

CAMPAIGN SERIES: VIETNAM 1948-1967 GAME MANUAL



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* **Epilepsy Warning** *

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If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

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PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

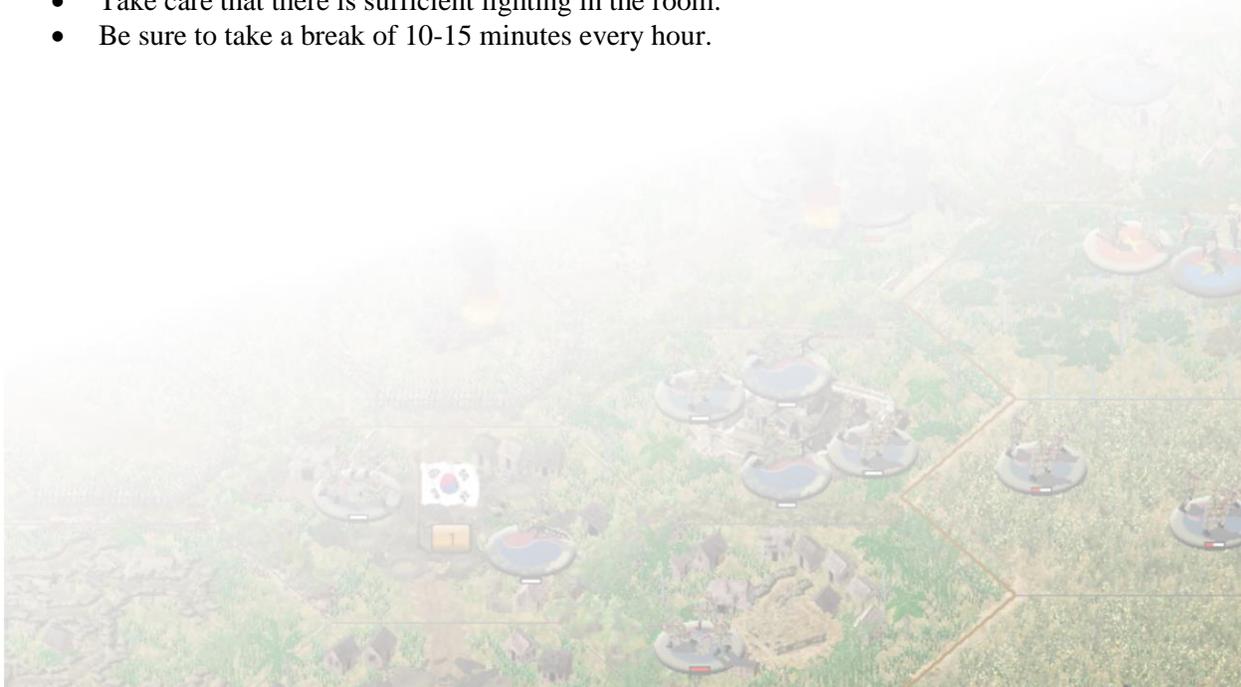


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1.0 Campaign Series: Vietnam: 1948-1967™

Thank you for purchasing this installment of the Campaign Series! Please take the time to read through the manual as it contains a lot of information covering the basic play of the game, tips for mastering game play and explanations of the various new features that are included with the various updates.

1.1 System Requirements

1.1.1 Minimum System Requirements

To play *Vietnam*, your computer system must meet these requirements:

1.5 GHz or faster processor
2.0 GB RAM
8.0 GB free drive space
1366x768 resolution
Windows compatible sound card
Windows 7, 8 and 10

1.1.2 Recommended System Requirements

For preferred performance, your computer system should meet these requirements:

3.0 GHz or faster processor
8.0 GB RAM
8.0 GB free drive space
1920x1080 resolution
Windows compatible sound card
Windows 10

As a rule, the faster the processor and more RAM you have, the faster the game will play, and one can play the excessively large scenarios with no problem. The screen resolution is dynamic, meaning the viewable area will be relative to your monitor. The larger the monitor or higher the screen resolution you choose to use, the more play area that will be exposed.

1.2 Installation Procedures

Write down the serial number for the game, as you will need it during the installation process.

Installation from the DVD-ROM:

Insert the DVD -ROM into the DVD -ROM drive. The *Vietnam* Setup window will appear. Read through the introduction and click *Next* when you are complete. Continue following the instructions until the *Vietnam* is installed. If the Setup does not automatically run, you can access it by double clicking on the **CS-Vietnam-SetupRelease-VIDR.exe** file on the root of the DVD -ROM.

Installation from the Digital Download:

Download the primary EXE file from the Matrix Games website and double click on the EXE. The *Vietnam* Setup window will appear. Read the introduction and click *Next* when you are complete. Continue following the instructions until the *Vietnam* is installed.

Do not forget to UPDATE the install by clicking on the UPDATE button on the main menu!

1.3 Updates

1.3.1 Vietnam Updates

Vietnam can be considered a *living* game. This means that this is not the final version of the game, but the beginning of a continually growing entity! As time progresses, there will be updates made available that will expand and enhance the game. These are intended to include new features, new units, new countries, new scenarios, and new campaigns.

You can access an UPDATE a number of ways:

1. Click on the UPDATE button on the main game menu
2. Download the latest UPDATE from the Matrix Games product page.
3. Notification will be sent via your Matrix Games Member Account (*see below*)

The UPDATES will be cumulative, so you will only require the latest version to install.

1.3.2 Matrix Games Member Account

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. Keeping up with these updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these important game-related materials. Doing so is a simple two-step process:

Sign Up for a Matrix Games Member account – **THIS IS A ONE TIME PROCEDURE**. Once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to <http://www.matrixgames.com> and click the **Members** hyperlink at the top. In the new window, select **Register NOW** and follow the on-screen instructions. When you are finished, click the **Please Create My New Account** button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a **New Game Purchase** – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, please log in to your account on the Matrix Games website (<http://www.matrixgames.com>), click **Register Game** near the top to register your new Matrix Games purchase.

Once you have registered your game, when you log into the Members section you can view your list of registered titles by clicking **My Games**. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a **Downloads** hyperlink that takes you to a page that has all the latest downloads, including patches, for that particular title.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again – at that point you are free to register for any Matrix Games product you purchase. Thank you and enjoy your game!

1.4 Uninstalling the game

It is recommended to use the Add/Remove Programs option from the Windows Control Panel to uninstall the game.

1.5 Technical Support

Should you have a technical problem with the game, and the Frequently Asked Questions found in *Section 13.0* do not provide an answer, the best way to get help is to post a note in the Technical Support sub-forum within the *Vietnam* forum at <http://www.matrixgames.com>

You will then hear back from Matrix Games Staff, the *Campaign Series Legion*, the *Beta Brigade* or from one of the many helpful players of the game.

Alternatively, you can email your problem to support@matrixgames.com

Lastly, you may also try emailing jasonpetho@hotmail.com. Ensure you add "Vietnam" to the subject line when emailing as most mail is filtered.



2.0 Playing the Game

2.1 Learning to Play

2.1.1 Introduction

Welcome to *Campaign Series: Vietnam 1948-1967!*

Vietnam is a tactical-level game portraying some of the significant battles between 1948 and 1967 in southeast Asia. Choose to battle in over 100 historical scenarios. Pit your skills against the computer in any of the many historical scenarios or go head-to-head against fellow games at home or through email!

Each scenario is played on a unique map with nine “view modes”. Most scenario maps are based on historically accurate Cold War-era 1:50,000 or 1:100,000 topographic maps. Movement and combat is performed on a “hex-grid” map that has defined wargaming for over two decades. Each hex represents 250 meters, with 4 hexes to a kilometer or 6 hexes to a mile.

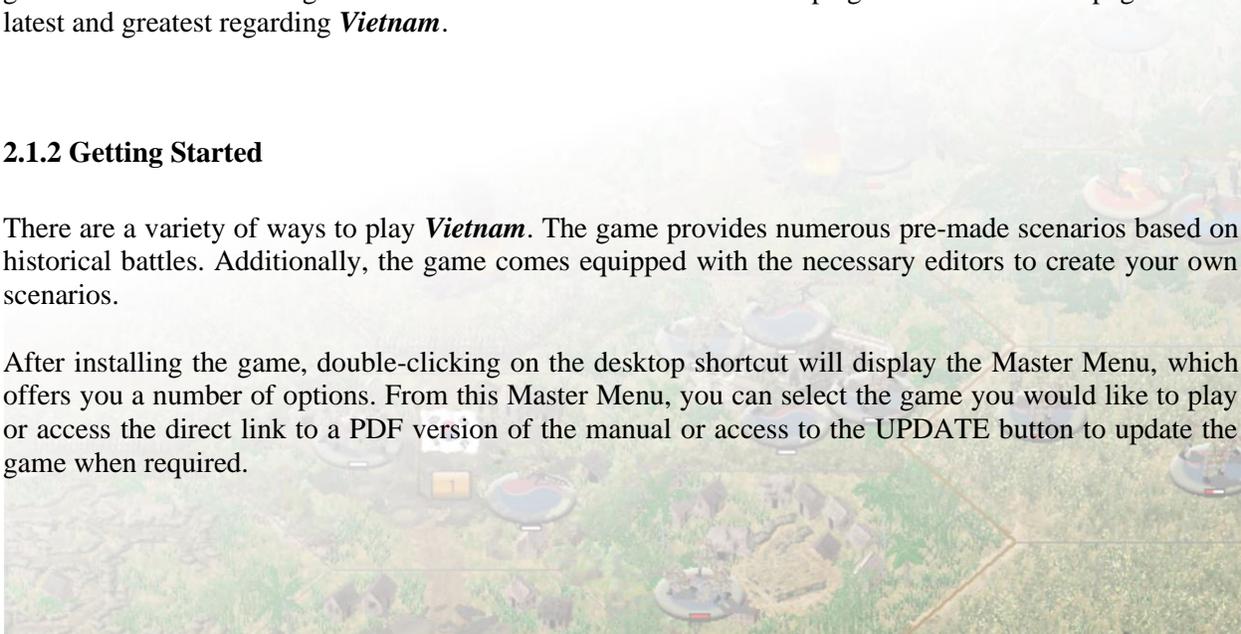
The scenarios vary in complexity and have a variable number of Game Turns, in which you and your opponent attempt to secure objectives, complete defined missions, and defeat each other’s forces in battle. A wide variety of mission types are available to test your command skills, from meeting engagements, firebase building, fixed defenses, exploitation, reconnaissance, mobile defenses, battles of attrition, combat assaults, seaborne landings and much more!

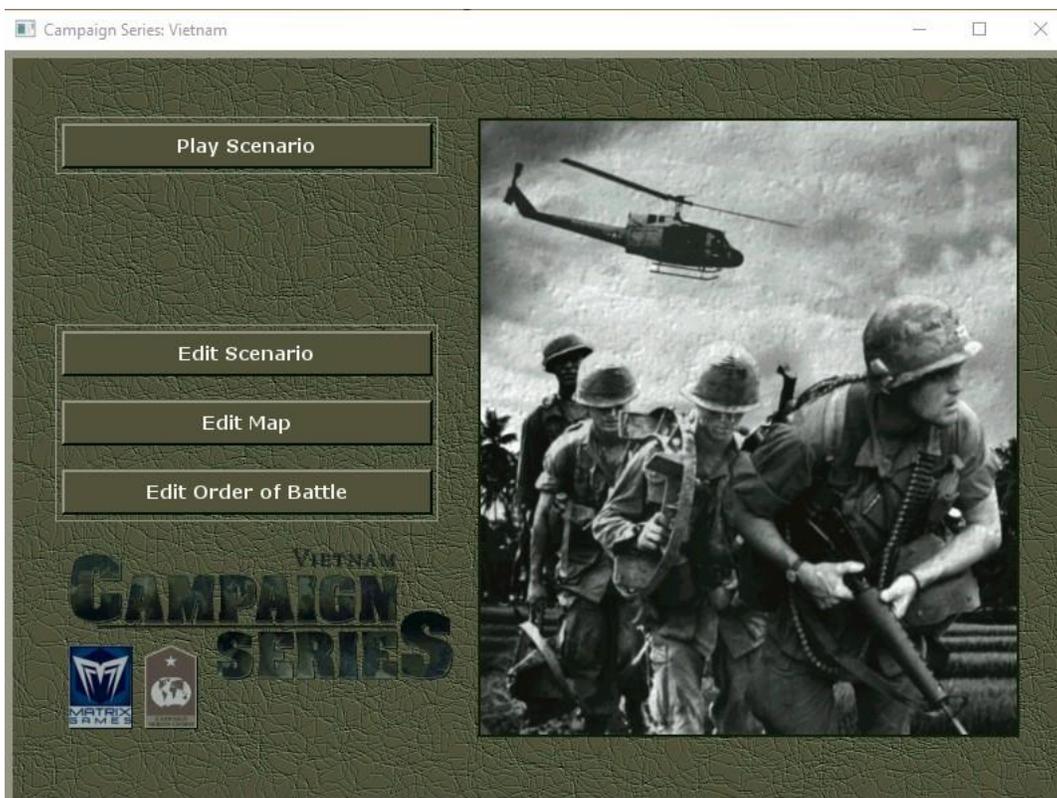
Vietnam can be considered a *living* game. This means that this is not the final version of the game. It will be continued to be expanded and updated in the future and be available to you as UPDATES that you will be able to download from the Matrix Games website or by clicking the UPDATE button on the main game menu. Follow along on the Matrix Games forum or the Campaign Series Facebook page for the latest and greatest regarding *Vietnam*.

2.1.2 Getting Started

There are a variety of ways to play *Vietnam*. The game provides numerous pre-made scenarios based on historical battles. Additionally, the game comes equipped with the necessary editors to create your own scenarios.

After installing the game, double-clicking on the desktop shortcut will display the Master Menu, which offers you a number of options. From this Master Menu, you can select the game you would like to play or access the direct link to a PDF version of the manual or access to the UPDATE button to update the game when required.





Click on either of the Game links and it will take you to that game Main Selection Screen. The Main Selection Screen will allow you to decide what you would like to do in the game: Play Scenario, Play Campaign, Edit Scenario, Edit Map or Edit Order of Battle.

Play Scenario: Selecting this option will take you to the Scenario Selection Screen providing you with over 100 pre-designed scenarios to choose from.

Edit Scenario: Selecting this option will take you to the Scenario Editor where you can create your own scenarios. For details on creating your own scenarios, see *Section 8.0*

Edit Map: Selecting this option will take you to the Map Editor to create your unique map for your scenario. For details on creating your own maps, see *Section 8.0*

Edit Order of Battle: Selecting this option will take you to the Organization Editor to create your unique Organization for your scenario. For details on creating your own scenarios, see *Section 8.0*

To return to a previous menu, press the ESC button.

2.1.3 Starting a Scenario

You can start to play a new scenario by selecting the Play Scenario button. The next screen is the Scenario Type screen which lets you choose how you wish to play the scenario. You can select from the following options: Standard, Modem Host, Modem Caller, Play-by-Email or Hot Seat.

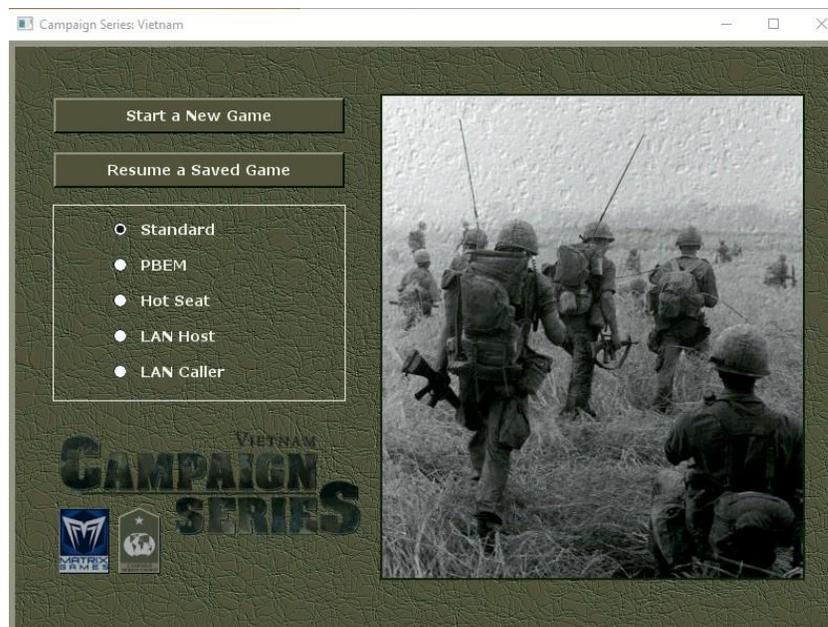
Standard: Select to play against the computer.

PBEM: Select this if you wish to play by email. For more information on playing a Play by Email (PBEM) game, see *Section 12.2*.

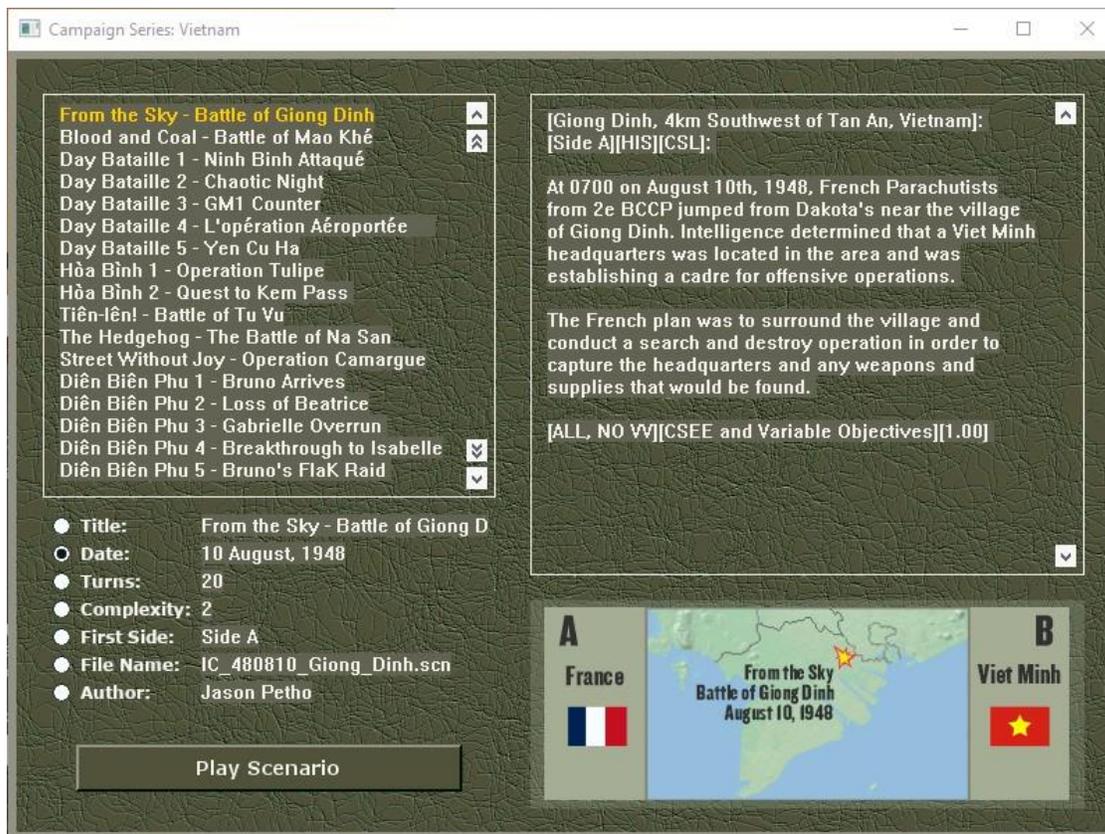
Hot Seat: Select this if you wish to play against a Human opponent while sharing the same computer. For more information on playing a Hot Seat game, see *Section 12.3*.

LAN Host: Select this if you wish to Host a live game. For more information on hosting a live game, see *Section 12.4*.

LAN Caller: Select this if you wish to attend a hosted live game. For more information on participating in a live game, see *Section 12.4*.



Focusing on the default setting (Standard is checked), you can begin to play a new scenario by pressing the button beside “Start a New Game”. This will take you to a large window that displays all the available scenarios within the game. The scenario titles are listed in the large window in the upper left corner with the scenario descriptions on the right. The scenario description will provide you with background on events leading to the engagement. On the lower right is a graphic that shows up and tells you which countries are playing, which side that they are, and the geographic location of the battle. You can use the arrows beside either window to move up and down the scenario list and utilize the Page Up and Page Down keys for the scenario descriptions. The double arrows beside the scenario list allow you to scroll up or down by “page”. For a detailed description of the codes found in the scenario description, see *Section 2.1.3.2*.



Other information available is the scenario complexity, number of turns in the scenario, scenario date, first side that starts the scenario, scenario file name, and the scenario designer. Each has a button beside it allowing you to sort the scenario list by that item. The default sorting is by File Name.

Scenario Complexity is determined by the *total* number of units on both sides that could potentially appear during that scenario, including reinforcements. Refer to the chart below.

NOTE: From any dialog, you can return to previous dialog by pressing the <Esc> key.

2.1.3.1 Complexity Rating Chart

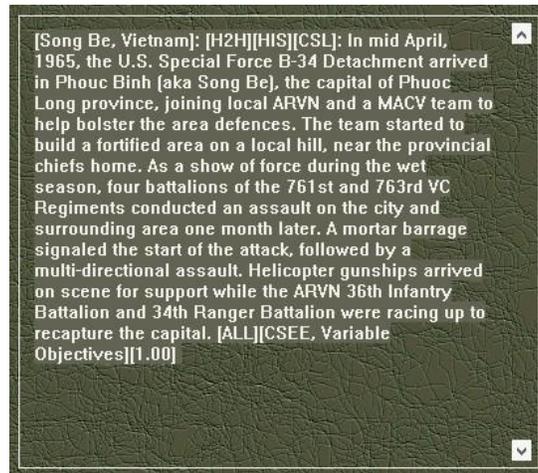
Complexity is the # of Units in the Scenario

1	1-25
2	26-50
3	51-100
4	101-200
5	201-300
6	301-400
7	401-500
8	501-700
9	701-900
10	>901

Select a scenario from the list and press to the OK button to proceed.

2.1.3.2 The Scenario Description

The scenario descriptions have been designed to give you as much background and historical information as possible to let you decide if it is the type of scenario you wish to play. The typical scenario description will look like this:



Simplified:

[LOCATION]: [PLAY MODE][SCEN TYPE][DESIGNER]: Scenario Description [OPTIONAL RULES][SPECIAL DESIGNER NOTES][GAME VERSION]

As you can see, the description is full of information. The following breaks down each topic and explains the codes you may find within.

[LOCATION]

Describes where the battle takes place and can be in the following formats:

[Ap Gu, 12km SE of Katum, South Vietnam] OR

[A Shau Camp, A Shau Valley, Thura Thien Province, South Vietnam] OR

[Saigon, South Vietnam]

[PLAY MODE]

Describes how the scenario is intended to be played:

[H2H] Best Played versus Human Opponent

[SIDE A] Best Played from the Side A side

[SIDE B] Best Played from the Side B side

[H2H/SIDE A] Best Played versus Human Opponent or from the Side A Side

[H2H/SIDE B] Best Played versus Human Opponent or from the Side B Side

[SCN TYPE]

Describes the intended design of the scenario:

[HIS] Historical – Extra effort in the map/oob and scenario to be as historical as possible

[HISB] Historically Based – Loosely based on actual battle based on minimal resources

[TRNY] Tournament designed Fictional or Hypothetical Situation

[FIC] Fictional or Hypothetical Situation

[WIF] What-If Situation

[DESIGNER]

Describes who designed the scenario:

[CSL]	Campaign Series Legion Designer
[BB]	Beta Brigade Member Designer
[GD]	Guest Designer
[BZ]	Blitz H2H Designer

[OPTIONAL RULES]

Describes which optional rules should be used for the scenario:

[ALL]	All Options ON
[STOCK]	Recommended Stock Options ON
[EFOW]	Enhanced Fog of War
[ESPOT]	Enhanced Spotting
[EREP]	Enhanced Reporting
[EA]	Enhanced Assault
[ECAS]	Enhanced Close Air Support
[AI]	Adaptable AI
[IFM]	Indirect Fire by the Map
[AF]	Armor Facing Effects
[CC]	Command Control
[VV]	Variable Visibility
[HLZ]	Historical Landing Zones
[N EFOW]	NO Enhanced Fog of War
[N ESPOT]	NO Enhanced Spotting
[N EREP]	NO Enhanced Reporting
[N EA]	NO Enhanced Assault
[N ECAS]	NO Enhanced Close Air Support
[N AI]	NO Adaptable AI
[N IFM]	NO Indirect Fire by the Map
[N AF]	NO Armor Facing Effects
[N CC]	NO Command Control
[N VV]	NO Variable Visibility
[N HLZ]	NO Historical Landing Zones

Example Usage:

[STOCK]	Stock Scenario designed with All Options but no Variable Visibility
[EFOW:CC:VV]	USE Extreme FOW, Command Control and Variable Visibility
[ALL:N EA:N VV]	ALL OPTIONS but NO Extreme Assault and NO Variable Visibility
[ALL:N VV:N HLX]	ALL OPTIONS but NO Historical Landing Zones.

[SPECIAL DESIGNER NOTES]

Describes special notes for the scenario that the designer has specified: house rules, hints or tips, special thanks, etc.

[NONE] indicates there are no current special designer notes.

[CS Event Engine Enabled] indicates that the scenario is using Lua files for the CS Event Engine.

[GAME VERSION]

Describes what version the scenario was designed under and/or updated to.

[1.00] is the initial release version.

2.1.4 Inside the Scenario

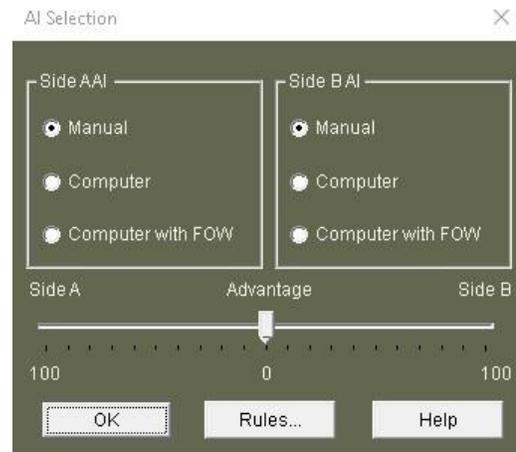
After entering a scenario, you will be shown an AI Selection dialogue. Here you decide which side will be played by whom and how much Fog of War (FOW) there will be. You will also add any optional rules by selecting the Rules button at the bottom of the dialogue.

Each side is divided into the SIDE A AI and SIDE B AI. Under the sides are three options: Manual, Computer and Computer with FOW.

Manual means that you will operate all the units for that side in a scenario.

Computer means that the computer will operate all the units for that side in a scenario

Computer with FOW means that the computer will operate all the units for that side in a scenario, but Fog of War will be in effect. When Fog of War is in effect, you can only see opposing units that are in the Line of Sight (LOS) of one or more of your units and have been confirmed by a Line of Sight check. This mode is ideal for playing against the computer.



SIDE A typically, but not always, refers to the Free World nations (South Vietnam, United States, France) while SIDE B typically refers to the Communist nations (North Vietnam).

Underneath these settings is the Set Advantage bar. The Advantage bar can be set to either side, ranging from 0 to 100. Depending on the value, the side with the advantage will inflict higher than normal combat losses on the opposing side and suffer lower than normal combat casualties. The Advantage must be set prior to beginning an E-mail or Modem game but can be otherwise adjusted at any time.

Selecting the Rules button at the bottom of the dialogue will open the Optional Rules dialogue.

There are seven optional rules available to enhance or alter game play: Enhanced Fog-of-War, Enhanced Spotting, Enhanced Reporting, Enhanced Assault, Enhanced Close Air Support, Adaptive AI, Indirect Fire By The Map, Armor Facing Effects, Command Control, Variable Visibility and Historical Landing Zones.

Enhanced Fog-of-War: This option will add additional effects for the Fog-of-War. Names, Strength, Morale, Disrupted Status, Combat Results of the opposing units be hidden and assault odds will be unavailable.

Enhanced Spotting: This option will add limiting effects for spotting. Additional rules are implemented for spotting, making it generally more difficult to spot units and fortifications in combat, especially the further away something is from the spotting unit. See *Section 3.2.3* for a detailed explanation on Spotting.

Enhanced Reporting: This option will add limiting effects for reporting. The amount of information being displayed in the Damage Report will become more obscured by the Fog of War.

Enhanced Assault: This option prevents the nearly automatic overrun during the assault phase. See *Section 3.2.4* for a detailed explanation on Combat and Assaulting.

Enhanced Close Air Support: This option enables the new Close Air Support model that handles how airstrikes are used in the game. See *Section 3.5.2* for a detailed explanation on Close Air Support.

Adaptive AI: This option references customized parameters for each side and/or nation affecting how the game and the AI play. This is also intended to be used for head-to-head games, as all scenarios are designed with this optional rule turned on. See *Section 3.7.1* and *Section 3.8.6* for detailed explanations of the Adaptive AI.

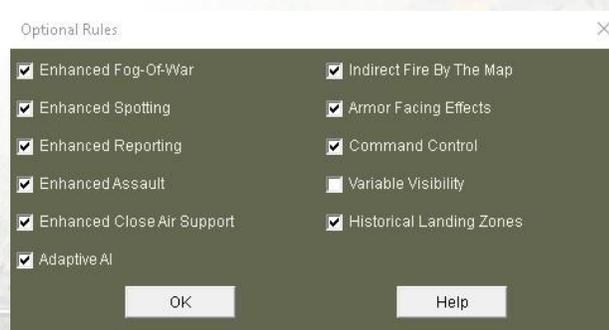
Indirect Fire By The Map: This option allows you to plot Indirect Fire on the hexes that are not in the Line of Sight of friendly units. Such fire is likely to drift into another hex, up to two hexes from the originally plotted hex. See *Section 3.2.4* for a detailed explanation on Indirect Fire.

Armor Facing Effects: This option applies to Direct Fire vs. hard targets. When this is in effect, the individual front, side, and rear defense values are used when defending against an attack, as opposed to the standard defensive value. The standard defensive value is an overall rating based on the vehicles size, armor thickness, close-defense weaponry, and the assumption that not all vehicles will be facing in the same direction – especially in a defensive stance. See *Section 3.0* for a detailed explanation on how Armor Facing Effects affect combat.

Command Control: This option engages an enhanced Combat Efficiency system. See *Section 3.3.4*, *Section 3.3.5*, and *Section 3.2.12* for a detailed explanation on the Combat Efficiency system and how Command Control can influence it.

Variable Visibility: The Visible Distance has a 33% chance of increasing by one hex, a 33% chance of decreasing by one hex or 33% chance of remaining the same Visible Distance at the beginning of Player One's turn. This adds an additional element to the Fog-of-War and enhances the ability to replay scenarios!

Historical Landing Zones: This option forces the player to use landing zones that were historically available during the scenario. Not using these will allow you to land in most open terrain.

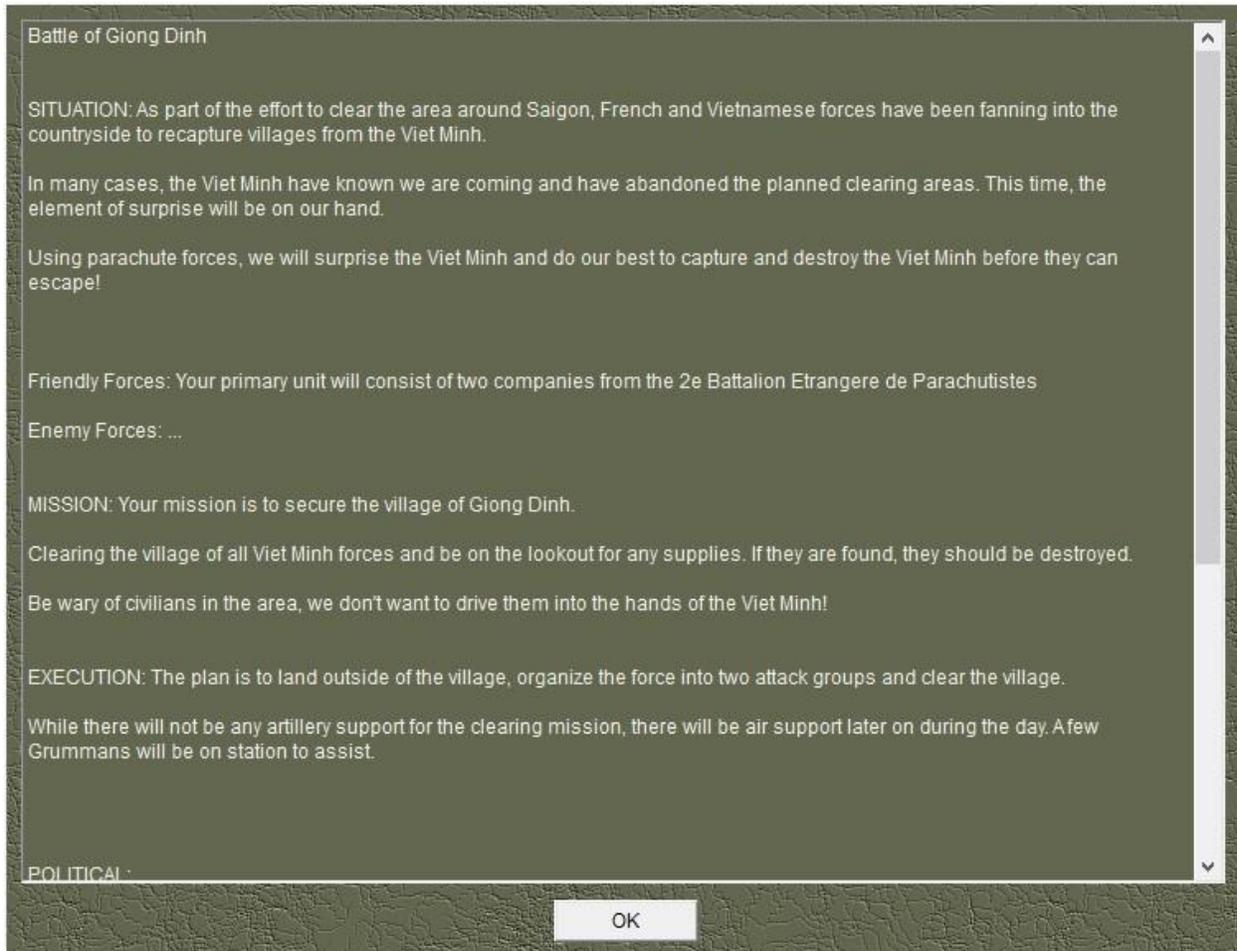


After deciding on the AI Selections and Optional Rules, selecting OK will take you to the scenario in game. Once chosen, the selected options will remain your default until chosen otherwise.

It is recommended to play with all options ON, except Variable Visibility

2.1.5 Scenario Briefings and Initial Message Dialogs

As the scenario loads, a dialog will appear that looks like the following.



This is called the SMEAC, which stands for Situation, Mission, Execution, Administration and Command and Control. This is the detailed scenario briefing that will provide information about the current situation, mission, current available forces, and how to proceed with the operation. It will be imperative to read and reread these briefings to understand what to do to win any particular scenario.

The information will not be spelled out for you in detail, you will have to interpret what the mission is and how to best win.

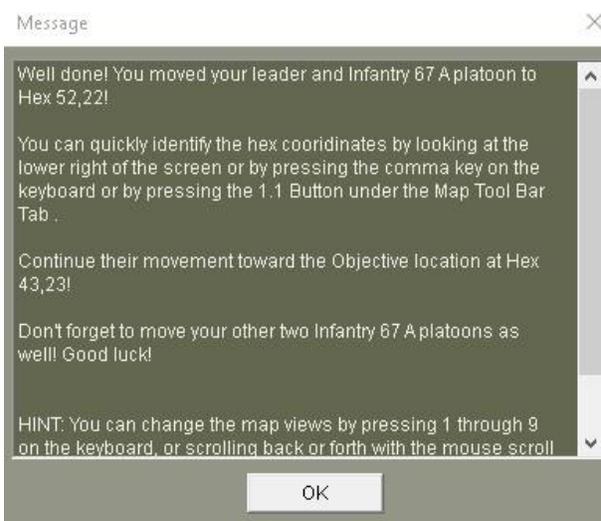
You will be able to recall this dialog at any point during the scenario from the menu selection Status → Scenario Briefing.

The SMEAC may define a mission for your side and how to execute it, but do not assume that the other side has the same mission as you!

As you continue to play through, you will receive additional messages that inform you of important events. This is part of the new Campaign Series Event Engine. To the right is an example of what that message dialog can look like.

These dialogs will typically provide you with information or intelligence for the current side, and sometimes provide you details on how one should proceed with the scenario with hints or tactics.

They may also provide you further instructions or orders, as the example does. It is essential to make note of these and fulfill any orders. They will be imperative to the successfully completing the scenario.



Note that you can recall earlier Event Engine messages by means of the menu selection [Status → Message Log](#).



2.2 User Interface

2.2.1 Game Interface

You are in the game, looking at a 3D map and a Tool Bar at the bottom of the screen with a number of buttons. Along the top are a series of header buttons, with the All button highlighted in Yellow. This means the All tab is highlighted.



The top row will remain constant through the various tab changes. From left to right on the top row are:

Move/Fire Toggle: This Toggles between Move Mode and Fire Mode. You can also do this by holding the Ctrl key.

Double Time: This allows an eligible unit to use Double Time movement. Most infantry unit types are capable of Double Time movement. A unit will automatically become fatigued, unless the Adaptive AI is in effect, in which case it is likely but not guaranteed to become fatigued.

All Tab: Shows an overview of all the buttons in one view.

Common Tab: Organizes the buttons into the most commonly used.

Combat Tab: Organizes the buttons into those related to Combat.

Air Tab: Organizes the buttons into those related to Air Model Functions.

Engineer Tab: Organizes the buttons into those related to Engineering Functions.

Highlights Tab: Organizes the buttons into those related to Highlights.

Map Tab: Organizes the buttons into those related to the Map.

Units Tab: Organizes the buttons into those related to Units.

Info Tab: Organizes the buttons into those related to Information.

Previous Unit Cycle: Cycles to the previous unit.

Next Unit Cycle: Cycles to the next unit.

Save Battle: Save the battle at the current spot.

Next Turn: Advance to the next turn. To prevent accidental turn advancements, you can be asked before proceeding to the next turn. From the Main Menu: Options → Ask Before Advancing Turn

The bottom rows, of the All Tab, consists of the following, from Left to Right:

Resolve Assault: This will resolve the current assault.

Add to Assault: This will add the selected unit to the current assault.

Remove from Assault: This will remove the selected unit from the current assault.

Show Assault Odds: This will show the odds of the current assault.

Smoke Toggle: This allows you to fire smoke with eligible units when available.

Flare Toggle: This allows you to fire flares during night scenarios.

Recon Reveal: This allows you reveal opposing forces in Line of Sight *in-turn* from the selected unit (must be capable of Recon Reveal)

Ground/Underground Toggle: This allows you to move a unit below or above ground (if capable).

Human Wave Attack Toggle: This allows you to perform a mass attack. Only certain countries will have this capability.

Fanatical Defend Toggle: This allows you to perform a diehard defense. Units may hold the position longer but may suffer more casualties.

Weak Defend Toggle: This allows you to perform a weak defense. The unit will likely give up the hex to save casualties.

Load/Unload Toggle: This allows you to load and unload eligible units. To load, you must select both the unit you want to load and the unit you want to load into. Both units must have enough action points to fulfill the task.

Dig In: This allows a selected unit attempt to build an improved position. Units that are able to dig in will have a small shovel icon located in the left sidebar of the Unit Display.

Lay Minefield/IED: This allows a selected unit attempt to build a minefield or IED. Units that are able to dig in will have a small mine icon located in the left sidebar of the Unit Display.

Build Barrier: This allows a selected unit attempt to build a barrier to impede the movement of opposing forces. Construction Engineers have this capability.

Lay Vehicle Bridge: This allows a selected unit attempt to build a hexside bridge that vehicles are capable to cross. Bridging Engineers and Bridge Laying vehicles have this capability.

Build Light Bridge: This allows a selected unit attempt to build a light hexside bridge that infantry and light vehicles are capable to cross. Most Engineers have this capability.

Damage: This allows a selected unit attempt to destroy the hexside feature that is impeding the battle. Bridges or High Walls can be damaged. Most Engineers have this capability.

Clear LZ: This allows a selected unit attempt to remove the foliage from a hex in order for helicopters to land, creating a landing zone. Special Engineers have this capability.

Op Fire Limits: This toggles the Opportunity Fire Dialog.

Artillery Dialog: This displays the artillery available in the current scenario. Note that Indirect Fire attacks are carried out at the beginning of the next turn.

Close Air Support Dialog: This toggles the Close Air Support Dialog.

Air Attack: This allows you to call in an Air Attack on the current Hot-Spotted Hex. A target marker is placed to denote the impending Air Attack, but the attack can be delayed for several turns. Once plotted, the Air Attack cannot be cancelled. (On occasion, the Air Attack may result in “authorization denied”, therefore abort.) You are limited to one Air Attack per hex. If the Air Attack arrives when the targeted hex is out of Line of Sight to any friendly unit, the Air Attack will be recalled and be no longer available. There is also a small chance the Air Attack will strike a friendly unit as the Air Attack may be off target (randomly drifting one or two hexes).

Climb: This will move an eligible unit to climb to the next Flight Zone.

Descend: This will move an eligible unit to descend to the next Flight Zone.

Highlight Aircraft Units: This will highlight on the map all air units.

Landable LZ Hexes: This will highlight on the map all Historical Landing Zones.

Highlight Supply Units: This will highlight on the map all supply units.

Save Action Points for Firing: Saves enough Action Points for the selected unit to fire once.

Save Action Points for Unloading: Saves enough Action Points to unload.

Save Action Points for Recon: Saves enough Action Points for specific reconnaissance units to perform recon.

Show Command Range: Displays the command range of the selected HQ or CP.

Visible Hexes: Highlights the Visible Hexes from the current Hot-Spotted Hex. If Extreme Fog of War is in effect, the hot-spotted hex must be friendly occupied.

Display Ranges: Displays the Hard and Soft Attack ranges/values of the selected unit.

Reachable Hexes: Displays the reachable hexes the unit may travel to, based on the current position. It will update after the unit has moved.

Thermometers Toggle: Toggles Unit Thermometers on or off.

Unit Base Toggle: Turns the Unit Bases on or off for the 3D view only.

Units Toggle: Toggles on-map Units on or off.

Objective Locations Toggle: Toggles the on-map Objective Locations on or off.

Toggle Labels: Toggles the on-map Map Labels on or off.

Toggle Hints: Toggles the on-map Map Hints on or off.

Toggle Combat Modifiers: Toggles the on-map terrain Combat Modifiers on or off.

Toggle Concealment Modifiers: Toggles the on-map Concealment Modifiers on or off.

Toggle Morale Modifiers: Toggles the on-map Morale Modifiers on or off.

Toggle Coordinates: Toggles the on-map hex coordinates on or off.

Toggle Elevations: Toggles the on-map hex elevations on or off.

Contours Toggle: Toggles the on-map contours on or off.

Hex Outlines Toggle: Toggles the on-map hex outlines on or off.

Flip Map: Rotates the map 180 degrees.

Jump Map: Displays the Jump Map. Left-clicking any spot on the active Jump Map will take you to that location.

Highlight All Units: Highlights on the map all friendly units.

Highlight Anti-Aircraft Units: Highlights on the map all friendly anti-aircraft units.

Highlight Indirect Fire Units: Highlights on the map all friendly indirect fire units.

Highlight Recon Units: Highlights on the map all friendly reconnaissance units.

Highlight Engineer Units: Highlights on the map all friendly engineer units.

Highlight Disrupted Units: Highlights on the map all friendly disrupted units.

Highlight Fixed Units: Highlights on the map all friendly fixed units.

Highlight Loaded Units: Highlights on the map all friendly loaded transport units.

Highlight Moved Units: Highlights on the map all friendly units that have moved.

Highlight Fired Units: Highlights on the map all friendly units that have fired.

Highlight Low Ammo Units: Highlights on the map all friendly units that are low on ammo.

Highlight Spotted Units: Highlights on the map all friendly units that are in Line of Sight of the enemy.

Highlight Underground: Highlights on the map all friendly units that are underground.

Highlight Leaders: Highlights on the map all friendly Leaders.

Highlight Headquarters: Highlights on the map all friendly Headquarters (HQs).

Highlight Current Organization: Highlights on the map the current Organization Structure of the selected unit. To highlight the next higher organization, hold down the Ctrl key while pressing this button.

Show Arrive: Opens the Reinforcement Dialog to add reinforcements to the map.

Show Scheduled: Opens the Reinforcement Dialog to see what reinforcements are expected to arrive and when.

Releases: Opens the Releases Dialog to determine when units are released.

Remove Units: Removes the selected units from the map. The unit must be along a map edge.

Turn Clockwise: Rotates the unit clockwise.

Turn Counterclockwise: Rotates the unit counterclockwise.

Toggle Specials: Toggles the display of special markers atop any unit stack.

Top of Stack: Moves the selected unit to the top of the unit stack.

Bottom of Stack: Moves the selected unit to the bottom of the unit stack.

Merge: Will attempt to merge two understrength units into one higher strength unit.

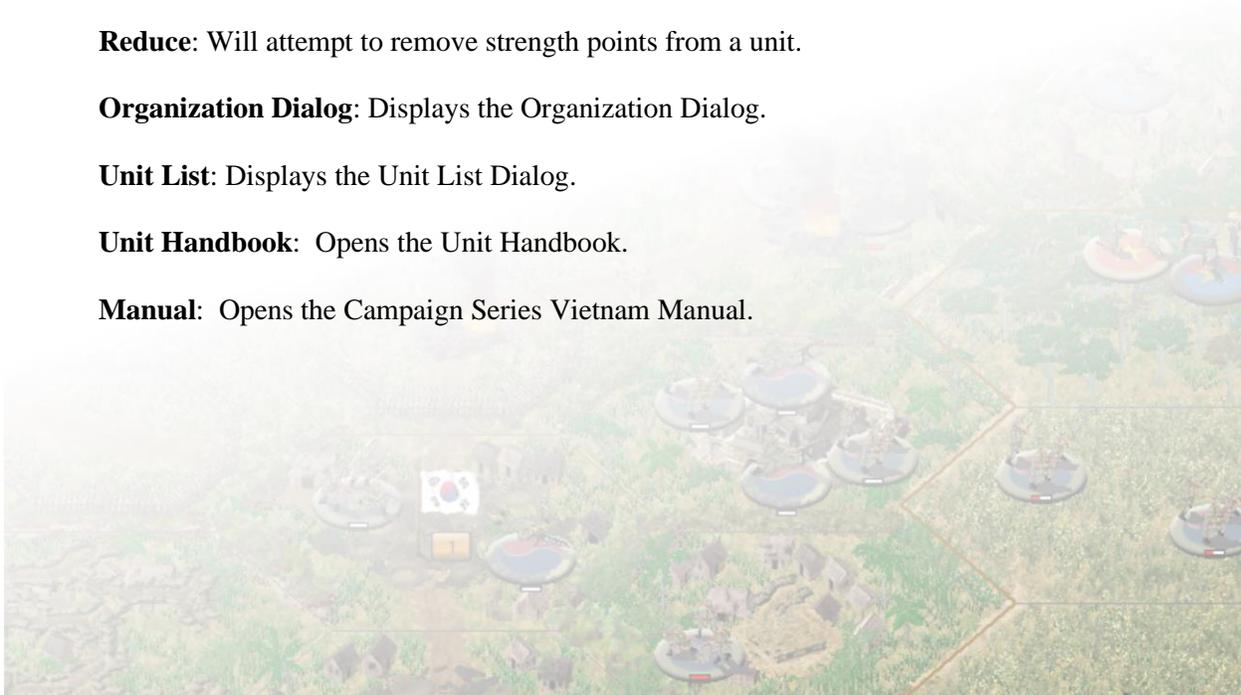
Reduce: Will attempt to remove strength points from a unit.

Organization Dialog: Displays the Organization Dialog.

Unit List: Displays the Unit List Dialog.

Unit Handbook: Opens the Unit Handbook.

Manual: Opens the Campaign Series Vietnam Manual.



2.2.2 Map Views

There are nine different map views available in *Vietnam*. They can be accessed by pressing 1, 2, 3, 4, 5, 6, 7, 8 and 9 on the keyboard or via scrolling with a mouse with a scroll wheel (Options → Mouse Wheel Zoom).

Under Zoom → Zoom Order → Standard or Alternate will change the direction of the mouse scroll wheel zoom.

The default view is the 3D Zoom-In View (1).



Use the nine different views when making your operational and tactical decisions. Flipping between Zoom Level 1 and Zoom Level 5 is common practice.



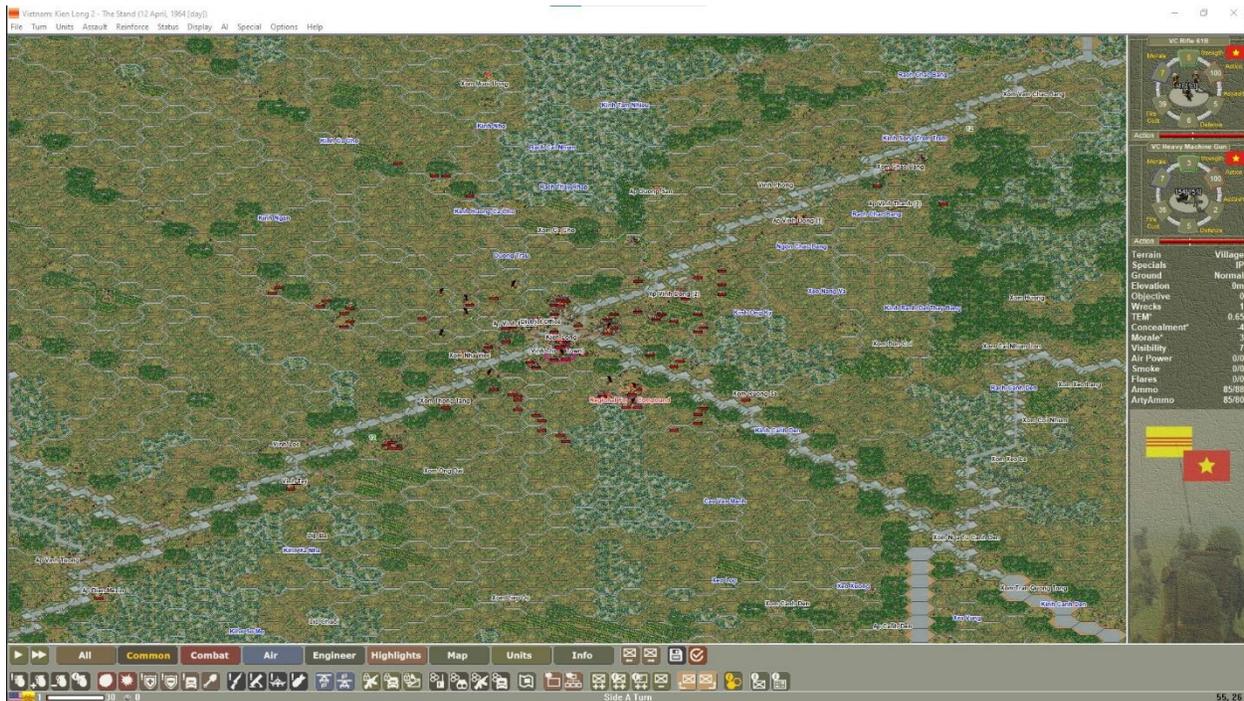
The 3D Normal View (2).



The 3D Zoom-Out View (3)



The 3D Extreme Zoom-Out View (4)



There are five 2D views:

- 5 – 2D Zoom-in View,
- 6 – 2D Normal View,
- 7 – 2D Zoom-out View,
- 8 – 2D Extreme Zoom-out View and
- 9 – the 2D Strategic View.

