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RULES OF PLAY

A Week in Hell is a solitaire game which simulates the fighting in the centre of Hue, in South Vietnam, from the 31st of January to the 6th of February 1968. The player takes command of the American troops and must try to force the North Vietnamese troops (NVA) off the map.

Three differently coloured 6 sided dice are needed to play the game. An opaque container is required to draw the NVA markers randomly.

1.0 THE MAP

1.1 SCALE

1 cm represents approximately 25m.

1.2 ZONES.

The map represents the centre of the city of Hue, south and north of the Perfume River. It is divided into zones. Each zone has a value (a figure printed on a coloured circle) which is used for combat resolution. Certain special zones are also marked by a letter. **Historical Note:** *The US troops cleared the town block by block. Delineating the zones was therefore quite straightforward*

1.2.1 BOUNDARIES BETWEEN ZONES

Two zones are adjacent if they share a common boundary. Two zones that touch only at a corner are not considered adjacent. Zone boundaries are represented either by a solid or a dotted line.

1.2.2 TYPES OF ZONE

• **Zone status:** There are four types of zone: controlled zones, enemy zones, zones being cleared and neutral zones.

- **Controlled zones:** these are the white, red or green zones which have been emptied of enemy troops and cleared by US troops. The zone has a marker with an American flag, with the words "US Control" facing the player.

- **Enemy zones:** these are the white, red or green zones which are not controlled by the player, and do not contain a "US Control" marker.

- **Zones being cleared:** these are enemy zones cleared of NVA troops after combat, containing at least one US platoon and an "End fight" marker.

- **Neutral zones:** these are zones which have a value of 0 inside a yellow circle. No NVA units may enter a neutral zone. US troops may enter a neutral zone, but must retreat from it at nightfall.

• Zone Colour:

- The **red zones** are the **mandatory** victory zones which the player **has to** control at the end of the game in order to win.

- The two **red zones outlined in white** are optional victory zones. Their control is not compulsory, but nonetheless wins a Victory Point (see 12.1.2)

- The **yellow zones** are neutral zones (see above)

- The **white zones** have no special characteristics.

- The **green zones** are subject to a special rule when playing the historical scenario. They are considered as white zones when playing the alternative scenario.

• **Zone Values:** the figure inside the coloured circles in each zone represents the difficulty required to capture it. The higher this value is, the more difficult will be the assault. This value is taken into account on the Combat Results Table.

1.2.3 STACKING

There is no stacking limit in the zones.

2.0 US UNITS

2.1 PLATOONS

• The US troops operate in companies of 3 platoons each. Each platoon counter has a vertical coloured band which indicates its parent company (also shown as a letter). Also indicated are the platoon's number and its combat value

• Certain platoons are double-sided. The reverse of the counter has a narrow horizontal purple stripe. Units displaying this purple band are called Veteran Units, platoons without the



purple band are called Green Units. All units start the game as Green Units.

Exception 1: The MACV platoon is single sided and starts the game with Veteran status.

Exception 2: The platoons from B/1/1 Company are single sided and never become Veteran. (The value of this company, which was for the most part formed from non-combatant personnel, was extremely doubtful and it had very little impact on the fighting.)

Note 1: The terms “green” and “veteran” are used a little inexactly in the game, for practical reasons of differentiation.

Note 2: The support available to the US troops was varied: bazookas, armoured vehicles (including the famous Ontos), a range of artillery... All this support is factored into the infantry counters. There are therefore no armour counters in this game

Each company is represented by a marker. When a company enters the game its marker is placed on the Command Table, in the “Waiting for Orders” box. (see 9.2.4 and 9.3.3)



“A” Company Marker

2.2 CP

The CP (Command Post) counters represent the company commanders and their HQ personnel. The relevant counters are the MACV CP, 1/1CP and 2/5CP. These units command the companies and are necessary in the game to transmit orders to the platoons.



3.0 NVA TROOPS

The NVA (North Vietnamese Army) units are represented by markers which are drawn at random. They have a main combat value (the highest value) and secondary combat values ranging from 0 to 3. They are placed in an opaque container at the start of the game (a mug or a wasabi cup, whatever...). When the marker has been drawn at random, it is placed on the map with its main combat value facing the player. Each time the NVA troops represented by the counter suffer a hit, rotate the counter 90° clockwise. The value now facing the player is the new combat value of the NVA troops.



NVA unit with a Combat Value of 3



Same NVA unit after one hit with a Combat Value of 2

4.0 SEQUENCE OF PLAY

The game is divided into 7 turns (one turn lasts 24 hours). Each turn is itself divided into a varying number of daytime phases and one night time phase. The player must follow the sequence of play step by step.

