

CONFLICT IN



MICRO PROSE

SIMULATION • SOFTWARE

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DATELINE: VIETNAM

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

DECISIVE BATTLES OF THE VIETNAM WAR

CONFLICT IN VIETNAM



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A Word From The Designers

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

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

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

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

Sid Meier
Ed Bever

QUICK START

Quick Start for Beginners

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

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

Quick Start for Experienced Commanders

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

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

CONTENTS

A Word From The Designers	2
Quick Start	2
Introduction	4
I Initial Deployment	5
Loading	6
Operational "Day" Codes	8
Battles and Variants	9
II The Basics of Command	11
Overview	12
The Screen	12
The Controls	14
Supply & Logistics	18
Reinforcements & Replacements	18
Victory	19
III The Art of Command in Vietnam	21
Overview	22
Types of Troops	23
Terrain & Weather	30
Experience, Effectiveness & Formations	31
Giving & Executing Orders	33
Logistics	35
Victory	36
IV Battle Briefings	37
Overview	38
Prelude: Dien Bien Phu, 1954	40
Into the Valley: Ia Drang, 1965	51
The Tide Turns: Khe Sanh, 1968	71
Empty Fishhook: Cambodia, 1970	84
First Cracks: Quang Tri, 1972	93
V Notes	103
Designers' Notes	104
Recommended Readings	108
Credits	111

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INTRODUCTION

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

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

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

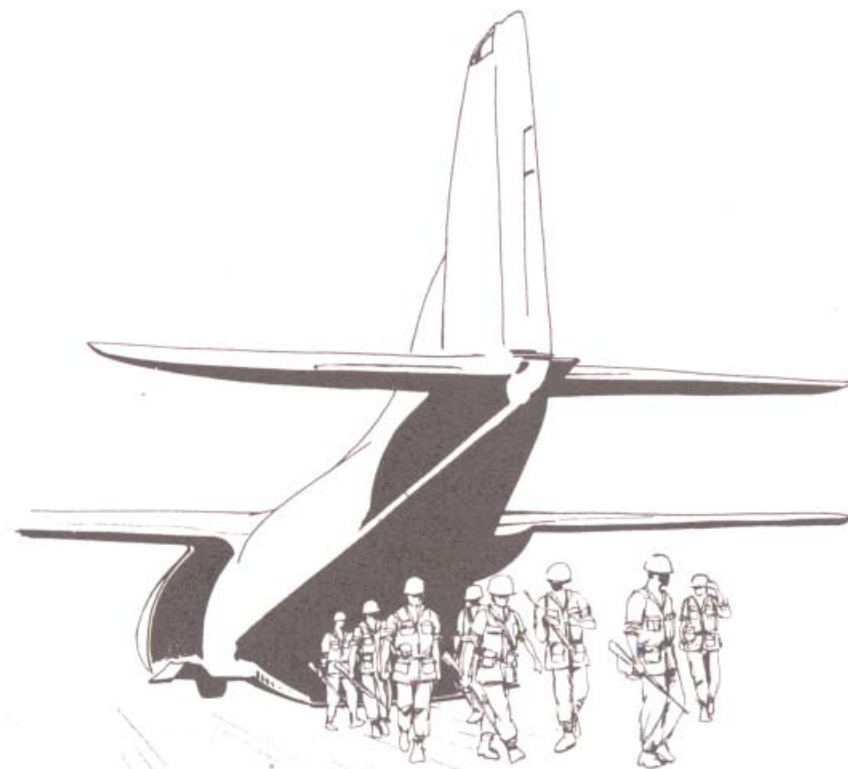
After Ia Drang, the Americans slowly ground down the Communist forces, leading North Vietnam's leadership to make a desperate grab for decisive victory. **THE TIDE TURNS: KHE SANH, 1968** simulates a crucial battle in this pivotal campaign, the watershed in American involvement. The game includes a number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

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

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

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

I INITIAL DEPLOYMENT



LOADING ON ATARI 800/XL/XE COMPUTERS

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

Loading

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

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

Preparing a Blank Disk for Saving Games

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

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

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

LOADING ON COMMODORE C-64/C-128 COMPUTERS

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

Loading

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

LOAD "****", 8

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

RUN

Loading takes about one full minute.

