

28. Action D6 (start 7D6)

- +1 veteran
- 1 raw
- 2 White Star/NVA PC beyond 2
- 1 one or two caches with unit
- 2 unit has no leader
- 1 each morale failure
- 2 hammered by artillery

Minimum 1D6

30. Booby traps

3rd square of movement.

Only the moving unit is affected.

Communist rolls a single D6.

5, 6 to explode.

Vet (or tank) save 2,3,4,5,6.

Av (or carrier) save 3,4,5,6.

Raw (or gun truck) save 4,5,6.

If saved or non-detonation then unit carries on unaffected.

If no save, one base dead, vehicle destroyed.

If there are casualties the unit stops, foot go down, end of units turn.

28. Foot unit actions

Easy	3,4,5,6	Move onto road Move into open Down or carry on Destroy cache Generate new VC from peasant Remove communist casualty VC unit disappear
Medium	4,5,6	Move into paddy, village, jungle Shoot (max 2) New leader (a base becomes leader) Call in artillery white star V NVA. Interrogate
Difficult	5,6	Search village square Move into bamboo, rocky hill Assault Call in artillery NVA Call in artillery or CASEVAC (White Star PC only) (max 1)
When down ONLY shoot, disappear and artillery actions		
Movement is based upon square being moved into		

Quick sheet —front

35. Interrogation chart

1	Peasant dies	Remove from play and add to dead peasants.
2, 3	Wasted	ARVN re-roll (once).
4, 5, 6	Bingo	Re-roll search deviation. Only 1 may be held.

33. Shooting

(a 4,5,6 action dice roll).

1. Face-touching square.

2. Proximity squares.

Foot range 3 squares max 1 diag.

Vehicle range 4 squares max 1 diag.

Count bases max 6 (-/+2D6 raw/vet).

Maximum 6D6 Minimum 1D6.

Roll D6.

Each 5, 6 = hit

Any double 1 = dead peasant.

Basic save = 4,5,6.

+1 leader.

+1 cover

+1 target is down or veteran

-1 target short range (4 faces) or raw

1 is always dead 6 is always OK.

34. Artillery 3 square hit area

Artillery only called in by PC or CC.

5,6 on action roll only once per turn, against VC.

4,5,6 on action roll only twice per turn, against NVA.

One square must be visible to any foot unit.

Owner places 3 squares in a line.

Deviations

Target rolls D6

1 = swivel 90° on end square

2 = swivel 90° on centre square

3,4,5,6 = no deviation

All bases in the square are hits on 3,4,5,6

(including peasants) peasants save 4,5,6

Then normal saves. Not counted as short range.

After strike target becomes down and

hammered (lose action 2D6)

28. CASEVAC (White star PC action)

Risk with CASEVAC

If enemy in proximity to square.

1D6 per enemy (-2 raw).

6 = lost chopper, no risk to bases.

33. Opportunity / Return shooting

Opportunity close range only (4 faces).

Return if provoked, at shooting unit only

1D6 per base (+/- 2 vet/raw)

Vehicle = 2D6 at all ranges

Min 1D6

6 = hit

25. On table turn sequence		
1	Unit morale	Start of turn if enemy in proximity.
	Unit actions	Success allows the action. Fail ends unit's turn. Don't forget opportunity/return shooting
2	Next unit	After fail, all remaining units in group get 1D6.
3	Countdown	Remove 1,2 or 3 counters.
4	Failed unit marker placed	

27. Morale (How many D6)	
Raw	+1
Veteran	-1
No unit leader	+2
Each casualty (max 3)	+1
Enemy unit in proximity (max 3)	+1
Every 4,5,6 = fail	
Each fail = -1 action D6	

Quick sheet—back

32. Assault 5,6 action to carry out	
1.	Target chooses to fall back, assaulter pursues. Roll 1D6 per pursuit base max 6 (+/-2 vet/ raw). 6 = dead no saves (except vehicles). Unit falls back. End of assault.
2.	How many bases fight. Count up to 6 bases. Then. Raw -2. Vet +2.
3.	How many D6 to roll Every base has 2D6 (apply modifiers below) Assaulter +1 per base if short assault Target +1 per base if assaulter from no cover
4.	White Star rolls first. Re-roll too. VC/NVA rolls second. No re-roll. Every 6 = kill.
5.	Target wins, <u>unless</u> assaulter kills more or all.
6.	Pursuit After assault Winner rolls D6 per alive base max 6. (+2 vet, -2 raw). Each 6=kill (no saves except vehicles)

26. Deviation	
Both players roll. Communist +1 Move whole deviation or nothing.	

14. Peasants	
Die if double 1 from shooting. Always save on 4,5,6 (no modifiers)	

31. Pursuit = D6 per pursuer max 6 (+/- 2 vet / raw) each 6 dead.	
Fall back = owner offers 3 squares D6 per player, winner chooses which one.	

16. Vehicles	
action dice 7D6	
Lose 3D6 if a vehicle is destroyed.	
Lose 2D6 if not in proximity to foot unit	
Vehicles no morale or initiate assault.	
Actions	
Onto road	3,4,5,6
Into open	4,5,6
Shoot (max 2)	4,5,6
Into jungle, paddy, village	5,6
Into rocky hill, bamboo	6
Shooting	
Shooting (range = 4 squares decreasing), 1 diagonally. 3,3,2,2D6. Opportunity / return shooting = 2D6.	
Shooting and booby trap save Tank 2,3,4,5,6, Carrier 3,4,5,6 Truck 4,5,6	
Assault	
If assaulted. 3D6 per vehicle (no modifiers.)	
Assault save Tank 4,5,6. Carrier 5,6. Trucks 6. Dead vehicle counts 2 bases for assault win / lose calculation	

36. Caches		
Value determined at game end. Cache values can be re-rolled.		
	Carried	Destroyed
Low value	0	2D6
High value	4D6	2D6
Number 1	5D6	2D6