DAYTIME PHASES :

- **D1** : Test for final daytime phase (phase 7 and + only)
- **D2** : Orders
- **D3** : Zone clearing
- **D4** : CP movement and/or activation of those companies selected in D2
- **D5** : Reinforcements
- **D6** : Advance the Phase Turn Marker

NIGHT TIME PHASE:

- **N1** : Regroup
- **N2** : Infiltration by NVA troops
- **N3** : Isolated troops
- **N4** : Update Victory and Defeat Points
- **N5** : Removal of status markers from US troops (apart from isolated platoons) and possible flipping of platoon counters
- **N6** : Withdraw all NVA markers from the map (except isolated troops)
- **N7** : Advance Game Turn Marker

5.0 D1: TEST FOR FINAL DAYTIME PHASE

At the start of phase 7 in each turn, and at the start of every subsequent phase, the player rolls a die. If the result is **higher** than or equal to the figure in red on the “phase track”, in the space which corresponds to the current game turn, the following phase is the night time phase.

Example: at the start of phase 7, if the result of the die roll is 6, the player continues the phase as normal, but the subsequent phase will be the night time phase.

6.0 D2: ORDERS

HN: Radios were practically useless in Hue. It was simply not possible to transmit long distances in the middle of built up zones. Orders were either transmitted directly by the officers or sent by runner.

The CPs give the companies their orders. A company which has not received any orders will not be activated during that phase.

6.1 - 1/1CP may only command the companies of the 1st Battalion, 1st Marine Regiment (A/1/1 and B/1/1). 2/5CP the companies of the 2nd Battalion, 5th Marine Regiment (F/2/5,

G/2/5 and H/2/5). The MACV may command any company.

Exception: until 2/5CP is in play, 1/1CP may command any company.

6.2 - The number of orders each CP may give during a phase is displayed through the number of **Orders Boxes** above it in the **Command Table** (on the map).

Example: the MACV may only give one order, 2/5CP may give 3 orders.

6.3 — If a player wants to move a CP in D4, he places the marker “CP mvt” on one of the CP’s Orders Boxes on the Command Table. A CP with a “CP mvt” in one of its Orders Boxes may not give any orders during this phase.



6.4 - GIVING ORDERS

A CP can only give orders to a company whose marker is in the “Waiting for Orders” box of the Command Table (paying due attention to 6.1).

6.4.1 — To give an order to a company, the CP must be able to trace a line no longer than three zones to a platoon of that company. The line may traverse only neutral or controlled zones.

6.4.2 — The platoon which received the order may in its turn transmit the order to the platoons of its own company which are in the same, or an adjacent, zone. A platoon which has not received any orders, from a CP or from another platoon, is rotated through 180° and may not act during this phase.

6.4.3 — When a CP gives an order to a company, place the marker for the company in one of the Orders Boxes for that CP on the Command Table.

7.0 D3 ZONE CLEARING TEST

An enemy zone is controlled when it has been emptied of its NVA troops as the result of combat and when it has been “cleared”.

7.1 - When (a) unit(s) eliminate the NVA troops in an enemy zone after a combat result, and if at least one US platoon is in that zone, the NVA marker is turned over to its US flag side and placed with the “End fight” side facing the player. The company marker is immediately placed in the “Clearing Zones” box of the Command Table. No orders may be given to a company whose marker is in the “Clearing Zones” box.

Note: Clearing a zone may never be voluntarily interrupted.

7.2- The following phase, in D3, the player rolls a die. Add 1 to the die roll if 2 platoons are in the zone, and 2 if 3 platoons are in the zone.

7.2.1- If the result is greater than the zone's value, the zone becomes controlled and the player rotates the US flag marker so that the "US Control" side is facing him. The zone is considered a controlled zone. The company marker is put back in the "Waiting for Orders" box.

7.2.2- If the result is equal to or lower than the zone's value, the test is failed. A platoon from the same company and in an adjacent zone may immediately move into the zone being cleared. The company marker remains in the "Clearing Zones" box, and the test is attempted again, in D3 of the subsequent phase.

7.3- Only units from the company actually engaged in clearing operations may enter a zone being cleared.

Exception: the MACV platoon may help any company engaged in clearing operations, as long as it abides by the restrictions laid down in 8.1.1

8.0 D4 UNIT ACTIVATION

Only those units which received an order in D2 may be activated.

Exception: The MACV platoon may be activated with any company, as if it were a platoon of that company. It only requires to be in the zone of the platoon receiving the order, or in an adjacent zone to that platoon (see 6.4.2). It then acts like a platoon belonging to that company, abiding by the restrictions of 8.1.1

Units are activated company by company. All the units activated from a company must carry out the same action: move or attack an adjacent enemy zone.

8.1 — MOVEMENT

8.1.1- MOVING ACTIVATED PLATOONS

• Platoons may move a maximum of 3 zones, and only through neutral or controlled zones.

Exception: the MACV platoon may only move in the MACV zone or in zones adjacent to the MACV.

HN: The men of the MACV were all experienced soldiers who had been posted to Hue. Therefore they knew the city perfectly. However, if on the one hand they were ready to help, on the other hand their mission in Vietnam wasn't to fight but rather to train South Vietnamese troops. These men were precious and the General Staff did not want to lose them uselessly in the fighting for Hue. Hence the restrictions upon their use.