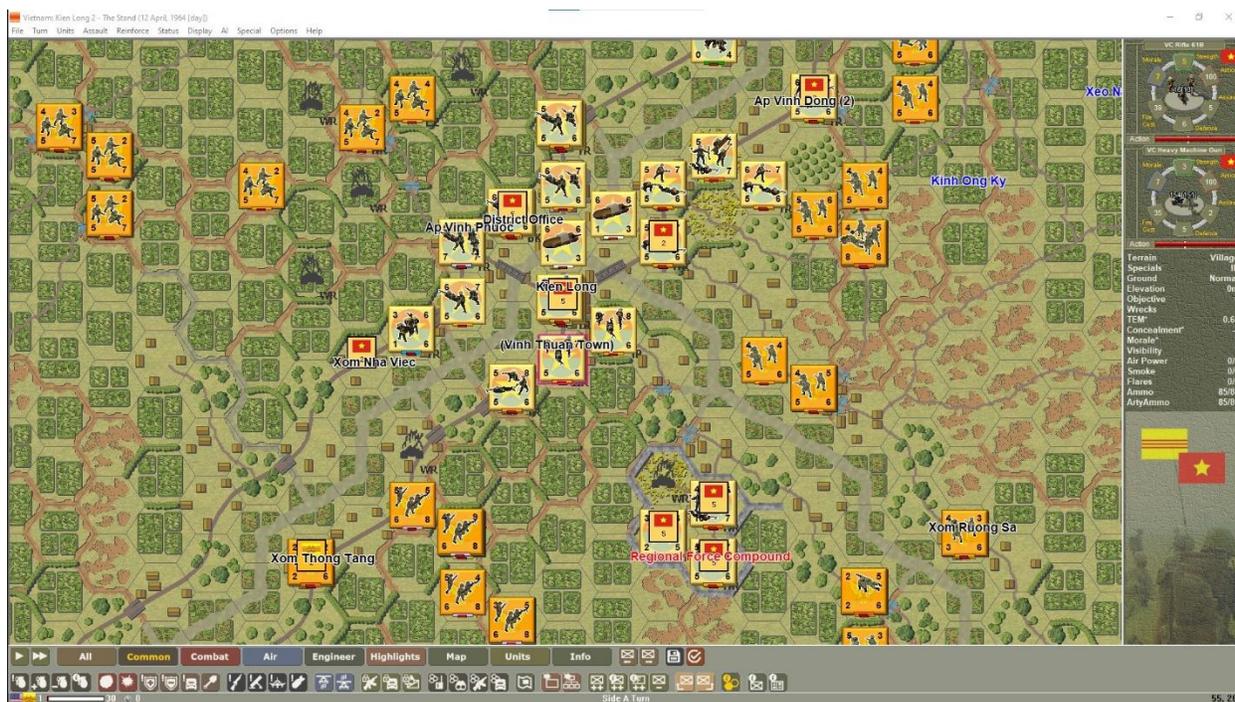
You can change the default view from the Main Menu bar under Options → Select Initial View. If you select Last View, it will use the last view used when the game was shut down.

The 3D Zoom-Out View (2) displays the map at half its 3D Normal View (1) size, showing twice as much visible area. The 3D Extreme Zoom-Out View (3) displays at a fourth of the 3D Normal View (1) size, allowing even more visible area to be seen.

The 2D Zoom-in View (5) and 2D Normal View (6) are top-down views that presents terrain and units in more detail than the other 2D Views (7, 8 and 9). When playing on the 2D Zoom-In View and 2D Normal View, you can use either graphical icons or military symbols to display your units. This is accessed through the Main Menu under the Options → Select Graphical Unit Icons. In 2D Strategic View (9), counters are blank and display nation colors only.



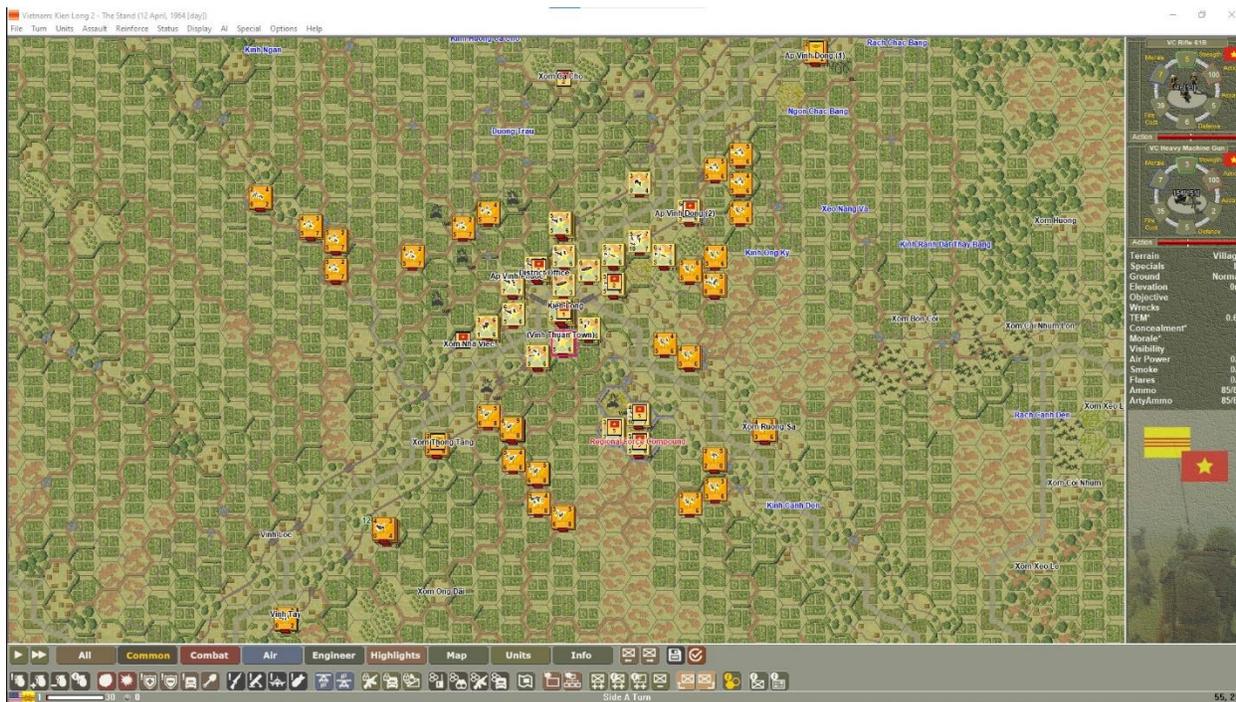
The 2D Zoom-in View (5)



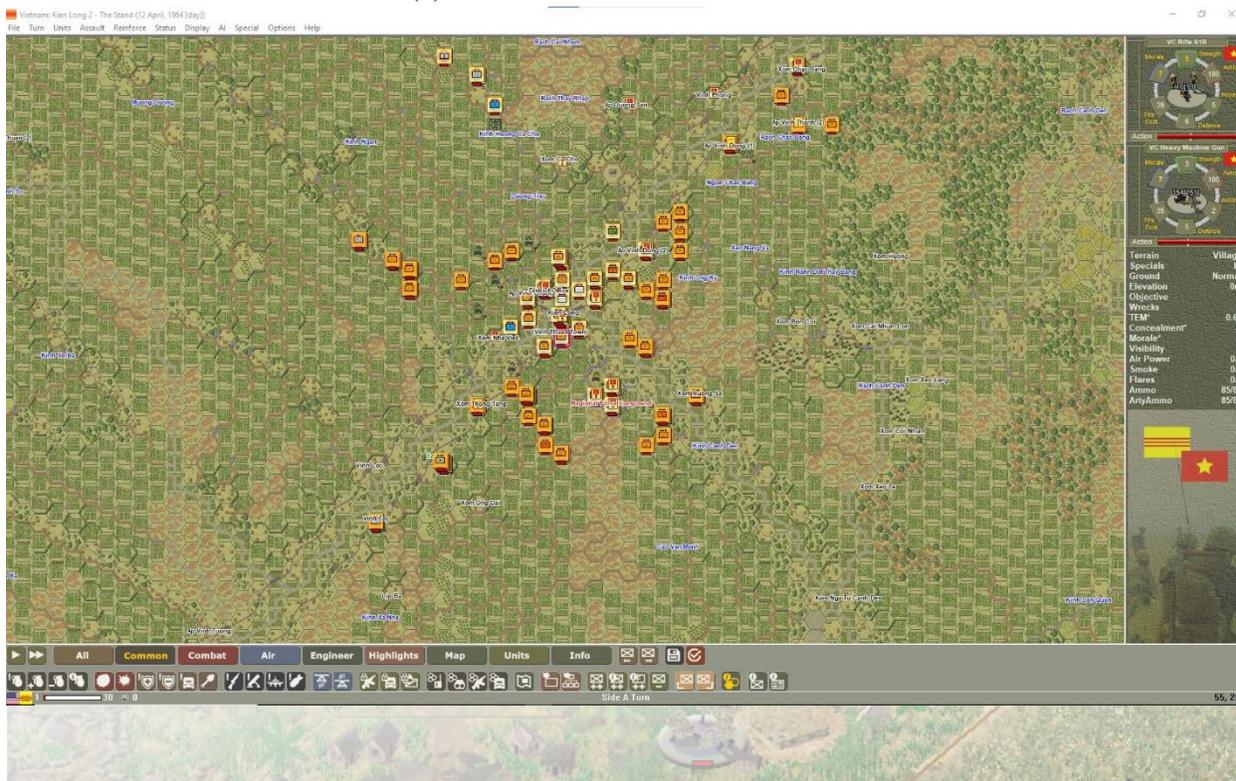
The 2D Normal View (6)



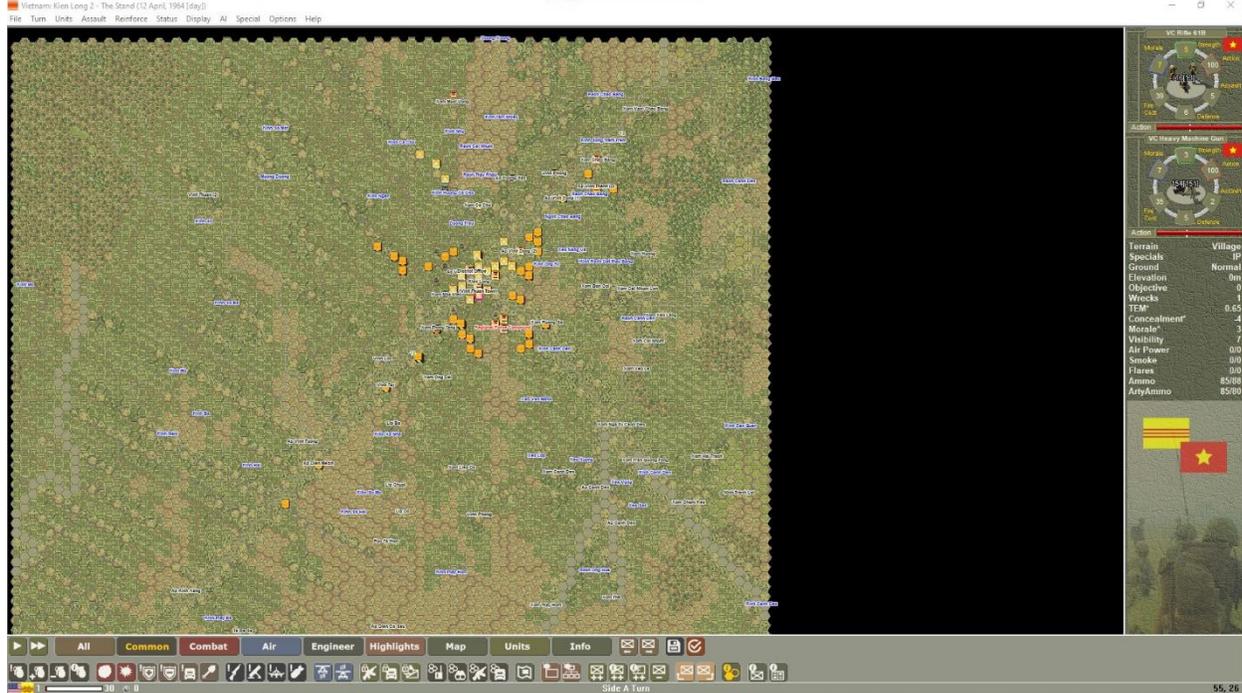
The 2D Zoom-Out View (7)



The 2D Extreme Zoom-Out View (8)



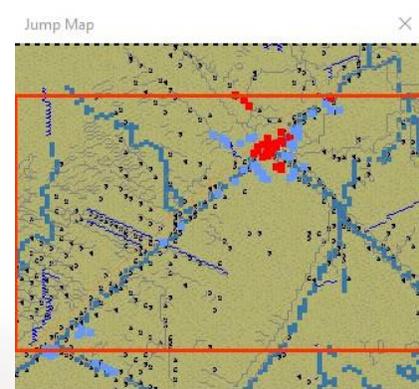
The 2D Strategic View (9)



There are three options for scrolling, available through Options → Scrolling → Scroll Bar, Window Edge, or Screen Edge.

You can use the mouse to scroll around the map by moving the cursor to the edge of the screen when the Window Edge or Screen Edge are chosen. Alternatively, you can press J on the keyboard to bring up the Jump Map, and left click anywhere on the spot to where you wish to go to.

With Options → Scrolling → Smooth Scroll toggled on, the map will scroll to the current hot spot. With Smooth Scroll off, the map will instantly jump to center on the new hot spot.



Additionally, you can use the arrows keys on the keyboard to scroll the map one hex at a time the desired direction.

2.2.3 Map Labels

On many of the maps, there are various labels which will help you become familiar with the local geography and allow you to keep track of where your units are. You can access them by pressing the map labels button under the Map Tab on the toolbar or holding down the ALT+1 keys. The ALT+1 keys will keep the on the map while you play. They can be hidden again by holding down the ALT+1 keys.



There are two different label types, Options → Transparent, and Options → Transparent Enhanced.

Map Labels come in a variety of colors. The mapping standards for *Vietnam* are: Black – Populated Area, Green – Terrain Feature, Red – Military Feature, Blue – Hydrological Feature.

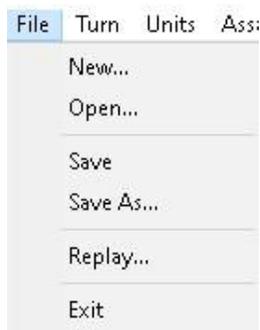
Players with underpowered systems are advised to toggle Smooth Scrolling and Map Labels OFF.

2.2.4 Main Menu Bar

The Main Menu bar is displayed at the top and has a number of pull-down menus from the following headings: File, Turn, Units, Assault, Reinforce, Status, Display, AI, Special, Options and Help



2.2.4.1 File Menu



New: Select to start a new game.

Open: Select to open an existing game.

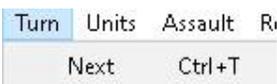
Save: Saves the scenario you are playing.

Save As: Saves the scenario you are playing under a new file name.

Replay: To view a recorded Battle. To halt the replay, press ESC.

Exit: Quits the scenario you are playing.

2.2.4.2 Turn Menu



Next: Advances the scenario to the next turn.

2.2.4.3 Units Menu

To Top of Stack (CTRL+Y): Moves the selected unit to the top of its stack.

To Bottom of Stack (CTRL+Z): Moves the selected unit to the bottom of its stack

Turn Clockwise (NUMPAD 6): This allows a selected unit to change its facing by one hexside in a clockwise direction. This will cost Action Points.

Turn Counterclockwise (NUMPAD 4): This allows a selected unit to change its facing by one hexside in a counterclockwise direction. This will cost Action Points.

Units	Assault	Reinforce	Status	Display	AI	Special
To Top of Stack						Ctrl+Y
To Bottom of Stack						Ctrl+Z
Turn Clockwise					Numpad 6	
Turn CounterClockwise					Numpad 4	
Double Time						Ctrl+Q
Load/Unload						Ctrl+L
Dig In						Ctrl+D
Reconnoiter						Ctrl+R
Build Light Hexside Bridge						Ctrl+H
Build Vehicle Hexside Bridge						Ctrl+V
Lay Mine Field/IED						Ctrl+M
Build Barrier						Ctrl+J
Damage Wall, Bridge or Tunnel						Ctrl+G
Clear LZ						Ctrl+C
Save APs for Recon						Ctrl+N
Save APs for Firing						Ctrl+F
Save APs for Unloading						Ctrl+U
Ground/UnderGround						Alt+U
Climb						PgUp
Descend						PgDn
Merge						Alt+M
Reduce						Alt+E
Fire Smoke						Alt+Ctrl+
Fire Flare						Shift+Alt+Ctrl+
Human Wave Attack						Ctrl+B
Fanatical Defend						Alt+B
Weak Defend						Alt+W
Assign Opportunity Fire...						Ctrl+P
Artillery Support...						Ctrl+W
Close Air Support...						Ctrl+A
Air Attack						Ctrl+K
Remove From Map						Ctrl+E
Undo Last Movement						

Double-Time (CTRL+Q): This allows an eligible unit to use Double Time movement. Most infantry unit types are capable of Double Time movement. A unit may become fatigued when in Double Time mode, depending on its level of training.

Load/Unload (CTRL+L): This allows you to load and unload eligible units. To load, you must select both the unit you want to load and the unit you want to load onto. Both units must have enough action points to fulfill the task

Toggle Digging-In (CTRL+D): This allows a selected unit attempt to build an improved position. Units that are able to dig in will have a small shovel icon located in the left sidebar of the Unit Display

Reconnoiter (CTRL+R): This allows a selected and capable unit to perform a Line of Sight check to potentially reveal hidden enemy units.

Build Lt Hexside Bridge (CTRL+H): This allows you to build a light hexside bridge. This feature requires a special unit type.

Lay Vehicle Bridge (CTRL+V): This allows you to build a medium hexside bridge. This feature requires a special unit type.

Lay Minefield/IED (CTRL+M): This allows you to lay a 1 Strength Minefield or IED. This feature requires a special unit type.

Build Barrier (CTRL+J): This allows you to build a barrier. This feature requires a special unit type.

Damage Wall, Bridge or Tunnel (CTRL+G): This allows the selected engineer unit to attempt to destroy a bridge or high wall hex-side or a Tunnel.

Clear LZ (CTRL+C): This allows the selected engineer unit to attempt to clear a forested hex so a helicopter unit may land within.

Save APs for Recon (CTRL+N): Saves enough Action Points for the selected unit to conduct Reconnoiter once after it has expended Action Points for other purposes.

Save APs for Firing (CTRL+F): Saves enough Action Points for the selected unit to fire once after it has expended Action Points for other purposes.

Save APs for Unloading (CTRL+U): Saves enough Action Points to unload after it has expended Action Points for other purposes.

Ground/Underground (ALT+U): This allows you to move a unit below or above ground (if capable).

Climb (PgUp): This will move an eligible unit to climb to the next Flight Zone.

Descend (PgDn): This will move an eligible unit to descend to the next Flight Zone.

Merge (ALT+M): Uses Action Points to merge two units of the same company into one higher strength unit.

Reduce (ALT+E): Uses Action Points to reduce the strength points of a unit.

Fire Smoke (ALT+CTRL+Hex): This allows you to fire smoke from the selected unit.

Fire Flare (SHIFT+ALT+CTRL+Hex): This allows you to attempt to fire a flare from the selected unit. This only works in Night Scenarios.

Human Wave Attack (CTRL+B): This allows you to initiate an attack against the target hex from multiple directions from multiple units from the same command organization. Only certain countries have this capability.

Fanatical Defend (ALT+B): This allows you to perform a die-hard defense. Units may hold the position longer but may suffer more casualties.

Weak Defend (ALT+W): This allows you to perform a weak defense. The unit will likely give up the hex to save casualties.

Assign Opportunity Fire (CTRL+P): This displays the Opportunity Fire Dialog which allows you to set the desired maximum ranges that your units will be allowed to conduct Opportunity Fire on various target types.

Artillery Support (CTRL+W): This displays the artillery available in the current scenario. Note that Indirect Fire attacks are carried out at the beginning of the next turn.

Close Air Support (CTRL+A): This displays the airstrikes that are available in the current scenario. Not all airstrikes are available that are shown in the dialog. Double clicking on a selected aircraft will reveal more information about the airstrike. See *Section 3.5.2* for more information about Close Air Support.

Air Attack (CTRL+K): This allows you to call an airstrike on the current Hot-Spotted Hex. A target marker is placed to denote the impending air strike. The attack can be delayed for several turns. Once plotted, the Air Attack cannot be cancelled. You are limited to one Air Attack per hex. If the Air Attack arrives when the targeted hex is out of Line of Sight to any friendly unit, the Air Attack will be recalled and be no longer available. There is also a small chance the Air Attack will strike a friendly unit as the Air Attack may be off target (randomly drifting one or two hexes). Note: This only applies when the Close Air Support option is turned off.

Remove From Map (CTRL+E): This allows you to remove a selected unit from the map. Removal can occur only during your turn and the unit must be in a map-edge hex. Removing units from an Exit Objective will provide you additional Victory Points.

Undo Last Movement: This allows you to cancel the movement of the most recently moved, still selected, friendly unit. This command is disabled during Modem play, Play by Email and whenever Fog of War is in effect.

2.2.4.4 Assault Menu

Assault	Reinforce	Status	Display	Alt
Add to Assault				Alt+J
Show Assault Odds...				Alt+O
Cancel Assault				Alt+C
Resolve Assault				Alt+V

Add to Assault (ALT+A): This allows you to add the selected unit to participate in the current assault.

Show Odds (ALT+O): This allows you to see the current assault odds. This is not available when Fog of War is in effect.

Cancel Assault (ALT+C): This allows you to cancel an assault without resolving it. Your units earlier assigned to assault will lose Action Points when cancelled.

Resolve Assault (ALT+V): This resolves the current assault.

2.2.4.5 Reinforcement Menu

Reinforce	Status	Display	Alt
Scheduled...			Alt+S
Arrived...			Alt+A
Releases...			Alt+R

Scheduled (ALT+S): Displays the reinforcements that are scheduled to arrive during the current scenario, as well as the per-turn probability for each group. Double-clicking on the group will display a Dialog box listing the individual units of the reinforcement group. If Fog of War (FOW) is in effect, only the reinforcements for the side having its turn will be displayed.

Arrived (ALT+A): Displays the reinforcement groups that are currently available to place on the map.

Releases (ALT+R): Displays a schedule listing the release times of Fixed units. Clicking once on an entry in the Release Dialog causes that organization to become highlighted on the map.

2.2.4.6 Status Menu

Status	Display	Alt	Special	Optio
Scenario Information...				
Scenario Briefing...				
Command Report...				
Message Log...				
Find Org...				
Strength...				
Locations...				
Objectives...				
Victory...				

Scenario Information: This displays the scenario information, including title, historical background, ground conditions, visibility, and the scenario designer. Some of this information is not displayed in Play by Email games or the Caller of a modem game.

Scenario Briefing: This displays the scenario briefing that explains what the player will do during the course of a scenario, including what the mission is for the scenario in order to be successful.

Command Report: This displays the Command Report allowing you to review what the SMEAC mentioned for the scenario at any point during

game play.

Message Log: This shows previous pop-up messages from most recently displayed to earliest. This will alleviate any need to write down important information as they are revealed.

Find Org: Allows you to see which units belong to which organizations. When you select an

organization name in the Organization Dialog, the units of that organization become highlighted on the map. If Fog of War is in effect, only the organizations for the side currently having its turn will be highlighted. An organization name printed in light gray indicates that none of its units are currently on the map.

Strength: This displays the number of types of units in the scenario currently available to each side. The units listed on the left side of the Strength Dialog are the total number of full or partial strength platoons of that unit type. The right side of the dialog lists the number of Strength Points of that unit type eliminated thus far. The Strength of the opposing side is not available if Fog of War is enabled.

Locations: This helps you find a named location on the map. When you select one of those listed, the map will scroll to that hex.

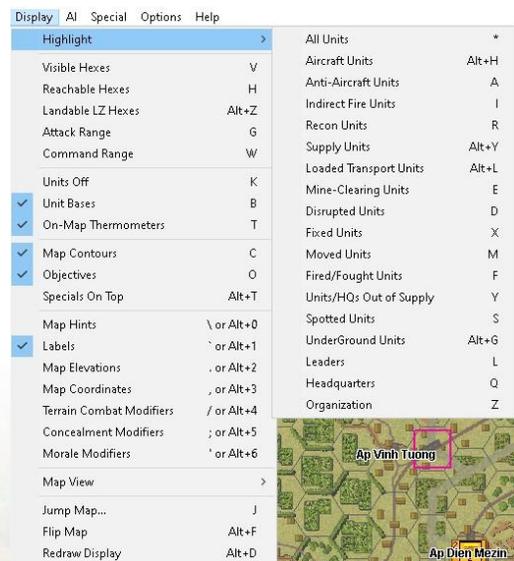
Objectives: This displays the number, value, and hex location of each Objective. Clicking on an entry in the dialog will move the Hot Spot to the Objective hex.

Available Air Support: This displays a dialog listing the available Air Attacks, if any. If Fog of War is enabled, you can only view the Air Attacks from your side.

Victory: This displays the current victory level and related items.

2.2.4.7 Display Menu

Highlight: to get a sub-menu of the following options:



All Units (*): Toggles (off or on) a highlight around all units.

Aircraft Units (ALT+H): Toggles (off or on) a highlight around all aircraft units.

Anti-Aircraft Units (A): Toggles (off or on) a highlight around all units capable of conducting fire vs. aircraft, i.e., Anti-Aircraft.

Indirect Fire Units (I): Toggles (off or on) a highlight around all units capable of firing indirectly.

Recon Units (R): Toggles (off or on) a highlight around all units capable of reconnaissance.

Supply Units (ALT+Y): Toggles (off or on) a highlight around all units capable of supply.

Loaded Transport Units (ALT+L): Toggles (off or on) a highlight around all units that are currently loaded.

Mine-Clearing Units (E): Toggles (off or on) a highlight around any unit capable of clearing mined hexes. Note that Mine-Clearing Units are also referred to as engineers in this manual.

Disrupted Units (D): Toggles (off or on) a highlight around all units that are Disrupted.

Fixed Units (X): Toggles (off or on) a highlight around all Fixed units.

Moved Units (M): Toggles (off or on) a highlight around all units that have expended APs to enter a new hex during the current turn (exception: unless assaulting).

Fired/Fought Units (F): Toggles (off or on) a highlight around all units that have either fired at an enemy unit or fought in an assault during the current turn.

Units/HQs Conserving Ammo (Y): Toggles (off or on) a highlight around all units conserving ammunition due to failing their Combat Efficiency check. Note that each HQ that moved during the previous turn is automatically considered “Conserving Ammo” during the next turn.

Spotted Units (S): Toggles (off or on) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one known enemy unit.

Underground Units (ALT+G): Toggles (off or on) a highlight around all units that are currently underground.

Leaders (L): Toggles (off or on) a highlight around all leaders.

Headquarters (Q): Toggles (off or on) a highlight around all HQ (and Command Post; see Optional Rule for Command Control) units.

Organization (Z): Toggles (off or on) a highlight around all units that are part of the same organization as the selected unit, or are subordinate to the selected Leader or HQ.

The menu options beginning with All Units and ending with Organization are mutually exclusive; i.e., selecting any one of them will toggle-off any of the others that had been previously selected.

Visible Hexes (V): Toggles (off or on) a shade over all hexes which are not in the Line of Sight (LOS) of the current Hot Spotted hex. If Extreme Fog of War is in effect, the hot-spotted hex must be friendly occupied.

Reachable Hexes (H): This graphically illustrates all the hexes that the currently selected unit can reach in the current turn. This takes into account the number of Action Points it has to spend (and considers whether or not the unit is Saving APs for Firing or Unloading). All hexes it cannot reach are shaded or outlined depending on Options → Hex Highlights selection. See *Section 5.6* for more information.

Landable LZ Hexes (ALT+Z): Toggles (off or on) a display feature that illustrates the hexes that allow helicopters to take off and land on.

Attack Range (G): Toggles (off or on) a display feature that illustrates the currently selected unit hard (shown in red) or soft (shown in blue) attack limits. Note: If the hard and soft limits of

the unit are same, only a red line is shown.

Command Range (W): Displays the Command Range of a Headquarters unit that is selected; see *Section 8.0* for more information on Headquarters.

Units Off (K): Toggles (off or on) the on-map display of all units. This option is provided to temporarily hide the unit icons so that you can see the underlying map terrain better.

Unit Bases (B): Toggles (off or on) distinctive bases for all 3D unit icons on any 3D map view. Note that each nationality has different-styled 3D bases displaying a derivation of that country's nationality symbol.

On-Map Thermometers (T): Toggles (off or on) small "thermometers" on the map display that graphically illustrate each unit's current state of Morale, remaining Action Points or current Strength Points.

Map Contours (C): Toggles (off or on) a brown "contour line" along all hexsides where an elevation change occurs.

Objectives (O): Toggles (off or on) the display of Objective Locations on the map. When this is enabled, each Objective hex is denoted by an objective marker displaying the primary color of the side that currently controls it (Exception: Exit Objective hex).

Specials on Top (ALT+T): Allows you to control the on-map display of fortifications (improved positions, mines, and blocks) and wrecks on the 2D maps. When this command has a check mark next to it, all these markers appear above all other units in the hex.

Map Hints (\ or ALT+0): Toggles (off or on) the map hints that help identify hex side features, which is especially useful in the jungle regions of Vietnam.

Labels (^ or ALT+1): Toggles (off or on) the map labels.

Map Elevations (. or ALT+2): Toggles (off or on) the elevation of the current hex in levels.

Map Coordinates (, or ALT+3): Toggles (off or on) the map hex coordinates.

Terrain Combat Modifiers (/ or ALT+4): Toggles (off or on) the terrain combat modifiers.

Concealment Modifiers (; or ALT+5): Toggles (off or on) the concealment modifiers.

Morale Modifiers (' or ALT+6): Toggles (off or on) the morale modifiers.

Map View: to get a sub-menu of the following options:

3D Zoom-In View (1): To change the map to its full-size 3D Battleview™ mode.

3D Normal View (2): To change the map to its full-size 3D Battleview™ mode.

3D Zoom-Out View (3): To change the map to Battleview™ mode but with the hexes at half their normal size.

3D Extreme Zoom-Out View (4): To change the map to Battleview™ mode but with the hexes at one-fourth their normal size.

2D Zoom-In View (5): To change the map to a zoomed in 2D version.

2D Normal View (6): To change the map to its 2D version.

2D Zoom-Out View (7): To change the map to a smaller, low resolution 2D version that enables more of it to be seen.

2D Extreme Zoom-Out View (8): To change the map to a smaller, low resolution 2D version that enables even more of it to be seen.

2D Strategic View (9): To change the map to an even smaller, low resolution 2D version that enables most of the map to be seen.

Jump Map (J): This displays a mini-map overview of the map. When you select (left click) any spot on the miniature version, the game map will automatically scroll to that Hot Spot location.

Flip Map (ALT+F): Allows you to rotate the map, and all units and markers on it, 180°.

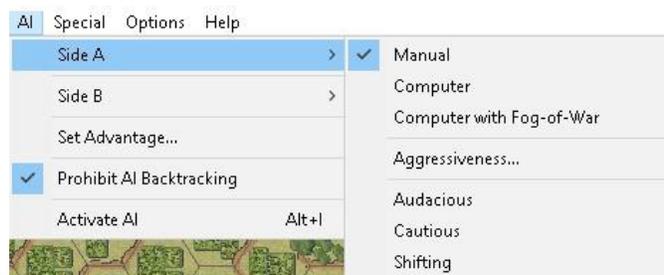
Redraw Display (ALT+D): Allows you to refresh the map graphics in case of display glitches.

NOTE: If the Options → Hex Highlights are chosen from the Options menu, then hex outline highlights will be replaced instead of the shading noted above.

2.2.4.8 AI Menu

Side A: to get a sub-menu of the following options:

Manual: You make all the decisions for that side, conducting all attacks and movements. This is the default mode for both sides.



Computer: You allow the computer to make all the decisions for the current side, conducting all attacks and movements. This will show you the position of all enemy units, even those out of “line of sight”.

Computer with Fog-of-War: You allow the computer to make all the decisions for the current side, conducting all attacks and movements, with Fog of War in effect. This is the recommended, and most popular, method of play.

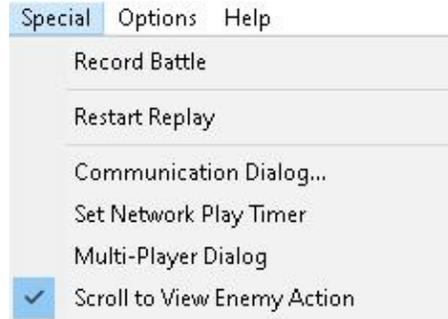
Aggressiveness: Use this to adjust the aggressiveness of the Programmed Opponent by inputting a value between 0 and 100.

Audacious: Use this to have the Programmed Opponent play with riskier behavior.

Cautious: Use this to have the Programmed Opponent play more cautiously.

Shifting: Use this to have the Programmed Opponent play style alternate randomly between Audacious, Cautious and Neutral play, also with more or less aggressiveness.

Side B: to get a sub-menu of the following options:



Manual: You make all the decisions for that side, conducting all attacks and movements. This is the default mode for both sides.

Computer: You allow the computer to make all the decisions for the current side, conducting all attacks and movements. This will show you the position of all enemy units, even those out of “line of sight”.

Computer with Fog-of-War: You allow the computer to make all the decisions for the current side, conducting all attacks and movements and have Fog of War in effect. This is the recommended, and most popular, method of play.

Aggressiveness: Use this to adjust the aggressiveness of the Programmed Opponent by inputting a value between 0 and 100.

Audacious: Use this to have the Programmed Opponent play in riskier manner.

Cautious: Use this to have the Programmed Opponent play more cautiously.

Shifting: Use this to have the Programmed Opponent play style alternate randomly between Audacious, Cautious and Neutral play, also with more or less aggressiveness.

Set Advantage: Use this to balance play between two players of unequal skill or to balance Programmed Opponent play. Advantage values can range from 0 to 100 for either side. Depending on the value, the side with the advantage will inflict higher than normal combat losses on the other side and suffer lower than normal combat losses themselves. Advantage must be set before play begins in Play by E-Mail or Modem Play games. Otherwise, the Advantage can be adjusted at any time during the game.

Prohibit AI Backtracking: Use this to limit the Programmed Opponents occasional tendency to move units back and forth repeatedly.

Activate AI: Use this to restart the Programmed Opponent after you have canceled it.

2.2.4.9 Special Menu

Record Battle: Toggles (off or on) the option that allows you to save a record of the non “Special-mode” game you are currently playing. Note: You must turn “off” (uncheck) a current recording in order to be able to view it (by selecting “Replay” from the File pop-down menu). The extension .btr is used to denote a recorded battle file.

Restart Replay: Restarts the replay of a previously halted recorded battle file.

Communication Dialog: in a modem game to display the “chat window” if you had closed it previously. See also the details on multi-player Communication Dialog options.

Set Network Play Timer: During a live multi-player game. Using this, the Host (only) can input a time, in minutes, that will be used by the program to automatically end each turn. This time can be reset at any time, but only by the Host. If the time is reset, a message is displayed to all other players of the new time that has been set.

Multi-Player Dialog: during a multi-player game in order for the team captain to assign his side’s organizations to players on his side. This can also be used by the other players to view what units have been allotted to whom.

Scroll to View Enemy Action: during a multi-player game for the computer to scroll the map to display visible enemy actions. This is “off” by default to prevent unwanted scrolling. This option has no effect except during multi-player games.

2.2.4.10 Options Menu

Prompt For Scenario: If you want to be prompted for a new scenario whenever you enter the game directly via a desktop shortcut for the Vietnam.exe executable (instead of the “normal” method of launching a new scenario from the “Scenarios” screen).

Auto Save: Has the program save the game automatically at the end of each turn [Exception: it will not save a phase that was conducted under computer-controlled AI (with or without Fog of War)].

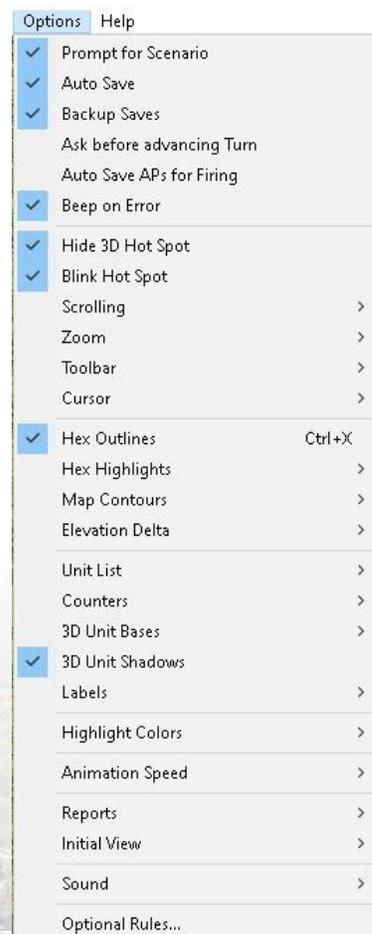
Back-up Saves: Has the program save backups of your games automatically at the end of each turn, they are marked OLDER and OLDEST [*Exception:* it will not save a phase that was conducted under computer-controlled AI (with or without Fog of War)].

Ask Before Advancing Turn: to have the program confirm that you really want to end a turn after you have indicated that you have finished your turn. With this enabled, you cannot end your turn by mistakenly clicking on the “Next Turn” Tool Bar button.

Auto Save APs for Firing: Allows you to have all of your sides combat units automatically save enough AP to always be able to conduct at least one fire-attack after Action Points are expended for other purposes.

Beep on Error: Toggles (off or on) the option that causes a beep when you make an error.

Hide 3D Hot Spot: Toggles (off or on) the option that causes the hexagonal Hot Spot marker to be hidden on the 3D maps.



Blink Hot Spot: Toggles (off or on) the option that causes the Hot Spot to blink. Note that the Hot Spot only blinks on the 2D maps.

Scrolling: to get a sub-menu of the following options:

Scroll Bar: Allows you to scroll the map by moving the bars on the edge of the game map.

Window Edge: Allows you to scroll the map by moving the mouse to the edge of the game window.

Screen Edge: Allows you to scroll the map by moving the mouse to the edge of the monitor screen.

Smooth Scroll: Toggles (off or on) the option that causes the map to scroll incrementally to a new Hot Spot. When this command has no check mark next to it, the map redraws directly at the new Hot Spot hex without scrolling through the intervening hexes.

Zoom: to get a sub-menu of the following options:

Mouse Wheel Zoom: Allows you scan through the zoom levels by moving the scroll button on mice equipped with scroll buttons.

Zoom Order: to get an additional sub-menu of the following options:

Standard: Forward scrolling with the mouse wheel.

Alternate: Backward scrolling with the mouse wheel.

Toolbar: to get a sub-menu of the following options:

Category: to get an additional sub-menu of the following options:

All: Enables the All Category Tab with all buttons presented.

Common: Enables the Common Category Tab with the most commonly used buttons presented.

Combat: Enables the Combat Category Tab with the buttons related to combat being presented.

Air: Enables the Air Category Tab with the air related buttons presented.

Engineer: Enables the Engineer Category Tab with the engineering related buttons presented.

Highlights: Enables the Highlights Category that shows the buttons as they relate to the Highlighting options.

Map: Enables the Map Category that shows the buttons as they relate to the

Map.

Units: Enables the Units Category that shows the buttons as they relate to Units.

Info: Enables the Info Category that shows the buttons as they relate to Information.

Static All: Enables all the toolbar buttons but removes the Category Tabs.

None (ALT+N): Allows you to hide the toolbar completely.

Standard: Is the standard size for the buttons being displayed.

Large: Offers a larger button size to assist with legibility.

Color: Colors the buttons into logical groupings to help identify like buttons.

Cursor: to get a sub-menu of the following options:

Small: Provides a small sized cursor.

Medium: Provides a medium sized cursor.

Large: Provides a large sized cursor.

Enhanced: Adds a larger masking around the cursor.

Hex Outlines (CTRL+X): When checked on, this displays the hex outlines.

Hex Highlights: To get a sub-menu of the following options:

Hex Shading: Uses the traditional Campaign Series shading to grey out areas.

Hex Block: Uses large Xs to show shaded areas.

Hex Outline: Uses highlighted hex boundaries to identify applicable areas.

Hex Outline (Alternative): Uses highlighted hex boundaries to identify applicable areas with a different color.

Map Contours: To get a sub-menu of the following options:

Colors: To get an additional sub-menu of the following options:

Light: Uses a lighter brown color for displaying map contours.

Medium: Uses a medium brown color for displaying map contours.

Dark: Uses a dark brown color for displaying map contours.

Width: To get an additional sub-menu of the following options:

- 1:** Uses a level 1 thickness for the contours.
- 2:** Uses a level 2 thickness for the contours.
- 3:** Uses a level 3 thickness for the contours.

Elevation Delta: to get a sub-menu of the following options:

- 1:** Is the standard height for visual elevation changes in 3D Battlevue mode.
- 2:** Doubles the standard height for visual elevation changes in 3D Battlevue mode.
- 3:** Triples the standard height for visual elevation changes in 3D Battlevue mode.

Unit List: To get a sub-menu of the following options:

Display List (U): Toggles the Unit List on or off.

Positions: To get an additional sub-menu of the following options:

Left: Positions the Unit List on the left side of the game screen.

Right: Positions the Unit List on the right side of the game screen.

Show Counters: Toggles the counters on or off in the Unit List.

Counter Style: To get an additional sub-menu of the following options:

Standard: Uses blank counters in the Unit List.

Alternative: Uses stylized counters for each nation in the Unit List.

Counter Stats: Toggles counter stats on or off in the Unit List.

Counter Graphics: to get an additional sub-menu of the following options:

3D: shows 3D icons displayed in the Unit List.

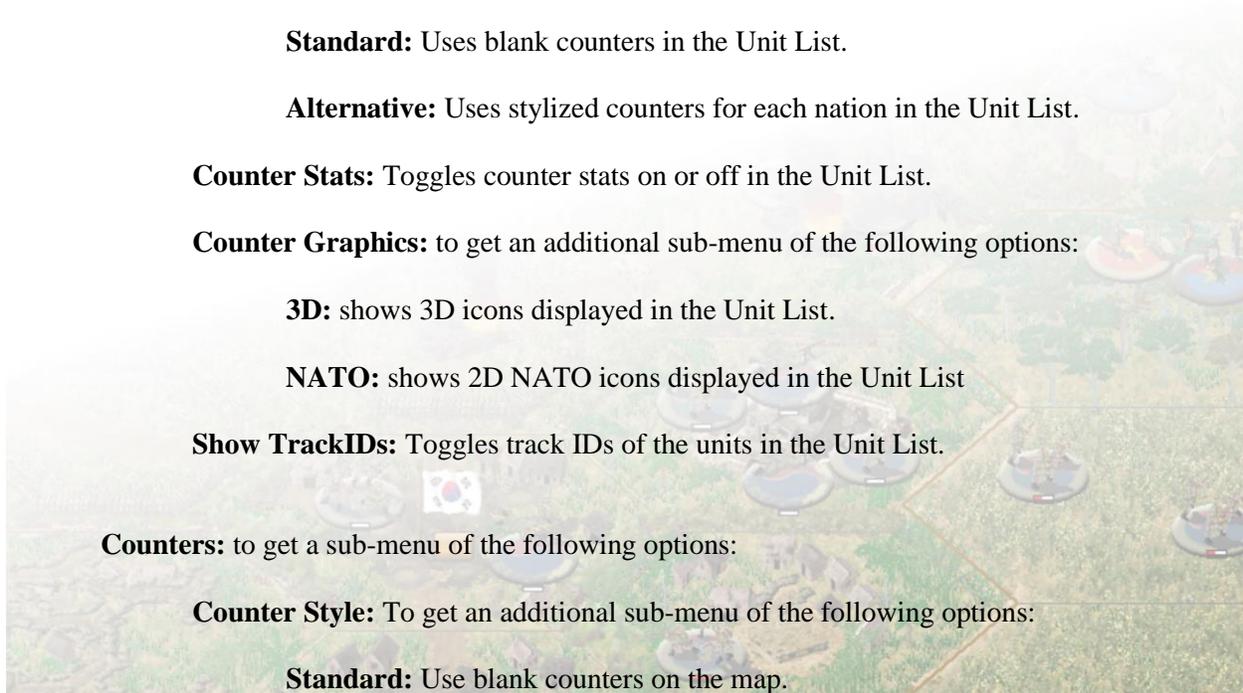
NATO: shows 2D NATO icons displayed in the Unit List

Show TrackIDs: Toggles track IDs of the units in the Unit List.

Counters: to get a sub-menu of the following options:

Counter Style: To get an additional sub-menu of the following options:

Standard: Use blank counters on the map.



Alternative: Uses stylized counters for each nation on the map.

Counter Stats: Toggles counter stats on or off on the map.

Counter Graphics: To get an additional sub-menu of the following options:

3D: Shows 3D icons displayed on the map.

NATO: Shows 2D NATO icons displayed on the map.

3D Unit Bases: To get a sub-menu of the following options:

Standard: Use monochrome unit bases on the map.

Alternate: Uses stylized unit bases for each nation on the map.

3D Unit Shadows: Adds a shadow to the 3D Units.

Labels: To get a sub-menu of the following options:

Transparent: Regular map labels.

Transparent Enhanced: Adds a white halo around the label to make it more legible.

Highlight Colors: To get a sub-menu that allows you to choose from sixteen color options for highlighting units on the map.

Animation Speed: To get a sub-menu of the following options:

Side A: Allows you to adjust the animation speed of Side A units as they move on the map in 3D mode.

Side B: Allows you to adjust the animation speed of Side B units as they move on the map in 3D mode.

Reports: To get a sub-menu of the following options:

Details: To get an additional sub-menu of the following options:

Low: Display minimal details.

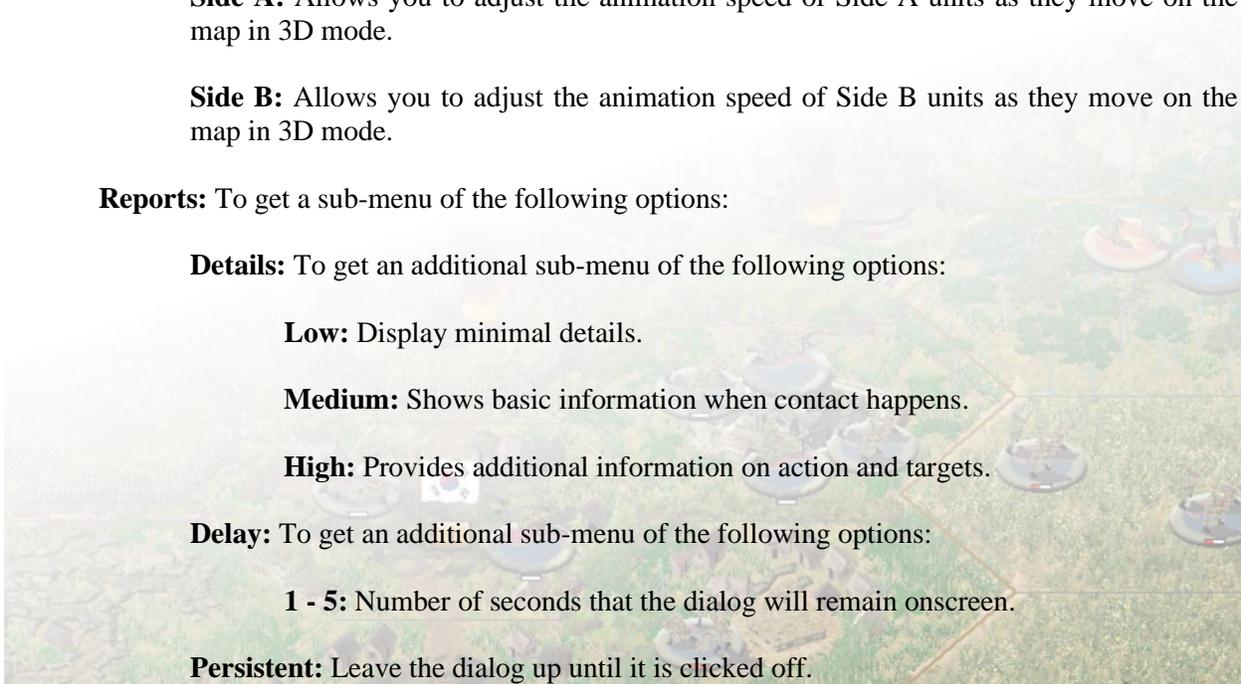
Medium: Shows basic information when contact happens.

High: Provides additional information on action and targets.

Delay: To get an additional sub-menu of the following options:

1 - 5: Number of seconds that the dialog will remain onscreen.

Persistent: Leave the dialog up until it is clicked off.



Initial View: To get a sub-menu of the following options:

Last View: Will use the last map view used.

3D Zoom-In View (1): To change the map to its full-size 3D Battleview™ mode.

3D Normal View (2): To change the map to its near full-size 3D Battleview™ mode.

3D Zoom-Out View (3): To change the map to Battleview™ mode but with the hexes at half their normal size.

3D Extreme Zoom-Out View (4): To change the map to Battleview™ mode but with the hexes at one-fourth their normal size.

2D Zoom-In View (5): To change the map to a zoomed in 2D version.

2D Normal View (6): To change the map to its standard 2D version.

2D Zoom-Out View (7): To change the map to a smaller, low resolution 2D version that enables more of it to be seen.

2D Extreme Zoom-Out View (8): To change the map to a smaller, low resolution 2D version that enables still more of it to be seen.

2D Strategic View (9): To change the map to an even smaller, low resolution 2D version that enables most of the map to be seen.

Sound: to get a sub-menu of the following options:

Sound Effects: Toggles (off or on) the playing of firing/moving sound effects.

Background Music: Toggles (off or on) the background music.

Background Sound: Toggles (off or on) the playing of “ambient” background battle sounds.

Optional Rules: Displays a dialog of game options that are in effect for the current scenario. These rules must be set at the start of a scenario and cannot be changed during game play. See [Optional Rules](#) for more information.

2.2.4.11 Help Menu

General Help (F1): Opens the PDF version of the manual which provides instant, in-game access to game play info.

Unit Handbook (F2): Displays additional information about the currently selected unit. Such information cannot be accessed about enemy units if playing with Fog of War. (See [Section 2.2.8](#))

Help	
Manual	F1
Unit Handbook	F2
Unit Viewer	F3
About	

About: Displays a dialog containing version number and copyright information about the game. The most recent update should display: *Campaign Series: Vietnam 1.00*

2.2.5 Unit Info Box

The Unit Info Box is an information box that displays in the top right of the screen in the Unit List when a unit is selected. The Unit Info Box displays at a glance the most important data about any selected platoon. With the center section of the Unit Info Box displaying the unit's 3D icon and orientation and the other important data arranged in a circular fashion around the 3D icon. Starting at the "12 o'clock" position and preceding clockwise, the data lists:



Strength (Command): This is the unit's current Strength Point (SP) value. Each Strength Point of an infantry type platoon represents one "half squad". Each Strength Point of a heavy weapons type platoon represents one team or gun. Heavy weapons include: machine guns, anti-tank rockets, anti-tank missiles, anti-aircraft artillery, mortars, or artillery. Each Strength Point of a vehicle platoon represents one vehicle. A Strength Point value shown in yellow indicates that the selected unit is not at full strength. If the unit is a leader, this is the "Command" rating, which is added to the Attack Strength of a unit under his command, with which he is stacked, if that leader possesses at least as many Action Points (AP) as the Fire Cost of the attacking unit.

Action: This is the number of Action Points the unit has remaining. All units start each friendly turn with 100 Action Points. Each action executed during a turn and each terrain entered will cost a given amount of Action Points. Note that due to the differing movement rates, different unit types will expend different amounts of Action Points for entering similar terrain. To see how many Action Points it costs to enter each terrain type, select that unit and press the F2 key to access the Unit Data dialog. The Action Points expended to enter a hex are doubled if the unit is Disrupted (to a maximum of 65 APs; see *Section 3.1.2*.)