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

Preparing a Blank Disk for Saving Games

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

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

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

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

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

LOADING ON APPLE IIe/IIc COMPUTERS

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

Loading

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

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

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

Preparing a Blank Disk for Saving Games

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

LOADING ON IBM PC COMPUTERS

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

Loading

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

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

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

ALL COMPUTERS: RELOADING A SAVED GAME

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

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

OPERATIONAL "DAY" CODES

IMPORTANT!

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

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

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



DAY: 1
CODE: JEB STUART

BATTLES AND VARIANTS

Choose Your Game

CONFLICT IN VIETNAM has *five* different games:

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

Press the appropriate number key to select a game.

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

Simulation Variants

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

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

Play Options

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

Free World Command: Player or Computer

Communist Command: Player or Computer

Unit Display: Icons or Symbols

Play Balance: ++Communist, +Communist, Fair, +Free World, or ++Free World

Speed: Slow, Medium or Fast

Controller: Keyboard or Joystick

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

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

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

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

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

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

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

Controller selects keyboard or joystick input.

Difficulty Level

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

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

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

Intermediate (+ Player's Side)

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

Advanced (+ Computer's Side)

Expert (++) Computer's Side)

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

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

To Begin Play

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

Atari: START

Commodore: F7

Apple: RETURN

IBM: RETURN

II THE BASICS OF COMMAND



OVERVIEW

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

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

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

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

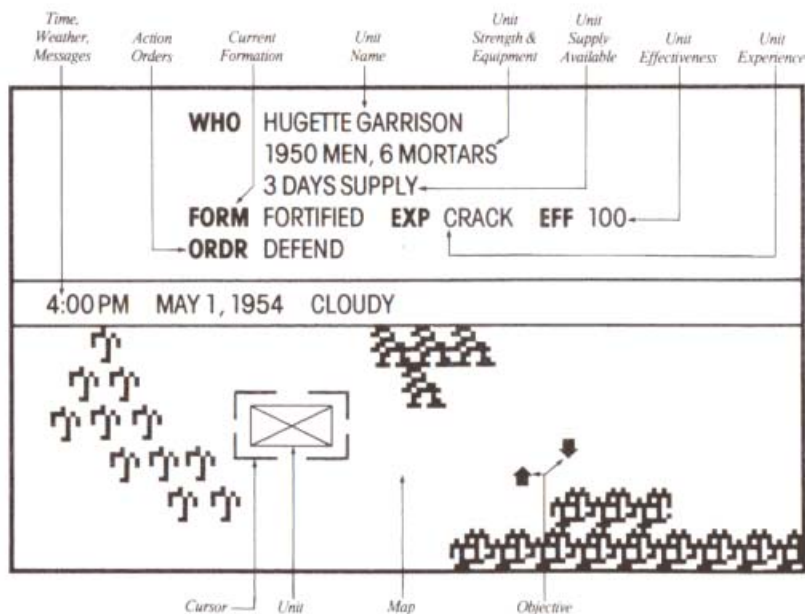
THE SCREEN

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

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

The Map

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



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

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

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

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

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

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

Text & Message Area

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

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

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

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

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

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

Defense: A formation for repulsing enemy attacks.

Entrenched: A stronger type of defense.

Fortified: A very strong type of defense.

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

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

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

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

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

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

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

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

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

THE CONTROLS

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

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

Freezing Play

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

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

Moving the Cursor

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

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

Keyboard Cursor Control:

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

APPLE IIe or IIc: Use the cursor arrow keys.

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

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

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

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

Information at the Cursor

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

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

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

How to Issue Orders – Using the Keyboard

To issue orders use the following procedure:

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

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

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

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

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

How to Issue Orders – Using a Joystick

To issue orders use the following procedure:

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

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

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

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

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

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

Unit Orders

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

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

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

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

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

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

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

effectiveness take especially long to respond.