Fig 1: G Company will attack one of the zones of the Hospital Complex. The player assigns the 1st Platoon to be the Assault Platoon, the second Platoon to be the Support Platoon, and the 3rd Platoon to be the Reserve Platoon. As the attacked zone is a victory zone, the player draws two NVA markers from the cup (instead of one for a non-victory zone). He keeps the one with the highest main combat value (3, in this case) and places the other in the cup. All is ready now for resolution of the first round of combat.

Fig 2: The player rolls for the America attack: the US combat value is 4 (Combat value of the Assault platoon + Combat value of the Support Platoon), and the value of the combat zone is 3. The roll is 2, which on the US result table gives one hit for the NVA unit. The player will now roll for the NVA attack. The combat value is 3, the value of the combat zone is 3, and the roll is 3, which gives on the NVA CRT no hits for the Assault Platoon and one hit for the Support Platoon.

The assault platoon survives its first assault and is then placed in the combat zone. The player places a green hit marker on the support unit (one hit). The NVA unit counter is turned once at 90° (because the NVA unit took one hit). The player decides to place the 2nd Platoon in reserve and to place his 3rd Platoon in support.

Fig 3: Combat continues... US attack: the combat value is still 4, the roll is 5, which gives two hits to the NVA unit. NVA Attack: the combat value is 2, the roll is 6, which gives two hits for the Assault Platoon and one hit for the Support Platoon. The NVA unit is eliminated, combat is over. The player decides that the Support Platoon will join the Assault Platoon in the combat zone. He places an End Fight Marker in the attacked zone. At the next phase, during D3, G platoon will attempt to clear the combat zone.

- A platoon may not enter an enemy zone.
- A platoon which is moving must stop as soon as it enters an zone adjacent to an enemy zone with a value greater or equal to 3. It is however possible to leave such an zone at the start of movement.

8.1.2 - MOVING CPS

- If the "CP mvmt" is in one of the Orders Boxes of a CP on the Command Table, the CP may move like a platoon. Supplementary Restriction: a CP may not enter an zone which does not contain any platoons and which is adjacent to an enemy zone. A CP may not enter an zone which is

being cleared.

Exception: the CP of the MACV may not move.

8.2 COMBAT

8.2.1 BASICS

- The activated platoons of a company may attack an adjacent enemy zone. To attack an enemy zone together, the platoons must be in the same zone, called the *jump off zone*. The attacked enemy zone is called the *combat zone*.

- Combat is divided into several rounds which succeed each other until the enemy is eliminated

or until the player decides, or is forced, to break off the fight.

• A zone may be attacked by one, two or three platoons from the same company. The first platoon is designated the assault platoon, the second, if there is one, the support platoon and the third, if any, the reserve platoon. **Only the combat strengths of the assault and support platoons will be taken into account for combat resolution.**

HN: The attack frontage was always narrow, and the simultaneous use of all of a company's platoons in the assault was limited in an attempt to reduce the risk of friendly fire.

8.2.2 – SEQUENCE OF COMBAT

A – 1st Round of combat:

• Platoon Activation:

In the first round the player selects his assault platoon, by placing an “assault” marker on it. If a second platoon is taking part in the attack, the player places a “support” marker on it. If a third platoon is taking part in the attack, the player places a “reserve” marker on it.

• Enemy Activation:

An NVA marker is drawn from the cup and placed in the zone to be attacked, with its main combat value (the highest value) facing the player.

If the zone being attacked is a victory zone (a red zone), two markers are drawn, with the stronger one being placed on the map.

• Combat Resolution:

The player rolls two dice, one for the platoon(s) engaged in the attack, the other for the NVA troops. **If both die rolls are equal**, the player first of all consults the Table of Events (see 11.1).

The player then consults the US Combat Results Table. The first column corresponds to the total combat strengths of the assault platoon and the support platoon (if any). The second corresponds to the combat zone's value. The top line corresponds to the die roll. The intersection of line/column indicates the number of hits suffered by the NVA.

The player consults the NVA Combat Results Table in the same way: on the NVA CRT the number on the left gives the number of hits suffered by the assault platoon, the number on the right the hits suffered by the support platoon. **If there was no support platoon involved in the attack, the assault platoon suffers the higher of the two results.**

Note: Combat is simultaneous. Losses are only applied after both sides have resolved their combat results.

• If the boundary between the jump off zone and the combat zone is a solid line, and if the assault platoon suffers a hit and is a green unit, and if the NVA troops are not eliminated in this round, the player follows the procedure outlined in 8.2.6 (*Wounded Marines*).

• If the assault platoon receives a red Hit marker, it remains in its jump off zone, and the attack starts again with another first round.

• If neither of the above two events occurs, the assault platoon is placed in the combat zone and the attack continues as outlined below.