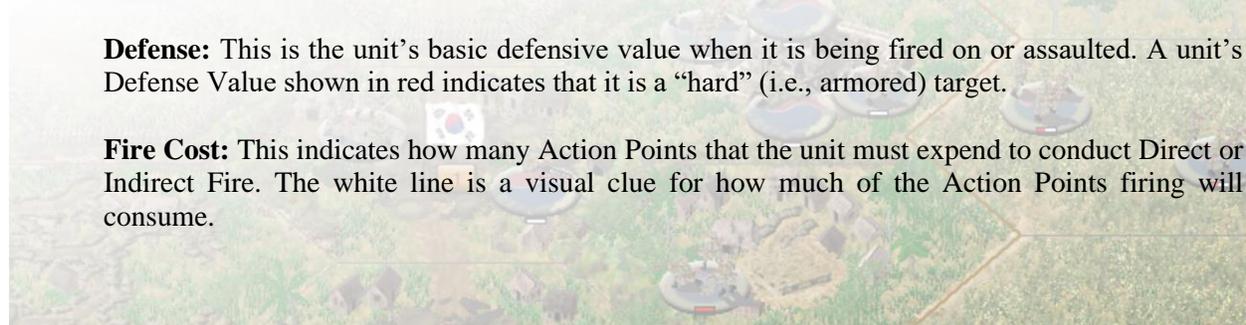
Air Level and Turns: Helicopter and other on map aircraft will display an additional element that reveals the current air level and how many turns left of fuel the aircraft has. G is Ground, N is Nap of the Earth, L is Low, and H is High flight level.

Assault: This is the unit's basic attack value when it assaults.

Loaded/Unloaded: The helmet in the corner informs you if the unit is a transport unit. If the helmet is filled, it is carrying another unit. An outline of a helmet signifies it is empty. Right-click on the unit icon to identify what is being carried aboard the transport, else press the Tab key.

Defense: This is the unit's basic defensive value when it is being fired on or assaulted. A unit's Defense Value shown in red indicates that it is a "hard" (i.e., armored) target.

Fire Cost: This indicates how many Action Points that the unit must expend to conduct Direct or Indirect Fire. The white line is a visual clue for how much of the Action Points firing will consume.



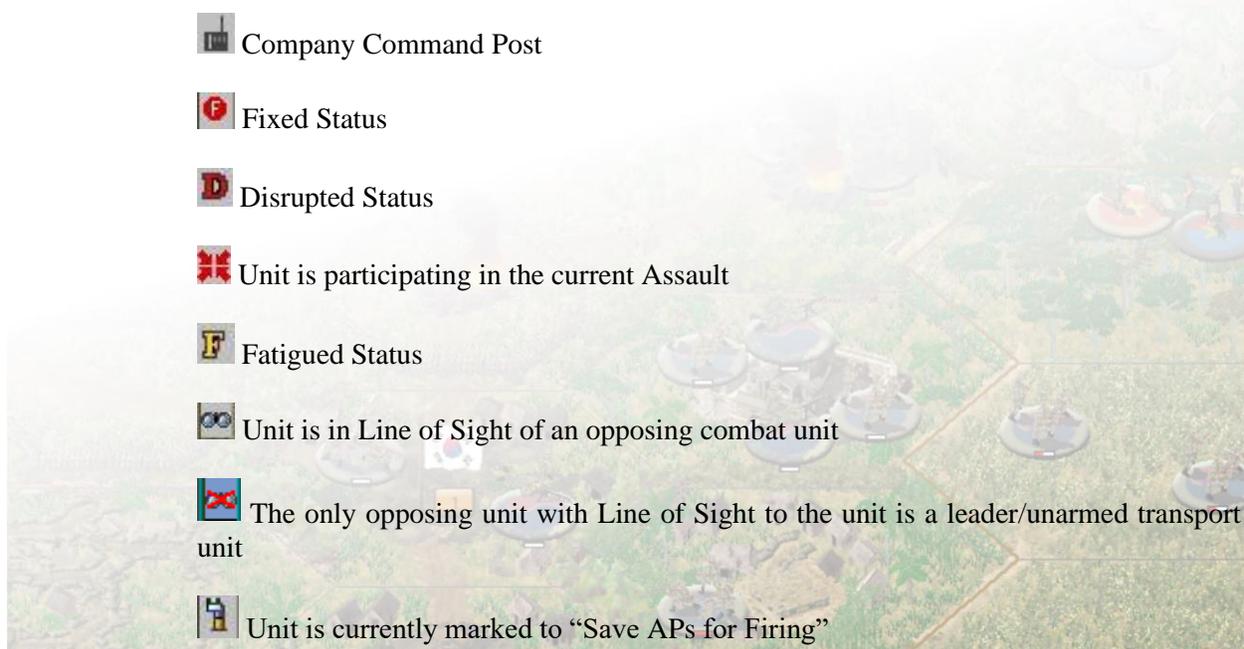
Morale (Leadership): This is the unit’s current morale. A Morale level displayed in yellow indicates the unit is not currently at full morale. When performing a morale check, this is the number it must roll equal to or less than on a 10-sided die. If successful, the unit either regains a morale point or becomes undisrupted. If the unit is a leader, this number is the “Leadership Rating”, which modifies the morale of the unit(s) under his command that the leader is currently stacked with. If the morale of the leader is greater than the unit(s), the leader’s morale is used for it. If the leader’s morale is equal to or less than the unit(s), the unit(s) morale is raised by one. A unit’s morale appears in red if it is being modified by a leader.

A unit’s morale can also be affected by the terrain it occupies. Beneficial terrain will raise a unit’s morale so that it will be less likely to fail a morale check and thus less likely to retreat, whereas terrain that provides no cover (Clear and Water) have a detrimental morale modification. A list of these effects can be found in the Terrain Types in *Section 11.0*.

Info Box Thermometer: Along the bottom of the Unit Info Box is a thermometer that displays the Morale, Strength, or Action Points as a ratio of its current amount versus its full amount. A single left-click on the Morale, Strength or Action Points box in the Unit Info Box will change the Info Box Thermometer to display that variable. Action Points are displayed in red, Morale in blue, and Strength Points in green. When the Action Points are displayed, the white vertical line marks the lowest point the thermometer must stay above for the unit to have enough Action Points to fire.



Icons may appear along the left-hand side of the Unit Info Box. Those at the top reflect the unit status and those at the bottom show the units capabilities.



-  Unit is currently marked to “Save APs for Unloading”
-  Unit has spent Action Points to fire this turn
-  Unit has spent Action Points to move this turn
-  Unit is currently Conserving Ammo (or unavailable if a Headquarters or Artillery)
-  Unit is currently Out of Ammo
-  Combat Armed Helicopter has used half of its ordnance.
-  Combat Armed Helicopter has run out of ordnance and needs to rearm.
-  Helicopter is currently full of fuel
-  Helicopter has only a few turns left of fuel. It will be forced to land with one turn remaining
-  Helicopter is completely out of fuel

2.2.6 Unit List Display

The Unit List Display is presented when you press the U on the keyboard. Here you can easily see all of the units that are within a hex. You can select and unselect multiple units easily by left-clicking on the desired Unit Info Box(es) within the Unit List Display. If there are multiple units in the Unit List Display, you can drag the list up or down using the mouse.

Additionally, the Unit List Display also provides a number of details about the hex.

Terrain: Lists the predominant type of terrain in the hex.

Specials: Identifies if there are additional Special hex features: Bunkers, Tunnels, Blocks, etc.

Ground: Identifies the ground condition of the selected hex.

Elevation: Identifies the elevation of the selected hex.

Objective: Lists the value of the hex if a Victory Location is present.

Wrecks: Lists the current number of wrecks in the selected hex. Wrecks are created when an armored vehicle is destroyed.

TEM*: Lists the TEM modifier total for the selected hex.

Concealment*: The Concealment Modifier of the terrain in the selected hex. The lower the Concealment Modifier, the less likely the platoon will be spotted during a Line of Sight check. For example: Shrub has a Concealment of -1 while a Village has a Concealment of -3; the infantry would be less likely to be spotted in the Village.

Morale*: Lists the Morale modifier for the selected hex.

* NOTE: Not including any hexside modifiers

Visibility: Lists the maximum distance in hexes a unit can see during the current turn.

Air Power: Lists the total number of Air Attacks remaining per side. When playing in Fog of War, the numbers of the opposing side are shown as a “?”.

Smoke: Lists the number of Smoke missions available to eligible artillery. When playing in Fog of War, the numbers of the opposing side are shown as a “?”.

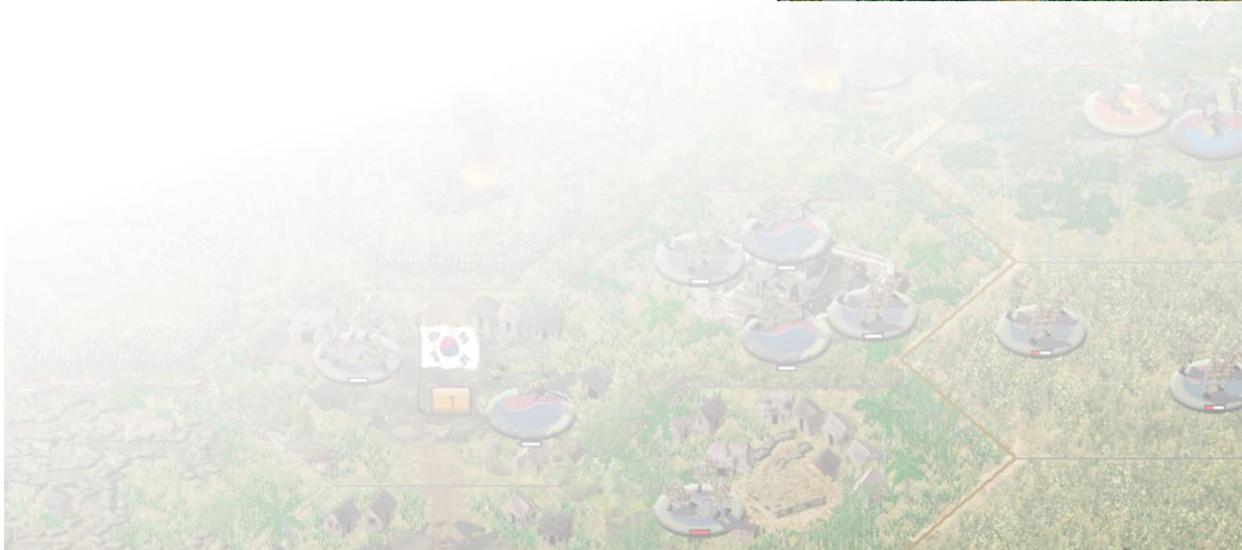
Flares: Lists the number of Flares available to eligible artillery. When playing in Fog of War, the numbers of the opposing side are shown as a “?”.

Ammo: Lists the base supply (ammo) level per side. When playing in Fog of War, the numbers of the opposing side are shown as a “?”.

Arty Ammo: Lists the artillery supply (ammo) level per side. When playing in Fog of War, the numbers of the opposing side are shown as a “?”.

2.2.7 On-Map Thermometers

While in any of the map displays, you can use the On-Map Thermometers by pressing T on the keyboard. This will display a color-coded thermometer under the 2D or 3D unit which graphically displays the remaining Action Points, the current Strength Points, or its current Morale. You can change which information is being displayed by left-clicking on the Action Point, Strength, or Morale box within the Unit Info Box.



2.2.8 Unit Handbook

Unit Handbook

Name: Ranger Platoon 63 B
Short: Ranger 63 B
 (M1/M2 Carbine, Thompson, M60, M79, Claymore)

Organization:
 1st Platoon
 352d Ranger Company 63 - B - 86VP - Northeast of Ap Bac, but didn't participate
 Ap Bac Assault Force

Unit Description:
 The "Ranger 63" represents a Ranger Platoon 63, or (M1/M2 Carbine, Thompson, M60, M79, Claymore) unit in this game. This unit entered service in January 1963 and is available for selection until December 1975. With a Firing Cost of 35, this unit may perform up to 2 fire missions per turn. Its special capabilities are listed under the Capabilities table. For purposes of this game, this unit can move up to 9 km/h on roads, and up to 4 km/h off road, depending on terrain. Each unit's movement capabilities vary per each terrain type, and are listed under the Movement table. A movement cost of zero means the unit can't move through that particular terrain. At full strength, this unit contains 6 gun or weapons teams, vehicles, or half-squads, as represented in unit's Strength Points. Each Strength Point is worth 3 Victory Points, making a full-strength unit worth a total of 18 Victory Points.

Parameters:
 Unit ID: 112041
 Strength: 6
 Victory Points: 3
 Assault: 6
 Defend: 8
 Firing Cost: 35
 Loading Cost: 35
 Unloading Cost: 25
 Speed: 16
 XC Speed: 8
 Weight: 0
 Ground Pressure: 60
 Concealment: 0
 Move Sound: 0
 Fire Sound: 1
 Counter Cell: 6
 Base Cell: 7
 Animate: 0
 NATO Symbol Cell: 473
 Unit Icon Cell: 109
 Unit Bitmap: P112041
 Start Date: 1/63
 End Date: 12/75
 Front Armor: 0
 Side Armor: 0
 Rear Armor: 0

Capabilities:
 Foot, Loadable, Ridable, Portage, CanMotor, CanBicycle, ATC, CanDigIn, ReconAI, SpecOps, Commando, Assault, DefAT, InfSup, ReconUnit, SetIED, XFireHeloShort

Movement Cost:

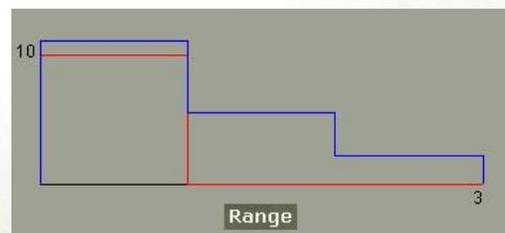
Open	19	Rail	24
Water	0	Paved Road	16
Shallow	29	Unpaved Road	18
Sand	47	Path	23
Beach	22	Minor River	0
Colored Dirt	47	Stream	40
Rough	32	Ford	32
Hammada	29	Heavy Bridge	1
Wadi	19	Medium Bridge	1
Tall Grass	27	Light Bridge	1
Meadow	25	Cliff	0
Grain Field	25	Embankment	47
Produce Field	25	Escarpment	65
Scrub	19	Crest	47
Orchard	24	Ditch	0
Vineyard	36	Gully	27
Dry Paddy	22	Dune	47
Wet Paddy	41	High Wall	0
Marsh	41	Low Wall	20
Swamp	41	Hedge	16
Forest	41	Bocage	63
Deciduous Forest	41	Reef	63
Evergreen Forest	41		
Light Jungle	41	Rubble	
Dense Jungle	41	Trench	
Palm Trees	21		
Thicket	41	Up Elevation	16
Cactus	36	Bridges	Lt/Med/Hwy
Special Building	22		
Village	22		
Suburb	21		
City	21		
Industrial	24		
Airfield	19		
Installation	21		

Range Display: A graph showing attack strengths. The Y-axis is labeled '10' and the X-axis is labeled '3'. A blue line (Soft Target) starts at 10 and drops to 3. A red line (Hard Target) starts at 10 and drops to 3.

The Unit Handbook can be accessed by selecting a unit and pressing F2 on the keyboard. This will display useful information about the unit, such as its Action Point terrain costs, its per-SP Victory Point value, special abilities, and unit capabilities.

Note: The terrain costs listed for a unit in the Unit Handbook are the terrain costs associated for the ground conditions (normal, mud, soft or snow) of the scenario currently open.

The Range Display is in the lower right corner that illustrates the range of the applicable weapons of the unit. This Range Dialog illustrates the Hard Target Attack Strengths (shown by the red line) and the "Soft Target" Attack Strengths (shown by the blue line) of the unit currently being investigated in the Unit Handbook. The number in the upper left corner of this Dialog (along the "Y" axis) is the unit's maximum Attack Factor for whichever Attack Strength (Hard or Soft) has the greater value. The number in the lower right corner (along the "X" axis) is the unit's maximum range for whichever Attack Strength has the greater range.



The Unit Handbook also lists the Unit Capabilities of the selected unit.

Movement Related Flags:

Tracked: This unit is classified as a fully tracked vehicle

Foot: This unit is classified as infantry

Halftrack: This unit is classified as a halftrack

ArmoredCar: This unit is classified as an armored car

Truck: This unit is classified as a truck

NoLtBridge: This vehicle is too heavy to cross over hexside light bridges

NoMedBridge: This vehicle is too heavy to cross over hexside medium bridges

NoHvyBridge: This vehicle is too heavy to cross over hexside heavy bridges

Amphibious: This unit is capable of crossing major rivers and deep-water hexes

Ski: This unit is capable of skiing

Motorcycle: This unit is a motorcycle class unit

Train: This unit is a train class unit

Horse: This unit is a horse class unit

Boat: This unit is a boat class unit

Wagon: This unit is a wagon class unit

Tunnel: This unit is capable of moving in and out of tunnels.

Air: This unit is capable of air movement

Ship: This is a ship unit, but not capable of moving in shallow water

Raft: This unit is raft class unit

Carry Related Flags:

Loadable: This unit is capable of being loaded

Ridable: This unit is capable of being carried as a rider

Towable: This unit is capable of being towed

CarryAll: This unit can carry or tow anything

CarryRider: This unit can carry riders on top of the vehicle

CarryTow: This unit can carry infantry and tow light guns

TowOnly: This unit can tow guns

Portage: This unit is capable of portaging

CanMotor: This unit is capable of riding motorcycles

CanBicycle: This unit is capable of riding bicycles

CanHorse: This unit is capable of riding horses

HeavyGun: This unit is classified as a heavy gun for towing restrictions

CarryHorse: This unit is capable of carrying horses

CarryBicycle: This unit is capable of carrying bicycles

CarryMotor: This unit is capable of carrying motorcycles

CarryBoat: This unit is capable of carrying boats

Fire Related Flags:

Hard Target: This unit is armored

NormalAA: This unit is a lighter AAA gun, shooting at lower levels w/ high rate of fire

ReducedAA: This unit is a heavy AAA gun, shooting at high levels w/ low rate of fire

IndirectFire: This unit is capable of Indirect Fire

SmokeFiring: This unit is capable of firing smoke

FireWater: This unit is capable of firing while on the water

WhiteP: This unit is capable of firing white phosphorus ammunition

SAM: This unit fires missiles at aircraft

ATGM: This unit fires missiles at armored vehicles

Gunship: This unit is a helicopter gunship

Sneaker: This unit is capable of hidden fire

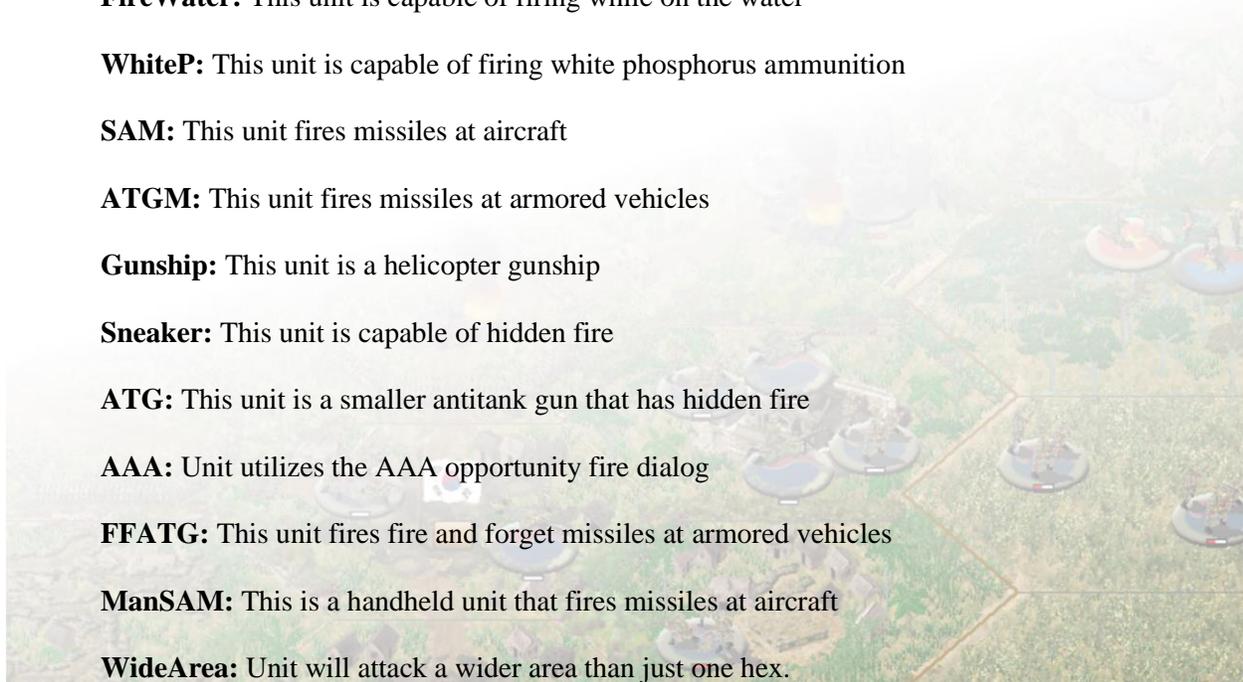
ATG: This unit is a smaller antitank gun that has hidden fire

AAA: Unit utilizes the AAA opportunity fire dialog

FFATG: This unit fires fire and forget missiles at armored vehicles

ManSAM: This is a handheld unit that fires missiles at aircraft

WideArea: Unit will attack a wider area than just one hex.



Other Flags:

CanDigIn: This unit is capable of creating an improved position

MineClearing: This unit is capable of clearing 1SP of a minefield per turn

FireHardAI: Will typically only fire at Hard Targets

FireSoftAI: Will typically only fire at Soft Targets

ReconAI: The AI will use this in advance of other options

AssaultAI: The AI will use this in advance of other options

RetreatAI: The AI will use this in advance of other options

CanDamage: This unit is capable of damaging hexside features (bridges, walls)

CarryAny: This unit is capable of carrying any other unit.

CarryVehicle: This unit is capable of carrying other vehicles

Pathfinder: This unit is capable of hidden movement

XOffBoardAirPlane: This unit is intended to be used as airstrikes off the map

Helicopter: This unit is classified as a helicopter

XOnBoardAirPlane: This unit is intended to be used on the map

Recovery: This unit is capable of clearing wrecks

BuildVehicleBridge: This unit is capable of laying a hexside medium bridge

BuildLightBridge: This unit is capable of laying a hexside light bridge

SpecOps: This unit is capable of laying an IED

Commando: Unit can scale cliff sides

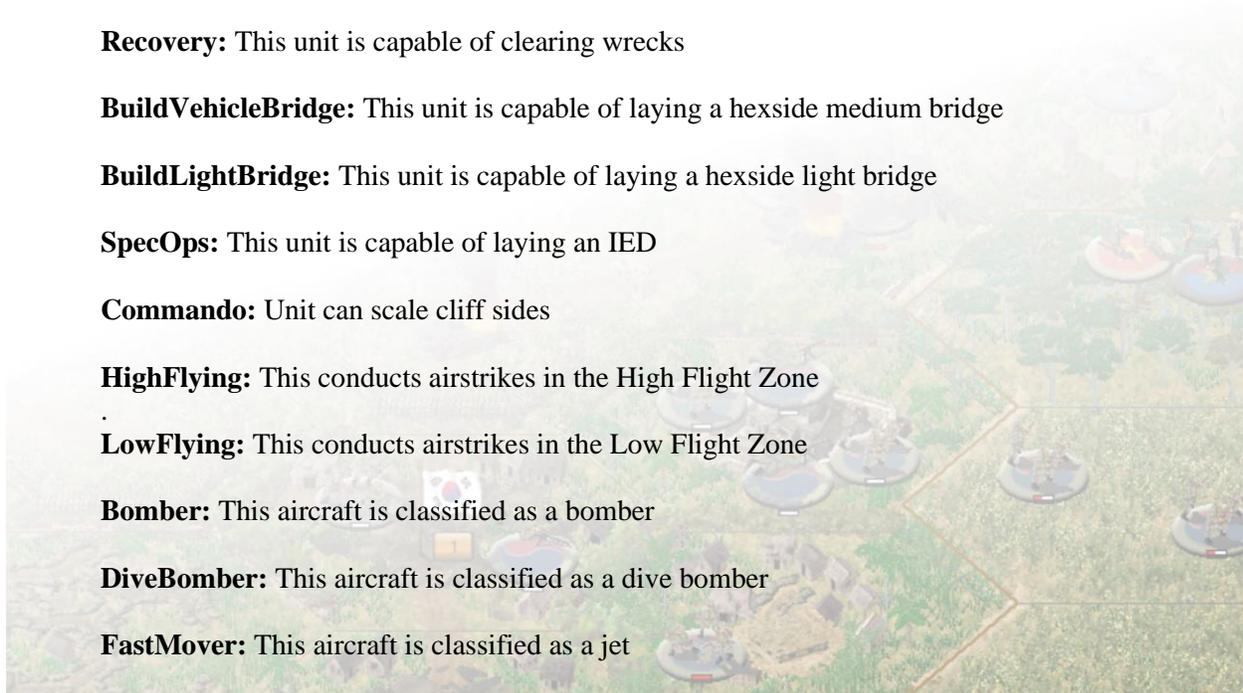
HighFlying: This conducts airstrikes in the High Flight Zone

LowFlying: This conducts airstrikes in the Low Flight Zone

Bomber: This aircraft is classified as a bomber

DiveBomber: This aircraft is classified as a dive bomber

FastMover: This aircraft is classified as a jet



GroundAttack: This aircraft is classified as a ground attack aircraft

FAC: This unit is capable of Forward Air Control

Multistrike: This aircraft is capable of conducting multiple strikes

Loiter: This aircraft is capable of loitering around the battlefield

More Related Flags:

Assault: This unit is capable of assaulting

OffAT: Will offensive defensive fire against hard targets

DefAT: Will conduct defensive fire against hard targets

InfSup: Infantry Support unit

FireHelo: This unit is capable of firing at helicopters

LayMines: This unit is capable of laying a minefield

ErectBarrier: This unit is capable of building a roadblock barrier

Suicide: This unit is capable of conducting a self-sacrifice attack

ReconUnit: Fire is drastically reduced against unit and is capable of in turn reconnaissance

FastUnit: Fire is drastically reduced against unit

Shovels: This unit has an improved chance of digging in

Raider: Unit retains ammo longer than most, but is incapable of firing when low on ammo

NightVision: This unit is capable of night vision (it can see 5 hexes at night)

SetIED: This unit is capable of laying an IED.

LayManyMines: This unit is capable of laying many minefields

ArtyAmmo: This unit utilizes the artillery ammo settings for shortages

GunshipAmmo: This indicates a low ammo status to simulate shortage of munitions

SAMControl: This unit is the command unit for attached SAM units

HighVis: Not currently in use.

NoFireHelo: This unit will not fire at helicopters at all

FireHeloShort: This unit will fire at helicopters at short range only

Supply: This unit is a supply unit, capable of supplying helicopters

More Fire Related Flags:

Guns: Airstrike where the primary attack weapon is the guns

Rockets: Airstrike where the primary attack weapon is rockets

Bombs: Airstrike where the primary attack weapon is bombs

BombsII: Airstrike where the primary attack weapon is bombs from a higher altitude

Napalm: Airstrike where the primary attack weapon is napalm

SmartMunitions: Airstrike where the primary attack weapon is a form of smart munitions

FireForget: Airstrike where the primary attack weapon is a fire and forget weapon (Hellfire)

DaisyCutter: Airstrike where the primary attack weapon can clear foliage to create an LZ

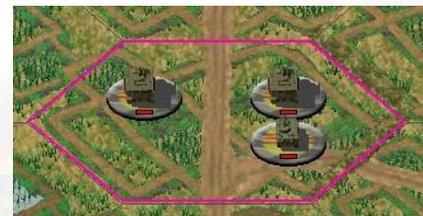
Chemical: Unit is classified as firing a chemical weapon

TacticalNukes: Unit is classified as firing a tactical nuclear weapon

You can exit the Unit Handbook by pressing the X in the lower right corner of the display or by pressing “Esc” on the keyboard.

2.2.9 The Hot Spot

To “Hot Spot” a hex, simply left click one time inside that hex. Note: To display a green outline around the Hot Spotted hex when playing on a 3D map, uncheck “Hide 3D Hot” in the Options pop-down menu. If playing on a 2D map view, the Hot Spotted hex is always highlighted by a red square, or by what is chosen under Options → Highlight Colors.



Pressing the Spacebar at any time will return the screen to the current “Hot Spot” hex.



NOTE: This will vary depending on which Options → Highlight Colors settings are used.

2.2.10 The Command Report



At the beginning of each turn, the program generates a “Command Report” if any of the following situations apply:

Arrival of Reinforcements – An announcement is made if any reinforcements have arrived (See *Section 3.1.8*).

Release of Fixed Units – An announcement of the release of any organization (or even a single unit) that had previously been “fixed” (See *Section 3.1.6*).

Improved Position Construction – An announcement is made of the construction (and hex location) of a just-completed Improved Position. Engineers have an improved chance of creating Improved Positions (See *Section 3.2.12*).

Clearing of Minefield or Blocked Hex – An announcement is made if Engineer units have successfully cleared any Mined or Blocked hexes (See *Section 3.6.2*).

Number of Air Attacks – Lists the total number of Air Attacks available for that side during the scenario (See *Section 3.5*).

Number of HQ’s Unable to Project Combat Efficiency Range – Lists the number of HQs unable to provide Combat Efficiency during the current turn (See *Section 3.3*).

Number of Units Conserving Ammo – A list of the number of units currently suffering from not maintaining their Combat Efficiency (See *Section 3.3*).

Undisrupted or Recovered Morale – Lists the number of units that became Undisrupted and/or recovered Morale (compared to the total that were Disrupted or had lost one or more Morale levels) and the units’ location (See *Section 3.2.11*).

Flight Status – Provides a warning if helicopters are nearing the end of their flight time (See *Section 3.5.4*).

Isolated – Lists the hexes where isolated units are located (See *Section 3.2.12*).

Note that, at any time, you can recall the current turn Command Report by way of Status → Command Report.

3.0 Game Mechanics

3.1 Movement

3.1.1 What is Movement?

Movement in *Vietnam* is moving a unit from one hex to another hex.

3.1.2 How do I Move?

There are two modes in the game, Move and Fire. By default, a turn begins in Move mode and is represented by the button on the bottom left of the screen displaying a single large arrow pointed to the right. When depressed, the button changes to Fire mode and displays a bright yellow crosshair over a dark red button. Alternatively, you can press and hold the CTRL key on the keyboard to toggle between the two modes. Your on-map cursor will change at the same time. When in Fire mode, the cursor will look like a circled plus sign, similar to the crosshairs of a gun sight.

You must be in Move mode in order to move.

To move, select the unit you want to move, then right-click on any hex to move towards that hex. For long distance moves, the unit will generally try to take the path of least resistance. While this is acceptable when operating behind your lines, it is not a wise practice when opposing units are around. It is better to advance a few hexes at a time to ensure you are following the path you wish to travel.

At the start of each turn, most units have 100 Action Points to spend on either movement or attacking or both. The amount of Action Points required to attack is determined by the Fire Cost, which is displayed in the Unit Info Box. The amount of Action Points required to move varies by the unit type, the ground conditions, and the hex type. Movement costs for various terrain for each unit can be determined by selecting a unit then pressing F2. Regardless of the Action Point cost of a hex, a unit can, in most situations, move one hex during its turn. The most Action Point cost of any one hex entered is 65 Action Points, regardless of the combination of hex-side or in-hex terrain. As long as a unit has 65 Action Points remaining, it can enter an adjacent hex. The exception is if it is trying to enter a hex impassable to it. For example, a vehicular unit attempting to enter a non-frozen swamp or marsh will not be able to.

The maps in *Vietnam* feature several different types of roads, each of which has a different movement cost to enter a hex along that road. The road types are:



Paved: These are hard-surfaced, improved roads that provide a good surface in all weather conditions.



Unpaved: These are packed-dirt surface. In muddy terrain, such roads prove to be slow going.





Paths: These are narrow foot or cart paths, too narrow for most wheeled vehicles to benefit from.



You may notice road networks that combine two or more of the above road types along the same road. These indicate a substandard or unmaintained road.



Railroad: These represent railroad tracks, sometimes found elevated above the surrounding terrain. It is a very bumpy ride for vehicles but does provide a faster route to travel when passing through forests or rough terrain.



All units capable of moving can benefit from using roads, but there is a limit to how many units can travel along a road in any given hex. Two or more (non-leader) units of >12 Strength Points stacked in a hex negate any road in that hex. Traversing units will use the non-road cost to enter such a hex.

For example, two 6-Strength Point Truck platoons can travel along a road from one hex to another benefitting from the road movement cost. Two 6-Strength Point Truck platoons and one 2-Strength Point jeep section traveling together exceed 12 Strength Points and cannot use the road movement cost. Leaders or passengers are not included in the Strength Point total, but wrecks are included.

Along roads, you might find three different types of hexside bridges in the game: Light, Medium, and Heavy. In addition to these, a water hex can be spanned by a full-hex bridge, which is always considered Heavy for movement purposes. Most vehicles cannot cross a light hexside bridge as they are designed to represent foot bridges. You can see the bridge crossing limitations of any unit by selecting the unit then pressing F2 and looking under the Unit Capabilities in the Unit Handbook (See *Section 2.2.8*)

By selecting a unit and pressing H on the keyboard, you will highlight all the hexes the unit can reach during the current movement phase based on the number of Action Points the unit has remaining. The display also takes into account the effects of using Double Time and if the unit is marked as Save APs for Firing and/or Save APs for Unloading. The Reachable Hexes display updates automatically as the unit moves.

All Infantry or Cavalry platoons and manhandled heavy weapons, denoted with a “charging soldier” icon displayed in the icon bar, have the ability to use Double Time movement. Double Time movement allows the unit to only expend three-fourths of the normal Action Points to enter a hex. To conduct Double Time movement, select the unit and press the “Double Time” tool button at the



bottom of the screen, else use the CTRL+Q hotkey. Once a unit has been flagged, it cannot be undone. A unit that conducts Double Time movement will usually be considered fatigued and an “F” icon will appear in the Unit Info Box icon bar, unless the Adaptive AI is in effect, in which case it is likely but not guaranteed to become fatigued, especially with better trained militaries.

Due to the nature of the terrain in *Vietnam*, with Enhanced Fog of War activated, you may not spot every unit that moves. A unit can move into the hex next to friendly forces and depending on the terrain type, it may do so under cover. It is possible for your friendly forces to become surrounded, and you may not notice it until an attack is initiated. The further a unit is away, the less likely it is to become spotted when moving.

You cannot move opposing units.

NOTE: In some cases, it is possible to occupy the same hex as an opposing unit. It is common for friendly units to pass through enemy civilian occupied hexes, for example.

3.1.3 How do I Move Helicopters?

There are four different Flight Zones that helicopters may operate in. For helicopters, each Flight Zone has its advantages and disadvantages.

The four Flight Zones are:

Ground (G): The helicopter has landed and is on the same plane as every other ground unit. When in this Flight Zone, the helicopter cannot move and is susceptible to weapon fire from all units. It is necessary to be in this Flight Zone to Load and Unload units from helicopters.



Nap of the Earth (N): The helicopter is flying close to the ground, less than 25 meters high. As the helicopters are flying so close to objects on the landscape, they fly at a third of their normal flight speed. Helicopters flying in this Flight Zone are susceptible to a wide variety of anti-aircraft and small arms fire.

Low Altitude (L): The helicopter is flying at Low Altitude. As the helicopters are flying low, they are aware of their surroundings and fly at half of their normal flight speed. Helicopters flying in this Flight Zone are susceptible to a wide variety of anti-aircraft, surface-to-air missiles, and small arms fire.



High Altitude (H): The helicopter is flying at High Altitude. The helicopter can fly at full flight speed at this altitude, but is susceptible to anti-aircraft and surface-to-air missiles, although will be impervious to most other threats.

You can climb from Ground to Low Altitude in the same hex, but are required to move one hex to climb to High Altitude. And similarly for descents.

To move between the Flight Zones, one can press the PgUp or PgDn keys on the keyboard, or the Up or Down Arrows on the game screen Tool Bar. To move between the Low and High Altitudes requires you to move to an adjacent hex to move to the next Flight Zone. Alternatively, you can use the menu option Units → Climb/Descend.

The number beside the Flight Zone letter denotes the number of turns before the helicopter will need to return for refueling/resupply. A helicopter must land in a landing zone with a supply unit or a headquarters unit in order to regain supply. The resupply will happen on the following turn, resetting the amount of turns the helicopter can fly.

The default amount of operational time for helicopters is typically 9 turns. This can be changed using the AAI parameter either in the AI file or in the Lua file associated with the scenario.

For detailed instructions on how to move helicopters, please refer to Bootcamp Two (*Section 4.3.1*).

3.1.4 How do I use Transport Units?

There are several different types of transport units available in *Vietnam*, including: wagons, horses, trucks, artillery tractors, halftracks, armored personnel carriers, helicopters, motorcycles, bicycles, landing craft, boats, rafts, and even some type of tanks and assault guns.

You can determine the carrying capabilities of any unit by selecting that unit then pressing F2 and looking under the Unit Capabilities in the Unit Handbook (See *Section 2.2.8*).

Any unit capable of carrying a passenger has the outline of a large helmet in yellow located



in the lower right portion of the Unit Info Box. If a unit is currently carrying a passenger, the large, full-color helmet is filled in. To display what is being carried by any unit displaying the full-color helmet, right-click on the Unit Info Box, else press the Tab key.

To load a unit onto any type of empty transport, the transport unit must be in the same hex as the unit you want to load, and the unit must have the requisite number of Strength Points to carry its potential passenger. Both must have the requisite number of Action Points to load. Select both units, by either double-clicking on the hex or selecting the units from the Unit List Display, then click on the Load/Unload button on the bottom of the screen. Alternatively, you can press CTRL+L after both units are selected.

NOTE: Ensure your mouse cursor is not over the selected hex, preferably an empty hex. This will rectify any issues pertaining to the CTRL key (also fire mode) being activated

To unload a unit simply select the desired unit and click on the Load/Unload button or press CTRL+L. It generally costs 25 Action Points for infantry units to unload from most transport types and between 50 or 100 Action Points for heavy

weapons and artillery to unload from their transport. This will vary depending on the level of training and the decade. Helicopters may not unload in dense trees or jungle or in opposing force occupied hexes.

Certain vehicles can tow guns but cannot carry infantry. Most armies in *Vietnam* have three general truck types: light, medium, and heavy trucks. Light trucks require 1 Strength Point to carry 1 Strength Point of infantry, but medium and heavy trucks can carry 2 Strength Points of infantry per Strength Point of trucks. For example, a 3-Strength Point M35 truck can carry a 6-Strength Point Rifle Platoon, representing one truck per squad (a full squad is 2 SPs).

Most medium and heavy tanks and assault guns have the ability to carry infantry riders but cannot tow guns. Tanks and other armored vehicles that are allowed to carry riders can transport double their amount of Strength Points, like the medium and heavy trucks mentioned above. When carrying infantry, these vehicles cannot fire.

Boats, ships, junks, and sampans can load and unload their units on any hex, they no longer require shallow water. When the water carrier is next to the shore, select the unit that you wish to load and then right-click on the transport unit you wish to load onto. The unit will expend Action Points to load onto the water carrier. Once the carrier has arrived to where the units will disembark, select the water carrier, and press the Load button. A Direction Dialog will appear allowing you to choose the hex direction you want to unload your units. Select the appropriate radio button and press OK. In some cases, you may wish to unload troops in the same hex, which can be done by selecting “No” in the Direction Dialog.

When a boat, ship, junk, or sampan is in a full hex river with shores on either side, a land-based platoon is no longer required to load and unload from one side to the other. If the carrier and land-based platoon have enough Action Points, the land-based platoon can move into the water carrier occupied hex and then continue to the other side of the river (as if the river were Shallow), without the need for loading and unloading. Action Points for both units will be expended.

3.1.5 How do I use Organizational Movement?

Vietnam features two types of Organizational Movement, whereby you can quickly move all the as-yet-unmoved units of an organization. Both types of Organizational Movement require that the Highlight Organization button is on, thus highlighting all the units that belong to the same organization as the currently selected unit. You activate the highlight by pressing Z.

Column Movement can be conducting by selecting a unit, and while depressing the ALT key, right-click in a hex you wish the unit to move towards. All of the units of that unit’s organization will move towards the selected hex. This type of movement is especially helpful when you have a number of units of the same organization traveling along a road. If so, pick the lead unit of the column to move, hold the ALT key, and right-click on a hex further up the road. The column will move along the road accordingly.

Echelon Movement can be conducted by selecting a unit, and while depressing the SHIFT key, right-click in a hex you wish the unit to move towards. All of the units of that unit’s organization will move in the same general direction and distance as the selected hex. This is a type of movement that is especially



helpful when advancing across a broad front, for example when clearing a large area of jungle and you want your company to advance in line formation

3.1.6 What are Fixed Units?



A unit that is fixed shows a red circular icon displaying a white F in the top of the Unit Info Box icon bar. These units are fixed in place, typically for historical or scenario balance purposes, leaving the unit unable to move until it is either attacked or released. An attack includes either Direct or Indirect Fire, or an Assault.

You can check the Release Dialog by selecting Reinforce → Releases from the top menu or by pressing the X key on your keyboard. The Release Dialog lists each organization or unit that is scheduled to be released during the scenario. Not all fixed units will be released during the course of a scenario, depending on the scenario designer's intent.

The Release Dialog line might display: "5 (50%) South Vietnamese 2nd Infantry Battalion". This indicates that the South Vietnamese 2nd Infantry Battalion has a 50% chance of being released, starting on turn 5. To highlight the units of the 2nd Infantry Battalion on the map, you can left click on its listing in the Release Dialog. Unless the release chance is 100%, the program will perform a percentile (1-100) die roll, beginning on the turn listed and at the beginning of each subsequent friendly turn until the unit is released. A die roll equal to or less than that unit's release chance results in that organization being released. If the Optional Rule for Extreme Fog of War is on, the percent chance of release is hidden.

3.1.7 How does Combat affect Movement?

Movement can be affected by Combat in primarily three ways: Fatigue, Disruption, and Wrecks.



Fatigue: A unit that starts a turn fatigued (an "F" icon is displayed at the top of the icon bar) may not use Double Time during the current turn.

NOTE: Depending on the nation, the decade and the quality of the unit, when you press the Double Time button, there is a chance the Fatigue symbol will not show. This is to represent better quality training. The probability of a unit suffering Fatigue is governed by an AAI parameter.



Disruption: A Disrupted unit (a "D" icon is displayed at the top of the icon bar) suffers a movement penalty of requiring double the Action Points required to move, to a maximum of 65 Action Points. The Disrupted unit may not use Double Time nor may the Disrupted unit advance towards the closest opposing unit. In the case of the Disrupted unit being surrounded, even at a distance, the unit may not be able to move at all.



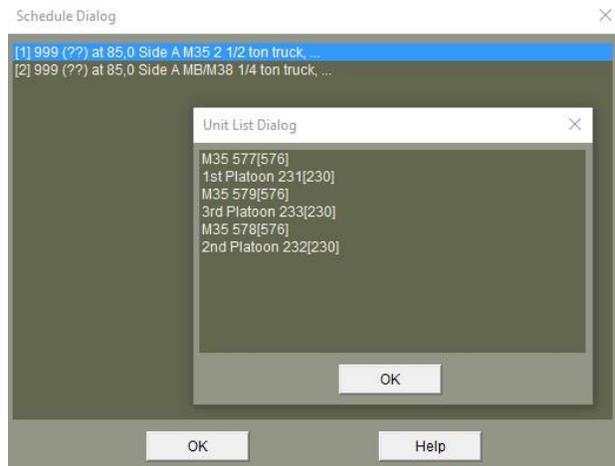
Wrecks: Wrecks are created on the map by the destruction of hard target vehicles. One wreck is created for each Strength Point destroyed. Each wreck along a road will count towards the total 12-Strength Point maximum that allows road movement. A road hex containing 12 wrecks will automatically remove any road movement benefits. The maximum number of wrecks in a hex is 18.



3.1.8 What are Reinforcements?

Many scenarios will have reinforcements that arrive after the start of the battle. The Reinforcement Dialog will provide some information on the type, location, and when they will appear. The dialog will list the reinforcement ID, the turn, the percentage chance of arrival, the location, and the units included in that reinforcement group.

The percentage chance will be displayed as ?? if Fog of War is enabled. If there is any other value besides 100%, there will be a percentile die-roll to see if the reinforcements will arrive during the current turn.



If the reinforcement turn is set to something beyond the length of the scenario, that means that those reinforcements will arrive on the map after a CSEE trigger or event has occurred in the game.

3.1.9 What are Exclusion Zones?

In some cases, certain Sides will not be able to access areas of the map. For example, US ground forces are not allowed into Cambodia during this part of the war. This is done by setting exclusion zones within the scenario editor so that only one side is allowed to enter a certain hex. This is particularly common along border areas where the SIDE A forces are unable to move across an international border, but SIDE B can freely do so.

3.1.10 What are the highlights?

Highlights to consider about Movement:

1. Not all units can move. Most artillery pieces cannot move but can be transported. Units such as special buildings may not be moved or transported.
2. All units move at a different cost through different terrain. Select the unit and press F2 to determine the Action Points required to move through any terrain type.
3. Ground conditions will affect movement. Wet ground will slow down off-road movement significantly

4. When covering long distances, it is best to advance a few hexes at a time to remain on the desired path.
5. Organizational Movement is available for moving larger formations.
6. Only amphibious units may cross deeper water, canals, or hexside rivers.
7. Water carrying units can unload and load along any shoreline.
8. Helicopters can cross all terrain.
9. Not all movement is spotted. The further a unit is away, the less likely it is to become spotted when moving.
10. You cannot move opposing units.
11. Not all units can move everywhere.

3.1.11 Frequently Asked Questions - Movement

Question – Why can't my vehicular unit move up a hill?

Answer – Vehicular units may not cross an elevation change greater than 50 meters. You can determine the elevation between two hexes by, in the Unit List (toggle the U key if necessary), looking at the elevation information provided when selecting each hex. Better, use the Display → Map Elevations (or the '.' (period) hotkey) toggle to show elevations directly on the map.

Question – Why can't I cross a bridge?

Answer One – The bridge may be destroyed. Changing the map view to 2D (the 5 key on the keyboard), if the bridge has a red, starred ring around it, the bridge has been destroyed and you are unable to cross.

Answer Two – You can only cross a bridge with no more than 12 Strength Points at a time. When trying to cross a full-hex bridge with wrecks on it, you must cross a bridge with fewer than 12 Strength Points, depending on how many wrecks are on the bridge. Otherwise, an error will display saying you are unable to cross. If a bridge has three wrecks on it, then you can only cross 9 Strength Points at a time.

Answer Three – Your unit may be too heavy for the bridge type you are trying to cross. You can verify the maximum bridge type that the unit can cross by selecting it and pressing F2.

Question – Why can't my helicopter move across a minefield?

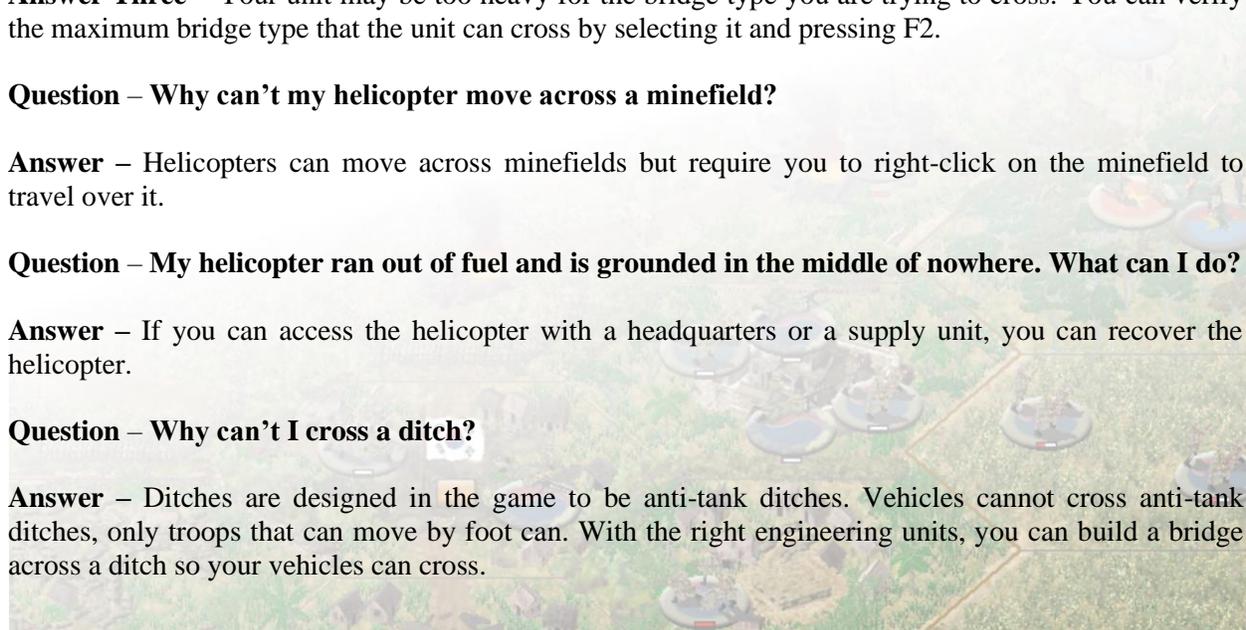
Answer – Helicopters can move across minefields but require you to right-click on the minefield to travel over it.

Question – My helicopter ran out of fuel and is grounded in the middle of nowhere. What can I do?

Answer – If you can access the helicopter with a headquarters or a supply unit, you can recover the helicopter.

Question – Why can't I cross a ditch?

Answer – Ditches are designed in the game to be anti-tank ditches. Vehicles cannot cross anti-tank ditches, only troops that can move by foot can. With the right engineering units, you can build a bridge across a ditch so your vehicles can cross.



3.2 Combat

3.2.1 What is Combat?



Combat in *Vietnam* is when a unit attacks an opposing unit using direct or indirect fire, or when a unit assaults an opposing unit.

3.2.2 How do I Attack?

There are two modes in the game, Move and Fire. By default, a turn begins in Move Mode and is represented by the button on the bottom left of the screen displaying a green arrow. When depressed, the button changes to Fire Mode and displays a multiple arrow attack symbol. Alternatively, you can press and hold the CTRL key on the keyboard to toggle between the two modes. The on-map cursor will change at the same time. When in Fire Mode, the cursor will look like a circled plus sign, similar to the crosshairs of a gun sight.

NOTE: Sometimes the CTRL key toggle won't work as expected. In that event, toggle the Move/Fire Mode Button on the Tool Bar (the left-most button) or move the mouse cursor to an empty hex



You must be in Fire Mode to conduct a direct or indirect attack.

At the start of each turn, most units have 100 Action Points to spend on either movement or attacking or both. The amount of Action Points required to attack is determined by the Fire Cost, which is displayed in the Unit Info Box. Depending on the unit type, it may be able to fire multiple times at opposing forces.

The basic way to attack an opposing unit is to:

1. Select your attacking unit by clicking on its 3D icon (if playing on a 3D map) or its Unit Info Box once.
2. Ensure Fire Mode is active.
3. Move your cursor over the target you wish to attack (the attack strength versus hard/soft targets is displayed).
4. Right click on the opposing unit in your Line of Sight you wish to attack.

The resulting attack will be calculated using the appropriate Combat Results Table found below in **Section 3.2.9**.

Line of Sight (LOS) is required to attack a unit directly, using Direct Fire. Line of Sight can be affected by many elements: Visible Distance, elevation changes, smoke, other units, wrecks, and the terrain inside a hex.

Normal practice in Vietnam was to preemptively fire into the jungle in order to trigger any hidden ambushes that may lie in wait. You may fire into a potentially empty hex to simulate the same situation. An enemy unit may or may not take damage from unseen fire. The further you are from the target, the

less likely you are to score a hit.



Visible Distance: Each scenario has a Visible Distance associated with it that limits the visibility from a minimum of 1 hex to a maximum of 20 hexes. Each hex is 250 meters across, which would allow up to 5,000 meters of visibility. A scenario's visibility limits can be found by displaying the Scenario Information screen. The visibility may change during the course of a scenario, as it is set by the scenario designer.

Elevation Changes: Elevation differences on the maps may block Line of Sight.

Smoke: If Smoke is present between the attacker and the target, Smoke will block Line of Sight. A unit in a Smoke hex can still attack or be attacked but at half Attack Strength. Smoke can be fired by indirect fire and engineer units.

