NVA tanks spearhead an offensive by the Pathet Lao in Northern Laos. Laotian guerrillas and US Special Forces oppose them, reinforced by a mechanized column.

Game Length: 5 turns
Visibility: Medium

Laotians: Deploy first
Morale: 1
Anywhere south of Trung Tam River and within 15 hexes of west map edge: 1 x CP infantry, 3 x infantry (A), 3 x infantry (B), 2 x SF, 1 x heavy weapons, 1 x recoilless rifle, 1 x MG Jeep, 2 x Deception.
Reinforcements: Turn 3 or later, west map edge, south of Trung

Cold War Hot Armor: Vietnam

Tam River: 1 x armored CP, 1 x M24, 1 x armored car, 1 x RR Jeep, 3 x infantry (A), 1 x heavy mortar, 1 x M3, 3 x trucks, 1 x Deception.
Fire Support Available: 1 x Airstrike.

NVA: Deploy second
Morale: 1
On or adjacent to Route 14, within three hexes of east map edge: 1 x CP armored, 1 x CP infantry, 3 x PT76, 3 x infantry (A), 6 x infantry (B), 2 x heavy weapons, 1 x AA MG, 1 x rocket launcher, 3 x trucks, 3 x Deception.
Fire Support Available: none.
Special Rules: NVA units have their movement doubled on turn 1.

Automatic First Impulse: NVA
Victory:
Laotians: Eliminate five or more NVA units.
NVA: Occupy or be the last to enter all Tay Nam town hexes.
Hidden units: None
Terrain Mods:
Roads: Roads and tracks are tracks.
Light Vegetation: Elephant grass.
Slopes: Level 1.
Rivers: High water