B – Subsequent Rounds:

• The player re-rolls the dice until the combat is finished. The attack finishes if all the NVA troops are eliminated, or if all the platoons have a red Hit marker, or if the player decides to break off the attack (to do this he must first retreat the assault platoon if it is in the combat zone. see 8.2.4)

• At the start of each round the player may decide, if necessary, to move the support platoon into reserve and vice versa.

• If the assault platoon receives a red Hit marker, it must retreat back into its jump off zone (see 8.2.4)

• If the NVA troops are eliminated, and if the assault platoon is in the combat zone, the NVA counter is immediately turned to its US flag face with the “End fight” side facing the player. The support platoon can automatically join the assault platoon in the combat zone. The company marker is immediately placed in the “Clearing Zones” box in the Command Table.

• If the NVA troops are eliminated but the assault platoon is not in the combat zone, the NVA counter is removed from the zone and returned to the container. The zone remains an enemy zone.

8.2.3- APPLYING LOSSES

• Applying US losses:

Place a green “Hit” marker on a platoon which suffers one loss, a yellow “Hit” marker on a platoon which suffers two losses, and a red “Hit” marker on a platoon which suffers three losses.

Note 1: A platoon which is already under a green Hit marker and which suffers a new loss is placed under a yellow Hit marker, or under a red Hit marker if it suffers 2 losses etc. . .

Note 2: If a platoon with a red Hit marker suffers another loss, no extra penalty is applied. A platoon may never be eliminated.



• Applying NVA losses:

For each loss suffered by NVA troops, the counter is rotated 90° clockwise. The value facing the player is the new combat value of the NVA troops in the attacked zone.

8.2.4- CONSEQUENCES OF LOSSES

• a platoon with a green Hit marker acts normally.

• a platoon with a yellow Hit marker loses 1 from its combat strength.

• a platoon with a red Hit marker may neither fight any more nor take part in recovering a Wounded Marines marker (8.2.5). If the platoon is in a combat zone when it receives the marker it must immediately retreat (see 8.2.4) to its jump off zone.

• when an NVA counter loses its last strength point it is eliminated.

8.2.5 – RETREAT

• The player may decide at any moment to retreat his assault platoon from the combat zone back to the jump off zone. He **must** retreat the platoon if it suffers a red Hit.

• In both cases retreat is automatic, and the platoon is placed back in its jump off zone. If the platoon has a red Hit marker, the remainder of the attack, should it continue, is played out with a -1 DRM for the US troops. If the platoon does not have ‘red’ status, the player rolls a die. If the result is lower than or equal to the value of the NVA counter, the retreating platoon suffers a loss. If the platoon suffers a loss, and is a ‘green’ unit, and if the boundary between the two zones is a solid line, a Wounded Marines marker is immediately placed on the boundary between the two zones (see 8.2.6).

Fig 4



Fig 5

Fig 4: The fight has been bloody. The two platoons in the jump off zone are under a red hit marker, and the Assault platoon in the combat zone is under a yellow hit marker. The player decides to break the fight and to retreat his assault platoon. Roll is 5, which is higher than the combat value of the NVA unit (3), and the Assault platoon safely reaches the Jump off zone (**Fig 5**)

8.2.6 – WOUNDED MARINES

HN: The worst thing for US troops was to leave the bodies of their fallen comrades behind them. A marine never abandons a comrade, even if that comrade is dead. Unfortunately the search for missing bodies often meant that fresh casualties were taken. Some officers, aware of the losses caused by this, did not hesitate to forbid the practice with the aim of reducing casualties.

• If an assault platoon suffers a loss during the first round of combat, and if it is a “green” unit, and if the boundary between the jump off zone and the combat zone is a solid line, and if the NVA troops have not been eliminated, then the assault platoon remains in its jump off zone and a “Wounded Marines” marker is placed on the boundary between the two zones. This marker represents wounded Marines lying in the open between the two zones. The player must now do his utmost to find them and return them to the jump off zone.

• The player puts an “Assault” marker on the platoon from the company concerned which is to go in search of the wounded Marines. He may also place a “Support” marker on another platoon of same company which is also present in the jump off zone. He then rolls a die on the NVA CRT, **using the value of the attacked zone as the zone value**, and applies the results immediately (as usual, if there is no support platoon, the assault platoon suffers the worse of the two results).

• If the assault platoon receives a red Hit marker, the “Wounded Marines” marker remains where it is, and the player must repeat the procedure. If all the platoons in the jump off zone have a red Hit marker, the rescue is no longer possible. The “Wounded Marines” marker is removed **and a Defeat Point is immediately added to the DP track.**

• If the assault platoon does not suffer a red Hit, the “Wounded Marines” marker is removed from the map, and the attack can continue.

9 – D5 REINFORCEMENTS

Reinforcements are the same for both scenarios.