Other Units: If a hex contains 13 or more Strength Points (not including Leaders and transported units) of non-wreck units, it is considered to have enough units therein to sufficiently block Line of Sight through it.

Wrecks: If a hex contains 6 or more Strength Points of wrecks, it has enough wrecks to block Line of Sight through it. Fewer wrecks are required due to the smoke produced from wrecks.

Terrain: Depending on the height of the terrain type, Line of Sight may be blocked.

When playing with Fog of War on, a calculation is performed at the beginning of each turn to determine which opposing units are in your Line of Sight. Every unit in *Vietnam* has a concealment value depending on its overall size, and every terrain type has a concealment value depending on how well one can hide in it. Due to the nature of the terrain and combat in *Vietnam*, it will be possible to have units in adjacent hexes not revealing themselves during combat.



When you move your cursor over the target you wish to attack and the hard/soft target attack strengths do not display, the target is not in range of your attacking unit. You can quickly determine if a target is within range by pressing the Hard/Soft Attack button at the bottom of the screen, or by pressing the G (range) hotkey, while having the unit selected. Pressing the button will display two rings -- a red for Hard Targets and blue for Soft Targets -- which indicate the maximum distance the unit can shoot. If the ranges for Hard and Soft Targets are the same, the Hard Target ring will be displayed.

As a general rule, the further a target is away from your attacking unit, the more difficult it will be to hit and cause significant damage. This is reflected in the attack strength dropping off as the distance is increased.

3.2.3 How do I spot?

The terrain in *Vietnam* makes spotting generally difficult. With Enhanced Fog-of-War turned on, it will be difficult to spot opposing forces even when they are moving next to you. This is especially true during night battles.

Vietnam introduces Side Awareness for Blocks, Minefields, IEDs, Improved Positions, Trenches, Bunkers, and Pillboxes. This means you will no longer be able to see the items listed above until you occupy those hexes that they are within.

When moving, North Vietnamese and Viet Cong troops have an additional bonus to remain hidden, especially in denser terrain like jungles. Other nations will be easier to spot. This reflects poor training and general unfamiliarity with jungle warfare.

When facing the North Vietnamese and Viet Cong, especially in dense jungle terrain, use the opportunity to conduct Direct Fire into adjacent hexes to help draw any enemy fire. This might reveal their location.

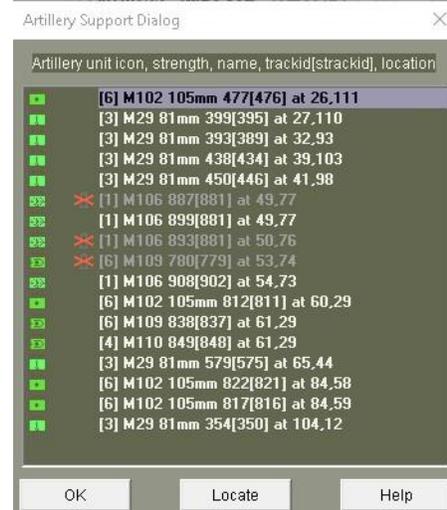
Additionally, use your reconnaissance assets. Continually using the Recon Reveal option will help you spot opposing forces that are attempting to remain hidden. Recon Reveal will not reveal everything in your Line of Sight. There are still additional calculations that are conducted that will provide the final calculations on what has been spotted.

NOTE: When using a helicopter or aircraft to spot, you are more likely to spot something when flying lower to the ground. Nap of the Earth will provide the most intelligence.

3.2.4 What is Indirect Fire?

While most units can conduct Direct Fire at opposing forces, some units are also capable of Indirect Fire. Indirect Fire units are capable of firing at opposing units that are out of Line of Sight. Typically, these units include artillery, mortars, and rocket firing batteries.

Pressing the Toolbar Artillery button at screen bottom left will open the Artillery Dialog, which will allow you to set Indirect Artillery Fire. The artillery units listed in white are available to be fired during the current turn, while artillery units listed in grey are unavailable. Artillery units with an asterisk preceding their name is artillery located off-map. These units cannot be attacked or moved, being only available in the Artillery Dialog.



To plot an Indirect Fire mission, highlight the artillery unit in the Artillery Dialog, roam the cursor over the map to the desired target hex, and right click upon it. Note that targets that are within range of the artillery unit are highlighted in red. The hex will be marked with a crosshair icon to identify which location has been targeted.



Once plotted, an artillery mission cannot be recalled.



The primary difference between Indirect Fire and Direct Fire is that Direct Fire impacts individual targets while Indirect Fire will attack all units in the targeted hex. Indirect Fire will conduct attacks against the defending units using the

following formula:

$$(\text{Artillery Attack Strength} * \text{Defender Strength Points}) / 6 = \text{Indirect Fire Attack Strength}$$

This calculation will apply the Indirect Fire Attack Strength against the defending units proportional to their Strength Points.

For a detailed explanation of artillery and tactics using artillery, see **Section 3.4** Artillery.

3.2.5 What is an Assault and Enhanced Assault?

An Assault is defined in *Vietnam* as attempting by force to occupy a hex that is occupied by the enemy. In order to attempt an assault, the assaulting unit(s) must be adjacent to the target hex, have at least 20 Action Points plus the Action Points required to enter the target hex, an Assault value greater than 0, be undisrupted, and in Move Mode. The assaulting unit may assault as often as it can as long



as enough Action Points remain.

In addition, there are a number of general rules pertaining to assaults:

1. The assaulting unit must be normally allowed to enter the target hex.
2. The assaulting unit and defending unit must be on the same ground level.
3. Each Assault will also trigger a Counter-Assault by all defending units (including Disrupted).
4. A Disrupted unit in the target hex has its Defense Value generally halved (but varying by AAI parameter).
5. A Disrupted unit in the target hex has its Assault Value halved when Counter-Assaulting.
6. A Fatigued assaulting unit will have its Assault Value generally halved (but varying by AAI parameter).
7. A Fatigued defending unit will have its Defense Value generally halved (but varying by AAI parameter).
8. An assaulting unit that is Conserving Ammo will have its Assault Value generally reduced by 25% (but varying by AAI parameter).
9. For both attacker and defender, other AAI parameters may apply, affecting Assault Value, Defense Value, Morale, etc.; see the general init.ai file (and possibly also any pertinent scenario .ai file) for details.
10. Vehicles cannot assault Pillboxes but can assault Bunkers.
11. Each vehicle participating in the assault has its Assault Value modified by the Terrain Modifier of the target hex (varies by AAI parameter).
12. Armored vehicles have their Assault Value halved when assaulting into a village, town, or city hex (varies by AAI parameter).
13. Passengers of an armored carrier have their Assault Value halved and added to the Assault Value of the armored carrier.
14. The assaulting units' Assault Value is increased in the presence of the units' Leader.
15. Mounted Cavalry can assault at 3 x the Assault Value of the rider but cannot assault Hard Targets or targets in building type terrain (villages, towns, cities, special buildings, bunkers, pillboxes, or factories).
16. There are no Facing Effects in an Assault.
17. Smoke has no effect on an Assault.

To conduct an Assault, select the assaulting unit and right-click into the adjacent target hex when in Move Mode. The Assault Icon will appear over the target hex and a dialog will appear revealing the Assault Odds. An Assault Icon will appear in the icon list of the units that are participating in the assault. The numbers displayed in the Assault Odds are after all modifications from the list provided above are calculated and show the units' attack and defense when being counter-assaulted.

You can cancel an Assault by choosing Assault → Cancel Assault from the top menu, by pressing the Cancel Assault button or by choosing a new Assault location.

NOTE: Units that participated in the proposed assault will lose their Action Points. This reflects their time spent preparing for the assault, even if the assault was not after all conducted.

Enhanced Assault is an Optional Rule that takes into special account the number of defenders and their morale.



All of the *Vietnam* scenarios were designed with the intended use of Enhanced Assault.

Assault also takes into consideration the directions that units are assaulting from. Flanking and encircling an enemy unit before assaulting will have positive affects!

Compared to earlier games in the Campaign Series, in *Vietnam* (and all later games, including eventual revision of *Middle East*), assault combat is now a much more serious and interesting and varied affair. Before, assault combats were often bloodless, cut and dried, with the common effects being retreat and possible capture. In *Vietnam*, in addition to retreat and capture, expect to see significantly more Strength Point loss, for both attacker and defender! *For some nations, the Viet Minh, Viet Cong, and North Vietnamese especially, attack by way of Assault is typically more fruitful than attack by Direct Fire.*

In *Vietnam*, we have introduced two new special defensive postures: Units → Fanatical Defend, and Units → Weak Defend. If defending units are set to the former, they are more likely to stand fast, not retreat, but possibly suffer greater casualties as a result. When set to the latter defensive posture, units are more likely to retreat in the face of assault and avoid Strength Point loss thereby. It is good practice to set your recon units, HQs, and other low-strength, non-combatant units to Weak Defend.

For additional information on how and when to Assault, see *Section 5.1*

3.2.6 What is Opportunity Fire?

Units that have enough Action Points to fire remaining at the end of a turn have a chance to conduct Opportunity Fire during the opponent's turn. Opportunity Fire can be triggered by an opposing unit as it either moves or fires. During your turn, you can automatically have a unit save enough Action Points to conduct Opportunity Fire by pressing the 'Save APs for Firing' button at the bottom of the screen. When 'Save APs for Firing' is activated for a unit, a small, filled bullet will appear at the top left of the Unit Info Box.

You can limit what type of opposing unit it fires at and how far away a unit conducts Opportunity Fire either Globally or Individually. Global Opportunity Fire will affect all units while Individual Opportunity Fire will only affect the selected unit. Individual Opportunity Fire settings will always override Global Opportunity Fire settings.



Without having a unit selected, pressing CTRL+P will open the Global Opportunity Fire Dialog. You will see the Firing Unit types available on the left and the Target Unit Types available along the top. The rest of the dialog displays firing ranges broken down into the following classes: N (Never), S (Short – 33% of the units’ maximum range), M (Medium – 66% of the units’ maximum range) and L (Long – 100% of the units’ maximum range).

Firing Units: “Hard Vehicles” includes any vehicle that has a red defense number: tanks, halftracks, self-propelled artillery, etc. “AT and Heavy AA” includes all anti-tank and anti-aircraft units over 40mm. “AAA Guns” includes all light anti-aircraft weapons. “Other Firing Units” comprises everything else: trucks, infantry, headquarters, etc. “Hard Targets” include any vehicle that has a red defense number, as described previously. “Soft Vehicles” include all soft skin vehicles. “Helicopters” include all helicopters and certain On-map Aircraft. “Other Targets” comprises everything else, as described previously.

Unless the Adaptive AI Optional Rule is in effect, by default, most Global Opportunity Fire settings are typically set to Long, unless the scenario designer has set up the Opportunity Fire settings for their scenario. If the Adaptive AI is in effect, Global Opportunity Fire is set, for all units, to reasonably good default values. By choosing any of the radio buttons beside the Firing Unit type will set the range for it. You can only choose one range per Firing Type when selecting Globally.



To set the Opportunity Fire for any unit on the map, select the unit and then press CTRL+P or by pressing the OP FIRE button on the Tool Bar. This will open up the Opportunity Fire Dialog but it will only allow you to choose the range depending on the Firing Unit type of the selected unit. You can set the Opportunity Fire for every friendly unit and change the setting for each unit on a per turn basis. It is recommended to take the time to set Individual Opportunity Fire for every unit in the scenario and to mix up the results for different types to leave your opponent wondering and acting cautiously.

NOTE: Ensure your mouse cursor is not over the selected hex, preferably an empty hex. This will rectify any issues pertaining to the CTRL key (also fire mode) being activated

3.2.7 How does Night Combat Function?

Night attacks were common tactics used by the Viet Minh and Viet Cong during the conflict in Vietnam. Fighting at night offers masking for infiltration, ambush, and mass assaults.

During Night scenarios the following effects are present:

Map: The map is displayed with a darkened landscape. Hexes out of Line of Sight or not reachable are displayed with a dark bluish tint overlay. Alternatively, you can utilize the Options → Hex Highlight variants.

Movement: Non-foot movement costs are doubled during a Night scenario, even in illuminated areas. There is no effect for foot-type units.

Combat: An attack into a hex within night visibility range (normally one or two hexes, but also includes

illuminated hexes) is performed at full firepower. An attack into a Gun Flash hex is performed at halved firepower (Fractions Rounded Up) as the attacker is considered to be firing at the Gun Flash, not a specific target in the hex.



Gun Flashes: If a unit that would be in opposing Line of Sight in a daytime scenario fires from a non-illuminated hex, the hex is marked with a Gun Flash. The Gun Flash is automatically removed at the end of the Player Turn after the turn in which it appeared. The presence of a Gun Flash allows the opponent to fire at the hex, which is resolved at half firepower (Fractions Rounded Up) if the hex is non-illuminated and is two or more hexes from the attacker. Units can target Gun Flash marked hexes up to 6 hexes away, although they cannot target individual targets in the hex.



Illuminated Hex: An Illuminated Hex is one affected by Flares or that has six or more wrecks. Attacks into an Illuminated Hex are not affected by Night Combat Rules.

Night Vision: Certain vehicles are equipped with Night Vision equipment. This allows those units to target units up to five hexes away, regardless of the night visibility set in the scenario.



Flares: In some night scenarios, Flares may be available to one or both sides. If available, they will be listed in the Unit Display or in the Status Bar at the bottom of the screen. The Flare will illuminate its hex and the adjacent six hexes. Any unit with an assault value greater than 0 and at least 20 Action Points remaining can attempt to fire a Flare. You can fire a Flare by selecting a unit, pressing



ALT+SHIFT, and right clicking on the target hex while in Fire Mode. Each attempt has a 40% chance of success unless the unit is accompanied by the unit's Leader. If a Leader is present, the based chance is increased by a number 5 times the Leaders Command Rating. If the Flare attack is successful, there is a 40% chance it will land in the target hex; otherwise, it will land in one of the bounding six hexes. The range a unit can fire a Flare is two hexes, unless being fired from an indirect fire unit, in which case it equals half of the unit's maximum range (Fractions Rounded Up).

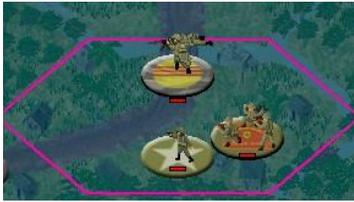
Keeping these effects in mind, Night Combat requires different tactics to play. The most important elements to consider are: combat suffers penalties unless firing into Illuminated Hexes, the use of Opportunity Fire should be reconsidered due to the combat penalties, non-foot movement is penalized, and Flares are limited and should be used sparingly.

The Viet Minh, Viet Cong and North Vietnamese were skilled night fighters. Many of the battles of their choosing tended to happen at night, limiting the effectiveness of the Free World airpower. They receive a bonus when conducting night attacks, especially when conducting Assaults.

3.2.8 How do Leaders affect Combat?

Due to their limited presence, consider any Leader on the map a "special" personality. To locate the units that are subordinate to a Leader, select the Leader and press the "Highlight Organization" Tool button. All subordinate units will be highlighted.

The higher the Command and Leadership ratings are of a Leader, the more valuable that Leader is. These values are displayed in the Leader's Unit Info Box when he is selected.



Leaders can provide subordinate units two different benefits that relate to combat: a Morale increase and an increase in Attack Strength.



A Leader will modify the morale of each subordinate unit that occupies the same hex. This will be noted by the unit's morale being red in the Unit Info Box. The morale of the unit will be equal to the morale of the Leader if the Leader's morale is higher than the unit's. If the Leader's morale value is less than or equal to the unit's, the unit's morale is increased by 1. Since a Leader modifies the morale of each unit under his command in the hex, the chance the unit regaining morale or losing Disruption is increased, as these are based on passing Morale Checks.

A Leader in the same hex as a subordinate unit will automatically modify the Attack Strength of the attacking unit equal to his Command Rating, provided the Leader has enough Action Points greater than or equal to the Fire Cost of the subordinate unit. If more than one Leader is present, only the Leader with the highest command rating will participate in the attack.

A Leader cannot be singled out as the target of an attack unless he is alone in a hex. Therefore, it is advisable to keep your Leaders stacked with friendly units. Each time a hex containing a Leader is attacked, there is a 2% chance he will become a casualty. Each time a hex contains only a Leader, there is a 5% chance he will become a casualty.

3.2.9 Combat Formula

The basic method in which a Direct Fire or Indirect Fire attack is calculated is assessed as follows:

(Modified Attack Strength) versus (Modified Defensive Strength)

The Attack versus Defense comparison determines the row of the appropriate Combat Results Table where the attack will be resolved. The Modified Attack Strength and Modified Defensive Strength are affected by, but not limited to:

- Whether the target is Hard or Soft.
- If the attacking unit is Low on Ammo, Fatigued, Disrupted, has Double Timed (forced marched), is Digging In, etc.
- Visibility.
- Range to target.
- Whether or not firing upwards or downwards.
- Whether or not it is night (target hex might be Illuminated by flare or burning Wrecks).
- Whether or not the target hex appears to be empty ("blind fire").
- Target unit facing.
- Target unit density.
- Target hex and hexside terrain.
- Whether or not the target hex is fortified.
- Whether or not the target hex is smoke covered.



The Battle of Minh Thanh



3.2.10 Combat Results Table and Damage Results

There are seven different Combat Results Tables that are used within *Vietnam* which are used for different combat types or combination of combat types. These include: Direct Fire, Direct Fire Against Airstrikes, Indirect Fire, Assaults, Airstrikes, Mine Attacks and IED attacks. The appropriate Combat Results Table is used to determine the outcome of an attack. When a unit attacks, the program conducts a number of attacks equal to the attacking unit's Strength Points. The program sums each individual result to determine the net result versus the defender.

By default, the Damage Report details are not displayed as attacks are resolved. You can change the level of detail displayed by choosing Options → Details → Medium Details. When Medium Details is chosen, the results of the attack are displayed.

They possible results include:

No Effect: There is no effect on the intended target from the attack.

Retreated: If the unit fails a Morale Check, the unit Retreats out of the hex. Unless the unit is in a Pillbox or Bunker, then the unit will become disrupted instead. A unit that cannot retreat takes an additional Strength Point loss.

Disrupted: The unit becomes Disrupted from the attack and its Attack Strength and Assault capabilities are roughly halved (varies by AAI parameter) and the unit cannot move closer to the nearest opposing unit. While unable to conduct an assault when disrupted, it can Counter-Assault. All Action Points for movement are doubled when a unit is Disrupted.

Reduced by #: The target unit has lost one or more Strength Points from the attack (if a vehicle, possibly by disablement). If the unit is reduced to 0, it is eliminated. When a unit loses a Strength Point, it is subject to a Morale Loss.

Eliminated: The unit has been eliminated if unit has lost all of its Strength Points in the attack. The unit will be removed from the map when eliminated.

Morale Loss: Each time a unit loses Strength Points, there is a roughly a 1/3 chance (varies by AAI parameter) that its current morale will be reduced by one.

Unknown Effects: With Enhanced Fog of War ON, most enemy results will be unknown.

If you would like further details, you should select Options → Details... With High Details active you must manually close the Damage Report, either by clicking on the X window control, or by pressing the Esc key. These are considered High Details and will provide you information about the firing target, the total attack and defense strength, the odds of success and the damage results. With High Details active, and with Options → Details → Persistent selected, you must manually close the Damage Report.

Damage Report



M1 81mm firing from [8,11] to [7,10]:

Defender results:

Unknown effects vs. unknown units

If you don't want to see the reports, select Options → Details → Low. The reports will no longer appear.

3.2.11 What is Morale and Combat Experience?

Morale is the willingness of the unit to perform its required duties, particularly in combat. In *Vietnam*, Morale is a numerical value based on a number of factors, such as: unit cohesion, determination, willingness to fight, sense of purpose, weapons, leadership, training, abilities, etc.

Morale can range from 1 to 10. A unit with a Morale of 10 is considered to have a very high Morale, on the verge of fanatical; while a unit with a Morale of 1 is considered to have very low Morale, thus will not stand and fight for very long, especially if the unit comes under sustained fire. If Morale is reduced to 0 during Combat, the unit is eliminated from the map, regardless of how many Strength Points are left in the unit. One can assume the unit has broken under fire and scattered.



Morale is an essential component for determining how well a unit will stand up against an Assault when playing with the optional Enhanced Assault rule. The higher the Morale, the more likely the unit will hold its current position. If the unit experiences a number of Direct Fire hits which causes the unit to suffer Morale losses, the unit may be ejected from its hex or eliminated from Combat. Additionally, a unit with higher Morale will be in a better position to successfully assault a defended position.

In *Vietnam*, Morale differs from Combat Experience. Combat Experience is presently designed for infantry units, which is handled through the use of different platoon abilities and is classified as Class A, Class B or Class C. In game, Class C units are denoted with a (C) after the platoon name and Class A units are denoted with a (A).

Class A (A) units have the following improved abilities over Class B units:

1. Increased Assault Value
2. Increased Defense Value
3. Increased Soft Target Attack Values
4. Increased Hard Target Attack Values
5. Reduced Action Points required to conduct Direct Fire (typically 3 times per turn)
6. Reduced Action Points required to Load and/or Unload
7. Increased Victory Point Values per Strength Point (typically +1)



The rationale behind these changes is that a Class A unit is considered to have: combat experience and greater calmness under fire, the ability to put more shots on target and more accurately, experience in destroying or disabling armored vehicles, effective use of terrain to aid in defense, and better toughness dealing with combat stress.

Class C (C) units have the following reduced abilities over Class B units:

1. Decreased Assault Value
2. Decreased Defense Value
3. Decreased Soft Target Attack Values
4. Decreased Hard Target Attack Values
5. Increased Action Points required to conduct Direct Fire



6. Increased Action Points required to Load and/or Unload

The rationale behind these changes is that a Class C unit is considered to have: no combat experience with little to no training; difficulty focusing attention under extreme stress; inability to identify and respond to true threats; unfamiliarity with how to use terrain effectively; will typically fire at opposing units uncontrollably and/or be under duress and not fire at all; and will typically suffer more combat exhaustion casualties.

Class B units are considered to have little-to-no combat experience but have adequate training to be able to perform satisfactorily in combat conditions.

NOTE: Only the various infantry platoon units have the three different Combat Experience Classes. This is mainly due a limitation in the available unique ID's available per nation. Consideration will be given to armored platoons in the future.

3.2.12 How do I Defend?

Reading through the Sections above provides a number of excellent hints on how to defend against an aggressive attacker. A few of the important lessons are:

1. Location, Location, Location: It is important to choose the terrain that will provide the most benefits to your defense. The proper terrain will offer your troops greater chances of reducing casualties and passing Morale Checks when engaged in Combat
2. Build Improved Positions. Any infantry unit can build Improved Positions during the course a scenario by highlighting the unit and pressing the Diggin In button (or CTRL+D). Each unit has approximately a 10% chance of successfully laying an Improved Position on the next turn.
3. Lay IED's in front of your positions. Most Infantry Platoons can lay an IED (or claymores for the Free World forces) by highlighting the unit with 100 Action Points and pressing CTRL+M. There is an approximately 10% chance of successfully laying an IED.
4. Know your units and their capabilities. Choose units that will provide you the maximum defensive benefits and will hold out the longest
5. Keep your leaders close to help recover Morale and improve hit chances when attacking and Counter-Assaulting
6. Coordinate your defensive position with other positions; allowing the various positions to support each other if one is attacked
7. Counter-attack where possible. This may throw off your attacker's ability to recover and focus on their goals



For additional information on how and when to Assault, see [Section 5.2](#).

3.2.13 What is Reducing and Merging units?

It is now possible to merge lower strength point platoons into a larger strength point platoon. This is done by selecting the two platoons from the same company you would like to merge, then pressing the Merge Toolbar button or ALT+M on the keyboard.

There are some rules for this to work:

1. The two platoons must be from the same company.
2. They must be the same basic unit type. (For example, you can't merge infantry with machine gunners.)
3. If merging with the company HQ platoon (identified by the radio icon in the Unit Display), the HQ platoon must be higher up the unit stack (as shown in the Unit List), as that is where the SP's will merge into.
4. The subordinate unit's strength may not exceed the superior unit's.
5. The subordinate unit must earlier have been reduced by combat.
6. Merging transports must not be loaded.
7. You cannot have more Strength Points than the platoon allows. You cannot merge a 4 Strength Points and 3 Strength Points platoon together, as combined that would be 7 Strength Points, which is higher than the default 6 Strength Points.
8. The superior unit must have non-zero APs.
9. If the superior unit is disrupted with lower morale, the merged platoon will maintain that superior unit's status.

You can also choose to reduce a unit, should the tactical situation call for it.

For example, if you have a 5 Strength Point Rifle Platoon and a 2 Strength Point Truck Platoon, you can reduce the 5 Strength Point Rifle Platoon by one to allow it to ride in the Truck Platoon. Select the Rifle Platoon and press the Reduce Button or ALT+E on the keyboard.

You might also reduce a platoon to enable it loading onto helicopter or water vessel transport. Or to comply with Merge rule #4 above.

3.2.14 What are the highlights?

Highlights to consider about Combat:

1. Not all units can attack but all units can defend against an attack
2. Most units can attack soft and hard units. To determine the strength and range of attacks, press F2 and left click on the R
3. Range is important to consider when deciding to attack. The closer an opposing unit is, the more likely you will cause a desired effect
4. Terrain has a direct impact on attack and defensive values
5. When available, use better classed units for attacking and defending key positions, leaving the lower classed units for secondary tasks
6. You can reduce and merge your units when required.

3.2.15 Frequently Asked Questions - Combat

Question – Why can't my unit assault?

Answer – Make sure the unit has an assault value. Without an assault value, the unit cannot assault

Answer – Ensure the unit has enough Action Points to assault into the hex it is intending to attack.

Question – Why can't my unit fire at hard or soft targets?

Answer – Make sure the unit has a fire cost. Without a fire cost, the unit cannot fire at soft or hard targets.

Answer – Most Free World artillery units cannot fire from Light or Dense Jungle. Make sure you are in more open terrain.

Question – Why can I fire at my own units?

Answer – Friendly Fire is a fact of military engagements. It is up to you as the commander to watch how you shoot.

Question – Why can I fire at an empty hex?

Answer – Blind fire into an empty area was a common tactic in Vietnam. It helps root out ambushes that are hidden, or stall an attack onto a defended position. Just because you can't see something in a hex, doesn't mean nothing is there!

3.3 Combat Efficiency

3.3.1 What is Combat Efficiency?

Combat Efficiency in *Vietnam* is a check at the beginning of each turn to determine if each unit that fired the previous turn has maintained (or regained) Combat Efficiency or if the unit is Conserving Ammo during that turn instead.

Combat Efficiency is calculated in two steps. First, each unit needs to maintain Command, Control, and Communications (C3) with their Headquarters. This is calculated based on their proximity to their parent Headquarters and the Combat Efficiency Range it provides. Failing that, there is then a second check against the base Ammo Levels.

If both checks fail, the unit has lost their Combat Efficiency and is now Conserving Ammo, or in case of Artillery, can't perform a fire mission at all.

3.3.2 Combat Efficiency System

At the beginning of each friendly turn, a check is made for each non-Isolated unit that fired the previous turn to see if it maintains its Combat Efficiency. A unit attempting to maintain efficiency does so through its "parent" Headquarters. If the unit's "parent" Headquarters is not on the map, the program will search for the next Headquarters that commands the unit, for example, the unit's regimental or divisional Headquarters. The program measures the range from the "parent" Headquarters to determine a base probability and then makes a percentile die roll. Combat Efficiency is maintained if that die roll is less than or equal to that base probability.

If the die roll fails, a second percentile die roll (0-99) is made against the Base Ammo level for the friendly side. If the second die roll fails, the unit will not have its Combat Efficiency maintained and will be considered Conserving Ammo.

There are two Ammo Levels: Base Ammo and Artillery Ammo. Artillery pieces (guns with tubes larger than 76mm in diameter) will use the Artillery Ammo level for their calculations while everything else will use the Base Ammo level for their calculations.

Ammo	80/?
ArtyAmmo	80/?

Additionally, each friendly non-Isolated Headquarters will conduct a check to see if it maintains Combat Efficiency. Like with combat units, the check is made against the distance to the Headquarters “parent Headquarters”. If that fails, a second percentile die roll (0-99) will be made against the Base Ammo level. If the Headquarters does not maintain efficiency, it will be considered Conserving Ammo.

Artillery utilizes the same system above but performs the checks against the Artillery Ammo level set for friendly side of the scenario.

NOTE: An isolated unit cannot trace a supply path back to any of its parent units, as it is typically surrounded.

3.3.3 What are the effects of Conserving Ammo?

A unit that is Conserving Ammo is indicated by a “hollow” bullet icon near the top of the Icon Bar along the left side of the Unit Info Display. The highlight all friendly units that are Conserving Ammo, press the button in the Tool Bar presenting an empty shell highlighted in red or press Y on the keyboard.

If a combat unit is Conserving Ammo, Direct Fire attacks will only attack a number of times equal to its Strength Points divided by two, fractions rounded up. Normally, a combat unit while in full Combat Efficiency is allowed the number of attacks equal to the number of Strength Points it has. A combat unit that assaults when Conserving Ammo will do so at 75% effectiveness.



An Indirect Fire unit that is Conserving Ammo will not be able to attack until it regains Combat Efficiency. This represents a number of situations, including: a breakdown in communication, ammunition is being conserved, the battery is supporting an action off map, etc.

A Headquarters unit that is Conserving Ammo will not be able to perform Combat Efficiency checks for units under its command umbrella for that turn. Headquarters that are Conserving Ammo will not be able to attack until the unit regains Combat Efficiency.

3.3.4 How do I Regain or Maintain Combat Efficiency?

When a unit is Conserving Ammo, it will attempt to Regain Combat Efficiency. At the start of each friendly turn, every non-Isolated unit that is Conserving Ammo will perform a check similar to the calculation described above. The program measures the range from the “parent” Headquarters to determine a base probability and then makes a percentile die roll. Combat Efficiency is regained if that die roll is less than or equal to that base probability. Unlike Maintaining Combat Efficiency, if the

attempt to Regain Combat Efficiency fails, the program will not conduct a second attempt against the Base Ammo Level. If the “parent” Headquarters is no longer on the map, the Conserving Ammo unit will not be able to Regain Combat Efficiency.

Maintaining Supply is primarily based on the Combat Efficiency range of headquarter units. Each Headquarters type has a Combat Efficiency range appropriate for its level. For example, a division headquarters will have a larger Combat Efficiency range than a battalion headquarters.



The various Headquarters Combat Efficiency Ranges are as follows:

Headquarters Type	Range in Hexes
Army HQ	Unlimited
Corps HQ	90
Division HQ	30
Brigade HQ	15
Regiment HQ	15
Battalion HQ	8
Company HQ	4

The Combat Efficiency Ranges listed above depict the 50% chance of maintaining Combat Efficiency during calculations.

3.3.5 How do Leaders affect Combat Efficiency?

Leaders will increase the Combat Efficiency range of the “parent” headquarters by the Command Rating of the Leader. The Leader must be stacked with the headquarters and not have moved the previous turn.

3.3.6 What is Enhanced Combat Efficiency?

NOTE: Only the various infantry platoon units have the three different Combat Experience Classes. This is mainly due a limitation in the available unique ID’s available per nation. Consideration will be given to armored platoons in the future.

When using the Command Control optional rule, the Combat Efficiency Ranges for the various Headquarters will have their 50% range modified depending on the year and the nationality. For example: in 1973, American headquarters have a 120% modifier to the 50% modified range. An American battalion headquarters has a standard range of 8 hexes, which is then modified by 120% (8 x 1.2) resulting in 10 hexes. Israeli battalion headquarters will then have a 50% range of 10 hexes, thereby

increasing their effectiveness in providing Combat Efficiency for its subordinate units.

For a full list of the Combat Efficiency Adjustment Values, see *Section 20.1*.

3.3.7 Can Combat Efficiency be increased?

In every scenario, once ground combat has been initiated, the Ammo levels will be reduced by one or two points per turn. Similarly, once artillery has been fired, the Artillery Ammo will be reduced by one or two points per turn. This represents a reduction in ammunition stocks as the operation proceeds.

In some scenarios, you will be tasked with moving a supply unit to a certain location. When the supply unit is moved to that location, you gain an increase in Ammo and/or Artillery Ammo. In other scenarios, you may be tasked with capturing supplies from the opposing force, which may also provide you with additional supplies.



3.3.8 What are the highlights?

Highlights to consider about Combat Efficiency:

1. The program conducts two Combat Efficiency checks for each unit that had previously fired at the beginning of every turn: one against the parent Headquarters, and the other against the Base Ammo Level.
2. Combat units that are Conserving Ammo will assault at 75% effectiveness and have their attack strength (per Strength Point in the combat calculations) reduced in half.
3. Protect your Headquarters, if it is eliminated, it may result if your Conserving Ammo units no longer being able to regain Combat Efficiency.
4. Ammo and Artillery Ammo levels will reduce every turn by a factor of 1 or 2.
5. Certain scenarios will allow you to regain Combat Efficiency by successfully completed assigned missions.

3.3.9 Frequently Asked Questions - Combat Efficiency

Question – Why is my Conserving Ammo unit unable to regain Combat Efficiency?

Answer 1 – Make sure the unit has a Headquarters on the map and that the affected unit is close enough to increase the odds of regaining Combat Efficiency.

Answer 2 – If the “parent” Headquarters is no longer on the map, the Conserving Ammo unit will no longer be able to Regain Combat Efficiency.

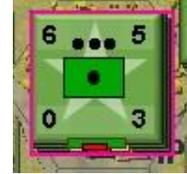
Answer 3 – If the unit in question is a helicopter unit, it may be suffering from a mechanical failure. The helicopter unit will be required to land at the parent headquarters (not just any headquarters unit). After the helicopter has landed with the parent headquarter, the unit will be repaired and will regain its Combat Efficiency status. If the parent HQ is not on the map or included in the scenario, this is by design, and you are SOL

3.4 Artillery

3.4.1 What is Artillery?



Artillery in *Vietnam* can be defined as any weapon capable of indirect fire to support their respective armies. In game terms, artillery includes: mortars, rockets, and the various artillery batteries.



3.4.2 How do I Attack with Artillery

Pressing the Artillery button to the bottom left of the screen will open the Artillery Dialog which will allow you to place Indirect Artillery Fire. The artillery units listed in white are available to be fired during the current turn, while artillery units listed in grey are unavailable.

To plot an Indirect Fire mission, highlight the artillery unit in the Artillery Dialog, roam the cursor over the map to the desired target hex and right click upon it. Note that targets that are within range of the artillery unit are highlighted in red. The hex will be marked with a crosshair icon to identify which location has been targeted.



Once plotted, an artillery mission cannot be recalled. But note: Occasionally, artillery ordered against “habitat hexes” (Village, Suburb, City) might result in “authorization denied”, therefore abort. (With the chance of this happening set by way of an AAI parameter.)

You can plot as much artillery on any given hex to the maximum number of guns within range to the hex.

In the event that your artillery may be overrun, you can also use Direct Fire if the opposing units are in your Line of Sight. From the game map, select artillery unit and right-click on the target unit. If you do not target a unit, the hex will be targeted instead, and the attack will be resolved as Indirect Fire at the start of the next turn.



NOTE: Most Free World artillery batteries cannot fire from any jungle hex. This includes Direct Fire.

3.4.3 What is Off-map Artillery?

Artillery units with an asterisk preceding their name is artillery located off-map. These units cannot be attacked or moved, being only available in the Artillery Dialog.

3.4.4 How do I fire Smoke with Artillery?

In many scenarios, Smoke is available to block Line of Sight through a smoked hex and to reduce the attacking strength of units conducting Direct Fire into or out of a smoked hex. The number of Smoke available is displayed in the Status Bar. If Smoke is available for the turn, you can plot smoke to arrive

next turn by selecting the artillery unit from the Artillery Dialog. Press ALT and right-click on the hex you wish the Smoke to arrive on at the beginning of the next turn. Alternatively, you can use the buttons on the toolbar (Fire Mode plus Smoke) and right-click on the appropriate hex or use the Units menu.



Only one Smoke round is necessary per hex, and it will remain for the entire turn that it is laid.

Additionally, the number of Smoke rounds is available at the bottom of the Unit List which is accessed by pressing U and at the bottom left of the game screen beside the number of turns.



3.4.5 How do I fire Flares with Artillery?

In night scenarios, there may be the opportunity to fire Flares to assist your ground units in attacking opposing forces. The number of Flare's available is displayed at the bottom of the screen. If Flares are available for the turn, select the artillery unit, with at least 20 Action Points, and depress ALT+SHIFT and right-click on the target hex while in Fire Mode.

There is a 40% chance of success and a 40% chance of the Flare firing into the hex you targeted; otherwise, it will fire into one of the surrounding six hexes. These chances are further modified by the Adaptive AI.



Additionally, the number of Flare's rounds is available at the bottom of the Unit List which is accessed by pressing U and at the bottom left of the game screen beside the number of turns.

3.4.6 What are some Artillery tactics to use?

Depending on the number of batteries available, there are a number of different missions that you can conduct to help you win a scenario. Some of the most common ones are:

Close Support: In most cases you will be plotting artillery in close support of your units that are in contact and Line of Sight with the opposing forces.

Counter Battery: When viewing your opponent's turn in one of the 3D modes, you may see traces of the artillery fire as it heads towards your forces. Seeing these, you can estimate where his artillery is firing from and plot Indirect Fire upon those hexes in hopes of either destroying them or having your opponent move them. This Indirect Fire will typically be out of Line of Sight and may drift around the intended target.

Interdiction: This is plotting Indirect Fire along suspected enemy avenues of approach, especially at chokepoints such as intersections, towns, and bridges. While these shots will be typically out of Line of Sight and drift around the target, destroying the enemy before they get to the frontline is always helpful.



Harassing Fire: This is plotting Indirect Fire near suspected enemy bivouac areas, especially where you suspect your opponent to park his Headquarters or empty transports.

Area Denial: In order for this to work effectively in *Vietnam*, you will require a lot of available batteries. The following is most effective against infantry units. Understanding the suspected avenue of approach, the distance opposing units can travel in a turn, the area you wish to deny the enemy from using should be within your Line of Sight and keep in mind that opposing units will retreat from the closest friendly unit. After selecting the area you wish to deny movement through, use your heaviest artillery or rockets and target the hexes closest to your friendly forces where you suspect the opposing infantry will be next turn. The heaviest artillery and rockets will hopefully cause the targeted units to become disrupted, take losses and retreat. Since they will retreat away from the closest unit, the rest of your artillery should be plotted in the hexes behind the initial targeted hexes. With the barrage properly set up, any opposing units will be either destroyed or will retreat back to their starting positions.

3.4.7 Does Artillery affect armored vehicles?

For the mid to late twentieth century games, an Indirect Fire attack versus an armored target has a 10% chance of disabling a Strength Point (-1 Strength Point elimination) from the armored target, while the World War II area games have the chance reduced to 5%.

3.4.8 Does Artillery effect on-map aircraft & helicopters?

If an on-map aircraft or helicopters happens to end its turn in an Indirect Fire targeted hex, the Indirect Fire will conduct attacks against the aircraft or helicopters as it would any other unit. The aircraft or helicopters can be considered to be flying through a hostile fire zone as aircraft are not typically employed simultaneously with artillery fire.

It is recommended to fly your on-map aircraft and helicopters to the targets or landing zones, complete the mission assigned to them for the turn and withdraw to a position out of Line of Sight. This will significantly reduce the risk of your aircraft becoming the victims of artillery fire.

NOTE: It is wise not to leave your helicopters on the ground in a Landing Zone where combat can occur.

3.5 Airstrikes, Helicopters and Air Support

3.5.1 How do I Attack with an Airstrike?

Vietnam provides the player with the opportunity to call in Airstrikes. At the beginning of each turn, you will be informed how many Airstrikes you have available, although not every scenario will have aircraft available. You can determine what type of aircraft that is available to perform Airstrikes by selecting Available Air Support under the Status menu.

Each aircraft that may be available to conduct Airstrikes are individually modelled with unique hard and soft Attack Values and individual Defense Values. The number of Strength Points that are given to the aircraft varies depending on the plane type.

To call for an Airstrike, select the desired hexagon to attack by left clicking on it once and press the Air

Strike button on the Tool Bar or by pressing CTRL+K on the keyboard. A bomb icon will be placed on the selected hexagon. Airstrikes have a 60% chance of arriving the following turn and will target any unit within five hexagons of the target hexagon, assuming Line of Sight is maintained. Occasionally, airstrikes ordered against “habitat hexes” (Village, Suburb, City) might result in “authorization denied”, thus abort. (With the chance of this happening set by way of an AAI parameter.)



Airstrikes will conduct their attack in either the Low or High Flight Zone, depending on the type of aircraft making the attack run. If available, anti-aircraft in the vicinity will conduct their attacks appropriately. If the Airstrike is eliminated during the attack run, it will be counted against your Victory Point total.

NOTE: Airstrikes may not be available at the start of the scenario, but will be made available later in the scenario.

3.5.2 What is Enhanced Close Air Support and how does it work?

Vietnam introduces a new optional rule for delivering airstrikes under the guise of the optional rule called Enhanced Close Air Support. The optional rule must be checked on in order for the Close Air Support model to work.



To call for Close Air Support, select the Close Air Support button, or CTRL+A on the keyboard. Once activated, a new dialog will appear. This will show all of the aircraft available for the given scenario.



With Enhanced Close Air Support, there is a 65% chance of your airstrike arriving, there is a 25% chance of it scattering if spotted and 80% chance if it is not spotted. A spotted scatter can be up to 2 hexes away while unspotted may be up to 4 hexes away. All of these values may be adjusted using the AAI parameters on a scenario basis.

The Close Air Support Dialog will list each aircraft with the following attributes: the unit icon, the strength, the aircraft name, the unit trackid and the units' location. Available aircraft will be listed in white, unavailable aircraft will be greyed out. Select one of the aircraft from the list and right click on the map where you would like the airstrike to arrive.



A bomb marker will be placed on the map where an airstrike is expected to strike.

When the aircraft has been given a target, the target will display at the end of the list. After the airstrike given a target, the airstrike will be greyed out in the list and is no longer available to select.

NOTE: Aircraft must be available at the beginning of the turn in order to select an aircraft from the Close Air Support list. In many scripted scenarios, while the Close Air Support Dialog will have aircraft, they do not become available until later in the scenario. You can see how many aircraft are currently available under “Air Power” in the Unit List.

Double left-clicking on an aircraft in the Close Air Support Dialog will open another dialog. This will provide information of the chosen aircraft. Information that is displayed includes: the aircraft name, the

short name, the nickname, the type of ordnance, and the special capabilities of the aircraft.

The aircraft related flags are:

HighFlying: This conducts airstrikes in the High Flight Zone

LowFlying: This conducts airstrikes in the Low Flight Zone

Bomber: This aircraft is classified as a bomber

DiveBomber: This aircraft is classified as a dive bomber

FastMover: This aircraft is classified as a jet

GroundAttack: This aircraft is classified as a ground attack aircraft

FAC: This unit is capable of Forward Air Control

Multistrike: This aircraft is capable of conducting multiple strikes

Loiter: Can loiter on the map twice as long as most helicopters before refueling



The various aircraft weapons are:

Guns: Airstrike where the primary attack weapon is the guns

Rockets: Airstrike where the primary attack weapon is rockets

Bombs: Airstrike where the primary attack weapon is bombs

BombsII: Airstrike where the primary attack weapon is bombs from a higher altitude

Napalm: Airstrike where the primary attack weapon is napalm

SmartMunitions: Airstrike where the primary attack weapon is a form of smart munitions

FireForget: Airstrike where the primary attack weapon is a fire and forget weapon (Hellfire)

Chemical: Unit is classified as firing a chemical weapon

TacticalNukes: Unit is classified as firing a tactical nuclear weapon

NOTE: Aircraft do not have more than one weapon type, the additional weapon packages will be included in the Organization Editor.

NOTE: In certain scenarios you may see your pool of available airstrikes suddenly turn to 0. This is by design as the aircraft may have been called away or the weather has impacted the area making flying impossible. Typically, the airstrikes will return in a later turn.

3.5.3 How do I use Helicopters?

Vietnam offers a large number of scenarios that include helicopters, as helicopters were one of the pivotal weapon systems that defined the Conflict in Vietnam. Helicopters have the unique ability to cross over all terrain types and are classified as three general types: scout/reconnaissance, transport, and gunships.

Scout and reconnaissance helicopters are best suited for flying around the map, revealing where the opposing forces are. Scout and reconnaissance helicopters utilize the Recon Reveal option, meaning they have the possibility of revealing units during the course of the current turn by spending Action Points. They can also be shot down, although their chances are reduced.



Transport helicopters are the work horses of the helicopter arm. They are best suited for lifting friendly platoons behind the opposing lines to assault the rear. Transports tend to have high Victory Point costs, so should not be used for assaulting strong positions as they can be easily shot down. Transport helicopters can carry most infantry types and the larger transport helicopters can carry small vehicles and artillery pieces.

Gunships come in a variety of different flavors: armed with machine guns, autocannons, rockets, anti-tank guided missiles, or a combination of them.

Certain types of Gunships will lose their ability to fire. This means that the helicopter has ran out of ordnance, or has suffered a mechanical failure, and is required to return to its parent Headquarters to remedy the situation. Fly the helicopter back to the parent Battalion Headquarters and land in the same hex. It will consume all remaining Action Points to reload ordnance or repair the issue but will be ready to take off again next turn. If the Battalion Headquarters is destroyed, the helicopter will have to fly to the Battalion Headquarters parent Headquarters, if it exists.

Helicopters are the only units that utilize the four different Flight Zones as described in *Section 3.1.3*. While they can fly over all opposing units, they cannot capture Victory Objectives locations or be used in assaults.

3.5.4 How do I resupply helicopters?

Vietnam introduces limitations in helicopter operations. This is done in the form of having helicopters be able to operate in the air for a set amount of turns before having to be refueled. The amount of turns that a helicopter can be airborne is typically 9 turns, although this will vary depending on the nation and the decade of operation.

You can identify the amount of flight time left by looking at the number next to the Flight Zone that the selected helicopter is in. In the example, the Gunships has 3 turns left before it will be forced to land. A good indicator that the helicopter should be en route to a supply point is that the gas icon has turn orange.

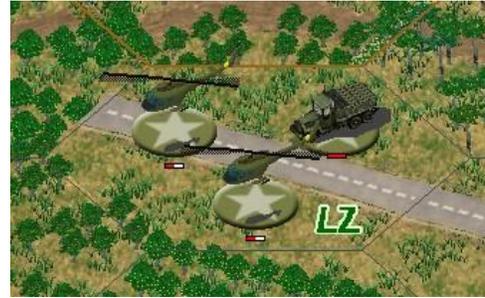


With the default options on, you can resupply helicopters at any Landing Zone that contains a supply or headquarters unit. The helicopters must land in the hex and wait for the next turn to have their flight time

refreshed to 9 turns. The flight time will stay refreshed until the helicopter takes off.

NOTE: On the refueling turn, the helicopter will start the turn with 50 Action Points and will return to 100 Action Points at the beginning of the following turn.

It is recommended to ensure that you have landed your helicopters at the refueling point before the last turn of the Flight Time. A helicopter will be forced to land in its current location if it runs out of fuel.

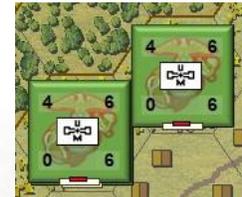


NOTE: If a helicopter is forced to land due to a fuel shortage, the only way to recover it is by moving a headquarters or a supply unit in the same hex as the downed helicopter.

3.5.5 What are the tactics for using Helicopters?

Recommended Helicopter Tactics:

1. **Study the map.** Understand where you are going, avenue of approaches to get there, how to avoid anti-aircraft, where good landing zones are.
2. **Know your Units.** Understand the capabilities and purposes of the helicopters available for you for the mission at hand.
3. **Use the Flight Zones.** Utilize the Flight Zones for their intended purpose. If advancing across the map and need to do so quickly, use the High Flight Zone. Lower your altitude as you get closer to your target.
4. **Flight Time.** Watch the Flight Time of your helicopters. You will get a warning at the beginning of the turn when helicopters are low on fuel, but it might be too late by that time to send them back to be refueled!
5. **Be Aware.** Helicopters that are landed can be attacked and assaulted by nearly any opposing unit. Helicopters flying in Nap of the Earth and Low Flight Zones can be shot at by many opposing units while helicopters flying in the High Flight Zone can only be targeted by anti-aircraft artillery and surface-to-air missiles. Keep these in mind as you are flying across the map, pick the best Flight Zones for the mission and longevity of your helicopter force.
6. **Clear Landing Zones.** Attempt to clear landing zones with artillery and gunships prior to sending in your transport helicopters. If that is not possible, keep your gunships close by to tend to any opposing forces that may reveal themselves during your landing operation.
7. **Avoid Remaining in Landing Zones.** When performing a combat assault, take an extra turn to ensure you can fly in, land, disembark and then get off the ground in the same turn. This will prevent your helicopters from being attacked or overrun on the ground in a hot LZ.
8. **Keep them moving.** Stationary helicopters make excellent targets for Indirect Fire if left unattended. As helicopters have high Victory Point values, losing them will negatively affect your Victory Point total.
9. **Reconnaissance Helicopters.** Depending on the terrain, it will be recommended to use the reconnaissance helicopters closer to the ground when conducting reconnaissance. They will likely draw fire. Flying low and being fired upon was a common tactic for finding the enemy during the Conflict in Vietnam.



3.5.6 How do I use On-map Air Support?

On-map Air Support in *Vietnam* is defined as on-map aircraft, excluding helicopters. Apart from reconnaissance aircraft, there are a select few propeller driven ground attack aircraft that have been included to operate on the map. They will operate on the map similar to helicopters, although they will have a longer Flight Time than helicopters. All other aircraft have been relegated to the Airstrike system for *Vietnam*. Reconnaissance Air Support is best used like reconnaissance helicopters.

Otherwise, there are a select few on-map air aircraft available that can be freely operated. These include a few tactical, propeller driven aircraft and certain gunships, like the AC-47. Typically, these will be flown around the map, engaging and destroying enemy targets.

3.6 Engineering Tasks and Special Abilities

3.6.1 What are Unit Special Abilities?

Vietnam has a number of units that have unique abilities. The Unit Handbook lists the Unit Capabilities of a selected unit, some of the Unit Special Abilities include: Set IED, Lay Minefields, Lay Footbridge, Lay Vehicle Bridge, Destroy High Walls, Destroy Tunnels, Clear Minefields, Night Vision, Commando, Sneaker.

3.6.2 How do I clear a Minefield?

A convenient way of slowing down or diverting an enemy attack is with minefields. Minefields are usually set at the beginning of a scenario by the scenario designer, but you may also lay minefields during the course of the game. Minefields can be three different levels: 1, 2 or 3. A level 1 minefield will attack on the 1:1 row of the Combat Results Table, a level 2 minefield will attack on the 2:1 row while the level 3 minefield will attack on the 3:1 row.



Most armies in have two types of units that are capable of clearing a minefield: the Engineer, or an armored vehicle equipped with a mine-roller.

An undisrupted, unfatigued, fully supplied Engineer, or mine-roller equipped armored vehicle, may move into a hex containing any level minefield and will automatically lower the minefield by one at the start of the next turn. If the hex contains a minefield and a block, the minefield will be cleared before the block.

If an enemy Minefield has been spotted and revealed, friendly units can still pass through the spotted Minefield, but there is still a slight risk of hitting the mines.

WARNING: There is still a small chance that an Engineer unit entering into a Minefield will accidentally trigger an attack.

NOTE: If the Engineer becomes disrupted during the course of the turn, it will not lower the minefield level at the start of the turn.

3.6.3 How do I lay a Minefield?

Most armies in *Vietnam* have two types of units that are capable of laying a minefield: the Mine Engineer, and the Mine Truck.

An Undisrupted, unfatigued, fully-supplied Mine Engineer or Mine Truck unit may attempt to lay a 1 Strength Minefield in a hex. Once the Mine unit has successfully laid a minefield, the unit will assume an out-of-ammo status, but once the ammo has been supplied, the Mine Engineer will be capable of laying another Mine.



To lay a minefield, place the Mine Engineer in the desired hex and select Lay a Minefield from the Unit Menu or by pressing the Ctrl+M Hot Key. There is a 60% chance it will lay a minefield. Mine Engineer units are incapable of clearing minefields.