Unit Orders Objective

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

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

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

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

General Information

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

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

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

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

Special Utilities

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

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

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

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

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

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

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

Saving and Reloading the Game

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

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

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

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

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

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

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

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

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

Two Player "Head to Head" Games

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

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

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

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

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

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

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

SUPPLY & LOGISTICS

Basic Loads

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

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

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

Receiving Supplies

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

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

Army Supply Levels

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

REPLACEMENTS & REINFORCEMENTS

Replacements

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

Reinforcements

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

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

VICTORY

Ending the Game

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

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

Scores & Victory

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

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

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

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

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

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



DAY: 2
CODE: LE LOI

III
THE ART
OF COMMAND
IN VIETNAM



OVERVIEW

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

Game Scale

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

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

Planning Your Battle

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

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

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

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

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

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

TYPES OF TROOPS

Unit Designations

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

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

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

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

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

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

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

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

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

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

French Units

These troops only appear in the Dien Bien Phu game.

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

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

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

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

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

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

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

American Units: Maneuver Elements

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

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

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

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

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

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

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

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

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

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

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

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

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

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

American Units: Support Elements

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

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

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

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

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

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

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

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

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

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

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

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

South Vietnamese Units

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

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

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

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

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

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

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

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

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

Communist Units

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

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

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

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

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

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

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

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

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

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



DAY: 3
CODE: WHITE WING

Supply Units

There are two types of supply units:

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

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

TERRAIN & WEATHER

Terrain Features

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

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

Terrain Influence on Movement:

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

FW Inf = Free World (French, US Marine and ARVN) infantry units.

US Cav = US Air Cavalry Infantry Battalions

FW Armd = Free World (French, US and ARVN) armored and mechanized units.

CM Inf = Communist (Viet Minh, NVA and Viet Cong) infantry units (mortars 90% of infantry speed).

CM Arty = Communist artillery units (except mortars).

CM Armd = Communist armored and tank units.

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

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

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

snipers, a concern that constantly slowed American troops.

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

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

Terrain Influence in Combat:

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

Night & Weather

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

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

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

EXPERIENCE, EFFECTIVENESS & FORMATIONS

Experience

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

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

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

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

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

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

Effectiveness

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

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

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

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

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

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

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

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

Formation Types

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

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

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

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

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



DAY: 4

CODE: SILVER BAYONET

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

Formation Effects

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

Formation Change Timing:

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

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

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

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

Formation effects when a unit is attacked:

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

GIVING & EXECUTING ORDERS

Intelligence

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

Selecting Orders

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

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

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

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

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

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

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

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

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

Combat

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

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

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

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

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

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

LOGISTICS

Supply

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

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

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

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

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

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

Replacements & Reinforcements

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

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

VICTORY

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

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

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

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



DAY: 5
CODE: PEGASUS

IV BATTLE BRIEFINGS



OVERVIEW

The Games

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

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

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

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

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

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

The Battle Briefings

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

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

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

Order of Play for Games and Variants

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

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

Dien Bien Phu (Game 1):

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

Ia Drang (Game 2):

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

Khe Sanh (Game 3):

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

Cambodia (Game 4):

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

Quang Tri (Game 5):

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

**Game variant is especially valuable to an understanding of the war.

*Game variant is an interesting and potentially valuable historical lesson.

GAME ONE

PRELUDE: DIEN BIEN PHU, 1954

Historical Background

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

French Rule

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

In 1946 skirmishes broke out across the country, for the most part hit-and-run attacks by the Viet Minh against French outposts. Whenever the two sides fought a real battle the French out-gunned the guerrillas and easily destroyed them. The problem was, the Viet



Minh usually managed to slip away. Since the French did not have enough men to defend everywhere, they gradually lost control of the countryside. Supply problems compounded their difficulties, for their army was half-way around the world from its base, and the French people begrudged the money needed to restore this peripheral possession. By 1953 French control was limited to the Red River delta and scattered cities to the south.