At the start of the game the player places the counters on the Reinforcement Table as follows :

- 2 convoy counters with the “Phu-Bai” face up-permost on the “Convoy – Phu-Bai” spaces.
- the helicopter counter on its “Unavailable” face in the “helicopter” space.
- the 3 platoons of A/1/1 in the “Units Available” space.
- the 3 platoons of G/2/5 + the 1/1 CP in the space “Turn 1 – Phase 3”
- the 3 platoons of F/2/5 in the space “Turn 2 – Phase 6”
- the 3 platoons of H/2/5 in the space “Turn 3 – Phase 5”



Fig 6



Fig 7



Fig 8

Fig 6: G Company attacks another zone of the Hospital Complex. US Attack: combat value is 4, and the value of the combat zone is 2. The roll is 2: one hit for the NVA unit. NVA Attack: The combat value is 4, the value of the combat zone is 2. The roll is 5: two hits for the Assault Platoon, one hit for the Support Platoon.

Fig 7: Since the Assault unit is a green unit (no purple stripe on the counter), the boundary between the jump-off zone and the attacked zone is represented by a solid line, the assault Platoon took at least one hit, and as the NVA Unit is not eliminated, the player places a Wounded Marines marker on the boundary between the two zones.

The player now has to rescue the wounded Marines. The player decides to place the 1st Platoon in Assault and the 2nd in Support. The 3rd Platoon stays in Reserve. The player resolves a new round of combat, for the NVA side only. The combat Value of the NVA Unit is 3, the value of the Jump-off zone is 3. The roll is 5: two hits for the Assault Platoon and one hit to the Support Platoon.

Fig 8: The 1st and the 2nd Platoon are now both placed under a red hit marker. They can't participate in combat or rescue the Wounded Marines. The 3rd Platoon, in Reserve, is now placed in Assault. And a new round of combat begins, for the NVA side only. The roll is 2: no result.

Fig 9: As the Assault Platoon did not take a hit, the Wounded Marines are rescued and the marker is removed. With only one Platoon, already marked with a yellow hit, the player decides to break off the fight for this phase.

Fig 9



- the 3 platoons of B/1/1 + the 2/5 CP in the space “Turn 4 – Phase 3”

9.1- REINFORCEMENTS PROCESS

The player follows this mini-sequence to process reinforcements.

• **R1** = The units are placed in the “Available Units” box on the phase and turn indicated in the reinforcements boxes.

• **R2** = If the Landing Zone has been secured (see 9.3), the player rolls a die. On a result of 1 to 4, the helicopters are available for the whole day, and the helicopter counter is turned onto its “CH46” face. The counter remains on this face until the night time phase (there is no need to re-roll the die for the remainder of the turn). If the result is 5 or 6, the helicopter counter remains on its “un-

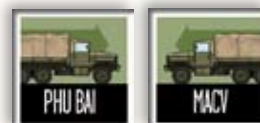
available” face, and the die will have to be re-rolled in the next phase.

- **R3** = Convoy Administration (9.2)
- **R4** = Helicopter Administration (9.3)

9.2 CONVOYS

A convoy can transport up to 3 platoons and 1 CP.

9.2.1- If a convoy counter is in the “Convoy Phu-Bai” space, and there are units in the “Avail-



able Units” box, the player may place up to 3 platoons and 1 CP on the convoy counter.

9.2.2- The player rolls a die :

- **4,5,6** : the convoy advances 1 space.
- **2,3** : the convoy is delayed and does not move
- **1** : the convoy is ambushed. One of the units in the convoy suffers a hit and the convoy does not move. If the convoy was not carrying any units, it is moved back one space (if it is in Phu-Bai or at the MACV, it remains where it is).

9.2.3 - The player may not move the convoy into the MACV space or have it leave the MACV space unless zones B and C are controlled. In addition, if zone D is not controlled there is a DRM of -1.

9.2.4 - Once in the MACV space, the units on the convoy counter are placed directly in the MACV zone and the company marker is placed in the “Waiting for Orders” box of the Command Table. The Convoy counter is flipped on his side MACV

9.2.5 - To return the convoy to Phu-Bai, the player follows the same procedure.

9.2.6 - If a convoy is between Phu-Bai and the MACV when night falls (i.e. the night time phase), the convoy is put back in its start space.

9.3 HELICOPTERS

A helicopter can transport a platoon or a CP.

9.3.1 - In order to use helicopters the player must first of all secure the Landing Zone. The LZ is the Dac Lao Park (zone E). As soon as this is a controlled zone, the player places the “LZ OK” marker on it. The marker is withdrawn as soon as the zone is no longer controlled and replaced once control has been regained.



9.3.2 - If helicopters are available (see R2) and if there are units in the “Available Units” box, the player may place a platoon or a CP on the “CH46” counter and then rolls a die. On a result of 1 to 4, the move takes place normally and the transported unit is placed in the Dac Lao Park zone (see 9.3.3). If the result is 5 or 6, the lift has been delayed, and will have to be retested on the following phase. During the night time phase the



CH46 counter is turned onto its “unavailable” face. If there is a unit on the counter, it is put back into the “Available Units” box.