3.6.4 How do I build a hex-side bridge?

Vietnam has units that can lay a hex-side bridge across a hex-side river. Regular Engineers are able to lay a light bridge that allows infantry to cross while Bridge Engineers and AVLB vehicles can each lay a single medium bridge per scenario.

In both cases, the platoon must be beside the target hex-side, be undisrupted, unfatigued and have 100 Action Points to perform the task. To build a bridge, choose Build Lt Hexside Bridge (CTRL+H) or Lay Vehicle Bridge (CTRL+V) from the Units menu. A dialog will appear asking you to choose the direction where you will have selected the target hex-side. If successful, a light or medium bridge will be visible across the target hex-side.



It is more likely to build a Vehicle Bridge with a AVLB than with a Bridge Engineer. The Bridge Engineer may take a handful of turns in order to build.

NOTE: Avoid laying a bridge on a hexside that has a destroyed bridge already.

3.6.5 How do I demolish a high wall or bridge?

An undisrupted, unfatigued, fully supplied Engineer, with 100 Action Points available, may attempt to demolish a hexside bridge. To demolish a bridge, select the Engineer unit, choose Destroy Wall or Bridge (CTRL+G) from the Units menu. A dialog will appear asking you to choose the direction where you will have selected the target hex-side. If successful, the wall or bridge will be demolished across the target hex-side.

3.6.6 How do I demolish a Tunnel?

An undisrupted, unfatigued, fully supplied Engineer, with 100 Action Points available, may attempt to demolish a Tunnel. The Engineer must be on the same hex as the Tunnel. To demolish a bridge, select the Engineer unit, choose Destroy Wall, Bridge or Tunnel (CTRL+G) from the Units menu. A dialog will appear asking you to choose the No direction option. If successful, the tunnel will disappear.



3.6.7 How do I build a Barrier?

An undisrupted, unfatigued, fully supplied Construction Engineer, with 100 Action Points available, may attempt to build a barrier. Once the barrier has been laid, the Construction Engineer will assume an out-of-ammo status, but once ammo has been supplied, the Construction Engineer will be capable of laying another barrier.



To build a barrier, place the Construction Engineer in the desired hex and select Build Barrier from the Unit Menu or by pressing the Ctrl+J Hot Key. There is a 20% chance you will build a barrier.

3.6.8 How do I build an Improved Position?

Most infantry units can be used to build Improved Positions. To start creating an Improved Position, select the unit with 100 Action Points and press the Digging In button at the bottom of the screen or CTRL+D. There is approximately a 10% chance of success each turn, unless the unit is an Engineer, where the odds are improved. It is recommended to use more than one unit to build an Improved Position and expedite the process. If a unit conducts an Attack while it is Digging In, it will do so at half its Attack strength, fractions rounded down.



NOTE: If the unit becomes Disrupted during the process, it will have to start Digging In again.

3.6.9 How do I build a Trench?

Construction Engineer or Trenching units can be used to build Trenches. An Improved Position must exist in the hex prior to attempting to build a Trench. The procedure is the same used by any unit that “digs in.” The procedure is the same as before: order the unit to Dig In but start on an improved hex. Once the digging starts, there is a 20-30% chance each turn for completing the attempt.



NOTE: Construction Engineers and Bulldozers cannot be used to clear mines, destroy barriers/walls, or blow up bridges.

3.6.10 How do I build a Firebase?

In Vietnam, a Firebase consists of a hex that has had a Trench built in it by a Construction Engineer or a Dozer and has had a 105mm battery moved into the hex. Firebases may contain one to three hexes, depending on the requirements laid out in the scenario instructions or briefing.

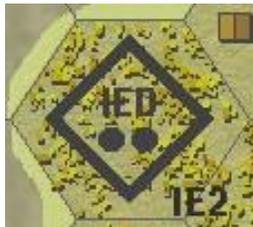


3.6.11 How do I remove a Wreck?

Vietnam has units that can remove Wrecks from a hex. These are typically identified as Armored Recovery Vehicles (ARV's) and tend to be available as battalion level attachments. To remove a wreck, leave the undisrupted ARV in the hex that contain Wrecks. During the next turn, several Wrecks will be removed from the hex. There are no limits to the number of Wrecks that an ARV can remove during the course of a scenario.



3.6.12 How do I set an IED?



Vietnam has units that are able to lay Improvised Explosive Devices, IED's. These units are identifiable when selecting the unit and pressing F2, SetIED will be listed in the Unit Capabilities. Most infantry units will have this ability, especially into the 1960's and beyond.

The platoon must be in the target hex, be undisrupted, unfatigued and have 100 Action Points to perform the task. To set the IED, choose Lay Minefield/IED from the Units menu, or press CTRL+M. If successful, an IED icon will display in the target hex.

NOTE: There are three levels of IED's. Level 1 would refer to boobytraps or claymores, Level 2 would refer to larger explosives set in ambush and Level 3 would refer to very large ordnance set for maximum destruction.

3.6.13 How do I use Recon Reveal?

Vietnam has an ability that allows reconnaissance vehicles and helicopters to perform in-turn Line of Sight checks. These units are identifiable when selecting the unit and pressing F2, ReconUnit will be listed in the Unit Capabilities.

The reconnaissance unit should move to a location where you want to reveal where enemy forces are. If the reconnaissance unit is undisrupted, unfatigued and still has at least 35 Action Points, press the Recon Reveal button on the tool bar or CTRL+R. The unit will conduct a Line of Sight check and potentially reveal any enemy forces in the Line of Sight.



With the Optional Rule Enhanced Spotting turned on, it will be more difficult to spot, even with reconnaissance units. Spotting calculations include variables, such as: range, terrain, Flight Zone (if applicable), and the overall biome. Spotting is also asymmetric, one unit may spot, but not vice versa due to the different terrain effects or other variables.





3.7 Optional Rules

3.7.1 What are the Optional Rules?

Vietnam has eleven Optional Rules to add variety to game play. These are chosen at the beginning of a game via a button at the bottom of the AI Selection Screen. Once the scenario has begun with Optional Rules in effect, it cannot be changed.

Enhanced Fog-of-War: This option will add additional effects for the Fog-of-War. Names, Strength, Morale, Disrupted Status, Combat Results of the opposing units be hidden and assault odds will be unavailable. Enemy Objective values will be hidden from view, and it will be less likely to spot blocks, minefields, and other obstacles until they are entered. This is recommended to be turned on for the best experience.

Enhanced Spotting: This option requires that Enhanced Fog-of-War be checked on. Additional rules are implemented for spotting, making it generally more difficult to spot units and fortifications in combat, especially the further away something is from the spotting unit. See *Section 3.2.3* for a detailed explanation on Spotting. This is recommended to be turned on for the best experience.

Enhanced Reporting: This option requires that Enhanced Fog-of-War be checked on. This option will add limiting effects for reporting. The amount of information being displayed in the Damage Report will become more obscured by the Fog of War. In addition, the opposing sides Disruptions are less likely to show in the Unit List and Target Dialog. This is recommended to be turned on for the best experience.

Enhanced Assault: This option prevents the nearly automatic overrun during the assault phase. See *Section 3.2.5* for a detailed explanation on Combat and Assaulting. This is recommended to be turned on for the best experience.

Enhanced Close Air Support: This option enables the new Close Air Support model that handles how airstrikes are used in the game. See *Section 3.5.2* for a detailed explanation on Close Air Support. This is recommended to be turned on for the best experience.

Adaptive AI: This optional rule is a new system modifying dozens of different parameters affecting game play against the AI, but also H2H & PBEM play. The intent is to assist the AI; to achieve better game play balance; to achieve greater "realism"; to add randomness; to increase replayability. There is an overall init.ai file in the top-level game folder, then at the scenario designer's discretion individual <scenario>.ai files that override any of the init.ai parameter settings. The .ai files are encrypted to .aix files to thwart cheating. The game engine references the .aix files, unless the -X NoEncryption command line is used. Within each .ai file, there are s[ide] parameters (for Side A and Side B), also n[ation] parameters (for every nation in the scenario). Many parameters were previously fixed in the program code; now they are variable. In many cases, AI take the form of probabilities affecting whether one thing or another happens or doesn't happen. Especially if you like more uncertainty in your game play, toggle ON the Adaptive AI. See *Section 3.8.6* for more details. This is recommended to be turned on for the best experience.

Indirect Fire by the Map: This allows you to target Indirect Fire on hexes that are out of Line of Sight of friendly units. When plotting Indirect Fire out of Line of Sight, there is a risk of the artillery fire drifting from the intended target hex. Artillery can drift up to two hexes in any direction from the Target Hex. This is recommended to be turned on for the best experience.

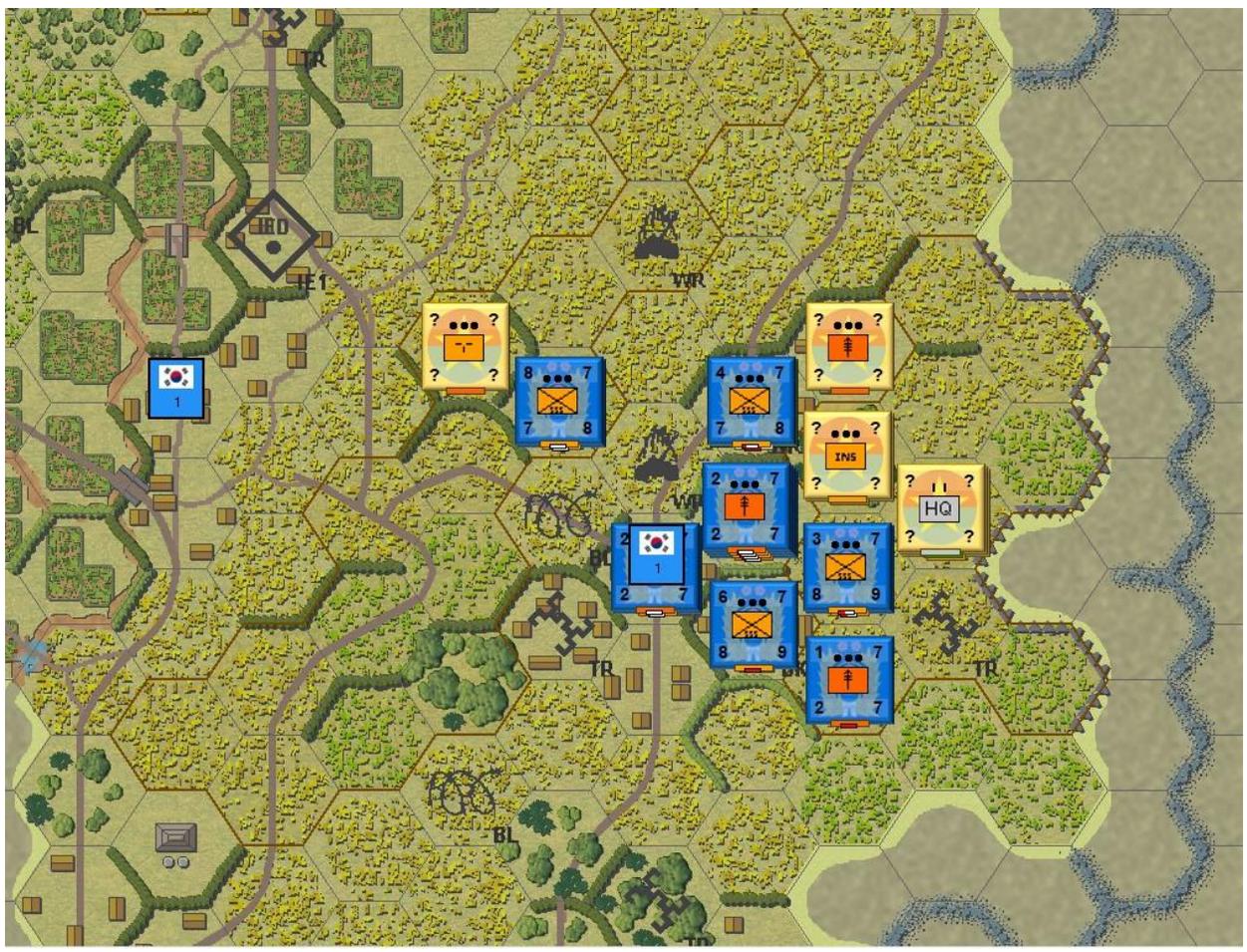
Armor Facing Effects: This introduces individual front, side, and rear defense values for armored units that all direct fire attacks are resolved against. The appropriate defense value will be chosen depending on the direction of the direct attack against the armored unit. This is recommended to be turned on for the best experience.

Command Control: When using the Command Control optional rule, the Combat Efficiency ranges for the various Headquarters will have their 50% Combat Efficiency range modified depending on the year and the nationality. When a Leader is stacked with the Headquarters of its command, the 50% Combat Efficiency range will be increased by the Command value of the Leader. Additionally, the first platoon of a company will act as a "Command Post". Subordinate units out of range of the Command Post will suffer penalties when trying to recover from Disruption or Morale loss. For more information, see *Section 3.3.4*, *Section 3.3.5*, and *Section 3.2.12*. This is recommended to be turned on for the best experience.

Variable Visibility: This optional rule is only in affect if the scenario starting Visible Distance is greater than two hexes. The Visible Distance has a 33% chance of increasing by one hex, a 33% chance of decreasing by one hex or 33% chance of remaining the same Visible Distance at the beginning of Player One's turn. The Visible Distance can vary due to cloud cover, weather effects (temperature, humidity, precipitation, and wind), haze, battlefield induced contaminants (smoke, dust from vehicles/artillery, vehicle exhaust) and terrain nuances. It should be noted that most scenarios do have fluctuating visibility set by the designer, use Variable Visibility when replaying a scenario for some added mystery!

Historical Landing Zones: This option forces the player to use landing zones that were historically available during the scenario. Not using these will allow you to land in most open terrain. This is recommended to be turned on for the best experience.

NOTE: The scenarios were designed to have all options checked on, with the exception of Variable Visibility. After you have played the scenario a few times and wish some additional variety, then it is recommended to use Variable Visibility.

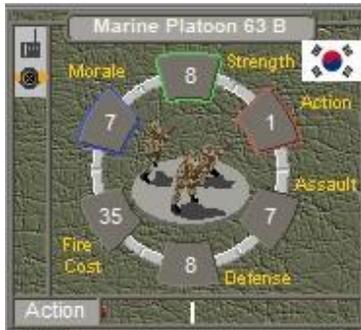


3.8 Design Decisions

3.8.1 What do the various letters mean after the platoon name? For example, Rifle 48 A(F)?

Vietnam introduces a number of letter codes to help the player identify how best to understand their infantry platoon's capabilities at a glance.

The letter codes are:



- A – Good Quality
- B – Average Quality
- C – Poor Quality
- F – Armed with French Weapons
- J – Armed with Japanese Weapons
- S – Armed with Soviet Weapons
- US – Armed with American Weapons
- I – Type I – Unique Organization
- II – Type II – Unique Organization
- III – Type III – Unique Organization

Rifle 48 A(F) would translate to: A Rifle Platoon (**Rifle**) organized under a 1948 TO&E (**48**) that is Good Quality (**A**) and armed with French Weapons (**F**)

See *Section 3.2.11* for a detailed explanation of the A, B and C ratings.

3.8.2 Why are trucks hard targets?



Vietnam introduces three classes of trucks: light, medium, and large. Medium and large trucks become hard targets while light trucks and jeeps remain as soft targets. Medium and large trucks typically have a hard target defense of '1' and most other platoons have been had their weapons values modified to compensate for the change. These trucks will now leave a wreck when destroyed which impedes movement, especially along the narrow roads in South Vietnam, Laos and Cambodia. Wrecks are capable of being removed during game play.

See *Section 3.6.5* for a detailed explanation of removing wrecks.

3.8.3 Why do my Combat Armed Helicopters go on Conserving Ammo status and do not regain ammo?



In addition to normal ordnance, operating with the normal supply rules, the gunship helicopters in *Vietnam* have limited ammunition and will eventually move into low-ammo status after conducting combat. Once in Conserving Ammo status, they are assumed to be out of ordnance or have suffered a technical malfunction. They will not regain ammo or be repaired on their own but will be required to fly back to their parent Headquarters and land in the same hex. At the beginning of the next turn, the helicopters will be fully armed and ready to conduct additional missions. While you can rearm at any other headquarters and supply

point, you must use the Parent HQ to rearm. If the Parent HQ is not on the map to rearm the gunship, the gunship will be out of action for the rest of the scenario. This is by design for that particular scenario, consider that the weapon system has failed for the rest of the mission. In essence, if it happens, you're SOL.

3.8.4 Why can't helicopters attack enemy units?

Ensure that your helicopter is not on the Ground or in the High Flight Zone. If it is, it cannot fire at ground targets. It must do so from Nap of the Earth or Low Flight Zones.

3.8.5 Why doesn't my *transported* Headquarters show subordinate organizations?

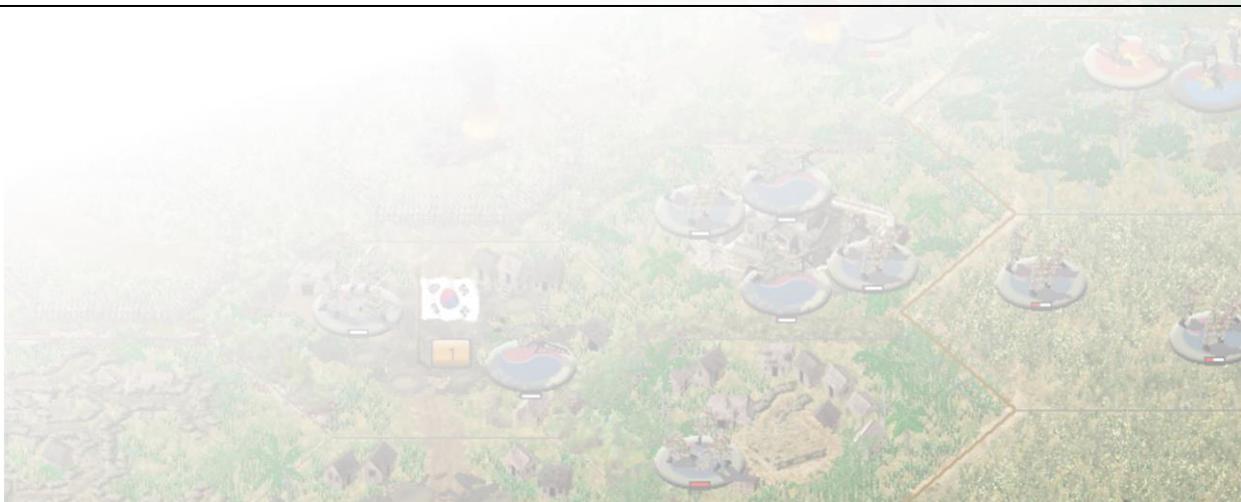
Many of the armies included in Vietnam had limitations when it came to command and control. One of the ways of representing this is to have many of the headquarters, especially for the lower echelons, as foot units. There is typically some form of transportation included so you can move them about the battlefield at your leisure.

While loaded *and* moving, your headquarters will be incapable of providing combat efficiency to your subordinate units. It is recommended to load and unload your headquarters whenever you have finished their move. This means that you will have to mentally keep track of what you are doing and how you are positioning your headquarters. Leapfrogging your headquarters is very wise, moving lower echelon headquarters, putting them in place and then moving the higher echelon headquarters closer to ensure everyone has maintained combat efficiency.

This methodology promotes the historical use of headquarters and their limitations for the armies with lower logistical capabilities and training.

More capable armies will have more motorized headquarters. This represents the higher level of logistical support and training given to these armies. You will see this more in future games.

TIP: If the scenario includes leaders, keep the leader with your headquarters as it is in transit, it will help you keep track of which units belong to what without having to dismount your headquarters.



3.8.6 What is the Adaptive AI?

The Campaign Series AI -- One size does not fit all!

The South Vietnamese did not fight the same way as the Americans. South Koreans outclassed the South Vietnamese, who outclassed the Cambodians. The American combat doctrines changed from 1948 to 1958 to 1965 to 1975 and beyond. The cocky Americans at the beginning of the Vietnam War learned to give their North Vietnamese foes newfound respect, and learned to change their ways. Adapt or die.

From nation to nation, from war to war, from year to year, even from one battle to the next -- they all differed, so much evolved.

But in traditional JTCS, as in most (all?) war games, there is one and only one AI. With AI and other game parameters locked down tight. Mostly inaccessible to the scenario designer, much less to the player. Until now...

We have devised a customizable AI and game parameter management system. With 200 or so AI and other game parameters customizable by side, by nation, by scenario, specified in the game's .ai files. Open to the scenario designer's tweaking. Also the modder's.

We call this system: "Adaptive AI." As in: An AI that adapts to the side, the nation, the era, the individual scenario. And by way of the CSEE, even adapts in real-time to changing game play circumstances. ("Adaptive AI" is rather a misnomer since it extends beyond mere AI considerations.)

The purposes of the Adaptive AI are:

- To coach the AI in ways and things it is too dumb to figure out by itself.
- To achieve game play "balance".
- Not so much to improve the AI play as to better simulate actual combatant and scenario conditions. To achieve greater "realism" and "historical fidelity".
- To add randomness. Real combat is full of surprises, chance occurrences. It's messy and unpredictable. Real combat is chaotic!
- Thereby increasing replayability.

Don't fully agree with the above? Don't worry about it! Using the Adaptive AI, much less modding it, is entirely optional. It is one of the optional rules you set, or not, as you launch the game. Use it, or not, as you wish!

Of course, by introducing all these `_prob this` and `_prob that` parameters, we are making game play more random. To the Developers' way of thinking -- not to everybody's! -- that is A Very Good Thing. Real combat is full of surprises, chance occurrences. It's messy and unpredictable. Anything that adds to the chaos (within limits!) makes it a better simulation of real combat, and to us a better game.

With the increasing randomness (that is, if we begin deviating away from the legacy default 100% chance values), the Campaign Series game play becomes more of a "black box". Stuff happens, sometimes bewildering stuff happens, that lay waste to your best plans and intentions. Nerve wracking,

hair pulling, exciting!

And annoying to competitive PBEM players, who want a more even-handed, predictable, chess-like game for tournament purposes, for proving themselves in "fair fights" with other competitors. That is why the Adaptive AI System is an Optional Rule, activated by default in Vietnam, but you have the option to turn it off. That way, old-timer grognards can continue to play the traditional game as they have always known it. And the rest of us "realism" freaks can have so much more of a good time

Another thing, about improving the AI... With increasing randomness (still within limits, though), the human player experiences more and more WTF?! moments. Adding to the chaos creates uncertainty and mental confusion -- for the player. However, the "unthinking", rote AI is unperturbed by this. It just continues to do its thing, taking the increased randomness in stride. In this way alone, we think that -- by impairing the human player's game play somewhat -- the AI is thereby comparatively advantaged.

This game is really taking on personality. It's becoming a much more interesting -- and fun! -- game. We hope the Adaptive AI will give you a better game experience.

3.8.7 What is the Campaign Series Event Engine?

The Campaign Series Event Engine, hereinafter referred to as the CSEE, is a standard, built-in extension to the game engine giving you the ability to script special messaging and all manner of in-game events.

With the CSEE, you can for example, based on changing circumstances:

- Show on-screen briefings, in the form of pop-up message dialogs, at game's start, then provide hints and commentary throughout the game.
- Award positive Event Points (much like traditional Strength Points, and Objective Points) for special in-game achievements (e.g., killing an enemy commander or HQ; clearing out a map sector of all enemy units; etc.).
- Assign negative Event Points for politically bad behavior (e.g., crossing over a border into a forbidden or demilitarized zone; ordering an airstrike on a mosque or temple; etc.).
- Alter the value of objective hexes.
- Hasten or delay reinforcements, even change the location of entry hexes.
- Increase or decrease one side's or the other's general morale level.
- Raise or lower ammo levels, available air strikes, star shell (flare) count, etc.
- Change Adaptive AI parameters.
- Alter victory conditions.

And so much more.

One way to implement an "event engine" is by means of an "event editor" -- typically a GUI (Graphical User Interface), a set of dialogs with radio buttons, check boxes, input fields, and so on. This approach is rigid and constricting, however. What if you want to do something out of the ordinary that the event editor designers never anticipated? No can do; you are stuck with the current event editor limitations unless and until the game designers add the new feature in the next update, if and whenever that might happen.

No, a better way we think is to program events by means of a scripting language. This approach is far more flexible.

We could design our own customized scripting language. Much easier, however, to adapt a general-purpose scripting language to our game's special environment and needs.

There is a variety of embedded scripting languages available. One of the better known is Lua. From the official Lua site (<http://www.lua.org>):

"Lua is a powerful, efficient, lightweight, embeddable scripting language. It supports procedural programming, object-oriented programming, functional programming, data-driven programming, and data description...

""Lua" (pronounced LOO-ah) means "Moon" in Portuguese. As such, it is neither an acronym nor an abbreviation, but a noun. More specifically, "Lua" is a name, the name of the Earth's moon and the name of the language. Like most names, it should be written in lower case with an initial capital, that is, "Lua". Please do not write it as "LUA", which is both ugly and confusing..."

Certainly, in the gaming world, Lua is a popular choice for an event scripting language, used in quite a number of high-profile and popular games (e.g., Command: Modern Air Naval Operations; Civilization V & VI; Hearts of Iron III; Napoleon: Total War; World of Warcraft; and many others).

Although quite capable, and very powerful "under the hood," you can do many things with simple Lua scripts. A Lua "script" is a computer program like any other, but is generally short and lean, typically just a few dozen or hundreds of lines long, and (in CS usage) mainly just a series of if-then-else statements (although other, fancier control structures are available).

Lua syntax is not "fussy". There are few punctuation characters to trip over, and spacing is free-form. Although you can mangle Lua code like you can with any other computing language, spotting and fixing errors is usually not difficult. In the CSEE Lua implementation, besides the language-intrinsic error messages (which come in the form of pop-up dialogs), we additionally have several other features to assist in you in debugging your mistakes.

The simplicity of Lua -- at least in our implementation -- this is important. If we don't keep it simple, if scenario designers and modders find it too difficult to work with, it won't get used. We don't want the game fora to be flooded with Lua questions and cries for help. If that happens, we have done something wrong. No, better to KISS it.

Even though we combine the CS Lua Event engine with the game engine into one integrated whole, vnengine.exe (in Vietnam, for example), on game launch, it is useful to think of the two engines as two separate programs running side by side. The game engine has its own environment, with its own data, procedures, and processing thread; while the Lua EE is in like manner its own separate environment. The ability of the two engines to communicate and inter-operate with each other is limited. There is data sharing; one engine can call procedures in the other; but the interactions are confined, and typically not instantaneous. In some cases, for some events and data, the game engine will only contact the Lua EE once at the beginning of each phase, or at the beginning of a turn. Usually, the game engine remains in control. It is the more active agent, while the Lua EE tends to be more passive.

When you launch the game engine (for example, vnengine.exe), the CSEE starts up with it. At startup, the CSEE loads and processes the file init.lua, located in the top-level game folder right alongside the other game EXEs.

init.lua is, as you might guess, a collection of initializations -- setting up data structures, assigning data values, also defining some of the more basic, low-level functions, either referenced directly or called by other, higher-level functions.

Next, the CSEE loads and processes the file user.lua, if it exists. user.lua is also in the top-level game folder. user.lua serves a similar purpose as init.lua, but with these differences:

- Unlike init.lua, which is absolutely necessary, user.lua is optional.
- init.lua has mandatory content (in order for the CSEE to work as designed), while user.lua can be rudimentary, devoid of all content even.
- init.lua is off-limits. **DO NOT MAKE ANY CHANGES TO INIT.LUA!** If you break init.lua, then the entire CSEE collapses; it won't work. So leave it alone!
- user.lua is intended for your own personal customizations to the CSEE. Unlike init.lua (do with user.lua as you wish.

After init.lua and (optionally) user.lua processing, and after you have made your scenario selection, the CSEE looks to see if a scenario-specific .lua file exists, and if so, loads and processes it also. Like scenario-specific .ai files, scenario-specific .lua files are entirely optional. The game will load and play fine without them -- but without benefit of the CSEE. The <scenario>.lua files are located in the scenarios folder. For example, in the Scenarios folder, you might see:

```
VN_550429_Saigon.ai
VN_550429_Saigon.aix
VN_550429_Saigon.bmp
VN_550429_Saigon.lua
VN_550429_Saigon.map
VN_550429_Saigon.org
VN_550429_Saigon.scn
```

where the .lua file is entirely optional (and so too the .ai file).

In the scenario-specific .lua files, you will see a set of standard "trigger" function definitions, where every trigger function is on_*() something or other.

Here are the standard on_*() trigger functions:

```
on_air_attack ( )
on_artillery_attack ( )
on_build_barrier ( )
on_build_light_bridge ( )
on_build_vehicle_bridge ( )
on_clear_hex ( )
on_clear_lz ( )
on_damage ( )
on_entrench_hex ( )
on_hex_assault ( )
on_hex_attack ( )
on_ied_attack ( )
on_improve_hex ( )
on_lay_mine_field ( )
on_mine_attack ( )
on_next_phase ( )
on_next_turn ( )
on_objective_capture ( )
on_resume ( )
on_set_ied ( )
on_shutdown ( )
on_startup ( )
```

```

on_unit_arty_fire ()
on_unit_attack ()
on_unit_clockwise ()
on_unit_counterclockwise ()
on_unit_fire ()
on_unit_kill ()
on_unit_merge ()
on_unit_move ()
on_unit_reduce ()
on_unit_reinforce ()
on_unit_release ()
on_unit_remove ()
on_unit_to_top ()
on_unit_to_bottom ()

```

In the current VN_550429_Saigon.lua file, for example, here is the default function definition for the trigger function on_next_turn():

```
function on_next_turn (turn) -- DO NOT REMOVE
```

```
end
```

By default, all of the trigger functions are like that -- empty templates. They don't seem to do anything, right? Right! It is the job of the scenario designer/modder to fill in the blanks.

Look again at the list of trigger functions above. When any one of those things happen in the game engine, it triggers a call to the CSEE. The CSEE then processes the event, and may or may not pass information back to the game engine.

For example, if an objective hex is newly captured in game, the game engine calls the on_objective_capture() function in the CSEE, passing the function arguments:

```
on_objective_capture (hc, value, values, side)
```

Depending on the on_objective_capture() definition, that function might then do any of the following:

- display an in-game message dialog
- award extra Event Points (EPs) to the occupying side (or subtract points from the other side's EP total)
- raise or lower one side's or the other's general morale level
- trigger fixed units to release early somewhere else on the map

and so on -- whatever the on_objective_capture() function definition says.

Likewise, if any of the other triggering events occur in game, the game engine will call the appropriate on_*() trigger function in the CSEE.

```

on_next_phase()
on_next_turn()
on_startup()

```

will always be called, but whether or not the other trigger functions are called, that is more or less likely, but it all depends.

As you might guess, `on_startup()` is called, once and only once, on scenario startup. Whenever you save and later reload the scenario, the `on_resume()` function is called instead.

`on_next_phase()` is called every time the phase passes from one side to the next. And `on_next_turn()` is called at the start of every new turn, obviously.

Like `on_startup()`, `on_shutdown()` is called just once, at scenario's end, just before the final Victory Dialog displays. `on_shutdown()` is rather like the `on_next_turn()` function (but at scenario's end, there is no next turn!).

The trigger functions – also *nearly 600 other functions* in the CSEE – are documented in the `lua_functions_reference.txt`. Look for it in the game Manual folder.

There is much more to say about the Campaign Series Event Engine, also its component Scripted AI (SAI). We are very proud of the capabilities of this new feature that will take the Campaign Series to a whole new playing level.

More information about the Campaign Series Event Engine, the Lua scripting, and the Scripted AI will be provided in a separate document at a later date.

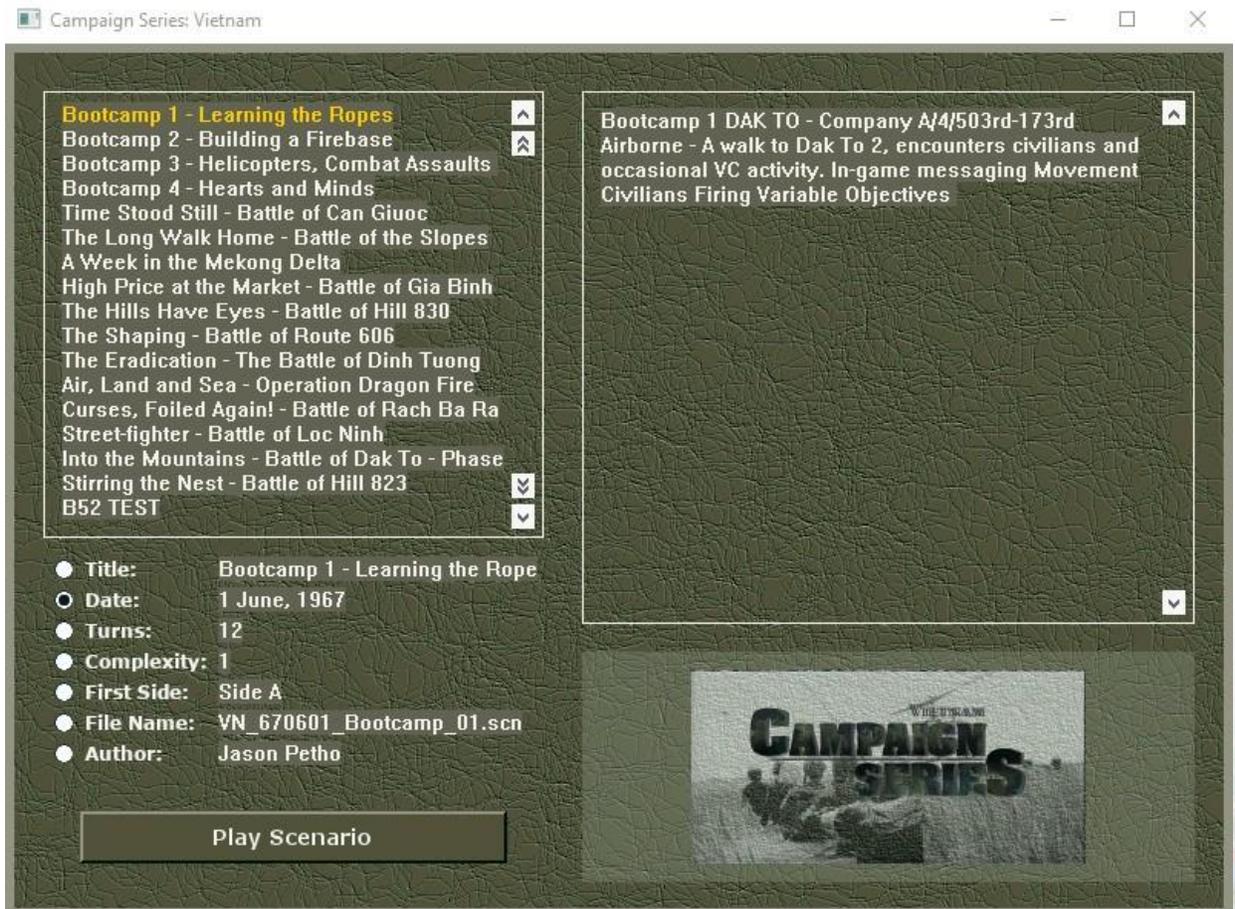


4.0 Bootcamp Tutorials

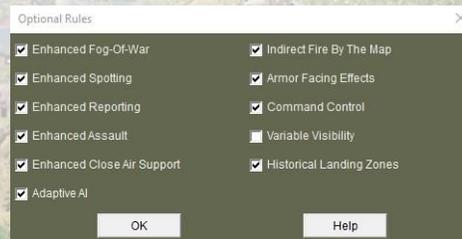
4.1 Bootcamp One

4.1.1 Bootcamp One: Turn 1

The following presumes that you have read the manual and are ready to give the game a try. While I will keep the following very basic, having some understanding of what is in the manual will make playing the Bootcamp scenario less frustrating and painful. I will explain the principles of some of the elements as we play through the scenario, but for the formulas and explicit details, I recommend reading through the manual.



As this is the first *Vietnam* Bootcamp scenario, you should have accessed this through the *Vietnam* main menu. By selecting Play Scenario, ensuring that Standard is checked and pressing the button beside Start a New Game you'll be taken to the Scenario Selection screen where you will choose the top scenario, "Bootcamp One". Pressing OK will take you to the AI Selection screen, where you will leave the setting as Manual for the SIDE A AI and change the setting to Computer with FOW for the SIDE B AI. Clicking on the Rules button, you will check on all the options available, except Variable Visibility, and this will be your default the next time you load a new scenario. Press OK on the Optional Rules

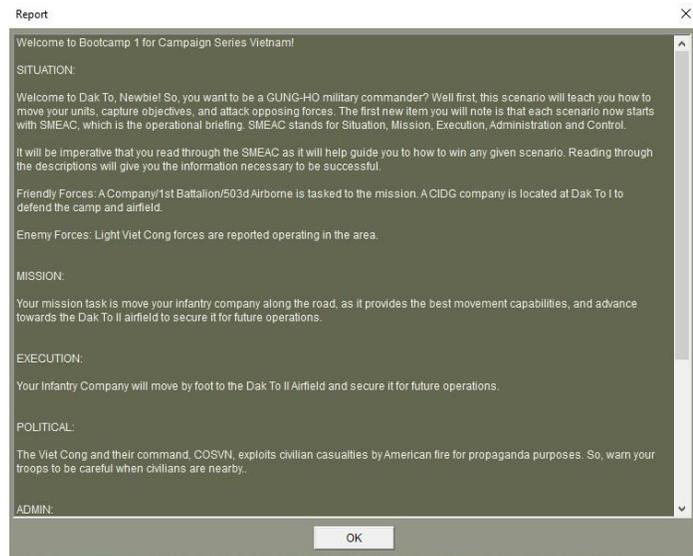


dialog and OK on the AI Selection dialog and the game should load.

When loaded, you'll see that a Report dialog that gives you a situation report for the scenario, called the Scenario Briefing. This is part of the new Campaign Series Event Engine. It is essential to read the entire Scenario Briefing in detail as it will provide you a lot of information about the scenario and what missions need to be accomplished for you to win.

NOTE: If you close the Scenario Briefing before being able to read it, you can view it again under **Status – Scenario Briefing**

Because this is a Bootcamp scenario, there are additional instructions found at the very bottom of the Scenario Briefing to inform you what to do during the first turn.



TIP: The Scenario Briefing will provide you a lot of information, but it won't spell out in detail how to win a particular scenario. Paying attention to the details will help you be successful.

Click OK and you'll receive a notification that it is the Side A Phase, Turn 1 of 12. Pressing Enter or left-clicking on it will remove the notification. At the bottom left of the screen are the United States and South Vietnamese flags, indicating it is the United States and South Vietnamese turn and a turn counter, with 12 turns available for this scenario. As the turns progress, the white bar will turn red.

If it is not already there, Pressing U will open the Unit Dialogue on the right side of the screen. These will be default settings now they have been set. Additionally, I recommend pressing T to turn on the on-map thermometers and turning on the unit bases by pressing the button to the right of the magnifying glass along the bottom of the screen.

At the bottom of the screen, you will notice a number of tabs, starting with All, Common, Combat through to Info. It is recommended to use the Common Tab, as the most used buttons will be found there.

When you load up a new game, the default view is 3D Normal (or #1 on the keyboard). You can change the views by pressing the numbers 1 thru 9. You can also change the default view by accessing Options → Initial View → Your Choice from the main menu. The following tutorial will assume you have left the game in the 3D Normal view. As we proceed, I will be instructing you to move units based on hex location. These can easily be identified by turning on the Map Coordinates from the Display menu or by pressing the “,” button or ALT+3 on the keyboard, pressing it again will turn the coordinates off.

When combat happens, a Combat Dialog will appear to the lower left of the screen by selecting Options → Details → Medium Details from the top menu.

Let us begin...

You are in command of A Company/1st Battalion/503d Airborne in the Dak To area of central South Vietnam. You are tasked with taking your company and recapturing an abandoned airfield at Dak To II

in order to follow on forces to conduct operations in the Dak To region. There are six objective locations that you will have to secure in order to gain a Major Victory in this scenario, they are located at hexes; 35,23 – 36,23 – 37,24 – 37,26 – 38,22 and 43,23. The location at 43,23 is currently worth 5 Victory Points and the other locations are worth 0 Victory Points each. This is an example of the variable Victory Point values for each Objective Hex. These may change as the scenario continues.



Your three platoons and leader are located at hexes: 53,22, 54,21, and 55,22. Select the leader and Infantry 67 A Platoon at 53,22 by right clicking on it. The unit will display in the Unit Display area on the right side of your screen. This tells you a lot of information, from the terrain type of the hex, its elevation, if there is an objective and its value, how many wrecks there are and the concealment value of the hex. It also informs you of some general scenario information:

the visibility range in hexes during the turn, how many airstrikes and smoke rounds you have available, and the base ammo level. As you are playing with Fog of War (FOW) turned on, you cannot see the other side's information.

You can find additional information about the Infantry 67 A Platoon by selecting it and by pressing F2, this displays the Unit Handbook, providing you with a vast amount of information about the selected platoon. The full name, short name and unit class and weapons are displayed, as well as the units' full organization. Additionally, it provides the cost in action points for the platoon to move through various terrain types during the current scenario. More importantly, the Unit Capabilities of the platoon are listed which help you identify how best to use the unit.

Unit Handbook ×

<p>Name Infantry Platoon 67 A Short Infantry 67 A Vietnam (M16, M60, M79, LAW, Claymore) — AIRBORNE</p> <p>Organization 1st Platoon A/1st/503rd Airmobile Infantry Company 67 - AIRBORNE 1st/503rd-173rd Airborne</p> <p>Unit Description The "Infantry 67 A" represents a Infantry Platoon 67 A, or Vietnam (M16, M60, M79, LAW, Claymore) — AIRBORNE unit in this game. This unit entered service in January 1967 and is available for selection until December 1975. With a Firing Cost of 30, this unit may perform up to 3 fire missions per turn. Its special capabilities are listed under the Capabilities table. For purposes of this game, this unit can move up to 6 km/h on roads, and up to 3 km/h off-road, depending on terrain. Each unit's movement capabilities vary per each terrain type, and are listed under the Movement table. A movement cost of zero means the unit can't move through that particular terrain. At full strength, this unit contains 6 gun or weapons teams, vehicles, or half-squads, as represented in unit's Strength Points. Each Strength Point is worth 6 Victory Points, making a full-strength unit worth a total of 36 Victory Points.</p>	<p>Parameters</p> <p>Unit ID 102801 Strength 6 Victory Points 6 Assault 10 Defend 11 Firing Cost 30 Loading Cost 35 Unloading Cost 25 Speed 11 XC Speed 6 Weight 0 Ground Pressure 50 Concealment 0 Move Sound 0 Fire Sound 1 Counter Cell 38 Base Cell 3 Animate 0 NATO Symbol Cell 280 Unit Icon Cell 109 Unit Bitmap P102801 Start Date 1/67 End Date 12/75 Front Armor 0 Side Armor 0 Rear Armor 0</p> <p>Capabilities Foot, Loadable, Ridable, Portage, CanDigIn, Assault, DefAT, InfSup, SetIED, XFireHeloShort</p>	<p>Movement Cost</p> <table style="width: 100%; border: none;"> <tr><td>Open</td><td>28</td><td>Rail</td><td>35</td></tr> <tr><td>Water</td><td>0</td><td>Paved Road</td><td>23</td></tr> <tr><td>Shallow</td><td>41</td><td>Unpaved Road</td><td>25</td></tr> <tr><td>Sand</td><td>65</td><td>Path</td><td>33</td></tr> <tr><td>Beach</td><td>32</td><td>Minor River</td><td>0</td></tr> <tr><td>Colored Dirt</td><td>65</td><td>Stream</td><td>57</td></tr> <tr><td>Rough</td><td>46</td><td>Ford</td><td>46</td></tr> <tr><td>Hammada</td><td>41</td><td>Heavy Bridge</td><td>1</td></tr> <tr><td>Wadi</td><td>28</td><td>Medium Bridge</td><td>1</td></tr> <tr><td>Tall Grass</td><td>39</td><td>Light Bridge</td><td>2</td></tr> <tr><td>Meadow</td><td>37</td><td>Cliff</td><td>0</td></tr> <tr><td>Grain Field</td><td>37</td><td>Embankment</td><td>65</td></tr> <tr><td>Produce Field</td><td>37</td><td>Escarpment</td><td>65</td></tr> <tr><td>Scrub</td><td>28</td><td>Crest</td><td>65</td></tr> <tr><td>Orchard</td><td>35</td><td>Ditch</td><td>0</td></tr> <tr><td>vineyard</td><td>52</td><td>Gully</td><td>39</td></tr> <tr><td>Dry Paddy</td><td>31</td><td>Dune</td><td>65</td></tr> <tr><td>Wet Paddy</td><td>60</td><td>High Wall</td><td>0</td></tr> <tr><td>Marsh</td><td>60</td><td>Low Wall</td><td>29</td></tr> <tr><td>Swamp</td><td>60</td><td>Hedge</td><td>23</td></tr> <tr><td>Forest</td><td>60</td><td>Bocage</td><td>65</td></tr> <tr><td>Deciduous Forest</td><td>60</td><td>Reef</td><td>65</td></tr> <tr><td>Evergreen Forest</td><td>60</td><td></td><td></td></tr> <tr><td>Light Jungle</td><td>60</td><td>Rubble</td><td></td></tr> <tr><td>Dense Jungle</td><td>60</td><td>Trench</td><td></td></tr> <tr><td>Palm Trees</td><td>30</td><td></td><td></td></tr> <tr><td>Thicket</td><td>60</td><td>Up Elevation</td><td>23</td></tr> <tr><td>Cactus</td><td>52</td><td></td><td></td></tr> <tr><td>Special Building</td><td>32</td><td>Bridges</td><td>L/Med/Hvy</td></tr> <tr><td>Village</td><td>32</td><td></td><td></td></tr> <tr><td>Suburb</td><td>30</td><td></td><td></td></tr> <tr><td>City</td><td>30</td><td></td><td></td></tr> <tr><td>Industrial</td><td>35</td><td></td><td></td></tr> <tr><td>Airfield</td><td>28</td><td></td><td></td></tr> <tr><td>Installation</td><td>30</td><td></td><td></td></tr> </table>	Open	28	Rail	35	Water	0	Paved Road	23	Shallow	41	Unpaved Road	25	Sand	65	Path	33	Beach	32	Minor River	0	Colored Dirt	65	Stream	57	Rough	46	Ford	46	Hammada	41	Heavy Bridge	1	Wadi	28	Medium Bridge	1	Tall Grass	39	Light Bridge	2	Meadow	37	Cliff	0	Grain Field	37	Embankment	65	Produce Field	37	Escarpment	65	Scrub	28	Crest	65	Orchard	35	Ditch	0	vineyard	52	Gully	39	Dry Paddy	31	Dune	65	Wet Paddy	60	High Wall	0	Marsh	60	Low Wall	29	Swamp	60	Hedge	23	Forest	60	Bocage	65	Deciduous Forest	60	Reef	65	Evergreen Forest	60			Light Jungle	60	Rubble		Dense Jungle	60	Trench		Palm Trees	30			Thicket	60	Up Elevation	23	Cactus	52			Special Building	32	Bridges	L/Med/Hvy	Village	32			Suburb	30			City	30			Industrial	35			Airfield	28			Installation	30		
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13

Range 4

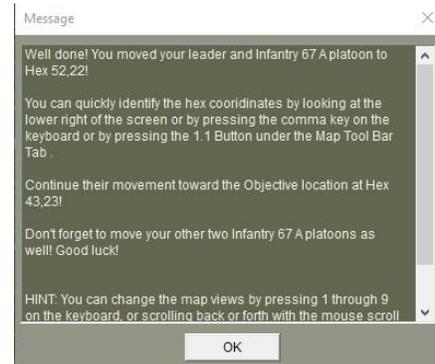
< Prev Unit Next Unit >

You will see the Range Display in the bottom right corner of the dialog. The blue line indicating how many hexes and the strength of firing against Soft Targets, while the red line indicates how many hexes and the strength of firing against Hard Targets. In most cases, the attack strength will reduce the further away you are shooting at something. You will notice that the Infantry 67 A has powerful weapon attack values at close range but peters off steadily out to four hexes.

Let's get started.

Double click hex 53,22. This selected both A/1st/503rd and the Infantry 67 A platoon that occupies that hex. Right click along the road hex at 52,22 and the first thing you will notice happen is a new dialog is displayed.

It is essential to read these dialogs and messages. They will provide instructions on what to do and how to proceed, or they will give you hints on what you should do to win the scenario. Unfortunately, once the message has passed, you won't be able to recall it to read it again. Pay close attention to the messages!



After you close the dialog, another dialog will appear. This will provide you additional information that you should pay attention to and potentially offer some hints that will help your play in general. Closing that dialog will allow you to watch the leader and infantry platoon walk into that hex along the road. Continue to right click along the road until you have no more Action Points left, which should be at hex 51,22.

Double click hex 54,21 follow the same procedure for the next infantry platoon, advancing along the road to hex 52,22. Lastly, double click hex 55,22 and move that infantry platoon along the road to hex 53,22.

There we go, that is all to do for this turn. Before pressing End Turn, I recommend setting the "Ask before advancing Turn" under the Options Menu. This will offer you a warning before ending the turn.

Press End Turn, the last button on the bottom row that looks like a white check mark in a red box.

4.1.2 Bootcamp One: Turn 2

You may have noticed that the opponents turn was very quick without much to see. The more complex a scenario is, the longer it will take to play through for the AI. For complexity 9 or 10 scenarios, this can be 10 or more minutes, depending on how much movement and combat is involved in a turn.

A new dialog will appear at the beginning of your turn congratulating you on getting this far. This a comprehensive note that should be read in detail. Press OK when you have completed reading the message. Another dialog will appear showing the Side A Command Report that informs you that there was nothing new to report from last turn, followed by another dialog explaining that it is Side As turn and it is turn 2 of 12.

Since nothing happened that you need to be concerned about during turn 1, you can continue advancing your units. Double click hex 51,22, selecting the Leader and Infantry 67 A platoon, and press H on the keyboard. This highlight the hexes that are within reach of your selected units during the turn. Right clicking on hex 49,21 will move the platoons along the road to that hex. Double click on the next rifle platoon at hex 52,22 and move it along the road to the village hex at 50,21.

The last Infantry 67 A platoon seems to be lagging behind, so we will Double Time the platoon. This reduces the amount of Action Points required to move through various terrain types during the course of the turn. Double clicking on hex 53,22 reveals that the Infantry 67 A platoon can only move two hexes, due to the elevation changes, but if you press CTRL+Q (or press the double arrow button at the top left of the Tool Bar), the unit will be in Double Time mode and can now move three hexes up the slope to join the other Infantry 67 A platoon at 50,21.



You will notice that using Double Time causes the Troop to become Fatigued, as indicated by the yellow F in the Unit Display. A Fatigued unit is now suffering a penalty and will Attack and Assault at half strength. The unit will remain Fatigued for another turn.

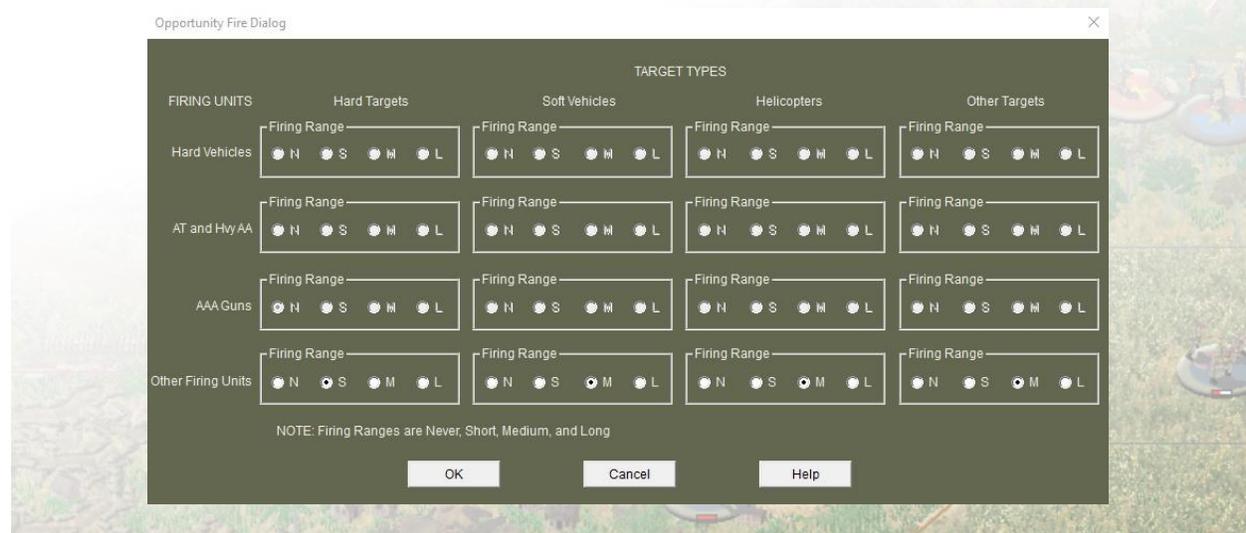
NOTE: Not all units will become Fatigued when the Double Time is pressed. This is an AAI setting and will vary depending on the quality of the training any particular unit receives.

