

|               |  |
|---------------|--|
| Leader's name |  |
|---------------|--|

|                               |  |
|-------------------------------|--|
| White star arrival row (1-10) |  |
|-------------------------------|--|

## 20. Game set up sequence

|     |   |
|-----|---|
| 1   | <b>Show force</b>   |
| 2   | <b>Choose scenery</b> (10 pieces (3 villages) each)   |
| 3   | <b>Communist gambles</b>  |
| 4   | <b>Deploy road</b> White star   |
| 5   | <b>Communist place villages</b> No face touching  |
| 6   | <b>Communist places remaining scenery</b><br>No overlaps  |
| 7   | <b>White star move scenery</b><br>5D6 dice. Maximum one on village. 4,5,6 = swap  |
| 8a  | <b>NVA game</b> White star number villages 1-6. Roll and position unit.   |
| 8b  | <b>VC game</b> White star<br>Players choose 1-10 Add scores = row(11-20 wrap around) . Then D6 for square within row.       |
| 9   | <b>Place search markers</b> (Every village (=12))   |
| 10  | <b>Fill out cache loop</b> Communist player.  |
| 11  | <b>Place peasants</b> (every village square)<br>VC = 1 peasant base + potential peasant marker .<br>NVA player 2 peasants . |
| 12a | <b>NVA game</b> (White star has first turn)   |
| 12b | <b>VC game</b> (VC has first turn)  |

## 24. Arrivals

| Game                         | Detail   |
|------------------------------|--|
| White star v VC              | VC units =2,1,1,1 White star=All (except 1 at countdown 20).<br>Vehicles at countdown 25.  |
| White star v NVA             | NVA units= 1( <i>coy command</i> ),1,1,1<br>White star =All (except 1 at countdown 20)) in D6 villages.<br>Vehicles at countdown 25. |
| 2nd (raw) White star platoon | Whole unit at half countdown.  |

|                   |   |   |   |
|-------------------|---|---|---|
| Artillery liaison | 1 | 2 | 3 |
|-------------------|---|---|---|

|               |   |   |   |   |   |   |   |   |
|---------------|---|---|---|---|---|---|---|---|
| Dead peasants | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---------------|---|---|---|---|---|---|---|---|

## Gunship endurance countdown (D6 end of each turn)

|   |   |   |   |   |   |   |   |   |    |    |    |
|---|---|---|---|---|---|---|---|---|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|----|----|----|

## Men of Company B Battle Sheet

### 15. Communist gambles

Player may attempt any or all  
Each gamble costs 2 VP  
Success =4,5,6

| Asset              | Yes/No |
|--------------------|--------|
| Remove road        |        |
| Exceptional leader |        |
| 2 snipers          |        |
| Embankment         |        |

### My scenery

|                    |     |  |
|--------------------|-----|--|
| Village            | 3   |  |
| Paddy field        | 1-3 |  |
| Jungle             | 3-4 |  |
| Rough hill         | 0-1 |  |
| Bamboo             | 1-3 |  |
| <b>Plus 1 road</b> |     |  |

### White star assets

Veteran=5 Average=8 Raw=11

| Name | Cost |
|------|------|
|      |      |
|      |      |
|      |      |
|      |      |
|      |      |

### VC/NVA/Mountain tribe casualties inflicted

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  |
| 7  | 8  | 9  | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 |

All other casualties can be determined by comparison with game start strengths.

| Count down                          |
|-------------------------------------|
| 30                                  |
| 29                                  |
| 28                                  |
| 27                                  |
| 26                                  |
| 25<br>Vehicles arrive               |
| 24<br>Start for FB game             |
| 23                                  |
| 22                                  |
| 21                                  |
| 20<br>Last squad standard game      |
| 19                                  |
| 18                                  |
| 17                                  |
| 16                                  |
| 15<br>2nd Raw platoon standard game |
| 14                                  |
| 13                                  |
| 12<br>2nd raw platoon firebase game |
| 11                                  |
| 10                                  |
| 9                                   |
| 8                                   |
| 7                                   |
| 6                                   |
| 5                                   |
| 4                                   |
| 3                                   |
| 2                                   |
| 1                                   |
| Game end                            |