9.3.3 - Units arriving at Dac Lao Park must first of all make their way to the MACV before they can be given any orders. They are activated automatically in D4 and must move to the MACV (zone A) (this means they do not have to have received an order to move; this is an exception to 8.0). As long as a unit which has been transported by helicopter has not yet reached the MACV, it is rotated on the map through 180° (“head down”). Once the unit has arrived at the MACV, it is turned back “head up”. Only those units which are “head up” may receive an order. The marker of a company which has arrived by helicopter is only placed in the “Waiting for Orders” box when at least one unit of that company is on the map in a “head up” position.

10 – NIGHT TIME

10.1 – **N1** REGROUPING

Platoons and CPs which are in a neutral zone, in a zone which is being cleared, or in a zone north of the Perfume River are immediately moved to the nearest controlled zone (player’s choice, if there are several controlled zones which are equidistant, and south of the river), if they can reach that location solely by traversing neutral zones. The “End fight” markers are removed from all zones which were being cleared and which are now free of US troops. These zones immediately become enemy zones again.

If a unit cannot trace a path to a controlled zone by traversing only neutral zones, then it remains where it is and receives an “Isolated Zone” marker (see 10.3)

10.2- **N2** NVA INFILTRATION

HN : Infiltration was a permanent worry for the US command. Even if it never happened on a large scale, the NVA had several possibilities of infiltration but was never able to take advantage of these chances. Note : The zones North of the Perfume River are NEVER infiltrated.

10.2.1 – Infiltration is tested for in controlled zones which do not contain a platoon (they may contain one or more CPs). From these zones the NVA must be able to trace :

- 1) a path to one of the red arrows on the edge of the map. This path can only pass through enemy (i.e. NVA) or neutral zones.
- 2) a path to another enemy (i.e. NVA) zone which only passes through neutral zones.

10.2.2- The infiltration test is only carried out

once per zone. – (and once per phase)

10.2.3 – For each zone liable to be infiltrated (10.2.1), the player draws an NVA marker and places it in the zone. He rolls a die. If the result is lower than or equal to the combat value of the NVA counter, the zone is infiltrated and becomes an enemy zone again (the player removes the US Control marker). Otherwise the zone remains controlled. In either event the NVA marker is removed and replaced in the cup.

10.2.4 – If as a result of a successful infiltration another controlled zone now fulfils the conditions of 10.2.1, the player proceeds with a new infiltration test for that zone (domino effect...).

10.2.5- If an infiltration places a CP in an enemy zone, the CP is immediately moved to the MACV zone. If it had unexecuted orders waiting to be carried out (because of an infiltration resulting from an event), these orders are immediately cancelled. The marker(s) of the company/companies concerned are put back into the “Waiting for Orders” box.

10.3 – **N3** ISOLATED ZONES

10.3.1- An isolated zone is :

- an enemy zone from which it is impossible to trace a path to an arrow at the edge of the map crossing only enemy or neutral zones.
- a controlled zone from which it is impossible to trace a path to the eastern edge of the map crossing only controlled or neutral zones.
- a zone in the process of being cleared from which it is impossible to trace a path to a controlled zone crossing only neutral zones.

10.3.2- The player puts an “Isolated Zone” marker on each of these zones. In addition, for each enemy zone which is isolated, the player rolls a die. On a result of 5 or 6, he also places an NVA marker in the zone if there is none.

The “Isolated Zone” marker is removed once the conditions of 10.3.1 are no longer met.

10.3.3- A CP in an isolated zone without a platoon is immediately placed in the MACV zone. If it had unexecuted orders waiting to be carried out (because of an infiltration resulting from an event), these orders are immediately cancelled. The marker(s) of the company/companies concerned are put back into the “Waiting for Orders” box.

10.3.4 EFFECTS OF ISOLATED ZONES

- The player may not remove Hit markers from units in isolated zones (see 10.5.1).
- A US unit in an isolated zone may receive an order if it is two zones from the CP giving the order, even if the zone between the CP and the

isolated unit is an enemy zone.

- A US unit may no longer attack if it is in an isolated zone, and may only move one zone if it receives an order.

- A US unit clearing an enemy zone which has become isolated may no longer act and must move as soon as possible in D4 even if it has not received the order towards an adjacent neutral or victory zone. The zone which was being cleared becomes an enemy zone again (the “End fight” marker is removed).

- The events of “Counter Attack” or “Reinforcements” (see 11.1) during the attack of an isolated zone are considered as “no event”.

- NVA counters in an isolated zone are not withdrawn in N6 (see 10.6)

10.4 — N4 VICTORY POINTS AND DEFEAT POINTS

10.4.1 — VICTORY POINTS

The player counts the number of victory zones he controls and places the VP marker on the corresponding number of the Victory Point Track.

10.4.2 — DEFEAT POINTS

For each unit with a red Hit marker, the player moves the DP marker one space to the right on the Defeat Points Track.

Note: a red Hit marker may remain on the same unit for several turns; for each extra turn one more Defeat Point is added to the Defeat Points Track.