That is all for this turn. Press End Turn, the last button on the bottom row.

4.1.3 Bootcamp One: Turn 3

Press OK through the dialogs after consuming any relevant information for the scenario and then double click on hex 48,20 and move the Leader and Infantry 67 A platoon to hex 44,22. Move the other two infantry platoons to hex 45,22. Both of the groups along the road will gain Line of Sight to the Objective Location at hex 43,23 and hopefully reveal any hidden opposing forces. Notice that none of your company infantry platoons still have enough action points to conduct Opportunity Fire. Opportunity Fire is attacking an opposing unit during the course of their turn. This is fine at the moment, but as we get closer to the airfield, we will want to curb what our platoons will fire at. We don't want them to shoot at any civilians by accident.

There are two levels of Opportunity Fire: global and individual. As global suggests, it is the overall settings for all of your units and how they will conduct Opportunity Fire should an opposing platoon be encountered. By selecting a single unit, you can set Individual Opportunity Fire for just that unit. Individual settings will always override Global settings.



To set the Global Opportunity Fire, press CTRL+P on the keyboard when no unit is selected. The Opportunity Fire Dialog will appear. The dialog is set up as a table, with the Firing Units on the right and the Target Types, with firing ranges, along the top. Under each of the Target Types is a set of four buttons that allow you to define the range that a particular Firing Unit class will attack a certain Target Type (N= None, S=Short, M=Medium, L=Long). The default will vary from scenario to scenario, but don't be surprised if it is set to fire at long range for all options. Depending on the scenario, leaving the global setting as this is fine, but I recommend setting Individual Opportunity Fire.

As a quick reminder, under the Options menu, select the Optional Rules option from the bottom of the menu list. This will open the Optional Rules dialog. Note that the Adaptive AI has been checked on, which means that the platoons will have Individual Opportunity Fire set for them. You can see what the settings are by selecting each unit and pressing CTRL+P. After selecting an Infantry 67 A Platoon, you will notice they are all set for the same type of Opportunity Fire, varying between Short and Medium distances depending on target type. For this scenario, these settings are fine, although when playing other scenarios or against a human opponent, it is wise to mix it up.

So far, the first few turns have been a walk in the park.

End the turn here...

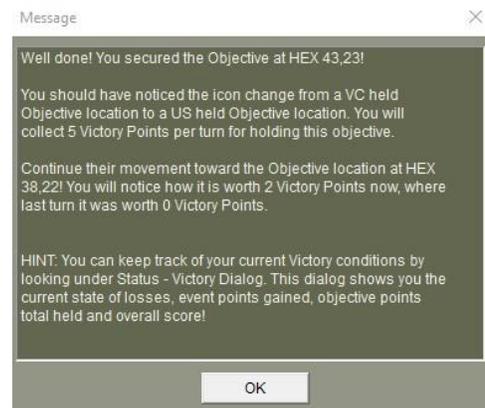
4.1.4 Bootcamp One: Turn 4

Your Leader and Infantry 67 A platoon are ready to capture the Objective Location at 43,23. Double click on them and enter the hex. Once secured a new dialog will appear congratulating you on your progress.

You should have noticed the Objective Location icon change from a Viet Cong flag to an American flag. By capturing the Objective Location, you have secured your side 5 Victory Points.

You will want to continue on to hex 38,22 where the next Objective Location is. Notice that the Objective Location has changed to a value of 2 Victory Points as opposed to the 0 Victory Points that it was before.

Move the other infantry platoons behind. If you didn't Double Time, they should look in similar positions to the screenshot below. End the turn.



4.1.5 Bootcamp One: Turn 5

At this point you should be moving your Leader and Infantry 67 A platoon to the Objective Location at hex 38,22. You will want to consolidate your entire company near that Objective Location before proceeding to the Dak To II airfield. Move your platoons to the Objective Location.

As your company will be consolidated, it will make formulating a strategy to secure the firebase location and the airfield easier.

End the turn.



4.1.6 Bootcamp One: Turn 6

After reading the messages, you will notice that the first Objective Location that you captured is now worth 0 points, from the 5 before. Additionally, the airfield and firebase Objective Locations are now worth 5 Victory Points each.

Advance your Leader and Infantry 67 A platoon along the runway of the airfield and send your other two platoons towards the Firebase.

You may have noticed that when you moved the Leader and Infantry 67 A into hex 38,23 that a Viet Cong supporting civilian unit. You are allowed to occupy a hex that contains the opposing side civilians, but you will want to avoid shooting them at all costs. This is where setting the Opportunity Fire in the previous turns will ensure that you don't accidentally shoot the Civilian unit if it moves.

If you secured the first objective along the airfield, you will notice that the Leader and Infantry 67 A platoon had stumbled into a block. With Enhanced Fog of War enabled, there is Side Awareness for the opposing sides defense, which means it is unlikely that you will see entrenchments, blocks, minefields or IED's until you stumble onto them. Unfortunately, the infantry platoons are not capable of clearing the block, these are engineering tasks that will be handled in Bootcamp 2.

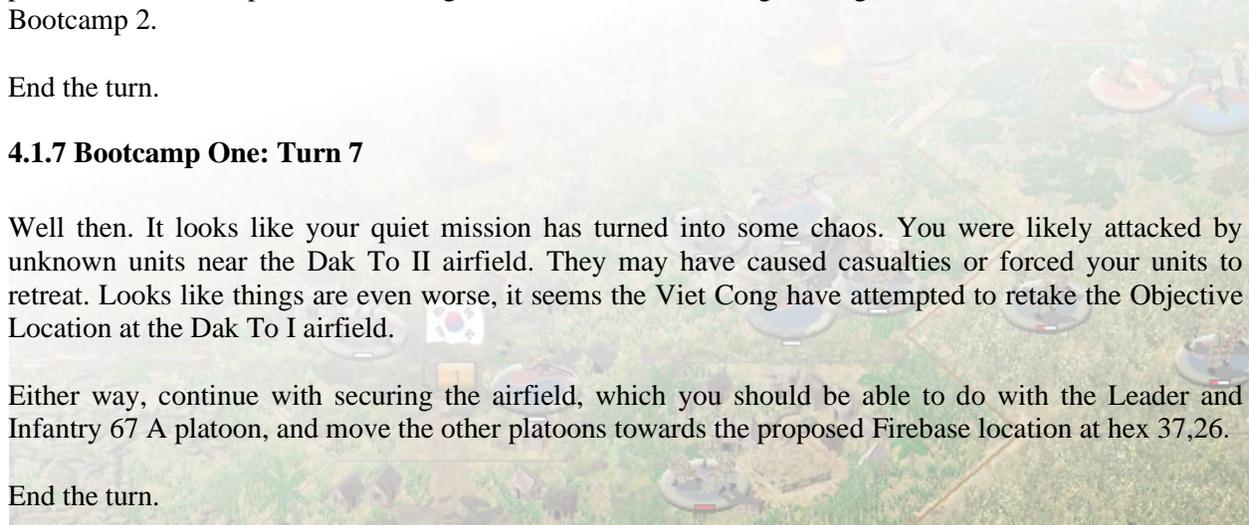
End the turn.

4.1.7 Bootcamp One: Turn 7

Well then. It looks like your quiet mission has turned into some chaos. You were likely attacked by unknown units near the Dak To II airfield. They may have caused casualties or forced your units to retreat. Looks like things are even worse, it seems the Viet Cong have attempted to retake the Objective Location at the Dak To I airfield.

Either way, continue with securing the airfield, which you should be able to do with the Leader and Infantry 67 A platoon, and move the other platoons towards the proposed Firebase location at hex 37,26.

End the turn.



4.1.8 Bootcamp One: Turn 8

During the Viet Cong turn, a message should have alerted you to that and made mention that the CIDG company should be made available soon to assist you in retaking the Dak To I airfield. Your company should remain on task to secure the Dak To II airfield and firebase location.

While you wait for the CIDG Company to deal with the Viet Cong, attempting to root out the Viet Cong that are firing at your position is wise. Paying attention to where the shooting is coming from, it appears to be coming from two different places: hexes 33,22 and 35,26.

With Vietnam, you can now fire at hexes that you cannot see the targets in, and you have a chance of hitting that potential target. If the Viet Cong hasn't been spotted at hex 35,26, use the two infantry platoons at the firebase to lay fire into that hex. You can do so by selecting the infantry platoons, pressing CTRL to be in Fire Mode, and right-click on the target hex.



You will not know if you hit anything, but you may destroy or disrupt the opposing unit. Be careful though in case there are Civilians in the area that may accidentally be the victims of your blind firing.

End the turn.

4.1.9 Bootcamp One: Turn 9

It looks like the Viet Cong are going to defend their position at Dak To I airfield.

It would be wise to move the South Vietnamese Civilians that are near the airfield away from the airfield, so they don't become casualties. Otherwise, moving up the CIDG Company close to the airfield in preparation of recapturing the Objective Location at the airfield and destroying the Viet Cong platoons that are spotted.



It would be wise to move the CIDG platoons around the village hex at 50,21, consolidating the forces there in preparation for the counterattack.

4.1.10 Bootcamp One: Turns 10 to 12

At Dak To II Airfield, any Viet Cong that are found northwest of the airfield should be engaged with Direct Fire or Assault by the American infantry company. Those across the river can only to be attack by Direct Fire.

The CIDG force at Dak To I will attempt to secure the Dak To I airfield. Maneuver the platoons towards the objectives and attempt to Direct Fire at the Viet Cong platoons or Assault them. In order to Assault the Viet Cong platoon, you will need to have a CIDG platoon in the hex next to a Viet Cong platoon and then attempt to move into the Viet Cong occupied hex. This will trigger an Assault, which you complete by pressing the Resolve Assault button, or ALT+V.

A Major Victory is possible, keep trying until you are successful.

4.2 Bootcamp Two

4.2.1 Bootcamp Two: Turn 1

The following presumes that you have read the manual and having played and read through Bootcamp One. While I will keep the following very basic, having some understanding of what is in the manual will make playing the following Bootcamp scenario less painful. I will explain the principles of some of the elements as we play through the scenario, but for the formulas and explicit details, I recommend reading through the manual.

By selecting Play Scenario, ensuring that Standard is checked and pressing the button beside Start a New Game you'll be taken to the Scenario Selection screen where you will choose scenario, "Bootcamp 2" from the scenario listing. Pressing OK will take you to the AI Selection screen, where you will leave the setting as Manual for the Side A AI and change the setting to Computer with FOW for Side B. Clicking on the Rules button, you will check on all the options available and this will be your default the next time you load a new scenario. Press OK on the Optional Rules dialog and OK on the AI Selection dialog and the game should load.

When loaded, you'll see a new Scenario Briefing report that gives you details about what needs to be done during the scenario. After pressing OK, another notification that it is the SIDE A Player, Turn 1 of 22. Pressing Enter will remove the notification. At the bottom left of the screen is a United States and South Vietnamese flags, indicating it is the United States and South Vietnamese turn and a turn counter, with 22 turns available for this scenario. As the turns progress, the white bar will turn red.

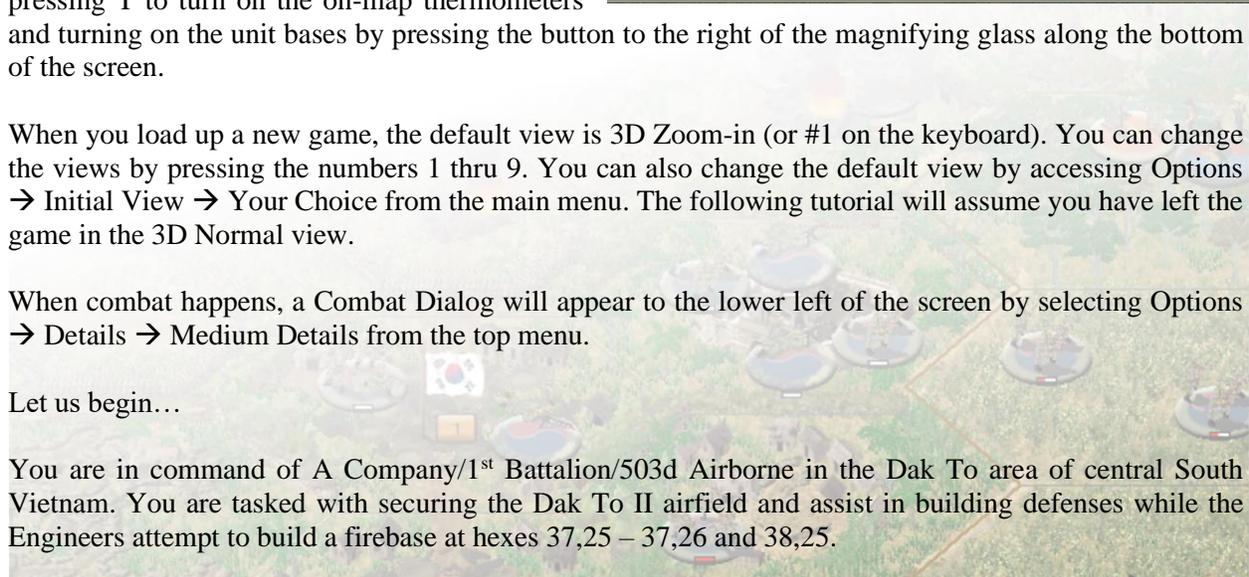
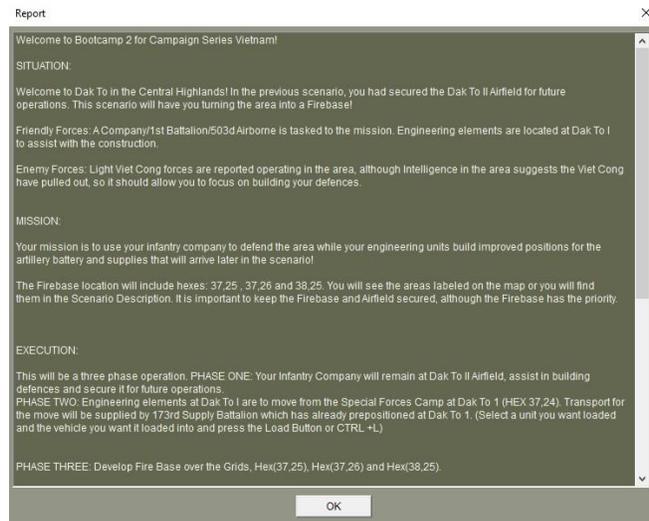
The Unit Dialogue on the right side of the screen should still be present from your setting in Bootcamp Two. Additionally, I recommend pressing T to turn on the on-map thermometers and turning on the unit bases by pressing the button to the right of the magnifying glass along the bottom of the screen.

When you load up a new game, the default view is 3D Zoom-in (or #1 on the keyboard). You can change the views by pressing the numbers 1 thru 9. You can also change the default view by accessing Options → Initial View → Your Choice from the main menu. The following tutorial will assume you have left the game in the 3D Normal view.

When combat happens, a Combat Dialog will appear to the lower left of the screen by selecting Options → Details → Medium Details from the top menu.

Let us begin...

You are in command of A Company/1st Battalion/503d Airborne in the Dak To area of central South Vietnam. You are tasked with securing the Dak To II airfield and assist in building defenses while the Engineers attempt to build a firebase at hexes 37,25 – 37,26 and 38,25.



First thing to notice is that A Company is spread out around the Dak To 2 Airfield, while at the Dak To Special Forces Camp is a group Engineering units with transports. The Special Forces Camp is at the collection of hexes at 52,23.

Starting with the Dak To 2 Airfield, you are under instruction to help build defenses around the airfield. By selecting the Infantry 67 A platoon at Hex 37,26 (the Firebase), you will want to start Digging In and building an Improved Position. You can do this by ensuring the Infantry 67 A unit is selected and then pressing the Shovel Icon on the Tool Bar or by pressing CTRL+D. If it is done correctly, a Shovel Icon will be displayed in the Unit Info Box of the platoon. There is a small percentage chance that an Improved Position will be created at the beginning of the next turn. This will vary depending on the nation and their inherent training.



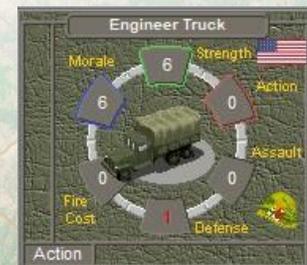
It is recommended to do the same Digging In procedure for the other two platoons of A Company. Once completed, scroll over to the Dak To Special Forces Camp to review the Engineering units that are there.

At the Dak To Special Forces Camp you will find a Construction Engineer Platoon, an Engineer Platoon, a Heavy Machine Gun (0.50 cal) Platoon and a Battalion Headquarters, all with various transports available. Each of these units will be important for your task ahead with building the Firebase at the Dak To 2 Airfield.



Time to mount up!

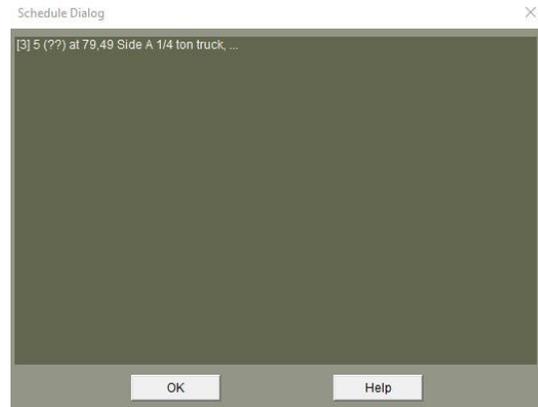
Starting on the top right, double click hex 53,23 with the Construction Engineer and the Engineer Truck. When they are both selected, Press the Load Button (looks like the front view of a truck) on the Tool Bar or press CTRL+L on the keyboard. This will Load the Construction Engineer into the Engineer Truck. You will notice this consumed all of the Action Points to do so, which is to represent that the specialized units and vehicles take longer to load than regular infantry units. If you right-click on the middle of the Engineer Truck in the Unit Info Box, it will identify what is being carried, in this case, the Construction Engineer.



Repeat the process for the other units at the Dak To Special Forces Camp.

With 22 turns in this Bootcamp scenario, that doesn't seem like a lot of units to use for the rest of the scenario. Let us check the Reinforcement Dialog to see if there are any more forces that will be made available. You can do so by pressing the Scheduled Reinforcement Dialog button on the Tool Bar or by pressing ALT+S on the keyboard. The Schedule Dialog should appear that reveals that we will be getting more units!

You should see the following: **[3] 5 (??) at 79,49 Side A ¼ ton truck, ...**



This indicates that the Reinforcement ID 3 has an unknown percentage chance of arriving on Turn 5 at Hex 79,49 for Side A that has a ¼ ton truck and additional elements to it.



Double left-clicking on the entry will display another dialog that gives more details about what else is arriving with that group. By the looks of the dialog, another Machine Gun carried by an M151 Jeep and an M102 105mm Howitzer Platoon being towed by M35 trucks with a Supply Truck Platoon.

I presume these will be needed at the Firebase!

That is all for this turn. Press 1 on the keyboard, to change the view, and then press End Turn, the red button at the bottom right of the screen.

4.2.2 Bootcamp Two: Turn 2

A new Message that reveals a lot about how Combat Efficiency is checked at the beginning of every turn to determine if each non-isolated unit that had fired the previous turn has maintained or regained its supply if the unit was Conserving Ammo.

A Combat Efficiency check is performed at the beginning of each turn to determine if each non-isolated unit that fired the previous turn has maintained supply or has regained supply if the unit was Conserving Ammo.

There are two types of ammo levels in *Vietnam*: Base Ammo and Artillery Ammo. Artillery pieces (guns with tubes larger than 76mm in diameter) will use the Artillery Ammo level for their calculations while everything else will use the Base Ammo level.

The unit will first use its parent headquarters to see if it maintains Combat Efficiency, if that check fails, a second attempt is made against the Base Ammo level. If the unit does not maintain Combat Efficiency, the unit will go into Conserving Ammo status.

A unit in Conserving Ammo status, indicated by a hollow bullet symbol in the Icon Bar of the Unit Info Display, will have the number of attacks reduced to the number of Strength Points divided by 2, with fractions rounded up. An Assault performed by a unit that is Conserving Ammo is done so at 75% of its Assault value.

Artillery units will not be able to fire if they are Conserving Ammo until the unit regains Supply.

You will notice that your current Ammo and Artillery Ammo supplies are currently 40 and 20 respectively. This is not enough to sustain high tempo combat operations, especially a prolonged firefight.

As the Headquarters unit was loaded in Turn 1, it will stop providing supply until it is stationary for at least one turn. This will be after we get the Engineer column to the Firebase.

Speaking of, back to the task at hand!

It is unlikely that any of the Infantry Platoons from A Company at Dak To 2 Airfield had successfully completed an Improved Position yet, so let them continue doing so.

Back at the Dak To Special Forces Camp, the loaded vehicles should be ready to start their journey towards the Firebase. Following the unpaved road will provide the least movement costs for the travel, so group your vehicles together in a convoy and head towards the Firebase. Vehicles will move just like the Infantry from Bootcamp 1, select the unit and right click on the target hex to initiate movement.

You may notice that when you select units may not be able to move out of the Special Forces Camp. That is because there is a low stone wall surrounding the camp. There is an access point at the northwest corner of hex 53,23 that will allow travel by vehicle in and out of the camp.



Proceed to drive the units down the road towards the Firebase and make note of the pop-up messages that are displayed when you do, as they will provide you essential instructions. If all is well, your vehicles should look like the screenshot to the right.

That is all for this turn, press End Turn.

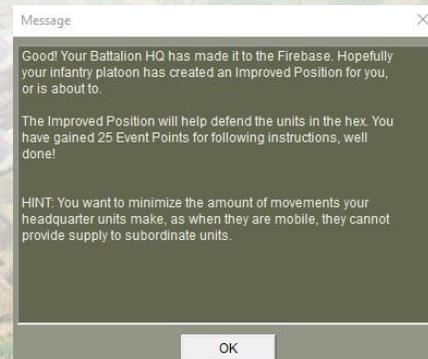
4.2.3 Bootcamp Two: Turn 3

So far, so good. You're on the right path!

It is still unlikely that A Company was successful in creating any Improved Positions, so leave them there and we will focus our attention for this turn on moving the Engineer column to the Firebase.

Select the loaded Jeeps and Trucks and move them towards the Firebase at hex 37,26. This will require you to move the vehicles off the road directly towards the Firebase. If you are successful, you should see the Message Dialog to the right awarding you for 25 Event Points for successfully following instructions.

You will want to select the Engineer Trucks and move them along the road towards the airfield hex 39,23. You should receive a couple of notices for them, read them in detail and press OK.



That is all for this turn, press End Turn.

4.2.4 Bootcamp Two: Turn 4

All your units are around the Dak To 2 Airfield now. It is still unlikely that one of your A Company platoons have made an Improved Position yet, but if it has, move the successful platoon to a new hex that would make a good defensive position and start the process again.

Now that the vehicles have arrived at the correct location, you'll want to unload them in the same hex by pressing the Load Button or CTRL+L on the keyboard.

Once you have all the units from the Engineer column unloaded, I would recommend moving the vehicles to a safer location, park them over by hex 40,26.

Your Engineer Platoon should still have 75 Action Points remaining this turn, allowing it to still move. Move the Engineer Platoon into hex 37,25 to start reducing the Minefield that is present there. Since the Firebase construction is the most important task, starting by clearing the Firebase area is a logical choice.

An Engineer Platoon does not suffer an attack when they move into a Minefield. In order to clear the Minefield from the hex, the Engineer Platoon must remain in the hex for the duration of the turn. On the next turn, if the Engineer Platoon is undisrupted, they will clear one level from the Minefield.

The Minefield at hex 37,25 is a two-level Minefield, so will require two turns to remove completely. This can be identified in the Unit List under the Special heading, where it presently says MN2.



That is all for this turn, press End Turn.

4.2.5 Bootcamp Two: Turn 5

How exciting! The reinforcements have finally arrived, right on time as predicted.

Your Side A Command Report should have some interesting information for you this turn. The report reveals that your Reinforcements have arrived, your HQ is still no providing supply and that the Engineer has cleared one level from the Minefield at hex 37,25.



The larger a scenario, the more information that will be displayed here, especially as your units are engaged in combat, so it is important to read the report and identify any important information for the current turn.

Let's deal with the units at the Firebase before we proceed with bringing on the reinforcements.

At the southern hex of the Firebase, 37,26, you should have your Infantry 67 A, Leader, the Battalion Headquarters and the Heavy Machine Gun platoon. If an Improved Position has not been created already by the Infantry 67 A platoon, then select the Heavy Machine Gun Platoon and have it Dig In in the hex as well. If the hex has an Improved Position, then move both the Heavy Machine Gun and Infantry 67 A platoon to another Firebase hex and next turn, attempt to dig in there. Having more than one unit digging in in the same hex will increase the odds of a successful build.

Since the Engineer Platoon has reduced the Minefield by one and should remove the rest of the Minefield next turn and must remain in the hex to do so, it would be wise to start Digging In in the same hex. The Engineer Platoon has an increased chance over infantry platoons to construct an Improved Position.

The Construction Engineer should move to hex 38,25. If all your vehicles are not at 40,26, finish moving them there. Ideally, the Firebase should look like the following.



Now we can turn our attention to the reinforcements! Press the Display Arrived Button or ALT+A on the keyboard to see the reinforcements that are available to add to the map. Double click on the entry at the top of the dialog to bring the units on the map.

The map will scroll to the entry point where the reinforcements will be displayed. Entering the map are the Machine Gun carried by an M151 Jeep and an M102 105mm Howitzer Platoon being towed by M35 trucks with a Supply Truck Platoon.

You will notice that all the units arrive with 0 Action Points. This is by design. They will regain their Action Points at the beginning of the next turn.



That is all for this turn, press End Turn.

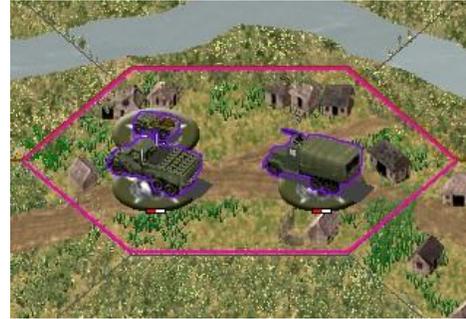
4.2.6 Bootcamp Two: Turn 6

At the Firebase, if any Improved Positions were created, move the successful platoons to another hex of the Firebase in preparation of continuing to build Improved Positions in the other hexes of the Firebase. The Construction Engineer should also be Digging In.

If the Engineer Platoon has successfully built an Improved Position in hex 37,25, it should be moved into

the airfield hex at 37,24. This contains a Block which the Engineer, if it remains there undisrupted, it will clear the Block the following turn.

Time to move the reinforcements! Scroll to the edge of the map at hex 79,49 and double left click the units in the hex. There is a total of 11 Strength Points, since it is less than 12, we can gain the benefits from moving along the road. This will allow us to move further instead of moving cross-country.



While you can use the reachable hexes tool, I prefer selecting a few hexes down the road of where the vehicles currently are and then proceed in steps until the column has moved to hex 67,41. Based on this travel distance, it looks like it will take a few turns to get to the Firebase.

That is all for this turn, press End Turn.

4.2.7 Bootcamp Two: Turn 7

Depending on the success rate of your Improved Positions will determine what you will be doing at the Dak To 2 Airfield and Firebase. The entire Firebase area (hexes 37,25 - 37,26 and 38,25) will need an Improved Position.

Eventually, for extra defenses, you will want to build Trenches. This is the primary purpose of the Construction Engineer. When they are set to Digging In on an already existing Improved Position, they have a small chance every turn of transforming the Improved Position into a Trench. This is one of your goals for building the Firebase, converting the three Firebase hexes to Trenches.

Don't forget to move your reinforcement column closer to the Firebase. A Message should have popped up during the move along the road that informs you that it is the artillery will eventually be placed in hex 38,25, the eastern hex of the Firebase.

Your Reinforcement column should have reached 62,34 this turn.

That is all for this turn, press End Turn.

4.2.8 Bootcamp Two: Turn 8

With any luck, the Infantry 67 A Platoon at 38,22 has built an Improved Position. Did you know that your Infantry Platoons can also lay a Level 1 IED? Think of the Infantry Platoon setting up some Claymores.

To do this, move your Infantry Platoon into the hex you want to set an IED, for example, move the Infantry Platoon at hex 38,22 to hex 38,21. You will need to wait until the following turn, as it takes 100 Action Points to initiate the attempt. On the following turn, select the Infantry Platoon and then from the Units menu, choose Lay Mine Field/IED. If you moved the Infantry 67 A platoon into hex 38,21 you will gain Event Points for doing so.

The platoon trying to lay the IED cannot be Conserving Ammo, or it will not work. It may take a few turns for it to be set, so be patient! If successful, you will see the IED graphics appear, and your unit will

go into Conserving Ammo status. When the unit passes a Combat Efficiency check, they can lay another. There is no limit to the amount of IED's a unit can lay.

Otherwise, the rest of the units should continue the construction of the Firebase.

Your reinforcement column can continue towards the Firebase and should reach hex 57,21 this turn. During its movement, a message should have popped up informing you that you need to move the Supply unit to hex 37,26 and by doing so, it will provide additional supply for your Firebase.

That is all for this turn, press End Turn.

4.2.9 Bootcamp Two: Turn 9

In the previous turn, if you have moved the Infantry 67 A to hex 38,21, then you are ready to set an IED. You can do so by selecting the unit and pressing the Lay Mine/IED button under the Engineer Tab on the Tool Bar or by pressing CTRL+M on the keyboard. The Infantry 67 A platoon will need 100 Action Points in order to attempt to set the IED. It may take a number of turns to set the IED, so be patient! If you happen to build one on the first try, you will gain 10 Event Points for doing so.

Hopefully by now you have your Construction Engineer platoon started to build a Trench in one of the Improved Positions at the Firebase. It will take time, so be patient!

Your reinforcement column can continue towards the Firebase and should reach hex 52,22 this turn. You will notice that the vehicles seem to move slower as they move uphill. This is by design as the heavier loads on the vehicles will slow them down.

That is all for this turn, press End Turn.

4.2.10 Bootcamp Two: Turn 10

The construction of the Firebase is based on the odds of your units successfully building Improved Positions at the start of a turn.

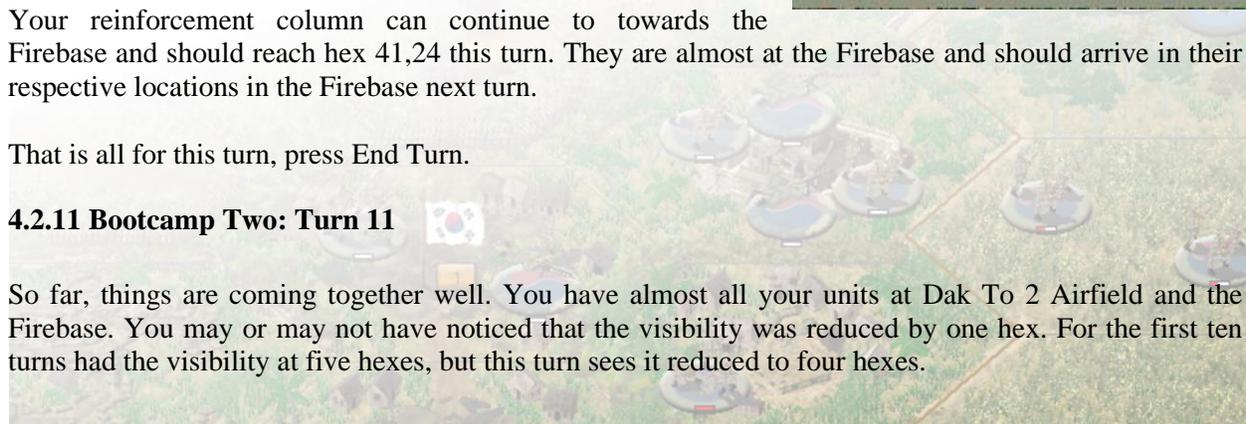
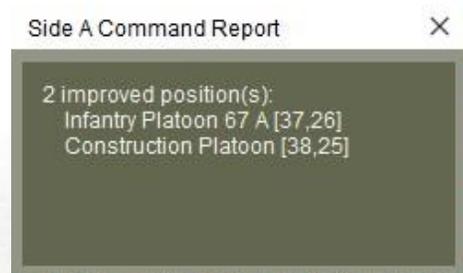
If your Construction Platoon is not in a hex at the Firebase with an Improved Position and trying to build a Trench, it is highly recommended to do so now.

Your reinforcement column can continue to towards the Firebase and should reach hex 41,24 this turn. They are almost at the Firebase and should arrive in their respective locations in the Firebase next turn.

That is all for this turn, press End Turn.

4.2.11 Bootcamp Two: Turn 11

So far, things are coming together well. You have almost all your units at Dak To 2 Airfield and the Firebase. You may or may not have noticed that the visibility was reduced by one hex. For the first ten turns had the visibility at five hexes, but this turn sees it reduced to four hexes.



The scenario will turn to night later, so it is wise to keep an eye on the visibility on a turn-by-turn basis. You can see when the transition will be under Status → Scenario Information. The turn-by-turn changes are listed on the left.

Now we can move the reinforcement column towards the Firebase! If you recall correctly the 105mm Battery was instructed to go to hex 38,25. Moving the M35 with the 105mm Battery to that hex will trigger a message that awards you 25 Event Points for following orders. Well done! Unfortunately, you don't have enough Action Points to unload the battery yet, that will happen next turn.



The Supply Truck was previously instructed to move to hex 37,26. Moving the Supply Truck to that hex will earn you an additional 100 Event Points and increase your Ammo and Artillery Ammo levels to 70 and 75 respectively. This will help your units maintain Combat Efficiency! Way to go! Now that the Supply Truck has completed its mission, you can move the unit to where the other vehicles are parked.

The Jeeps carrying the Heavy Machine Gun platoon can be placed where you think the Firebase defenses are weak. The Heavy Machine Gun can also help with digging in Improved Positions if they haven't been completed yet.

That is all for this turn, press End Turn.

4.2.12 Bootcamp Two: Turns 12

Excellent news! There are some airstrikes available this turn!

The Optional Rule Enhanced Close Air Support is checked on by default. This is the new airstrike management system within the Campaign Series.

You can access the Close Air Support dialog by pressing CTRL+A or pressing the Close Air Support button found in the Common, Combat and Air tabs of the bottom menu.

Once the button is pressed, a new dialog will appear that reveals the aircraft available for attack. It will identify the strength points of the aircraft, the aircraft type, the unit ID and if it is on or off the map. If you double-left click on an air unit in the list, it will provide you more information about that air unit.

To set an airstrike, choose the air unit from the list that is available and then right click on the target hex. The air unit will most likely attack that hex the following turn. Once the air unit has been given a target, it will be greyed out. If the air unit is greyed out, it means it is not available. You can access the Close Air Support dialog at any time.

Unload the 105mm Battery at hex 38,25 and move the truck closer to the other vehicles. Notice the name and that the truck has a Fire Cost, this means that the M35(A) is an armed truck platoon. This is useful for mobile firepower, although the vehicle itself will not take too many hits before being destroyed.

Pressing the Artillery button to the bottom left of the screen will open the Artillery Dialog which will allow you to play Indirect Artillery Fire. The artillery units listed in black are available to be fired during

the current turn, while artillery units listed in grey are unavailable.

To plot an Indirect Fire mission, highlight the artillery unit in the Artillery Dialog, roam the cursor over the map to the desired target hex and right click upon it. Note that targets that are within range of the artillery unit are highlighted in red. The hex will be marked with a crosshair icon to identify which location has been targeted. Once plotted, an artillery mission cannot be recalled.

Continue building IED's and Improved Positions around the Firebase. Also attempt to use the Construction Engineer to upgrade the Improved Positions to Trenches. Don't forget that the Engineer Platoon need to clear the Blocks from the Dak To 2 Airfield.

That is all for this turn, press End Turn.

4.2.13 Bootcamp Two: Turns 13

Hopefully by now you have received a message informing you that you have been successful built a Trench in one of the Firebase hexes. Continue to upgrade the Improved Positions at the Firebase so that all are converted to Trenches. This is your primary goal.

Note that the visibility has been reduced to 2 now. Night appears to be coming quickly.

Continue building IED's and Improved Positions around the Firebase.

That is all for this turn, press End Turn.

4.2.14 Bootcamp Two: Turns 14

Visibility hovered at 2 hexes again for this turn. If everything remains the way it is, looks like you're on the path for a Major Victory! Well done!

Continue building the Firebase and ensure that you have Trenches in all three hexes of the Firebase and that the runway of the Dak To 2 Airfield are cleared of Blocks.

That is all for this turn, press End Turn.

4.2.15 Bootcamp Two: Turns 15

Holy crap, where did that come from! Looks like there is an attack happening!

It is essential to protect the Firebase at all costs. Maneuver your A Company into defensive positions and prepare for the attack.

If any of your Infantry 67 A platoons are still Digging In, it would be wise to stop them from Digging In so they can fire at full value against the attacking Viet Cong. Now would be a good time to use your artillery to lay some positions on the outside of the Firebase where you expect the Viet Cong to attack from.



Your Engineers should continue their mission of building the Firebase, regardless of the attack.

That is all for this turn, press End Turn.

4.2.16 Bootcamp Two: Turns 16

Night has fallen! Your map view has changed with a darkened and blue tinge, these are the night graphics.

Visibility is also reduced to one hex and firing into the dark reduces your ability to see and hit targets.

Night combat is quite different than day combat. A few things to note.

1: Non-foot movement costs are doubled during a Night scenario, even in illuminated areas. There is no effect for foot-type units.

2: An attack into a hex within night visibility range (normally one or two hexes, but also includes illuminated hexes) is performed at full firepower. An attack into a Gun Flash hex is performed at halved firepower (Fractions Rounded Up) as the attacker is considered to be firing at the Gun Flash, not a specific target in the hex.

3: If a unit that would be in opposing Line of Sight in a daytime scenario fires from a non-illuminated hex, the hex is marked with a Gun Flash. The Gun Flash is automatically removed at the end of the Player Turn after the turn in which it appeared. The presence of a Gun Flash allows the opponent to fire at the hex, which is resolved at half firepower (Fractions Rounded Up) if the hex is non-illuminated and is two or more hexes from the attacker. Units can target Gun Flash marked hexes up to 6 hexes away, although they cannot target individual targets in the hex.

4: An Illuminated Hex is one affected by Flares or that has six or more wrecks. Attacks into an Illuminated Hex are not affected by Night Combat Rules.

5: Certain vehicles are equipped with Night Vision equipment. This allows those units to target units up to five hexes away, regardless of the night visibility set in the scenario.

6: In some night scenarios, Flares may be available to one or both sides. If available, they will be listed below in the Unit Display below Smoke or in the Status Bar at the bottom of the screen. The Flare will illuminate its hex and the adjacent six hexes. Any unit with an assault value greater than 0 and at least 20 Action Points remaining can attempt to fire a Flare. You can fire a Flare by selecting a unit, depress ALT+SHIFT and right click on the target hex while in Fire Mode. Each attempt has a 40% chance of success, unless the unit is accompanied by the units Leader. If a Leader is present, the based chance is increased by a number 5 times the Leaders Command Rating. If the Flare attack is successful, there is a 40% chance it will land in the target hex; otherwise, it will land in one of the bounding six hexes. The range a unit can fire a Flare is two hexes, unless being fired from an indirect fire unit, in which case it equals half of the unit's maximum range (Fractions Rounded Up).

Night combat will make this defense more complicated. Make the effort consolidate the A Company near the Firebase to ensure that it is not overrun by the Viet Cong. Shifting your machine guns to the most threatened areas would be wise.

With the target rich environment, now would be a good idea to call an airstrike. Select the Close Air Support button or press CTRL+A on the keyboard. When the Close Air Support Dialog ensure one of the F-100's is highlight and then right click on the map. If done correctly, you will see a bomb icon appear on the map.



It is up to you if you wish use more than one airstrike at this point.

That is all for this turn, press End Turn.

4.2.17 Bootcamp Two: Turns 17-22

That Viet Cong artillery is getting too close for comfort. Hopefully you haven't suffered too badly for any random firing from the mortars.

Your airstrikes are less likely to drift and find their own target, but they will target all the units in the hex when they attack.

Use what you have learned in all the hints during the scenario to finish the last handful of turns.

Defend the base to the best of your ability and try keep trying to build the Trenches that are required. Getting the base built and keeping the base secure will be the key to winning the scenario.

Good luck with your defense!

The Bootcamp 2 scenario is winnable. If you did poorly, give it another try and modify your tactics to secure the Major Victory. This is an example of the replayability of the *Vietnam* game, hopefully offering exciting challenges every time you play!

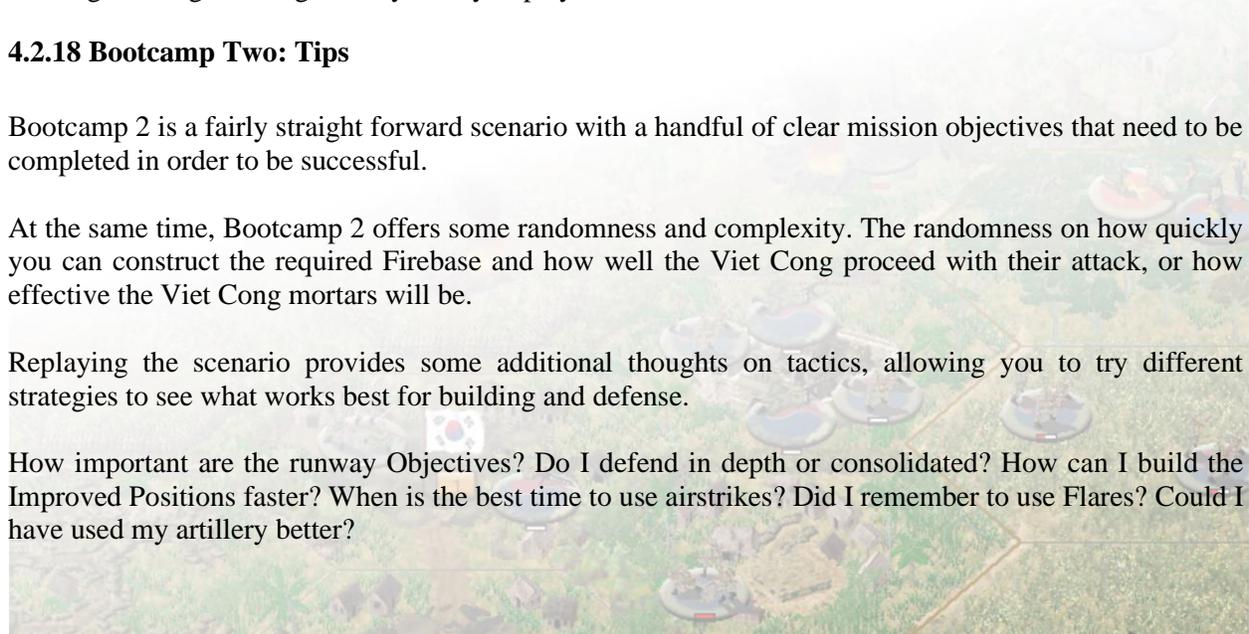
4.2.18 Bootcamp Two: Tips

Bootcamp 2 is a fairly straight forward scenario with a handful of clear mission objectives that need to be completed in order to be successful.

At the same time, Bootcamp 2 offers some randomness and complexity. The randomness on how quickly you can construct the required Firebase and how well the Viet Cong proceed with their attack, or how effective the Viet Cong mortars will be.

Replaying the scenario provides some additional thoughts on tactics, allowing you to try different strategies to see what works best for building and defense.

How important are the runway Objectives? Do I defend in depth or consolidated? How can I build the Improved Positions faster? When is the best time to use airstrikes? Did I remember to use Flares? Could I have used my artillery better?



4.3 Bootcamp Three

4.3.1 Bootcamp Three: Turn 1

The following presumes that you have read the manual and having played and read through Bootcamp's One and Two. I will explain the principles regarding Helicopter movement, Combat Assaults into Landing Zones and Tunnels as we play through the scenario, but for the formulas and explicit details, I recommend reading through the rest of the manual.

Reviewing the Scenario Briefing, it looks like we are tasked with transporting B Company into the mountains south of Dak To by helicopter to secure the mountains and hunt down a mortar that had been shelling the Firebase in the previous scenario.



Looking around Dak To 2 Airfield, one will notice a number of UH-1D Huey helicopters, a couple UH-1C Gunships, some supply trucks, the Firebase and infantry companies. You will notice that A Company is fixed at the Firebase while B Company is situated just off the airfield, ready to load into the transport helicopters.

Let's do that. Move the Infantry 67 A platoon into hex 37,27 on the airstrip where the two UH-1D Huey helicopters are.

Well done! You will notice that this hex has an LZ icon in the bottom right corner of the hex. This refers to a Landing Zone. When playing with the Historical Landing Zone Option On, which it is by default, helicopters can only take off and land in these designated hexes. Note the airfield has a number of these Landing Zone hexes, so you can take off and land your helicopters in any one of these hexes.

Let's talk about helicopters. There are two 4 Strength Point helicopters in hex 37,24. These are both UH-1D's, aka 'Slicks', which will transport your troops. When looking at them in the Unit List, you will notice on the right side a 'G9' in green notation. This is the Flight Status indicating the helicopter unit is currently on the Ground and has 9 turns of fuel left before it needs to refuel. At the top left you will see a Green Fuel icon. As the turns go by, this will change to yellow and finally red reminding you that you need to land and refuel!



Once the infantry platoons are loaded into the helicopters (Selecting the helicopters and infantry and pressing CTRL+L or the Load button on the Tool Bar), you will want to take-off and start flying. With the loaded helicopter selected, you can take off by pressing PAGE UP on the keyboard or the Climb button on the Tool Bar. You should see the Flight Status change to N9, which means the helicopter is lifting off and is currently in the Nap of the Earth Flight Zone.

There are four Flight Zones in *Vietnam*: Ground, Nap of the Earth, Low and High. Each has their advantages and disadvantages, the main one to keep in mind is that the lower you fly, the more Action Points are required to move from hex to hex.

It costs 10 Action points to move from Ground to Nap of the Earth Flight Zone and another 10 points to move to the Low Flight Zone. It costs 3 Action Points to move to an adjacent hex in the Nap of the Earth Flight Zone, 2 Action Points in the Low Flight Zone and 1 Action Point in the High Flight Zone. When covering long distances, the advantage to moving to a higher Flight Zone is clear.

As our destination, LZ ALPHA, isn't that far, we will advance south in the Low Flight Zone until we are unable to move. You might want to steer clear of the hill tops in case the Vietnamese have set up anti-aircraft guns on the hill tops.

Don't forget your Gunships at hex 35,23. You will want to keep these in front of your Slicks, escorting them. They will provide fire support when you are ready to land B Company into LZ ALPHA.

Spending most of the Action Points, the gunships and the slicks carrying B Company should look in a similar position as the picture to the right, just above LZ ALPHA.



As the helicopters are near, it would be wise to use the artillery at the Firebase and plot some preparatory artillery bombardments into the Landing Zone hexes, just in case they are defended.

That is all for this turn, press End Turn.

4.3.2 Bootcamp Three: Turn 2

While you can land into a Landing Zone from a High- or Low-level Flight Zone, it is recommended to take a hex-by-hex approach, reducing your height as you fly towards the Landing Zone for an Airborne or Combat Assault. Notice that all the helicopters will have a L8 now, meaning that they are flying in the Low Flight Zone and that one turn has been removed from their flight time before they need to refuel, in eight turns.

Since you don't know if the Landing Zone is hot (enemy occupied or taking enemy fire), it is good practice to come in with fire support from your gunships prior to landing the Slicks into the Landing Zones.

That being said, let us start by moving the Gunships to Nap of the Earth and target hexes around the Landing Zones. Selecting the Gunship that you moved to 38,45 last turn and then descending to the Nap of the Earth Flight Zone reduces the amount of Action Points by 10 and moving to hex 38,46 leaves 87 Action Points, enough to fire twice.

Looking at the Landing Zones, there is some dense jungle to the south which would make good cover for

any North Vietnamese troops that were trying to cover the Landing Zones. Ideal places for machine guns and an infantry platoon or two.

Direct Fire at the two jungle hexes with the Gunship. Then do the same procedure with the other Gunship. After firing with the Gunships, move them back to the northeast side of the Landing Zones so they can support B Company while they are on the ground.



Time to bring in the Slicks. Select one of the UH-1D helicopters and move it to hex 37,47. Press the Descend button or PAGE DOWN button on the keyboard twice so that the helicopters land in the Landing Zone. When landed, pressing the Load Button or CTRL+L will unload the Infantry 67 A platoon into the Landing Zone.

Unselect the Infantry 67 A platoon, leaving only the UH-1D selected and press the Climb button or PAGE UP twice to take off again and return to the Low Flight Zone. Send the helicopter north back towards Dak To 2 Airfield. It should move to around hex 37,34. Repeat the process for the other two UH-1D's.

Once B Company has landed, you will want to remember Unit Cohesion. This is keeping your platoons no further than a kilometer apart. This will make the company more combat effective, and each platoon will be able to mutually support each other in case of serious combat.

Start moving B Company towards Hill 978, towards the northwest from the Landing Zones. If all has gone according to the described above, B Company should have been able to move one hex upslope towards Hill 978.

If your artillery is not Conserving Ammo, it would be recommended to target Hill 978 in case it is occupied.

That is all for this turn, press End Turn.

4.3.3 Bootcamp Three: Turn 3

You haven't run into any North Vietnamese yet, so let's continue up Hill 978 towards the Objective.

Continue moving B Company up the hill towards the Objective. You'll notice that it costs 65 Action Points to move into the next hex going uphill. This is maximum amount of Action Points a unit can spend in a single movement, expended due to the steep nature of the terrain.

Use the Gunships to target the top of Hill 978 in case there are any North Vietnamese lurking in defensive positions there.



B Company is making good progress, but this is all we can do here. Let's focus our attention on the getting the Slick's back to the Dak To 2 Airfield.

Select the Slicks and fly towards the airfield and prepare to land in one of the Landing Zones that are available at the airfield. You might find it easier to use one of the 2D map views for flying. Map View 7 would be good for showing both the helicopters and the airfield.

Land the helicopters on the airfield by pressing the Descend button or the PAGE DOWN button on the keyboard. It would be wise to spread them out, two platoons on one Landing Zone, the last on the other Landing Zone with the helicopter that was previously left behind. You should have noticed that when the helicopters were on the ground, the available Flight Time changed from 6 to 5. This is a good reminder not to save returning the helicopters back to a supply location until the very last turn. Depending on the location, I will usually start the return trip with two or three turns to spare.



That is all for this turn, press End Turn.

4.3.4 Bootcamp Three: Turn 4

The Command Report informs you that the logistics company has been released. This will allow you to move the supply trucks into the Landing Zones to refuel the Slicks. That would be a good place to start for this turn. Select the Supply Truck in hex 34,22 and move it to the Landing Zone hex at 36,23. Nothing will happen this turn as the Supply Truck needs some time to set up. Repeat the process with the Supply Truck at hex 38,24 and move it to the other Landing Zone. You should have acquired 15 Event Points for following these instructions.

Something to note is that in most scenarios, this detail has been handled for you, with a Supply Truck or Supply Unit being permanently fixed in one or more of the Landing Zones to assist with your operations during the course of a scenario.