The Opposing Strategies for 1954

The French were well aware that their situation was deteriorating. They were particularly concerned by a widening of the war that began in early 1953, when three Viet Minh divisions staged a large scale raid into

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

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

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

The Battle

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

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

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

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

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

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

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

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

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



DAY: 6
CODE: MUSCATINE

Guide To The Game

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

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

VAARIANT ONE

The End of Empire

Introduction

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

The French

The French Objective

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

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

French Scenario Data

Start: 3 pm, May 1, 1954

End: 6 pm, May 7, 1954

Initial Supply: Critical

Resupply Rate: Critical

Off-map Supply: For air only

Replacement Rate: 25 men per unit per week

Reinforcements: None

Special Rules: None

Tutorial 1: Commanding the French

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

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

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

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

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

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

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

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

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

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

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

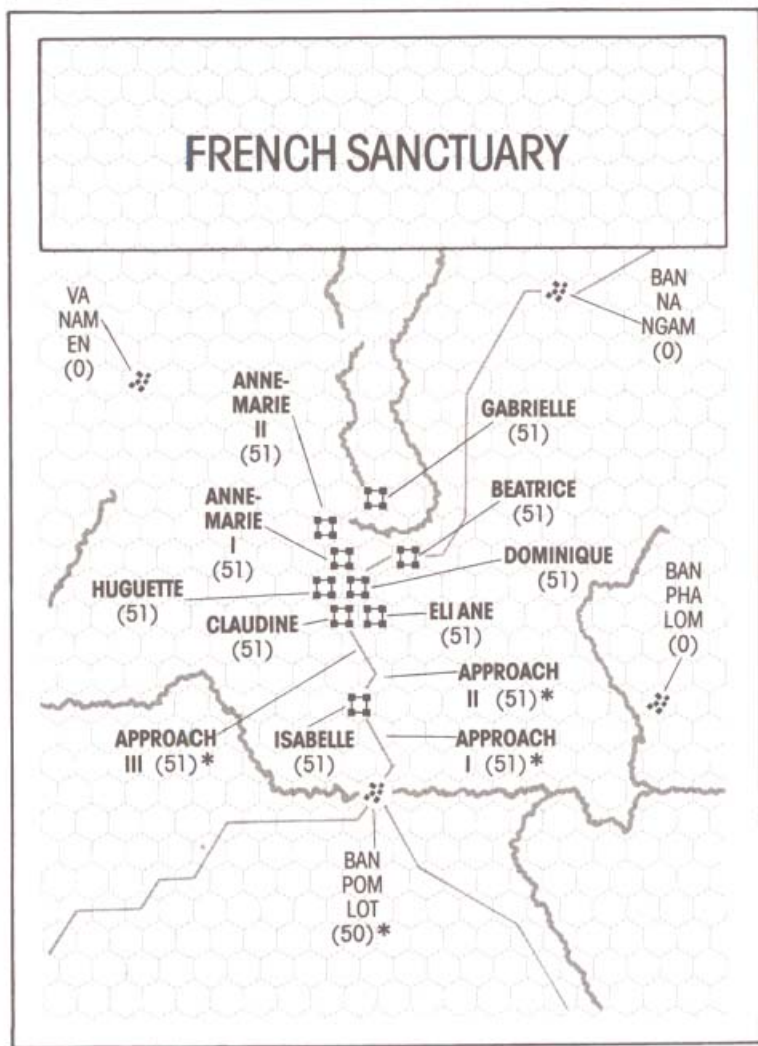
Now that you have issued your orders, you are ready to begin play. Hit "F" to un-freeze the game, and sit back to watch the carnage. Note that the strip at the bottom of the text