10.5 — N5 REORGANISATION

10.5.1- The player removes all the green and yellow Hit markers from those of his units which are not in isolated zones. For each unit with a red Hit marker which is not in an isolated zone, the player rolls a die. If the result is from 1 to 4, the marker is removed. If the result is 5 or 6, the marker remains in place.

Units in isolated zones do not have their Hit markers removed.

10.5.2- Green units which have had a Hit marker removed are immediately turned onto their “veteran” face. They remain like that until the end of the game.

Exception: This only applies to units already on the map. Units which incur losses due to being ambushed while in convoy do not progress to Veteran status.

HN: The American troops had received no training in fighting in built up areas before arriving in Hue. They therefore had a hard learning experience in this type of fighting, for which they lacked both experience and equipment. The increase in the US troops' combat values, once they have had their first challenging experience of urban combat, seeks to model this process.

10.5.3 - The CH-46 counter is flipped on his side “Unavailable”.

10.6 — N6 NVA MOVEMENT

All NVA markers which are not in an isolated zone are removed from the map.

11- SPECIAL RULES

11.1- EVENTS

When the US and NVA die rolls are equal during a combat, an event may occur. The player rolls a third die, which he adds to the sum of the two previous dice, and consults the Events Table. The references *Be* and *Af* on the table indicate whether the event takes place Before or After combat resolution. The reference *Sp* requires referral to the paragraphs below.

11.1.1- NVA REINFORCEMENTS

The player applies any losses to the US troops only not to the NVA troops. He draws a new NVA marker. If the new marker has a higher combat value than the NVA counter already present in the zone, it replaces the previous marker immediately. Otherwise the marker is replaced in the cup.

11.1.2 - NVA COUNTER ATTACK

The player applies any losses to the US troops only not to the NVA troops. He draws a new NVA marker which immediately replaces the NVA counter already in the zone, no matter the value. The player rolls an attack die for the new NVA counter and applies the result immediately.

11.1.3- INFILTRATION

The player applies losses as normal. The attack is suspended and an infiltration phase immediately takes place as outlined in 10.2 with the following difference: The player does not roll to test for infiltration. The infiltration succeeds automatically if the NVA marker drawn has a combat value of 4, and fails for any other value.

11.1.4- SNIPER ! See table.

11.1.5 - NVA RETREAT See table.

11.1.6- ENFILADING FIRE See table.

11.1.7- CIVILIANS See table.

11.1.8- RPG : See table.

11.1.9- FRIENDLY FIRE

If a support unit is taking part in the attack, the player cancels the US result. He re-rolls a die and consults the table, taking into account only the combat value of the support unit and applying the losses to the assault unit, using the value of the

zone where the assault platoon is. Then he re-rolls a die and consults the CRT taking account only the value of the assault unit and applies the result to the NVA troops as normal. Any losses caused by the NVA are applied as normal (added to those caused by friendly fire, if there were any)

11.2- E-8 GAS

NH: E-8 US pack-mounted 35mm tear-gas grenade launchers were discovered hidden away in the MACV. But few men knew how to use them.

11.2.1 — At the start of the game the player has two E-8 Gas markers. He may decide to use a gas marker at the start of an assault and rolls a die:

- On a result of **6** the gas has no effect and the marker is permanently removed.

- On a result of **5**, the E-8 Gas marker is placed in the adjacent zone south of the zone being attacked, displaying its “Drifted” face. If there are several possibilities the player chooses the zone which shares the longest boundary with the zone being attacked.

- On a result of **1 to 4**, the E-8 Gas marker is placed in the combat zone, displaying its “Gas Attack !” face.



11.2.2 — EFFECTS OF GAS

- an enemy zone containing a “Gas Attack!” marker has its combat value reduced by 2 (minimum = 1) and can be attacked and cleared as normal by units from the company which launched the gas. It cannot be attacked by units from another company.

- US troops may not attack an enemy zone containing a “Drifted” marker.

- US troops in a neutral or controlled zone containing a “Drifted” marker may not act. If they have received an order, their company marker is immediately placed in the “Waiting for Orders” box on the Command Table.

- Clearing up operations in a zone containing a “Drifted” marker are subject to a -2 DRM.

11.2.3

Any “Drifted” or “Gas Attack !” markers on the map are removed permanently **at the end of D3.**

11.3 — BRIDGES

11.3.1 — CANAL BRIDGE

From Turn 4 onwards, as indicated on the Turn Track, the player rolls a die at the start of D5. On a result of 5 or 6, the bridge is destroyed by NVA sappers. A “Destroyed Bridge” marker is placed on the Canal Bridge space of the Reinforcement

Table. If a convoy was en route between Phu-Bai and the MACV, the convoy is put back in its start box. The convoy markers are permanently removed from the game.

11.3.2 – NGUYEN HOANG BRIDGE (ZONE G)

From turn 3 onwards, at the start of N1, the player rolls a die. On a result of 5 or 6, the bridge is destroyed. A “Destroyed Bridge” marker is placed in zone G. US units may no longer enter this zone. If there are any US units north of the Perfume River, they are put directly in the MACV and the player immediately suffers one DP.