Now, back to the main task, capturing Hill 978! Press the Jump Map button or press J on the keyboard and move down to the B Company location. You should be able to move two of the platoons onto the top of Hill 978 and secure the location. Doing so will gain you 25 Event Points and you have received information about the next mission, advancing to LZ BRAVO and secure it to bring on reinforcements.

Looking at the terrain ahead, the steepness of the elevation changes and the many hexes of jungle, it looks like it will take a few turns to get to LZ BRAVO. Leave the Gunships around for support.



That is all for this turn, press End Turn.

4.3.5 Bootcamp Three: Turn 5

Back at the airfield, you will notice that the Slicks are now refueled with 9 turns left. They have had their Action Points reduced by 50 Action Points. Notice that as long as a helicopter remains on the ground, it does not lose Flight Time. The Slicks are ready for the next mission.

You can move one of the Supply Trucks to the Landing Zone at hex 35,23.

Moving down to B Company, it is time to start moving towards LZ BRAVO. Using normal movement, the Infantry 67 A platoons can move one hex in Jungle terrain. Double-timing the Unit will allow it to move through two Jungle hexes, as long as the Jungle hexes are at the same elevation, else the infantry is moving downslope.

Try doing so with the Infantry 67 A platoon at 34,45. Double Time the unit by pressing Double Time button or CTRL+Q on the keyboard after selecting the platoon. Once pressed, move towards hex 32,44.

Well then, that didn't go as planned. It looks like the Viet Cong are here already! Now is a good time to sweep in with the Gunships and target the Viet Cong platoons. Firing from one hex away at the targets at Nap of the Earth will provide the best results from Gunships. If you ascend to the Low Flight Zone, you will be able to fire from two hexes away.



Flying Nap of the Earth and being so close to the Viet Cong platoons does put your Gunships at risk to ground fire. These are decisions you will have to consider when using Gunships. Risk versus Reward.

Due to the density of the Jungle hexes, you won't be able to tell if the Viet Cong suffer losses or become Disrupted. The best you can do is Direct Fire at them and plot artillery into their positions, in hopes of causing enough casualties that they do not assault your company.

That is all for this turn, press End Turn.

4.3.6 Bootcamp Three: Turn 6

Hopefully your artillery was successful and caused the Viet Cong to retreat or be destroyed. If not, use your Gunships to attack the positions and then consider assaulting the Viet Cong platoons.

Your Gunships will have four turns remaining for their Flight Time. After firing at the Viet Cong platoons, it would be wise to Ascend to the Low Flight Zone and start heading back to the airfield to refuel.

That is all for this turn, press End Turn.

4.3.7 Bootcamp Three: Turn 7

You should have received notification in the Command Report that your gunships are low on fuel. As discussed in the previous turn, they should be on their way back to the airfield at hex 35,23 where the Supply Truck is waiting. Fly the Gunships to the location and land on the tarmac.

Your other focus for the turn should be destroying the Viet Cong company that was found around Hill

978. Once that is complete, advance your platoons back on their original mission towards LZ BRAVO. Remember about unit cohesion and keep your units within a kilometer, or 4 hexes, of each other.

That is all for this turn, press End Turn.

4.3.8 Bootcamp Three: Turn 8

Your Gunships should be refueled and ready to support the operation again.

Continue the advance to LZ BRAVO after dealing with any Viet Cong platoons still around Hill 978.

That is all for this turn, press End Turn.

4.3.9 Bootcamp Three: Turn 9

With your Gunships in support, B Company should be almost on the perimeter of LZ BRAVO. Using the Gunships to target the hexes around LZ BRAVO would be a good idea, in preparation of the infantry arriving.

If the artillery is available, plot some artillery in suspected areas as well.



That is all for this turn, press End Turn.

4.3.10 Bootcamp Three: Turn 10

It seems that the weather has cleared up enough to provide some air support! That's good news in case we need it.

Continue the journey to LZ BRAVO and hopefully you haven't run across any more Viet Cong positions in the Jungle. Use your artillery and Gunships to continue to soften up the area in case the Viet Cong are lurking in the area.

That is all for this turn, press End Turn.

4.3.11 Bootcamp Three: Turn 11

It is safe to assume that the Viet Cong mortars are trying to zero in on the LZ BRAVO. You may have to advance carefully. You will also want to keep the Gunships out of the potential impact zone of incoming artillery. It is possible that a helicopter will be struck down by artillery or mortar fire, so keep them out of the area.

You should be able to advance into LZ BRAVO this turn, which you will be awarded another 10 Event Points. By following the instructions and completing them, A Company will be made available next turn. Look for the instructions on what A and B Company will need to do to complete the scenario.

While you are waiting for A Company to join B Company, it might be a good idea to go refuel the Gunships, or one of them. That is a tactical decision that should be made.

That is all for this turn, press End Turn.

4.3.12 Bootcamp Three: Turn 12

Now that A Company has been released, we can load them up into the Slicks and start their flight to LZ BRAVO. If you are struggling to load the A Company leader and one of the Infantry 67 A platoons, make sure you load the A Company leader into the helicopter that has only 2 Strength Points, enough to carry just the Leader but not the infantry platoon. It is unlikely that you will have enough Action Points to lift off, as the A Company units had expended most or all of their Action Points moving and boarding the helicopters.

B Company should be securing LZ BRAVO in case of a Viet Cong counterattack. It would be wise to set IED's and/or Improved Positions while B Company waits. If you left a Gunship at LZ BRAVO, they should be firing at the hills around LZ BRAVO.

That is all for this turn, press End Turn.

4.3.13 Bootcamp Three: Turn 13

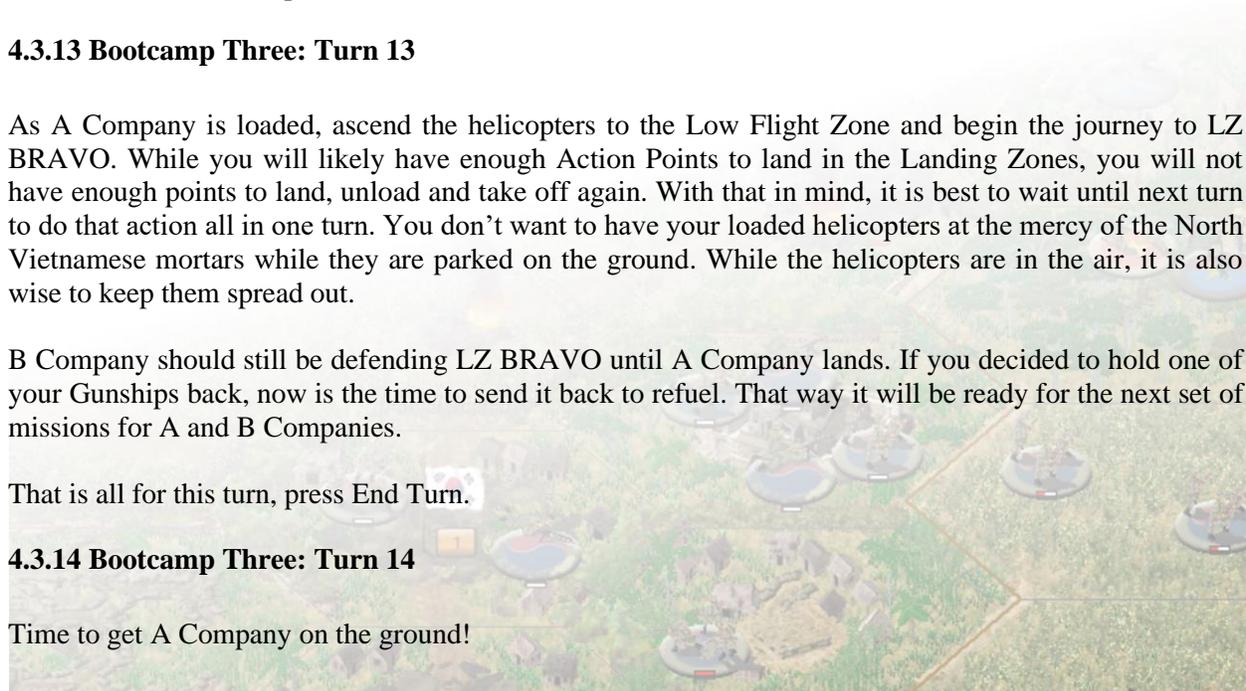
As A Company is loaded, ascend the helicopters to the Low Flight Zone and begin the journey to LZ BRAVO. While you will likely have enough Action Points to land in the Landing Zones, you will not have enough points to land, unload and take off again. With that in mind, it is best to wait until next turn to do that action all in one turn. You don't want to have your loaded helicopters at the mercy of the North Vietnamese mortars while they are parked on the ground. While the helicopters are in the air, it is also wise to keep them spread out.

B Company should still be defending LZ BRAVO until A Company lands. If you decided to hold one of your Gunships back, now is the time to send it back to refuel. That way it will be ready for the next set of missions for A and B Companies.

That is all for this turn, press End Turn.

4.3.14 Bootcamp Three: Turn 14

Time to get A Company on the ground!



Land A Company into the two Landing Zone's at LZ BRAVO. Your helicopters should be close enough that you can descend into the Landing Zones, unload, and then ascend back to the Low Flight Zone to send the helicopters back towards the Dak To 2 Airfield.

Successfully doing so will reveal a new mission statement for the two companies. A Company will advance south to Hill 1338 and B Company will head north to Hill 1262. Each Company should be able to move towards their objectives this turn.

Depending on where you have set up your B Company defenses, you may have encountered a Tunnel with your B Company platoons. Unfortunately, U.S. infantry platoons are not capable of entering tunnels, but a new unit will be organized and made available. This is called the Tunnel Rat. It is one of the few Free World Forces that can enter a Tunnel.



That is all for this turn, press End Turn.

4.3.15 Bootcamp Three: Turn 15

By now you should have a good understanding of how to use helicopters and some recommended procedures for using them, including using Gunships for softening up an area, using Gunships when supporting an attack and how best to load and off-load infantry into a Landing Zone.

You should have received notification about a reinforcement, let's bring it on the map. You can do so by pressing the Show Arrived button or by pressing ALT+A.

Ah good, it is the Tunnel Rat unit mentioned in the previous turn!

The Tunnel Rat unit is one of the few Free World units in the game that can enter a Tunnel. Conversely, most of the North Vietnamese and Viet Cong units can use Tunnels freely.

Tunnels provide the opportunity to move underground or get out of harms way but moving subsurface or pop up behind the enemy. Accessing Tunnels can be accomplished by selecting the tunnel capable unit, ensuring it has 100 Action Points and then press the Ground/Underground button on the Tool Bar or by pressing ALT+U. Once the unit is in the tunnel, a U will be displayed where the Flight Air Level is usually indicated.



B Company should be able to secure the Objective on Hill 1262 this turn. By doing so, you will gain 25 Event Points for completing the mission and B Company will be given a new mission. B Company is now instructed to move to LZ BRAVO, get picked up and perform a Combat Assault into LZ CHARLIE and then secure Hill 1294. Hopefully your Slicks are at the airfield and getting ready to accomplish this mission. It would be wise to wait until B Company is close to LZ BRAVO before moving the Slicks.

A Company can continue trek towards Hill 1338 and should be able to secure the hilltop on the next turn.

That is all for this turn, press End Turn.

4.3.16 Bootcamp Three: Turn 16

Continue moving B Company towards LZ BRAVO and secure Hill 1338 with A Company.

The Tunnel Rat should move Underground. The Tunnel Rat will expend all of its Action Points and become Fatigued when it successfully enters.

Moving A Company close to Hill 1338 will increase your Event Points by 25 for completing the task it is assigned to it. Securing Hill 1338 with A Company will provide an additional 25 Event Points. A Company has a new mission, the secure Hill 1262, Ngok Bor Beang.

That is all for this turn, press End Turn.

4.3.17 Bootcamp Three: Turn 17

Move A Company towards Hill 1262 at hex 24,29. In doing so, you have come under fire from Viet Cong on the mountain. Use your Gunships to target any Viet Cong found and prepare the area with artillery.

B Company should continue to move to LZ BRAVO and now would be a good time to start to move helicopters from the airfield closer to LZ BRAVO so they can move B Company to LZ CHARLIE. It would be wise to keep them near, but not landed in the Landing Zones in case of stray Viet Cong artillery.

Try moving the Tunnel Rat while it is Underground. Attempting to move to hex 26,43 should see the Tunnel Rat move into that hex. That means the Tunnel complex continues in this direction.

That is all for this turn, press End Turn.

4.3.18 Bootcamp Three: Turn 18

Seems that everything is going according to plan, which is good.

Continue your advance to Ngok Bor Beang with A Company. It will be engaged, so minimize your losses, if possible. Remember, you have the firepower, use it!

You may have also stumbled across some more tunnels. This will trigger another Tunnel Rat for A Company to use.

Back at the northern Hill 1262, your B Company Tunnel Rat should continue to advance around the hilltop. Try to advance into hex 26,42.

Oh! A message appears regarding Unknown Assault Odd's! That means there is something there! Let's Press OK and see what happens if we complete the assault.

Completing the assault will have found a hidden Viet Cong Supply Unit! Well done! Next turn, continue searching around Hill 1262 with the B Company Tunnel Rat to see if anything else is found.

That is all for this turn, press End Turn.

4.3.19 Bootcamp Three: Turn 19

With B Company on track to landing at LZ CHARLIE, you should receive 25 additional Event Points for following orders. Well done! You should be able to unload B Company and have them start up the hill towards their Objective of Hill 1294. You might want to consider moving the helicopters to LZ BRAVO or back to Dak To 2 Airfield. This is a tactical decision.

A Company can capture Ngok Bor Beang this turn, triggering its final mission of returning to LZ BRAVO and then heading back to Dak To 2 Airfield. When ready, the A Company Tunnel Rat should attempt to go Underground to explore any tunnels around Ngok Bor Beang. A Company may run into Viet Cong on its return trip to LZ BRAVO. If Hill 1338 is captured by the Viet Cong, recapture it!

The B Company Tunnel Rat may have found another hex with an assault warning. It may, or may not, be successful at its assault. Continue trying until the Tunnel Rat is successful.

That is all for this turn, press End Turn.

4.3.20 Bootcamp Three: Turns 20 - 30

The last ten turns will be up to you and how you complete the assigned missions.

Try to use the Tunnel Rats to continue clearing the Tunnels around Hill 1262 in the north and Ngok Bor Beang.

Don't forget to use your airstrikes if you need them!

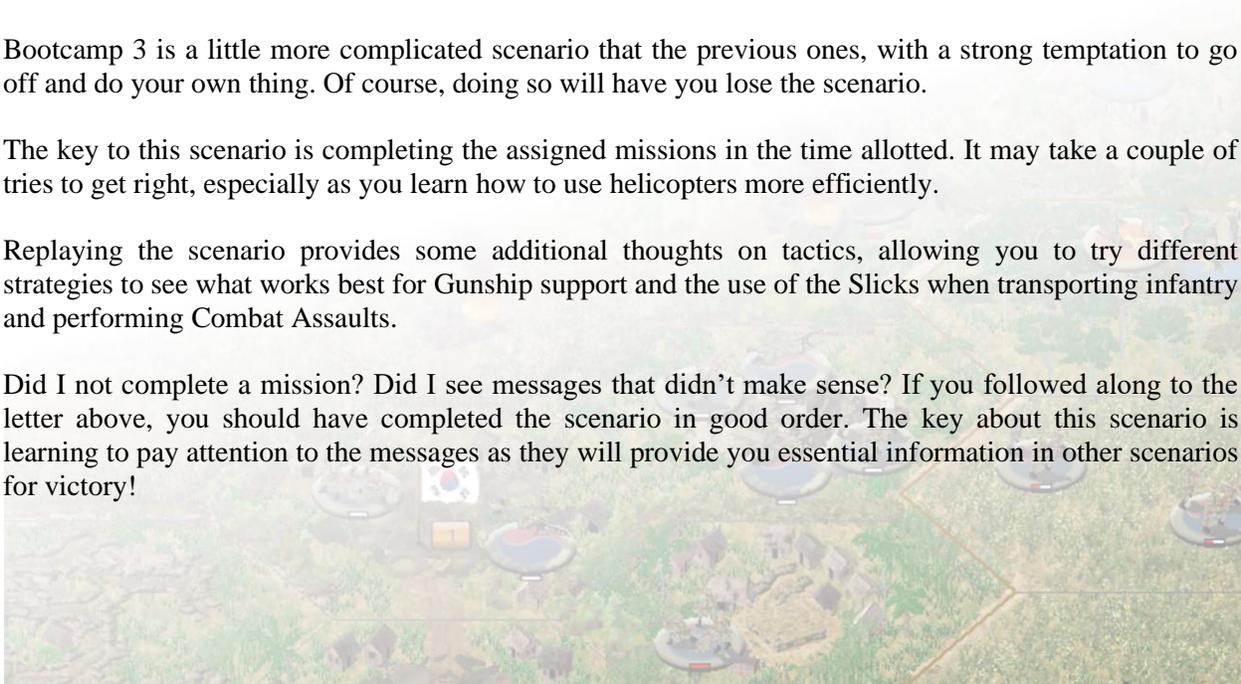
4.3.21 Bootcamp Three: Tips

Bootcamp 3 is a little more complicated scenario than the previous ones, with a strong temptation to go off and do your own thing. Of course, doing so will have you lose the scenario.

The key to this scenario is completing the assigned missions in the time allotted. It may take a couple of tries to get right, especially as you learn how to use helicopters more efficiently.

Replaying the scenario provides some additional thoughts on tactics, allowing you to try different strategies to see what works best for Gunship support and the use of the Slicks when transporting infantry and performing Combat Assaults.

Did I not complete a mission? Did I see messages that didn't make sense? If you followed along to the letter above, you should have completed the scenario in good order. The key about this scenario is learning to pay attention to the messages as they will provide you essential information in other scenarios for victory!



4.4 Bootcamp Four

4.4.1 Bootcamp Four: Turn 1

The following presumes that you have read the manual and having played and read through the previous three Bootcamp scenarios. I will explain the principles of civilians, water transportation and the lack of map objectives as we play through the scenario, but for the formulas and explicit details, I recommend reading through the manual.

Let us begin...

For this scenario, you are in command of a A Company/1st/503d Airborne and you are escorting a handful of Civil Affairs units on a mission south of Dak To on the south side of Dak Poko. The mission is to clear some Viet Cong influenced villages, Dak Ri Peng and Dak Ri Lop, organize the local Civilians, and then transport them back to Kon Hojao for resettlement.

The first thing you will notice when you scroll around the map is that there are no Objective hexes to capture or secure. This is by design, as this scenario is intended to show you how to acquire points strictly by successfully completing tasks.

This provides a completely different approach to looking at and playing a scenario from the traditional way the Campaign Series has been played, with a heavy focus on capturing Objectives. Completing missions in *Vietnam* will be more important than objectives alone.

This will provide a new level of Fog of War in certain scenarios, as you will not know what your opponent's Objectives for the scenario will be. In many cases, they may be completely different than yours!

On to the scenario.

A Company and the Civil Affairs Units are located around hex 32,25. You are already familiar with the infantry units of A Company, but this is the first time experiencing the Civil Affairs Units. The unit does not have any special abilities on its own and only in the context of using the Campaign Series Event Engine scripting is it possible to make real use of the unit.



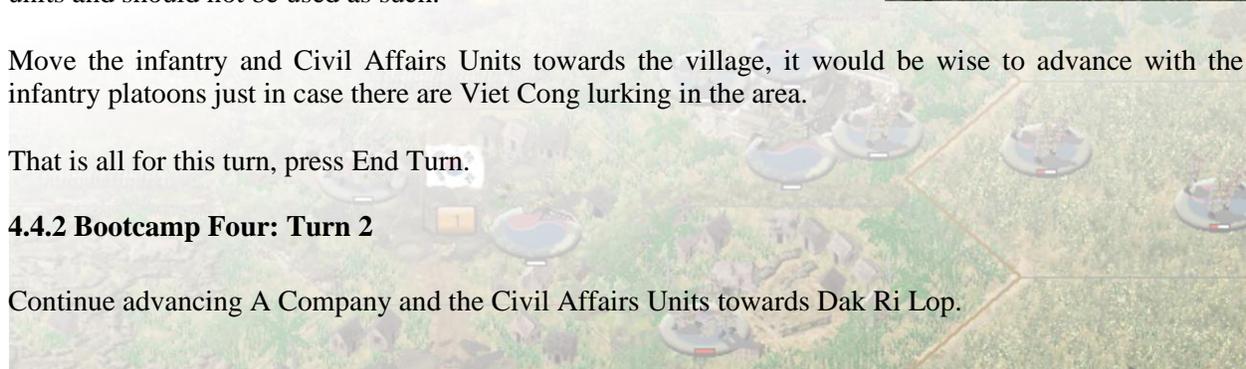
As described, A Company will escort the Civil Affairs Units towards their first village, Dak Ri Lop. The Civil Affairs Units are not combat units and should not be used as such.

Move the infantry and Civil Affairs Units towards the village, it would be wise to advance with the infantry platoons just in case there are Viet Cong lurking in the area.

That is all for this turn, press End Turn.

4.4.2 Bootcamp Four: Turn 2

Continue advancing A Company and the Civil Affairs Units towards Dak Ri Lop.



As the platoons get closer to Dak Ri Lop, they may become engaged by Viet Cong. If this is the case, it is imperative that the Viet Cong are dealt with before the arrival of the Civil Affairs Units.

That is all for this turn, press End Turn.

4.4.3 Bootcamp Four: Turn 3

You may have continued being attacked during the Viet Cong's turn. Now is your chance to counter-attack and eliminate the Viet Cong units around the village. Once clear, send in the Civil Affairs Units into the village.

If you moved them into the village, a message should have appeared informing you that you should keep the Civil Affairs Units within the village for a turn or two while the Civilians are organized.

It would be recommended to continue advancing with an infantry platoon or two towards the next village, Dak Ri Peng.



That is all for this turn, press End Turn.

4.4.4 Bootcamp Four: Turn 4

While you are waiting with the Civil Affairs Units in Dak Ri Lop, continue to advance towards Dak Ri Peng with A Company. You may wish to leave an infantry platoon behind to cover the Civil Affairs Units and Civilians as you move them along the trails.

Make sure the Civil Affairs Units are spread out in the two village hexes of Dak Ri Lop, to ensure that the Civilians in the village are collected.

That is all for this turn, press End Turn.

4.4.5 Bootcamp Four: Turn 5

Assuming you had the Civil Affairs Units spread out, you should have received a message that the Civilians will be available next turn and that you gained 100 Event Points.

The Civil Affairs Units can now move from Dak Ri Lop towards Dak Ri Peng. Hopefully parts of A Company are advancing and clearing the path towards it.

That is all for this turn, press End Turn.

4.4.6 Bootcamp Four: Turn 6

The Civilians at Dak Ri Peng should have been organized this turn and are made available and can be brought onto the map. They will be available to move next turn.

Continue the advance with A Company and the Civil Affairs Units. Beware of any Viet Cong hiding the

Jungle. It is essential to protect the Civilians and the Civil Affairs Units.

That is all for this turn, press End Turn.

4.4.7 Bootcamp Four: Turn 7

The Civilians should be ready to move. They will move a little slower than the rest, so move them towards Rendezvous ALPHA as quickly as possible.

A Company should be getting closer to Dak Ri Peng. It might be wise to consolidate the company before sending them into Dak Ri Peng.

That is all for this turn, press End Turn.

4.4.8 Bootcamp Four: Turn 8

Seems you have run into some snipers. Use one of your platoons to attack and destroy the Snipers and continue to progress. You will find that assaulting them will be more productive than Direct Firing at them.

Once the Sniper's are clear, bring up the Civilians closer to Rendezvous ALPHA.

That is all for this turn, press End Turn.

4.4.9 Bootcamp Four: Turn 9

Your ATC's and Monitor have been released. You will move these upriver towards Rendezvous ALPHA to allow the Civilians to cross the river.

ATC's, Armored Troop Carriers or 'Tango Boats', were armored and armed LCM-6 Landing craft that were the backbone of the Riverine operations in Vietnam. These would typically be armed with M60 machine guns, M2 heavy machine guns and grenade launchers.

Monitors were the artillery version of the landing craft and used as the heavy weapon support. They varied in armament but included mortars, 40mm and 20mm autocannons, grenade launchers and machine guns.

It would be wise to advance upriver with the Monitor. Hopefully they can draw any fire in case the Viet Cong are operating in the area.

Moving A Company into the Forest hexes that overlook Dak Ri Peng would be a good tactical move, to give you a height advantage over the villages, plus provide some cover in case you are fired upon.

The Civilians should continue moving towards Rendezvous ALPHA in preparation of crossing the river.

That is all for this turn, press End Turn.



4.4.10 Bootcamp Four: Turn 10

A Company should be engaged now with any Viet Cong that is around Dak Ri Peng. Make sure that both village hexes of Dak Ri Peng are secured before you send in the Civil Affairs Units.

The Civilians should be getting closer to the river near Rendezvous ALPHA.

That is all for this turn, press End Turn.

4.4.11 Bootcamp Four: Turn 11

Dak Ri Peng should have been cleared now, or at least the Civil Affairs Units will be close to occupying the Dak Ri Peng.

That is all for this turn, press End Turn.

4.4.12 Bootcamp Four: Turn 12

The Civilians should be at the crossing point, with the ATC's arriving next turn at the crossing point.

The Civil Affairs Units should have now occupied both of the Dak Ri Peng village hexes, hopefully they will be able to trigger the additional Civilians to be organized.

Use A Company to protect the crossing site and have them be ready to cross first to ensure that Rendezvous ALPHA is secured.

That is all for this turn, press End Turn.

4.4.13 Bootcamp Four: Turn 13

Ah, very good! The Dak Ri Peng Civilians are organized and ready and will be made available soon. You acquired another 100 Event Points for successfully completing that part of the mission. Well done!

That is all for this turn, press End Turn.

4.4.14 Bootcamp Four: Turn 14

With the ATCs in position, you should be able to move across the river with A Company and the Civilians.

A new feature of *Vietnam* is how one can cross rivers without loading and unloading into a water transport. This can be accomplished by having a water transport in the river or canal with full Action Points. Move the land unit into the same hex as the water transport and then continue to move to the other side of the river or canal.

Both units will expend Action Points in order for this to happen, but it saves the tedious procedure of loading and unloading across such short spans of water.



Assuming things are going according to plan, you should have brought onto the map the last of the organized Civilians and will have them move to the Rendezvous ALPHA next turn.

A Company should be across the river and setting up defensive positions as you wait for the Civilians to all be across.

That is all for this turn, press End Turn.

4.4.15 Bootcamp Four: Turn 15

Some of the Civilians should be across the river by now and they are waiting for the rest of the Civilians to cross.

A Company can start expanding their perimeter. As the mission will have the Civilians being transported towards Kon Hojah by truck, it would be wise to start clearing the road towards Kon Hojah. If you haven't located it yet, Kon Hojah is the town around hex 57,20.

That is all for this turn, press End Turn.

4.4.16 Bootcamp Four: Turn 16

Depending on how adventurous you are, A Company may have run into some Viet Cong. It will be imperative to eliminate any resistance that is met.

Continue moving the Civilians towards Rendezvous ALPHA. The other Civilians should remain in place until instructed otherwise.

That is all for this turn, press End Turn.

4.4.17 Bootcamp Four: Turn 17

Clearing that Viet Cong position at hex 31,18 might be more difficult than anticipated. Attempt to use A Company supported by artillery and air support to eliminate it. Do remember that Civil Affairs Units are not combat units and shouldn't be used in combat.

Your Civilians should almost be at Rendezvous ALPHA. Leave them there for a turn or two. This will trigger the next mission.

With most of the units on the north side of the river, you can start moving the ATC's and Monitor back towards the Firebase at Dak To 2.

That is all for this turn, press End Turn.

4.4.18 Bootcamp Four: Turn 18

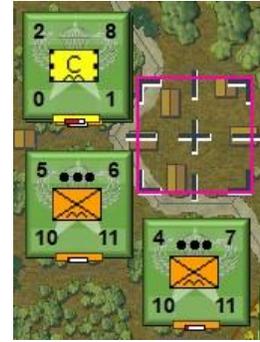
At this point, all the Civilians should be across and waiting at Rendezvous ALPHA and your water transports should be headed back towards the Firebase.

A Company is probably still engaged against the Viet Cong at hex 31,18. As the units are across the minor river, you'll have to get close to Direct Fire at the unit to eliminate it. This may lead to losses

against your infantry as they will be put in harms way. Unfortunately, taking losses will happen during these missions. Remember that the main mission is still to move the Civilians to Kon Hojao for resettlement. Protecting them will be the most important mission.

You are at the halfway point of the mission. If your play through has shown you falling behind, you may wish to restart as you might not have enough time to complete the mission.

That is all for this turn, press End Turn.



4.4.19 Bootcamp Four: Turn 19

Ensure your Civilians are consolidated at the Rendezvous location and continue clearing the road with A Company.

You can move your Civil Affairs Units towards the Firebase, as they will no longer be required during the scenario.

That is all for this turn, press End Turn.

4.4.20 Bootcamp Four: Turn 20

Your transports should have been released by now. You will notice you only have enough trucks to transport two Civilian units at a time. This means you'll have to make two trips.

Bearing this in mind, it would be recommended to start moving the Civilians down the road towards their final objective to reduce the distance the trucks will have to return to. Make sure you have A Company escorting them in case there are more Viet Cong lurking in the area!

That is all for this turn, press End Turn.

4.4.21 Bootcamp Four: Turns 21 to 37

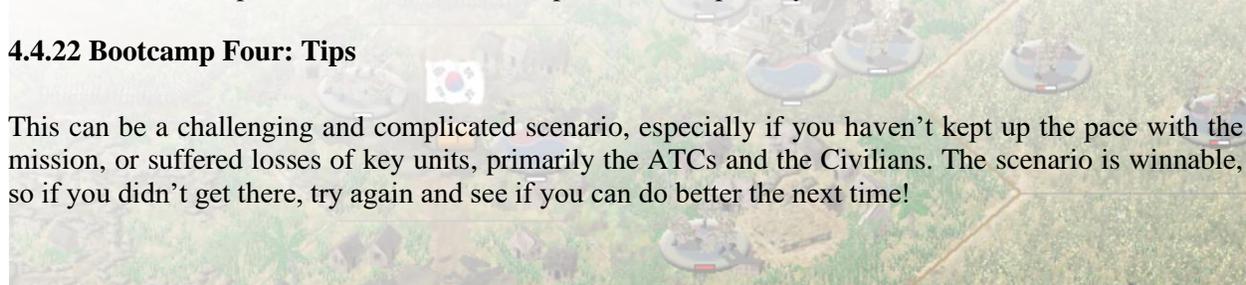
At this point it will be a race against time. You will gain a victory if you manage to transport the Civilians to Rendezvous BETA, at Kon Hojao.

Focus your attention on completing all the tasks. Don't forget to review the Scenario Briefing to ensure you have successfully completed all the phases.

If you happen to run into more Viet Cong, deal with them accordingly, and remember everything you have learned in the previous scenarios, but keep in mind the primary task at hand.

4.4.22 Bootcamp Four: Tips

This can be a challenging and complicated scenario, especially if you haven't kept up the pace with the mission, or suffered losses of key units, primarily the ATCs and the Civilians. The scenario is winnable, so if you didn't get there, try again and see if you can do better the next time!



5.0 Hints and Tips

5.1 How to Win

The primary way of winning a scenario in Vietnam is to ensure you read the Scenario Introduction and Scenario Briefing as well as keeping up to date with the in-game messages and instructions. These will provide you the keys to attaining a victory. An additional method to help you win a scenario is to secure all the objective locations and cause as many casualties against your opponent while minimizing your own. It is important to spend the time reviewing your forces, reviewing the map and objective locations, and studying the terrain.

Reviewing your forces will allow you to see what the capabilities of each platoon are and give you ideas how best to use them for the current scenario. Remember that *Vietnam* spans over two decades; a type of unit that worked well in the late 1940's may be hard pressed to achieve the same results in the 1960's.

Reviewing the map and noting where objective locations are will help you decide on the best avenue of approaches or the best locations for defensive positions to protect your objective locations. It is important to utilize natural cover and protection during your advances and withdrawals. If you have helicopters, observing where all the places to land, refuel and rearm are.

Take the time to come up with a couple of plans for completing the tasks that are assigned. In most cases, you will be expected to think and play "outside the box" to achieve a major victory.

5.2 Hints and Tips

The following is some tactical advice to help you be successful:

1. **Opportunity Fire:** Take the time to set up Opportunity Fire for all of your units. There are defaults set at the start of each scenario, but if you are playing against a knowledgeable opponent, they will know what these default settings are and will exploit them. Mixing up your Opportunity Fire will surprise your opponent. Try to alternate the Opportunity Fire for various units. Don't be predictable.
2. **Digging In:** If you have static units, take the time to Dig In. This offers you defensive benefits in Combat.
3. **IED's:** If you have static units that have already Dug In, attempt to set some IED's in front of the positions in order to stymie attacks.
4. **Reconnaissance:** Send out troops to act as a visual screen. Knowing where the enemy is will help you decide on the best course of action for your attack or defense. With the new Recon Reveal feature, reconnaissance troops have never been so important!
5. **Smoke:** If you have it, use it when you need it. It is good for blocking Line of Sight and reducing the effects of Direct Fire.
6. **Flares:** If you have it, use it when you need it. When firing Flares, make sure you are doing so over the enemy positions, so you don't highlight your own troops!
7. **Artillery:** Use your artillery as often as possible. If your opponent isn't in your Line of Sight, take the chance to target his assembly areas. A lucky hit is still a hit!
8. **Leaders:** Keep them close to where the action is. They help recover Morale and will provide an added bonus to attack values.
9. **Organization:** It is important to keep units close to their parent Headquarters. The further they are from their Headquarters, the less likely they will maintain their Combat Efficiency.

- Units that are Conserving Ammo conduct attacks at half their rate.
10. **Recognize Range:** Take the time to learn the ranges of various units and their attack strengths at range. There are hundreds of different units with varying ranges and attack strengths.
 11. **Line of Sight:** Visible distance may change as the scenario progresses, be aware of this and plan your moves accordingly. Try to keep your forces out of Line of Sight of your opponent.
 12. **Terrain:** With Line of Sight in mind, use terrain to your advantage. Most terrain features have some effect on combat, learn what the advantages and disadvantages are.
 13. **Fluidity:** Try not to get bogged down trying to capture heavily defended hexes. If a bunker does not need to be captured, it might be best to isolate it and refocus your attention.
 14. **Infantry:** Infantry will become deadlier as the decades pass, be wary of taking an armored force into an urban area without proper support.
 15. **Priority Targets:** Try to identify Headquarters, artillery and engineering units. Destroying these will make your opponent have a much more difficult fight.
 16. **Assaulting:** If you need to take a defended position and your only option is to assault, spend some time and soften up the target. Attack it with ample Artillery and Direct Fire. Your aim is to try to reduce the Morale of the defending units. Use Airstrikes on your target hex if you have them available. When you think their Morale has been reduced a couple of points, then attempt an assault. It may take a few attempts to capture the intended hex, so be patient. Take the time to maneuver around the unit you are assaulting as attacking from multiple directions will increase the odds of a successful assault.
 17. **Helicopter Operations:** Most scenarios that involve the United States will have some helicopters. It will be key to watch the helicopter fuel status and their ammo levels. You will get warnings in the Turn Briefing, but they are easy to forget, so review their status frequently and ensure they are where they need to be when they need to be there.



6.0 Veterans Guide

6.1 What is Campaign Series: Vietnam 1948-1967?

If you are familiar with *Campaign Series*, you will feel right at home as you maneuver through the menus, choosing and starting up a new scenario. In many ways, *Vietnam* looks similar to the older *Campaign Series*, but you'll soon find that there are significant differences.

6.2 What's New or Different?

User Interface: While familiar, the User Interface has been modified and enhanced. It provides each user the opportunity to set up their game how they wish with only a few clicks. All of the user interface windows have been upgraded and made more modern. The most important new addition to the User Interface is the introduction of the Tool Bar Buttons, helping find your way through the buttons easier through their organization in the categories.

New Zoom levels: There are now nine zoom levels, four 3D and five 2D. The 2D portion of the game has been increased by two additional zoomed in levels. Similar to *Middle East*, there is a new 3D zoom level that improves the legibility of the terrain and the units within.

Campaign Series Event Engine: A new system that allows scenario designers to script events in their scenarios to add more capabilities not seen before in the Campaign Series games. This system uses programmed Lua files to determine what the events are and how they interact with the scenario. All of the scenarios included with *Vietnam* have a large component of the AI using the Campaign Series Event Engine where one side or the other is fully scripted, providing an exciting opponent to play against.

Enhanced Fog of War: Extreme Fog of War has been enhanced and modified to be more enhanced than before. It requires your units to be in the hex to establish sight lines to see where you can shoot. It also prevents you from seeing where the enemy can see and limits the intelligence gathered during combat. Additionally, there are *Enhanced Spotting* and *Enhanced Reporting* that provides additional Fog of War elements adding to realism.

New Map Graphics: Both 3D and 2D received a facelift. All graphics are new and improved.

Mouse Wheel Zoom: As part of the interface improvements, you can now scroll through the zoom levels using a mouse equipped with a scroll button.

Improved 2D Graphics and functionality: With the new Zoom levels, improved 2D graphics was a natural progression.

Thermometers: Thermometers that are useful in 3D modes are also available in 2D.

Extensive OOB's: Similar to the *Campaign Series: Middle East*, there are extensive Order of Battles & Organizations included with the game. These are ideal for creating your own scenarios. The Order of Battles span two decades for each of the countries that are included in *Vietnam* and the various organizational and equipment changes are represented. It is not complete, but an excellent starting point to continue growing as future UPDATES are released.

Thousands of Platoons: As the Order of Battles and Organizations continually changed over the

decades, so too did the platoons. Each country has hundreds of unique platoons depicting these variations. Some are subtle, some are major, but we decided that a one-size-fits-all was not the approach we wanted to pursue.

Lethality: As the decades progress, so did the efficiency at killing. A number of new weapon systems were introduced to assist in fighting, Anti-tank weapons, Recoilless Rifles, Anti-tank missiles, artillery, tanks and other armored combat vehicles and helicopters.

Combat: The introduction of seven different Combat Results table and new formula's for calculating direct and indirect fire has change how combat functions within *Vietnam*.

Empty Hex Firing: It is now possible to target suspected enemy occupied hexes that are within Line of Sight with Direct Fire.

Night Combat/Day & Night Transitions: Many battles in the *Vietnam* game are fought during the transition of day to night, night to day, or take place at night. Certain platoons are Night Vision capable, giving them a distinct advantage during Night Combat.

Helicopters: Helicopters make an appearance progressively as the decades pass. There are three primary types of helicopters included: reconnaissance, transport, and gunships.

Helicopter Resupply: In order to prevent the abuse of helicopter gunships, a new resupply model has been created that requires the combat helicopters, once they have run out of ammo, to fly back to their headquarters and land to rearm. Otherwise, all helicopters are required to refuel after a set number of turns. There is no limit to the refueling, but if a helicopter runs out of fuel it will be forced to the ground and will unlikely be recovered.

Air Flight Zones: With the implementation of helicopters and their use, four different Air Flight Zones have been created: Ground, Nap of the Earth, Low, and High. Each Zone has advantages and disadvantages of being in them. While ground combat and movement are still conducted in the Ground Flight Zone, the three additional zones give the game a 3-dimensional aspect.

Tunnels: In many areas, the Viet Cong and North Vietnamese has substantial tunnel networks that they could rely upon for safety. Many Viet Cong and North Vietnamese units are capable of entering into Tunnels while only a handful of Free World units can enter them, making them a sanctuary for the Viet Cong and North Vietnamese. The Free World forces can destroy them from above though, so they are not impervious!

Airstrikes: Airstrikes perform similarly to Campaign Series, but they are now attacking in either the Low or High Flight Zone. That depends on the aircraft and the ordnance package. The Air Zone is attacks in will determine the level of Anti-aircraft the aircraft receives during its attack run. Airstrikes that are shot down are counted against your Victory Point total.

Combat Air Support: A brand new Airstrike model the provides you the opportunity to select the best type of Airstrike for the mission at hand.

AAA Model: Anti-aircraft artillery has been remodeled to accommodate the new Flight Zones.

SAM Model: Not only has Surface to Air Missiles been added, the way the larger batteries operate has been modified. Batteries are controlled by a guidance radar. If the radar is destroyed, the SAM batteries will no longer function. Handheld SAMs are not affected by this system.

SAM Fire Model: SAM Batteries are able to fire at targets in the High Level outside of normal Line of Sight, as they are radar controlled. If SAM batteries are present, it is recommended to fly in the N or L Flight Zones.

Recon Reveal: This allows #ReconUnit flagged infantry, vehicles and helicopters the ability to perform an in-turn reconnaissance.

Adaptive AI: A new system and encrypted file that over 150 different parameters of the AI that will affect game play against the AI. The parameters are tuned for each nation or side in a scenario and the values are stored in a new file type. Default values that you may be familiar with in the original Campaign Series are no longer the case when playing with the Adaptive AI.

Civilians: A necessary unit in the game that changes the flow of combat. While they do not appear in every scenario, the scenarios they do can be game changers if inappropriately handled. Always take time to positively identify what you should and should not shoot at. Civilian casualties can rapidly change the victory conditions in your opponent's favor if too many are killed over the course of the battle.

New Map Hex Types: With the complexity of the landscape in Vietnam, several new hex types were created.

Scenario Editor Improvements: A variety of new additions to the scenario editor designed to make designing scenarios more thorough. These include Toggle Awareness Overlay, Toggle Exclusion Overlay, Display Map Hints, Show TrackID's and more!

Folder Structure: The game folder structure has been heavily reorganized. It is much simpler to find game files and save game files for PBEM and modifying.

More Elevations: There are 50 elevations to help provide accurate terrain. By means of the '!' hot key, elevations will display on-map.

Anti-Tank Ditches: New terrain type that limits vehicle movement across hexsides, but still allows infantry to cross.

Water Transportation: New methodology for unloading and loading water borne craft, allowing for more options for embarkation and disembarkation of troops. This is especially useful for the Riverine scenarios.

Water Crossing: New methodology for transporting troops across a river hex, where the ground-based units can cross a hex river without having to load and unload into a water carrier, as long as the water carrier is present in the river where the unit is crossing.

Infantry Model: A new system for determining defense, assault and soft and hard attack values has been created. The calculation considers several items: number of men, weapon level, technology level, doctrine level, cohesion level, number of squads and support weapon types.

CSlint: A vast toolbox for the consumer to utilize when creating their own scripts, scenarios, maps or mods.

Reduce Units: You have the ability to remove SP from a platoon when it is necessary to do so

Merge Units: You can now merge units from the same company.

6.3 Why Vietnam?

Vietnam was actually started before *Middle East* but was put to the side due the inherent complexities found in the Vietnam war that the Campaign Series engine could not cope with at the time. After *Middle East* was released, work was resumed and an overhaul to the engine ensued to take into account these vast complexities of the Conflict in Vietnam, especially one without defined frontlines.

The appeal of the Conflict in Vietnam from a design aspect is the nature of the conflict itself. The progression of the types of battles, the weapons used, and the tactics developed during the time period to confront the impossible terrain leads to a wide variety of interesting scenarios utilizing many of the new features that have been built into *Vietnam*.

A lot of thought has gone into the scenarios chosen to be included with this release. In most cases, they are battles that provided both sides an equal opportunity of victory, regardless of whom actually won the battle. In addition, each of the scenarios attempts to teach the player (or players) a tactical lesson. Of course, these lessons change as the conflict progresses.

6.4 Where are the Campaigns?

Vietnam is initially released without any traditional Linked Campaign Games, although they will be coming in the future.

In lieu of those, we have included two large and long scenarios. These are the “**A Week In...**” series scenarios that has you completing missions over the course of 7 days, or 420 turns. Each day has a new mission that needs to be completed to be on the path to victory. It is similar to a Linked Campaign but confined to one scenario. There are two of these scenarios included within the initial release.

“*A Week in Binh Long*” has you commanding elements of the 1st Infantry Division in Binh Long province, attempting to seek and destroy an unknown number of Viet Cong regiments that are known to operate between War Zone C and War Zone D in III Corps. Can you spoil the planned attack on Loc Ninh, An Loc and Chan Thanh?

“*A Week in Mekong*” has you commanding the 2nd/9th Infantry, the Riverine unit operating out of Dong Tam in IV Corps area. Your battalions will operate in the area, searching and destroying the Viet Cong in their Mekong Delta sanctuaries.

6.5 Why are you using the Campaign Series Engine instead of something new and flashy?

1. I have been a fan of the series since its inception. I have seen the improvements over the years but most importantly, saw the potential in the series with a competent programmer to take the series further than it has ever been before. That programmer has been found and, quite frankly, he's a magician. Thank you, Berto!

2. I have looked and have not found an engine that can do what I wanted it to do without dumbing down the Campaign Series experience. The Campaign Series, in my humble opinion, is similar to chess in the sense that it is quite easy to learn but rather difficult to master. That being said, our programmer has taken the experience to a new level, added some additional complexity to ensure that the playing experience will be refreshing and capable of replayability.
3. The Campaign Series Event Engine addition has breathed new life into the series. Allowing for experiences never thought possible in the Campaign Series.
4. The team is intimate with the Campaign Series engine, file structure and design. We were well aware of the limitations and did many things to remove those limitations for *Vietnam*

6.6 Why is Campaign Series: Vietnam only covering 1948-1967?

Vietnam initially covers the Vietnam conflict from the French involvement to the Vietnamese Civil War to the early American involvement through 1967. With over 100 scenarios included with the first release, there is ample material to keep one actively playing for hundreds and hundreds of hours.

Planned Downloadable Content available in the future will cover the following:

1. The Vietnam War Final Years – Tet 1968 to the 1972 Easter Offensive 1968-1972
2. The End of the Road – Vietnam 1973-1975
3. The Laotian Civil War (the “Secret War”) 1959-1975
4. The Cambodian Civil War 1967-1975
5. The Cambodia-Vietnamese War 1978-1989
6. The Sino-Vietnamese War 1979
7. The Korean War 1950-1953



7.0 Linked Campaign Games

Vietnam does not include any Linked Campaign Games with the 1.00 release. They will be made available in future updates to the series.

In lieu of Linked Campaigns for the first release, there are a couple scenarios that are called “*A Week In...*”

These 420 turn scenarios have you command a brigade sized formation during the course of seven days in a key battleground of South Vietnam. Each day will provide a new Scenario Briefing that will have the daily tasks. Victory will be dependent on the success of completing the daily missions as they are assigned in the time they are allotted.

It will be imperative to read the messages and the briefings, paying attention to the details. Some days will be easy, other days will be difficult. The best experience will be to follow the orders provided.

7.1 What are Linked Campaign Games?

NOTE: The following will be applicable with the Linked Campaign Games are complete in future UPDATES

In a Linked Campaign Game, you command a predetermined organization through a series of historically linked, pre-designed scenarios. Your level of victory in each scenario determines the scenario that you will play next, or if you will be removed from command. The losses you experienced during a scenario will carry over to the next scenario, where you may, or may not, receive replacements to replenish your losses.

Linked Campaign Games will be accessible by pressing the Play Campaign radio button on the Main Menu. Upon clicking the button, you are taken to the Campaign Commanders screen. This will be available when the Linked Campaign Games are available for *Vietnam*.

7.2 The Campaign Commanders Screen

At the Campaign Commanders Screen, you can choose to start a new Linked Campaign, resume a current campaign or delete an old campaign game that you no longer wish to use.

If you wish to start a new Linked Campaign, press the Begin New button and you will be taken to the New Campaign Screen.

7.3 The New Campaign Screen

At the New Campaign Screen, you will have the option to a Linked Campaign Game when they come available. Each has unique play features and scenario types that allow one to practice some of the new features that are found in *Vietnam*.

The Historical window provides you an explanation of what the Linked Campaign is about, you can scroll through the text by using the arrows on the right side of the window. Otherwise, the screen provides you information on which countries are involved, which region and the date the Linked Campaign Starts.

After selecting a Linked Campaign and pressing OK, you are advanced to the Character Screen.

7.4 The Character Screen

The Character Screen provides information about the currently selected saved Linked Campaign. The graphic displayed is a military patch appropriate for the chosen campaign. The campaign saved file is found in the Name field and the current organization is list in the Org. field.

From the Character screen you can:

Begin Next Mission – This button launches the next campaign mission (unless the campaign is over or if you are currently involved in an ongoing campaign mission, in which case you must first complete the unfinished mission; see “Resume Mission,” below).

Resume Mission – This button is only available if you are currently involved in an ongoing (i.e., saved) campaign mission.

Restore Character – This button is not currently used and is a placeholder for future UPDATES.

Review Command – Press this button to display your current Order of Battle (OOB), including the current strength of each unit, as well as its accumulated Experience Points.

Campaign History – Once you have at least one campaign mission under your belt, this display lists a brief summary of each completed mission, including the mission date, location and your victory level.

Choosing the Begin New button will take you to the Mission screen.

7.5 The Mission Screen

The Mission Screen provides you a location map of where your battle is going to take place, as indicated by a red and yellow dot, and a description of the coming battle explaining what you need to accomplish to be successful. It may also provide you some intelligence on what you can expect, although this could be flawed, so be wary.

7.6 Replacements

Your command will occasionally receive replacements in the form of Strength Points. These Strength Points can be added to any unit in your “core” Order of Battle which is currently not at full strength. The number of replacement points you receive will depend on the course of the campaign you are playing.

7.7 Winning

Victory is determined in the same manner as a victory in a regular scenario, although the consequence of your win or loss will dictate the longevity of your Linked Campaign experience. Most Linked Campaign games will allow you to suffer a defeat twice before you are removed from the command. Either way, a dialog will appear informing you of the successful completion or defeat of the campaign.

NOTE: While your units may gain experience points, they are of little value in these relatively short Linked Campaigns. This will come more into play in longer Linked Campaigns that will be available in future UPDATES.



8.0 Scenario Design

Vietnam comes with three editors that allow you to create your own scenarios. It is recommended to watch the video tutorials on scenario creation and design in addition to reviewing the following instructions.

8.1 File Naming Convention

Vietnam introduces a new file naming convention. This makes sorting through the various options in the scenario dialog much easier.

The new standards are:

Region_Date_Battle_Location.File_Extension

Here are some examples:

IC_480810_Giong_Dinh.scn

VN_610901_Kontum.scn

VN_651115_Chū_Pong_Massif.scn

This file naming standard will be the guide for naming files that are created when following the instructions in the rest of Section 8.