DIEN BIEN PHU 1954

KEY

- FORT
- VILLAGE
- ROAD
- RIVER
- (#) VICTORY POINTS

CRITICAL OBJECTIVES IN BOLD * VARIANT II ONLY



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

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

The Viet Minh

The Viet Minh Objective

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

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

Viet Minh Scenario Data

Start: 3 pm, May 1, 1954

End: 6 pm, May 7, 1954

Initial Supply: Ample

Resupply Rate: Sufficient

Off-map Supply: Northeast and Northwest

Replacement Rate: 50 men per unit per week

Reinforcements: None

Special Rules: None

Tutorial 2: Commanding The Viet Minh

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

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

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

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

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

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

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

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

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

VARIANT TWO

"Vulture": America Intervenes

Introduction

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

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

The French

The French Objective

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

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

French Scenario Data

Start: 3 pm, May 1, 1954

End: 6 pm, May 7, 1954

Initial Supply: Critical (although note that this is in the army's supply pool; each unit actually carries considerable supply)

Resupply Rate: Critical

Off-map Supply: Southwest

Replacement Rate: 25 men per unit per week

Reinforcements: (see chart)

Reinforcements:

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

Abbreviations:

BPC, BPVN = see below
USN = US Navy

FS = Fighter Squadron
m = midnight

Special Rules: American bombers are limited to a 28 mile (hex) range.

Special Note: The following are translations of the abbreviations used for French units:

GM - Mobile Group
REI - Foreign Legion Infantry
BPL - Laotian Parachute Battalion
BCL - Laotian Chasseur Battalion
BPVN - Vietnamese Parachute Battalion
BPC - Colonial Parachute Battalion
RALP - Airborne Light Artillery Regiment
RCC - Armored Cavalry Regiment

Tutorial 3: Commanding The French

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

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

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

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

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

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

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

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

The Viet Minh

The Viet Minh Objective

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

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

Viet Minh Scenario Information

Start: 3 pm., May 1, 1954

End: 6 pm., May 7, 1954

Initial Supply: Ample

Resupply rate: Sufficient

Replacement rate: 50 men per unit per week

Off-map Supply: Northeast and Northwest

Reinforcements: The 345/304 and 45/351 artillery regiments and the 675/351 mortar regiment do not appear at start, but will appear in their usual positions around Dien Bien Phu during the first few days of battle. This reflects the fact the Viet Minh artillery was very carefully sited for the siege, and would have been cumbersome to bring to bear on a more mobile battle to the south.

Special rules: None

Tutorial 4: Commanding the Viet Minh

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

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



DAY: 7
CODE: LAM SON

GAME TWO INTO THE VALLEY: IA DRANG, 1965

Historical Background

A House Divided

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

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

To the south, a strongman named Ngo Dinh Diem soon emerged to lead the new government. The Emperor, who had reigned nominally under the French, named him Prime Minister, since Diem was one of the few non-Communist nationalists untainted by collaboration. Once in power, though, Diem ousted the Emperor and, with American support, contrived to get himself elected President. He then suppressed several rival political

factions and instituted an authoritarian administration. His own relatives played a prominent part at the top of the government, while Catholics, a distinct minority of the population, dominated the civil service and army. Favoritism and corruption flourished even as Diem instituted a regime of strict public morality; the combination drove a wedge deeper and deeper between the government and the people.

From War to War

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



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

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

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

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

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

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

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

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

The Battle of Ia Drang

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

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

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

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

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

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

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

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

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

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



DAY: 8

CODE: MAMELUKE THRUST

Guide to the Game

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

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

VARIANT ONE

First Blood

Introduction

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

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

The NVA

The NVA Objective

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

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

NVA Scenario Data

Start: 6 pm, October 23, 1965

End: 6 pm, October 27, 1965

Initial Supply: Ample

Resupply Rate: Ample

Off-map Supply: Northwest and West

Replacement Rate: 150 men and 2 heavy weapons per unit per week

Reinforcements: None

Special Rules: None

UNIT TYPES: IA DRANG, 1965

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

UNIT TYPES: KHE SANH, 1968

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

TERRAIN FEATURES

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

UNIT TYPES: DIEN BIEN PHU, 1954

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

KEY:

US = United States military forces

Gnd = ground movement or supply

Air = high-speed air movement, or air transported supplies

mi = miles distance, one hex (map position) is one mile