12 – SCENARIOS

12.1 HISTORICAL SCENARIO

SETUP :

- Place the MACV platoon and the MACV CP in the MACV Compound (zone A)
- Place the other units as indicated in the Reinforcement Table as indicated in 9.0

12.1.1 SCENARIO SPECIAL RULES

- The first convoy counter to arrive at the MACV (Zone A) is permanently removed from play.
- The MACV platoon and the MACV CP are permanently removed from the game at the end of the night time phase of Turn 4.

• Free Zones

The green zones are not considered as enemy zones for the whole of the first turn. US units may enter them without hindrance. If a US unit stops its movement in a green zone, the zone is immediately controlled (the player immediately places a US Control marker in the zone).

The green zones may not be infiltrated during the night time phase of the first turn.

• MACV Compound

The MACV Compound (zone A) is considered a controlled zone from the start of the game. It may never be infiltrated during the game.

• ARVN CP Mission

HN : At the start of the fighting, the US high command had a completely erroneous picture of the situation on the ground. It therefore ordered its troops to get to the ARVN (Army of the Republic of Vietnam) CP which was in the Citadel, north of the Perfume River. Even if this order was completely unrealistic given the situation in Hue, the 2/5 did in fact try to approach the Citadel. It was pushed back before being able to set foot in it. . .

If at the end of Turn 4 the player does not control zone F, he takes a DP. If at the end of the game the player does not control zone F, he takes another DP.

12.1.2 VICTORY CONDITIONS

- If at the end of the game the player has less

than 7 VPs, or if he has more DPs than VPs, or if he does not control all the red zones (**the red zones outlined in white are not included in this category, see 1.2.2**), the result is an automatic US defeat.

- Any other case is a US victory or a draw.

Add up the values below as follows :

- The player has 9 VPs : + 3
- The player has 8 VPs : +1
- The number of DPs is less than or equal to 3 : +2
- The sum of the values of the enemy zones at the end of the game is less than or equal to 5 : +2

Subtract the following values:

- The sum of the values of the enemy zones at the end of the game is greater than or equal to 10 : -2
- The number of DPs is greater than or equal to 5 : -2

If the final calculation is

- greater than or equal to 5 : Total victory
- greater than or equal to 3 : Marginal victory
- less than 3 : Draw

12.2 ALTERNATIVE SCENARIO

This scenario explores the event of the MACV being captured (historically an assault was attempted, but it was only just repelled and the MACV was not attacked again by NVA troops). In this scenario the MACV CP and the MACV platoon have been eliminated before the game starts.

SETUP:

- Remove the MACV platoon from the game.
- 1)- Place the MACV CP with the A/1/1 on the reinforcement table 2)- Once in zone D, the MACV CP can not move during the game. Exception : as soon as the MACV Compound is controlled, the MACV CP is automatically placed in this zone.
- Place the remaining units on the Reinforcement Table as indicated in 9.0.

12.2.1- SCENARIO SPECIAL RULES

- The first convoy counter to arrive at the MACV (Zone A) is permanently removed from the game.
- **Highway 1**
 - The MACV zone (zone A) is an enemy zone at the start of the game, and becomes a Victory Zone; it is considered to be a **mandatory red zone**.
 - All the other green zones to the east of Highway 1 are enemy zones at the start of the game and are considered to be **white zones**.
 - As long as the MACV zone is not controlled, convoys arrive in zone D, which becomes a controlled zone from the start of the game.

12.2.2 VICTORY CONDITIONS

- If at the end of the game the player has less

than 8 VPs, or if he has more DPs than VPs, or if he does not control all the red zones (**the red zones outlined in white are not included in this category, see 1.2.2**), the result is an automatic US defeat.

- Any other case is a US victory or a draw.

Add up the values below as follows :

- The player has 10 VPs : + 3
- The player has 9 VPs : +1
- The number of DPs is less than or equal to 3 : +2
- The sum of the values of the enemy zones at the end of the game is less than or equal to 5 : +2

Subtract the following values:

- The sum of the values of the enemy zones at the end of the game is greater than or equal to 10 : -2
- The number of DPs is greater than or equal to 5 : -2

If the final calculation is

- greater than or equal to 5 : Total victory
- greater than or equal to 3 : Marginal victory
- less than 3 : Draw

CLARIFICATIONS :

- A unit can NOT move and attack in the same phase
- A unit with a zero Combat Value can NOT attack
- If the NVA unit is eliminated during the first round of combat: 1) the assault platoon enters the attacked zone 2) the support platoon may join the assault platoon 3) the company marker is placed in «clearing zones»
- The platoons of the same company can attack different zones during the same turn and move in different zones.
- A Gas Attack reduces by 2 the zone's value, not the NVA unit combat's value
- When a company has finished his move, or when a company has cleared a zone, or when a company has retreated and finished a combat, place the company marker in the «Waiting for Orders» case