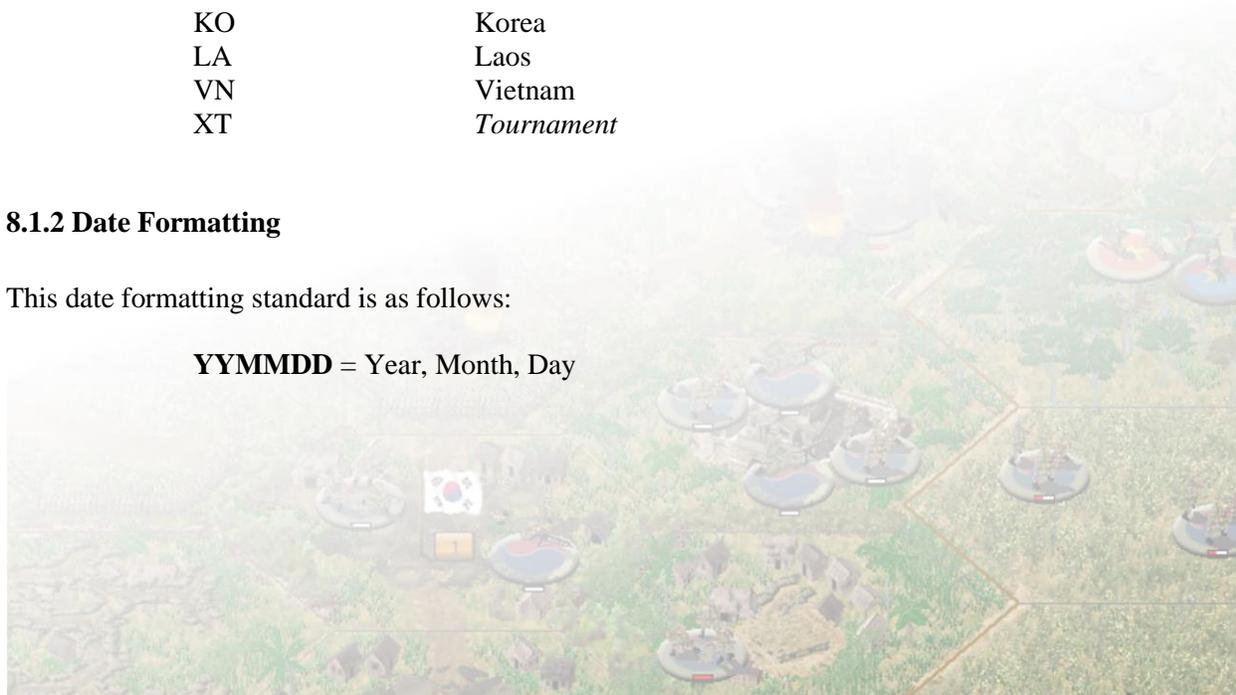
8.1.1 Region Codes

Region Code	Location
BC	Bootcamp Scenario
CA	Cambodia
IC	Indochina
KO	Korea
LA	Laos
VN	Vietnam
XT	<i>Tournament</i>

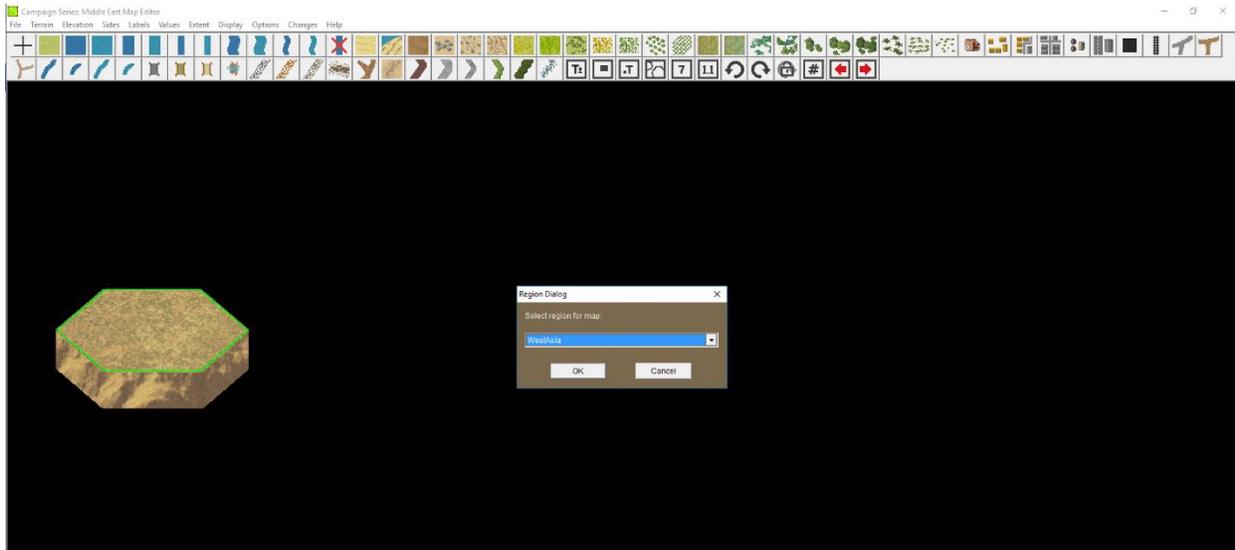
8.1.2 Date Formatting

This date formatting standard is as follows:

YYMMDD = Year, Month, Day



8.2 The Map Editor



The Map Editor allows you to create the map for your proposed scenario. There are two key regions that you can make maps for: Tropical and Temperate. Each region has different terrain types available. There are no known limits to map size, apart from your computer's hardware. The larger the map, the more resources it will take to operate.

Start creating your map by clicking on the Edit Map radio icon from the Main Menu. It will prompt you to open an existing map, but if you prefer to make your own, click Cancel. You will then be prompted to choose the Region for your map.

Recommended Region Guidelines:

EastAsia: Korea, Japan, China, Manchuria

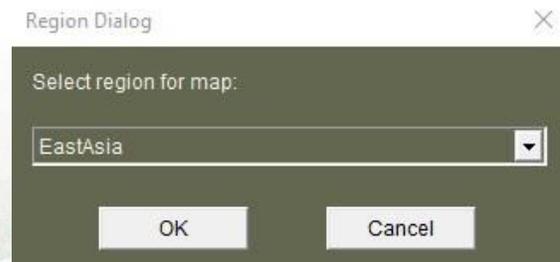
SoutheastAsia: Vietnam, Laos, Cambodia, Indonesia, Thailand

After choosing your region, you will be required to enter your map size. You can enter any values into the X and Y spots since you can edit the size at a later time.

8.2.1 How to Create a Map

In order to create a scenario, you will require a map. This map is where your battle will take place. It is a good idea for you to have some familiarity with the area that you wish to map for your scenario.

From the Main Menu, press the Edit Map button to launch the Map Editor. A dialog will pop up allowing you to Open an existing map. Press Cancel and a Region Dialog will appear allowing you to select which region you would like to build your map in. Use the guidelines above to help you decide which region will



best suit your needs.

After you choose your region, you will be asked to select your Biome from the Biome Dialog. Biomes will provide further detail as to what you want to display in the region you have chosen. In this case, you can choose either TemperateForest, TropicalRainForest or SubTropicalForest.

Recommended Region Guidelines:
TropicalRainForest: Mekong Delta, Coastal areas of Vietnam and most of Cambodia
TemperateForest: Central Highlands of Vietnam, Laos, North Vietnam, China, Korea
SubTropicalForest: Southern Interior Vietnam, Cambodia, Laos



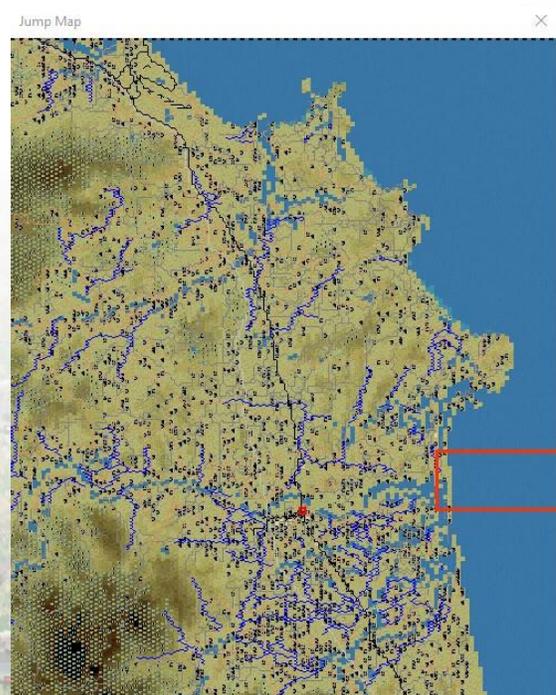
WARNING! Although you can edit the pre-set maps that come with the game, it is highly recommended that you **DO NOT** tamper with any pre-set maps as this may not only alter how the scenario functions, but it may become unusable, and may also prevent any upgrades from properly working if any of the files of such a `tampered scenario are being updated by that upgrade. If you do edit a preset map (without renaming it through the “Save As” routine), you may need to reinstall the game to have it (or an upgrade) work properly.



Once you selection a region, a Resize Dialog will appear allowing you to enter the Width and Height of your map. You can choose any values and if you find you made the map too big or too small, you can resize it at a later time. Enter your values are press OK.

Your map will be presented to you without features to the extents you entered in the Resize Dialog. You can change the Map View by pressing 1 through 9 on the keyboard, or by selecting which view you would prefer to work in under the Display menu.

Below the Menu Bar along the top are the Terrain types that you can use for your map. Terrain types are explained in detail in **Section 11.2.6**, please refer to that for deciding on which Terrain types to use for filling your map. To the left are the hexagon fills, in the middle are the roads, watercourses and hexside and on the right are the labeling options and Jump Map. The Jump Map is useful for panning around large maps quickly.



You can add or remove Terrain types from your map by selecting the feature and left click to place, right click to remove. To speed the process, you can use the Cluster Fill and Rectangular Fill options for hex Terrain types.

Cluster Fill – Hold down the SHIFT key when left clicking a “full hex” terrain type on the map to fill-in the clicked-on hex, as well as the six adjacent hexes. This does a 7-hex “cluster” fill.

Rectangular Fill – Hold down the Ctrl key after selecting the upper left corner, then, while continuing to depress the Ctrl key, click on the lower right hex to have the selected terrain type filled in.

The Fill features do not work for hexside features. After using either Fill feature, you may want to add or remove some of the features so they do not look like they are placed on the map in a pattern, doing so will make the terrain fill look more natural.



You can also change the base elevation and adjust the elevation change delta. To change these values, select Elevations from the “Values” pop-down menu. To define the height (in meters) of the lowest elevation on the map, input a number for the “Base” value. To set the difference (in meters) between elevation levels, input a number for the “Delta” value. There are now 49 elevation levels to use for mapping in *Vietnam*.

You can raise (or lower) the entire map’s “base” terrain by selecting Extent in the Menu Bar, then selecting Raise (or Lower).

Next you may wish to adjust your map’s elevations (hills, gullies, etc.). To change a hex’s elevation, select the appropriate number from the Elevation pop-down menu. You can then left click in a hex to change the base level of that terrain to the selected level. See also “Cluster Fill” and “Rectangular Fill” in section 13.6.

You can also use the Text Tool to name or label certain areas or features of your map. Press the Tool Bar button displaying T±. Then left click on the hex in which you wish to add a label. A Dialog box will appear allowing you to input a name. You can also adjust the size of the copy and the color (“Plain” for a black label, “Water” for a blue label, and “Forest” for a green label). The “Justification” allows you to center the map title or have it “flush” left or right.

Warning: If the “T±” (map labeling) button is “on” (i.e., depressed), a right click on the map will delete the nearest map label to the area right clicked on.

To toggle map labels on or off, press the T± button.

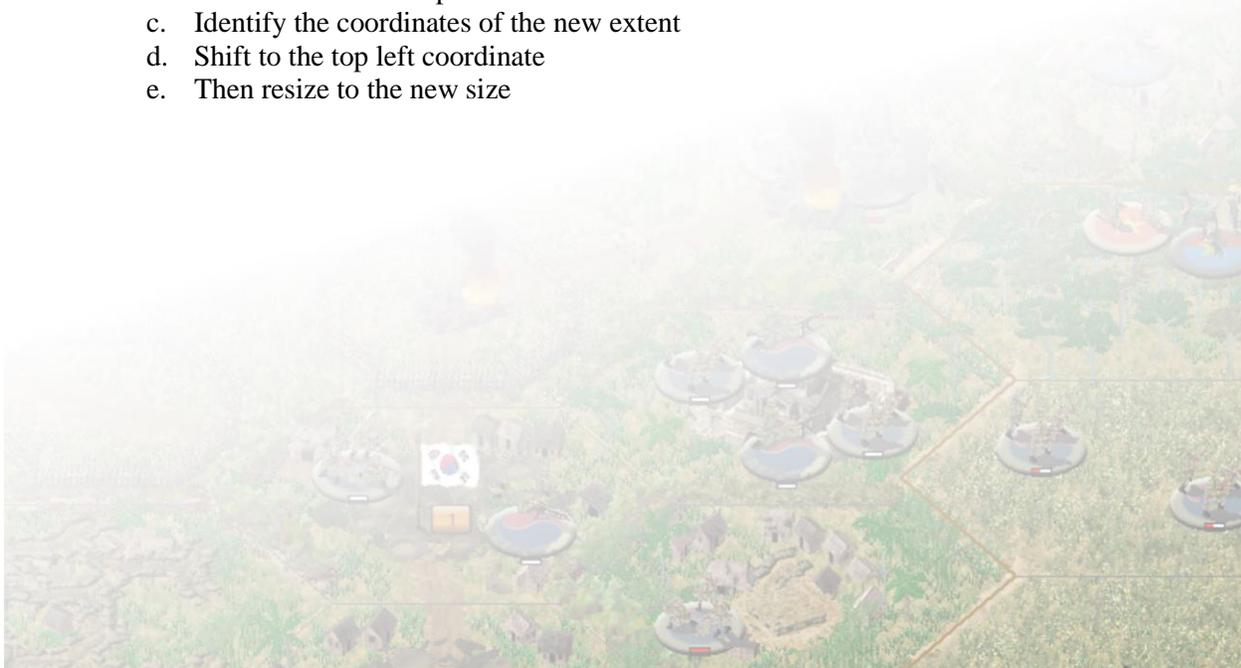
Continue editing your map until you are happy with the results. From the “File” pop-down menu, select Save. When the Save As window appears, type in a name for your map. Your map file will be saved in the directory with the .map extension.

The Border label option is ideal for placing international or provincial boundaries. You may even use them for Area of Operations on your map. Use a+character, select the Border radio button and then press OK.

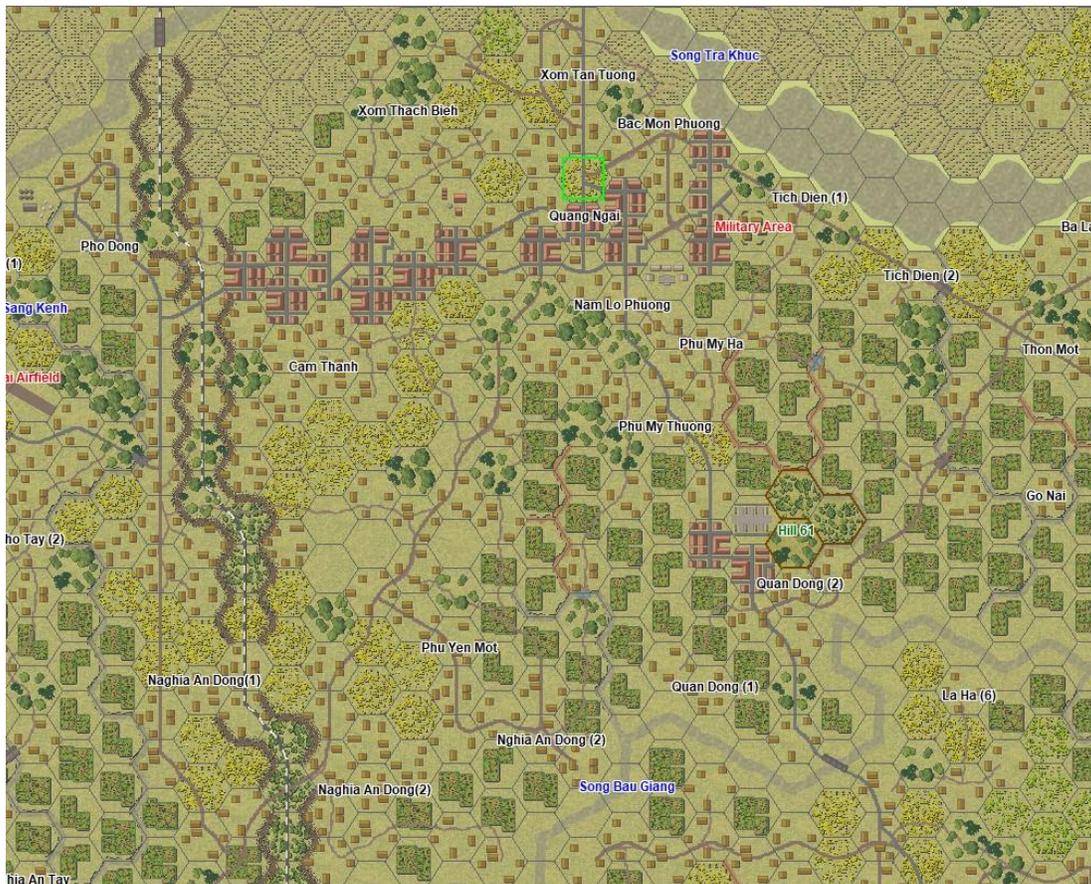


8.2.2 Design Tips

1. If you intend on creating numerous maps with the Map Editor, it is recommended to create a shortcut to your desktop from the **vnmmap.exe** file. This will speed up the load time instead of accessing it through the Main Menu.
2. **SCALE:** Keep in mind that each hex in the game represents an area approximately 250m from side to side or top to bottom (thus, one kilometer would be 4 hexes in length).
3. Save the file name in the following format: **LocationCode_Date_Location.map** e.g.: **VN_670704_Hill_1338.map**
4. For large maps, it may be easier to start with the linear features on the map: transportation and hydrology, especially when generalizing and interpreting from historical maps. Towns and cities follow the linear features, followed by forests and swamps. Detailing and labeling are typically the last steps
5. Included in the game are several very large maps of various regions in south Vietnam. These can be resized and refocused for use with smaller scenarios with a few clicks.
6. To create a full-hex bridge that can be damaged in the game, you can add deep hexside rivers to the end of the full-hex bridge and add hexside bridges to the ends. This will provide a full-hex bridge that can be “damaged” if one of the hexside bridges is destroyed.
7. A vehicle (only) is not allowed to cross a hexside if the elevation “delta” of that hexside is $>50\text{m}$ (regardless of the number of elevation level changes along that hexside). This applies regardless of the presence of roads.
8. Even though we standardize the *Vietnam* game maps with North at the top, it doesn't mean you have to. You are free to create your maps to suit your needs. This is why adding the Compass is important to your map.
9. The Undo feature is disabled on maps that are larger than 512 x 512 hexes. This is due to memory limitations within the engine and windows. While you can build maps larger than 512 x 512, you will not be able to use the Undo to fix any errors.
10. You can use any portion of a master map by using the Extent Shift menu (adding negative values to shift to the left or up) and the Resize menu. Use the following to accomplish this:
 - a. Open the Master map you wish to use.
 - b. **SAVE AS** a new map.
 - c. Identify the coordinates of the new extent
 - d. Shift to the top left coordinate
 - e. Then resize to the new size



8.2.3 Map Standards



Here are some recommended guidelines for maps created with the Map Editor:

1. Always include a North Arrow/Compass
2. **Vietnam** maps have North at the top edge
3. Include labels
4. Water labels are Blue.
5. Hilltop labels are Green
6. Town labels are Black
7. Land Feature labels are Black
8. Military related features are Red
9. Borders are typically Black but may be Green and are either a + or – symbol. Area of Operations are Red.
10. Labels are centre aligned, unless along a map edge.

8.2.4 Master Maps

Vietnam includes a master map folder that allows you to use the master map, or portions of the master map for your own scenarios. This will save you vast amounts of time in the scenario design process. See point number 10 in **Section 8.2.2** to learn the best methodology.

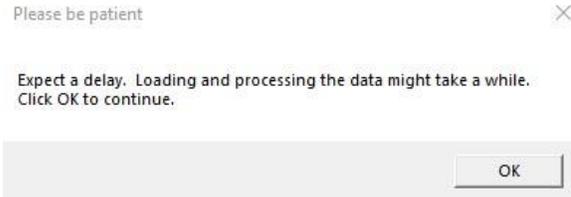


8.3 The Organization Editor

8.3.1 How to Create an Organization

Besides needing a map, each scenario also requires an “org” (short for “organization”) file. This file will contain the various and sundry company, battalion, division, and corps organizations that move around and fight on the map. The *Vietnam* Order of Battle (OOB) Editor allows you to pick from a very wide variety of historically accurate military organizations.

From the Main Menu, press the Edit Order of Battle button to launch the OOB Editor. A dialog will pop up informing you that due to the amount of information contained in the OOB Editor, it may take some time to load. Press OK. It is a good idea for you to have some familiarity with the organizations that you wish to include in your scenario. Once you locate them in the OOB Editor, you can create an OOB using those organization types.



The first step in setting up your OOB is to set the date. Usually, this date should be the same as your scenario’s date. Set the date (month and year) with the pop-down boxes on the OOB Editor’s Tool Bar.

For accuracy in your scenarios, the date is very important, especially as the OOB Editor spans nearly four decades of organizational changes. Setting the proper date ensures that only units that were available at that period of the war are available in your scenario.

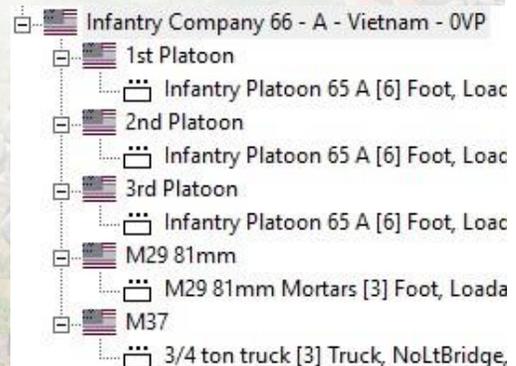


The OOB Editor’s Tool Bar is located near the top of the OOB Editor’s Interface and provides tools useful in moving selected organizations and units from one place to another. If you position the cursor over a Tool Bar button, a brief description of that button’s function will be displayed after a moment. For more information on these buttons consult the OOB Editor’s on-line Help file.

The list displayed in the left-hand “Available Units and Organizations” column lists the different organizations available, from Platoons to Armies. You will most likely want to be selecting battalions, regiments, brigades, and/or divisions, depending on your scenario’s size. Each nationality’s organizations are grouped together by organization type.

To see all the units in each organization type for a nationality, click on the box with the “+” to the left of the organization. The structure for that organization type will open, displaying all the available diverse types of organizations for the selected nationality of that command level. Allow a few moments for the program to organize all the organizations and units in a nationality’s folder after clicking on that folder to open it.

It is very important that each platoon added to your OOB is within some type of organizational structure (usually within a company or battalion structure) in order for the game’s AI to know how to “use” the unit progeny. That is, you should not



simply bring over “loose” (i.e., “independent”) platoon units; they need to be “grouped” under a battalion (or higher-level organizations command structure. Therefore, it is highly recommended that you build an organization with a battalion as the minimum organization. If you still wish to customize it by adding a special platoon to it, be sure to put that platoon “inside” that organization using the “Lower Unit/Org” Tool button

Once you have located the organization you wish to add to your OOB, highlight (select) the organizations name by a single left click on it.



Left click once on the Add Unit/Org (Auto) Tool Bar button to place the organization highlighted in the “Created Units and Organizations” column (where all units of your scenarios organization will be listed).

Left click once on the Add Unit/Org (User) Tool Bar button to place the organization highlighted in the “Created Units and Organizations” column, which will allow you to assign a specific organizational number to that organization (as well as to many of its sub-organizations, if applicable); i.e., use this method of adding an organization if you know that you want the Israeli 6th Infantry Brigade added to your organization, not just any infantry brigade.

Warning: Using the Add Unit/Org (User) Tool Bar button for a brigade or higher organization requires that you input a lot of names for the lower organizations of that organization (e.g., the brigades of a division).

To add the Leader to the unit you desire, highlight the leader in the “Available Units and Organizations” column.

Then, left click once on the Add Unit/Org (Auto) Tool Bar button to add the Leader to the “Created Units and Organizations” (right-hand) column. Then, left click on the Move Unit/Org Up Tool Bar button as necessary to move the highlighted leader until he is displayed directly beneath the organization you wish to incorporate the leader into.

Then, with the leader still highlighted, left click once on the Lower Unit/Org Tool Bar button. This will “lower” the leader into the organization directly above him. The leader should be placed under the Headquarters unit if having the leader support a battalion or larger organization.



If you wish to make your own custom organizations by adding in a certain battalion type into a brigade, you can do this similar to adding a Leader. To add the unit or organization to the organization you desire, highlight the unit/organization in the “Available Units and Organizations.”

Then, left click once on the Add Unit/Org (Auto) Tool Bar button to add the unit/organization to the “Created Units and Organizations” (right-hand) column.

Then, left click on the Move Unit/Org Up Tool Bar button as necessary to move the highlighted unit/organization up until it is displayed directly beneath the organization you wish to incorporate it into. Afterwards, with the unit/organization still highlighted, left click once on the Lower Unit/Org Tool Bar button. This will lower the highlighted unit/organization into the organization directly above him.

To quickly move the selected unit all the way to the top of the organization it is in, highlight the

unit/organization and left click once on the Unit/Org to Top Tool Bar button.

To delete the selected unit from the “Created Units and Organizations” side, highlight the unit/organization and left click once on the Delete Tool Bar button.

To quickly adjust the Morale level of AI units in an organization, highlight that organization’s name on the “Created Units and Organizations” side, and left click once on the Adjust Morale Tool button. A Dialog box will appear. Left click on the desired number to set the Morale of AI units in the highlighted (selected) organization to that level. If you prefer, you can set this for each individual unit.

8.3.2 Design Tips

1. If you intend on creating numerous maps with the OOB Editor, it is recommended to create a shortcut to your desktop from the **vnorg.exe** file. This will speed up the load time instead of accessing it through the Main Menu.
2. Save the file name in the following format, preferably using the same name as your org file: **LocationCode_Date_Location.org** e.g.: **VN_670704_Hill_1338.org**
3. **MINIMUM ORG SIZE:** It cannot be emphasized enough that the minimum organization in your scenario’s Order of Battle should be a battalion (as this is the lowest-level unit that contains an “inherent” HQ). If you “import” lone platoons or companies into a side’s OOB, be sure you then put them “inside” a battalion or higher-level organization that has an HQ. In other words, don’t simply import a lot of platoons or companies without adding them into an organization with an HQ.
4. **DON’T FORGET LEADERS:** It is your responsibility to add Leaders to your OOB; the org editor will not do this for you. Adding more (and better) leaders to one side or the other is an effective way to help balance a scenario, and to help simulate a side’s resourcefulness.

8.3.3 Order of Battle Standards

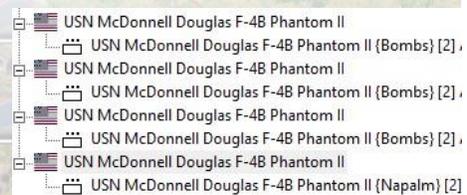
Here are some recommended guidelines for order of battles created with the Organization Editor:

1. We have decided against using historical figure names. Many are still alive and so we have decided to identify key leaders by organization. For example, 11th Infantry/2nd Brigade would be the leader of the 11th Infantry Battalion of the 2nd Brigade. [You are free to change the name to whatever you wish, of course]
2. Most combat units will have a higher morale than logistical or second-rate units (trucks, etc).
3. All units must be part of an organization in order to work with the Combat Efficiency system.

8.3.4 Order of Battle Aircraft

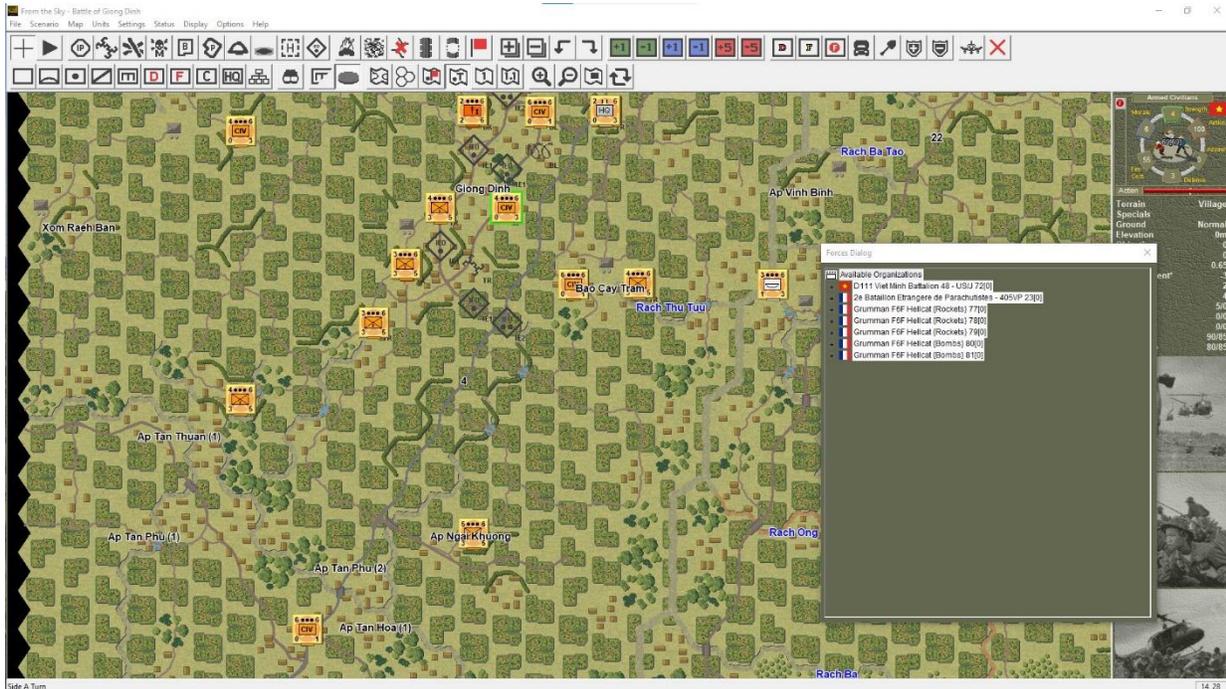
In order to use the Close Air Support model, you need to include aircraft as part of your organization file.

Add the aircraft as required using the method described above. It may be wise to organize them into squadrons, to keep the organization file cleaner.



8.4 The Scenario Editor

8.4.1 How to Create a Scenario



Upon starting the Campaign Series Scenario Editor, you will be prompted to open one of the preset scenarios already in the game, from the Open Dialog. Unless you have a scenario already in progress that you wish to continue editing, cancel this command immediately.

WARNING! You may notice an error when you try to open a scenario. This is typically due to a memory leak using the C++ architecture. Press OK and try again.

WARNING! Although you can edit the pre-set scenarios that come with the game, it is highly recommended that you **DO NOT** tamper with any pre-set scenarios as this may not only alter how the scenario functions, but it may become unusable, and may also prevent any upgrades from properly working if any of the files of such a tampered scenario are being updated by that upgrade. If you do edit a preset scenario (without renaming it through the “Save As” routine), you may need to reinstall the game to have it (or an upgrade) work properly.

Once the Open Dialog is closed, select New from the File pop-down menu to start a new scenario. You will then be prompted to insert the names of the map file and the org file that you wish to use with the scenario you are creating. In the dialogs that appear, locate the file, and click on the OK button.

Note: In some cases, upon attempting to create a new scenario, the folder may default to your “My Documents” folder. If this is the case, repath to the `../vietnam/scenarios` folder of your installation and it should continue to recall that location going forward.

Once the .map and .org files for the new scenario have been selected, the following Header Dialog will appear.

In the scenario's Header Dialog, you define the following:

The Title of the scenario is what will be displayed in the Scenarios screen where the scenario to be played is selected.

The Mission Type Dialog can be used to select a "type" of scenario. This will affect how the AI will perform if one side or the other is AI-controlled

The First Side (generally, the attacker) determines which side moves first in each turn.

The Turn value is the number of turns you want the scenario to run. The default turn length is 10.

The Visibility value determines the maximum distance in hexes that can be seen during the scenario. The default value is 20.

Additional Functionality:

Dynamic Visibility:

Scenario designers can now set the preferred visibility on a per-turn or by a series of turns. This is achieved by noting the turn sequence followed by the visibility. In the following example scenarios that are 50 turns long, turns 1-30 will have a visibility of 8, while turns 31-50 will have a visibility of 2.

1-30[8] 31-50[2]

NOTE: The space is important between the two sets of values. Otherwise no spaces (none within each value set)

There is no limit to the number of visibility changes the designer can set for the scenario.

Dynamic Day/Night:

Scenario designers can now set the preferred day or night on a per-turn or by a series of turns. This is achieved by noting the turn sequence followed by the visibility. In the following example scenario that are 30 turns long, turns 1-30 will have a day setting, while turns 31-50 will have a night setting.

1-30[d] 31-50[n]

NOTE: The space is important between the two sets of values. Otherwise no spaces (none within each value set)

There is no limit to the number of days or nights the designer can set for the scenario.

The Ammo value is used to determine the percent chance that a unit will be resupplied if not otherwise resupplied by its HQ. The default value for ammo is 80.

The Smoke value determines the number of times smoke can be fired by a side.

The Flares value determines the number of times flares can be fired by a side in Night Scenarios.

The values for a Major Defeat, Minor Defeat, Minor Victory, and Major Victory determine the victory levels of the scenario. The main program calculates Victory Points (VPs) for a battle based on Objectives controlled and losses incurred by both sides. If the VPs for the First Side fall below the Major Defeat value, then the First Side receives a Major Defeat for that battle. If the VPs fall between Major Defeat and Minor Defeat, then the First Side receives a Minor Defeat. If the VPs fall between Minor Defeat and Minor Victory, then that battle results in a draw. If the VPs fall between Minor Victory and Major Victory, then the First Side receives a Minor Victory. If the VPs are greater than Major Victory, then the First Side receives a Major Victory for that battle.

The AI values determine the aggressiveness of a side when it is played under the control of the computer. These values range from 0 to 100: 0 representing an army that will attack and defend less forcefully, while a 100 value represents the army will be very aggressive in the attack and more likely to die where they stand in defense. To find the best AI level for your scenario, you will probably have to experiment with different settings.

The Air value displays the number of Airstrikes available to a side during the scenario. This section is “grayed out” as Air Attacks are now set by selecting “Airplanes...” from the “Scenario” pop-down menu. The Dialog that appears lists all Air Attacks available, grouped according to nationality. See **Section 8.4.4** for more information on adding Airstrikes.

The Conditions Dialog: The Conditions Dialog will then appear so you can establish the environmental conditions for the current scenario.

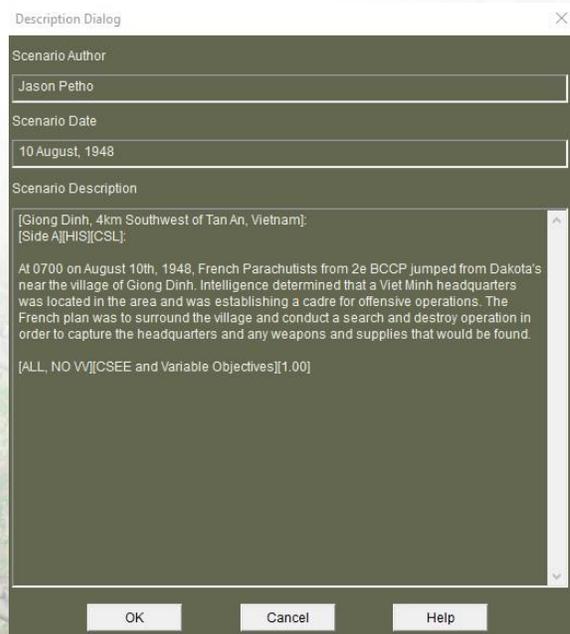
The Ground selections are Normal, Soft, Mud, and Snow. Ground conditions affect movement during the battle. When Snow ground conditions are in effect, Marsh is treated as Open terrain and Swamp becomes Forest.

The Water selections are Normal and Frozen. When the water is Frozen, all Water hexes are treated as Open hexes, and Streams and Minor Rivers become Gullies.

The Trees selections are Normal, Brown, Barren, and Snow. These selections are purely graphical and have no effect on play.

The Fields selections are Normal, Plowed, and None. Normal fields affect Line of Sight and movement, while Plowed fields present no Line of Sight obstacle and only affect movement.

The last screen is the Scenario Information Dialog. This is where the name of the scenario designer, the date of the scenario and a description of what the battle is about is stored. Date formatting is: Day Month, Year. An error will pop up if you set the date



incorrectly or used an incorrect format. For a detailed description of what your scenario description should include, see *Section 2.1.5*.

If you want your scenario to have a unique picture (one that will be displayed whenever your scenario's title is selected in the Scenarios screen), you can insert a graphic file with the exact same name as your scenario and a .bmp extension into the Campaign Series directory.

Example: If your scenario's file name is **VN_670704_Hill_1338.scn**, the title of the graphic should be **VN_670704_Hill_1338.bmp**. The dimensions of the picture you select should be 380 pixels wide by 142 pixels high, and the graphic should be saved as a Black and White or 256-color bmp-type file, in order for it to display properly.

8.4.2 Design Tips

1. If you intend on creating numerous maps with the Scenario Editor, it is recommended to create a shortcut to your desktop from the **vnedit.exe** file. This will speed up the load time instead of accessing it through the Main Menu.
2. Save the file name in the following format, preferably using the same name as your map and org files: **LocationCode_Date_Location.scn** eg: **VN_670704_Hill_1338.scn**
3. The length of a scenario should be based on a few factors: size of forces involved, weather conditions, terrain, mission, and the overall situation you are trying to represent
4. On a clear day in most theatres, maximum visibility is best around 10 to 12 hexes. It is more difficult to spot a few vehicles at 3000 meters (3 kilometers or 1.86 miles) than you'd think.
5. From experience, it is best to use one type of aircraft per side when adding air support.
6. Don't forget to consider the base and artillery ammo levels. In general, you will probably want a value between 60 and 85 (anything less than 60 should be used for a side if it is disorganized, cut off, and/or short on supplies; anything higher than 85 should be used only to represent a side that is especially well-supplied).
7. Ammo levels are definitely an important consideration as they can have a huge effect on gameplay and balance. We tend to use mission type to dictate the ammo levels that will be in any particular scenario. A standing, frontline attack will typically have more ammo available in a short period (the ammo dumps are typically close to the frontline and stocked up for the offensive) than a meeting engagement (the supply units are typically at the tail end of the advance).
8. **VICTORY LEVELS:** Don't forget to put in four different values in each the victory levels boxes of the "Header Dialog" (the default values of "0" just won't do!). Obviously, you will have to weigh the amount and value of the Objectives that your scenario has and which Objectives you expect the First Side (usually the "attacker") to capture in order to achieve a Minor and Major Victory. You also need to consider acceptable casualty levels for the attacker, as well as if you intend for your scenario to always be played as the human controlling a certain side vs. the computer (as opposed to balancing it solely for two player play). Getting good victory levels will be important for your scenario to be properly balanced and is easily one of the hardest things to get just right.
9. A nice added touch is to ensure units are facing in the proper direction. For example, all units opposing forces are facing each other.



10. Another added touch, when adding forces along a road, take the time to orientate the units along the road, facing the proper direction. Also ensure that a maximum of 12 Strength Points per hex to ensure proper movement of the column.
11. Try to place the units relatively close together, based on their organization. The platoons of a company should be within a few hexes of each other. This will assist the players if they choose to play with the Command Control optional rule.
12. Platoons that have their Morale reduced in the scenario editor will roll Morale Checks at the beginning of each turn until the Morale has been recovered. This is a useful Tool to display certain situations in scenario designs.
13. When designing a scenario to be played against the AI, it is better to cluster a few smaller value Victory Point Locations than to have one large high value Victory Point Location.

8.4.3 Scenario Standards

Here are some recommended guidelines for scenarios created with the Scenario Editor:

1. Scenarios are designed with all Optional Rules except for Variable Visibility, as the Visibility is set by the designer and fluctuates accordingly.
2. Major Victories are intended to be reached when a true major victory is accomplished. That means that you defeated your opponent, captured all the objectives and suffered very few losses.
3. Scenario description is filled in its entirety based on the requirements of *Section 2.1.5*. Make sure you fill in which version of the game the scenario was designed under.
4. An AI file does not need to be created; it will use the default AI file settings.

8.4.4 Adding Airstrikes

Adding Airstrikes requires a new procedure in the scenario editor.

1. Select the aircraft from the organization
2. Place the aircraft on the map.
 - a. If the aircraft is intended to be located on the map, place it at the appropriate airfield hex.
 - b. If the aircraft is intended to be located off the map, then select the aircraft. Once selected, from the top menus, choose the Units → Move Air Units Off Map
3. Make note of how many aircraft you are adding to the airstrike system
4. Once all the aircraft are assigned, from the top menus, choose Scenario → Header Dialog and assign the correct number of airstrikes to the appropriate Side.

NOTE: There are no limit to the amount of airstrikes you can have in a scenario, as long as you have the aircraft in the scenario org file.



8.5 Creating Scenario Lua Files

8.5.1 Creating the Lua File

NOTE: This section of the manual will be expanded upon in the future. Thank you for your patience.

8.5.2 Modifying the Lua File

NOTE: This section of the manual will be expanded upon in the future. Thank you for your patience.

8.5.3 Lua File Techniques

NOTE: This section of the manual will be expanded upon in the future. Thank you for your patience.

8.5.4 Lua File Examples

NOTE: This section of the manual will be expanded upon in the future. Thank you for your patience.

8.5.5 Lua File Tips and Tricks

NOTE: This section of the manual will be expanded upon in the future. Thank you for your patience.



8.6 Creating Linked Campaign Games

IMPORTANT NOTE: The Linked Campaign System within Vietnam 1.00 is not currently functional. This will be remedied in future UPDATES for Vietnam. The descriptions below will allow you to preemptively build Linked Campaign Games for when they come available.

8.6.1 Designing a Linked Campaign Game

The following document will assume you are familiar with creating individual scenarios, as explained in the previous sections.

The Linked Campaign is the “story” of a core unit through a series of linked scenarios. The Linked Campaign may be as short as two scenarios or as long as you can imagine. The beauty of the Linked Campaign, from a designer’s perspective, is that it is limited only by their imagination.

For simplicity, I will use **test** as my campaign name. Whatever you decide to call your Linked Campaign, it is essential that you use the described naming convention throughout.

8.6.2 The Essentials

Apart from the necessary Linked Campaign related scenario files (*.scl, *.map, *.org), there are four essential files that need to be created to ensure your Linked Campaign will function correctly.

1. **test.LCG** – The LCG file is the main data file for the Linked Campaign.
2. **testLCG.bmp** – This is the graphical map depicting the battle locations of your Linked Campaign.
3. **test_patch.bmp** – This is the graphic representing the Linked Campaign in game dialogs.
4. **test_endgame.bmp** – This is the graphic that appears after successfully completing the Linked Campaign.

The LCG file in detail:

This is the most important file for Linked Campaign construction. Without it, the campaign will not function.

You can open the LCG file using Notepad. (Right click on the *.lcg file → Open → Open with... Notepad)

When you open it, it will look like this:

```
9999
08
1
French in Indochina
08 21
2
```

530830

Linked Campaign Game: In this campaign, you will command a French Groupement of the French Army and its adventures throughout the Lorraine Campaign. DESIGN NOTE: This Campaign is rated as DIFFICULT.

1 testLCG_1.scl/ 228 65 -1 -1 2 2 2 0 Saigon

2 testLCG_2.scl/ 228 65 -1 -1 3 3 3 0 Saigon

-1 You have set a new standard for being truly incompetent. You are relieved of your command!

-2 etc.

Explaining the LCG file:

9999 – This is the unique ID for the Linked Campaign’s CORE UNIT. (See **CORE UNIT** below)

08 – This is the nationality that the player will command in the Linked Campaign. See 8.4.4

1 – This is the Command Level the player will command in the Linked Campaign. See 8.4.5

French in Indochina – This is the title of the Linked Campaign that shows up in the Campaign Menu

08 21 – These are the nationalities that will be involved in the Linked Campaign. The player’s nationality must be listed *first*.

2 – This is the map region code. See 8.4.6

560830 – This is the date the Linked Campaign starts (YYMMDD; the example is August 30, 1956)

Linked Campaign Game: Blah, blah, blah. – This is the description of the Linked Campaign as found in the Campaign Menu. It is essential you do not add any “returns” to your text and you leave the next line after the historical text blank.

1 testLCG_1.scl/ 228 65 -1 -1 2 2 2 0 Saigon

2 testLCG_2.scl/ 228 65 -1 -1 3 3 3 2 Saigon

1 – This is the Linked Campaign scenario number. Each unique scenario within the campaign must have its own number.

testLCG_1.scl/ – This is the scenario file name with the .SCL extension. The scenario file name must end with a backslash followed by a space.

228 65 – This is the pixel location on the **testLCG.bmp** map, so players can track their progress.

-1 -1 2 2 2 – This is the portion that will determine what happens to the player after completing a scenario. They are in the following order: major loss – minor loss – draw – minor victory – major victory. A negative number refers to a comment and a positive number refers to continuing to the scenario number mentioned. In the example, a major or minor loss would have the player see a comment while a draw, minor or major victory would have the player continue to scenario 2.

0 – This is the number of reinforcements that will be available at the beginning of that scenario. It is recommended that there are no reinforcements for the first scenario.

-1 You have set... – This is the comment that the player would see after completing a scenario. In the example above, they would read this comment if they received a minor or major loss in the scenario.

CORE UNIT

The CORE UNIT will remain consistent throughout the campaign as it is the star of your campaign. It is based on a unique ID within the **testLCG.org** file. How do I determine what the CORE unit is for my

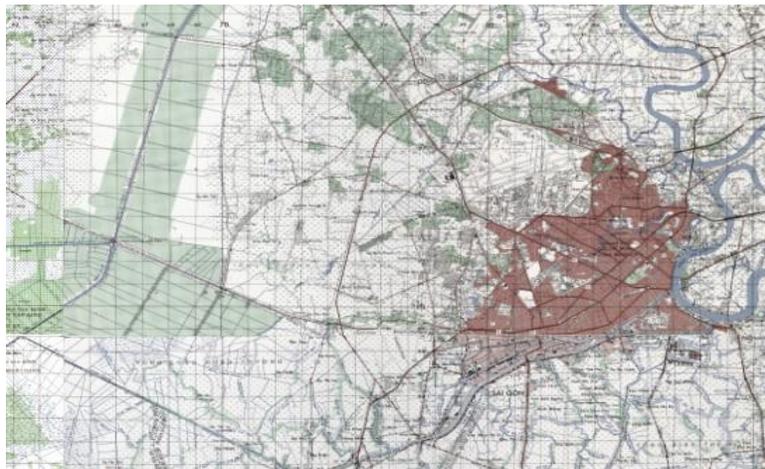
campaign?

If you open the org file in using Notepad, you can search for the name of your organization. (*Ctrl+F*)

B0812231 9999 7 French Foreign Legion Battalion

The highlighted number in red (9999) would be the unique ID for that battalion and is the number that would be found at the top of your LCG file.

The Linked Campaign Graphical Map



testLCG.bmp – This is a graphical file of the area where your campaign takes place. It must be **624** pixels wide by **362** pixels high and saved as a **BMP in 256-color format**. (8-bit, 256 colors) Note the naming convention.

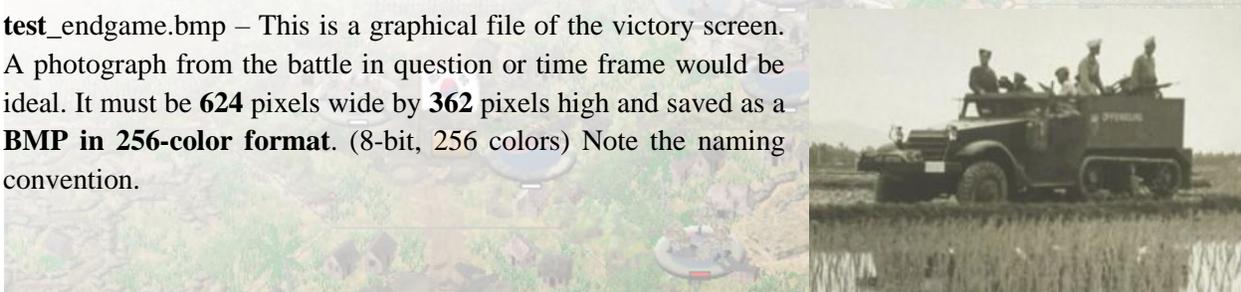
The LCG Insignia Patch

test_patch.bmp – This is a graphical file that displays on the Campaign dialog. It must be 380 pixels wide and 142 pixels high and saved as a **BMP in 256-color format**. (8-bit, 256 colors) Note the naming convention.



The End Game Graphic

test_endgame.bmp – This is a graphical file of the victory screen. A photograph from the battle in question or time frame would be ideal. It must be **624** pixels wide by **362** pixels high and saved as a **BMP in 256-color format**. (8-bit, 256 colors) Note the naming convention.



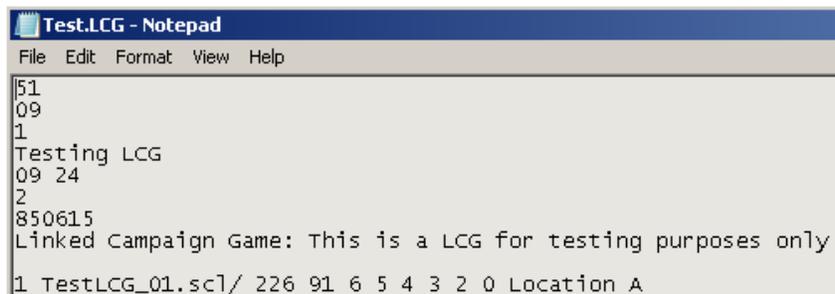
8.6.3 Step by Step

Step 1: Formulate a plan.

I cannot emphasize this step enough. I will usually hand draw out a draft of the campaign with pen and paper, then tweak it accordingly depending on how I would like the campaign to flow. This is especially useful if you are building a large campaign with a lot of scenarios.

Step 2: Build a draft of the LCG file

For simplicity, I would recommend copying and pasting an existing LCG file and then edit it as you need to. By doing so you can see which items you need to change to suit your Linked Campaign. Elements of the LCG file you can change now are: the army of your core unit, the title, the armies involved in your Linked Campaign, the map code, the date and the introduction text. I might suggest deleting all of the scenarios listed in the LCG file with the exception of the first one, to use as a template.



```

51
09
1
Testing LCG
09 24
2
850615
Linked Campaign Game: This is a LCG for testing purposes only
1 TestLCG_01.sc] / 226 91 6 5 4 3 2 0 Location_A

```

Step 3: Build your ORG file

Creating a map follows the same procedure as outline is *Section 8.2*. The primary difference is that I would recommend adding all the units that you envision being in combat throughout your Linked Campaign Game into the .org file.

Step 4: Update the LCG file with your CORE UNIT.

Once you have created your .org file for your Linked Campaign Game, you will be required to open up the .org game file and determine which the CORE UNIT ID number. As explained above, this is identified by the following highlighted number:

B0812231 **9999** 7 French Foreign Legion Battalion

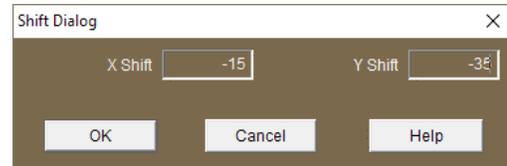
This is the number that will go at the top of your LCG file.

Step 5: Build your MAP files

If your campaign is fought over an area that changes little, I would suggest creating a large master map of the area (testLCG.map). After it is complete, you can cut out smaller maps from it to use in your Linked Campaign. Creating a map follows the same procedure as outline is *Section 8.1*.

Once your base map is complete, cutting out smaller maps is as simple as noting the top left coordinates of the area you wish to use (for example: 15, 35). Save your master map as the scenario map you wish to use (testLCG_1.map). You can then shift the map so that hex 15, 35 is in the top left corner: Extent →

Shift → X -15 Y -35. Then resize the map to your battle area: Extent → Resize → Width 40 Height 40 (or however big your wish to make your map). Save your map and adjust the Compass so it fits on the new map.



Step 6: Build your CAMPAIGN SCENARIO files (*.scl)

Building a Linked Campaign scenario follows the same procedure as creating a regular scenario, as described in detail in *Section 8.1.3*, but there are two differences:

1. Each Linked Campaign scenario should have your CORE UNIT included.
2. The file is saved as a .scl file

When saving your Linked Campaign scenario file, it is recommended to save it in the following format: **testLCG_03.scl**. **test** is the name of your campaign, **LCG** is so you can easily identify it as a Linked Campaign scenario and the number will help you know where it is referenced in your LCG file.

Step 7: Update the LCG file with your SCENARIO files

Now that you have your Linked Campaign scenario created, it needs to be added to the LCG file of your campaign. Open the LCG file in a text editor and note the following lines:

```
1 testLCG_1.scl/ 228 65 -1 -1 2 2 2 0 Saigon
2 testLCG_2.scl/ 228 65 -1 -1 3 3 3 2 Saigon
```

You can copy and paste line number two and change the 2s to a 3, like so:

```
1 testLCG_1.scl/ 228 65 -1 -1 2 2 2 0 Saigon
2 testLCG_2.scl/ 228 65 -1 -1 3 3 3 2 Saigon
3 testLCG_3.scl/ 228 65 -1 -1 3 3 3 2 Saigon
```

Depending on where the battle takes place, you may want to adjust the pixel location and the city name location. You will also want to change the results of what happens if you win, lose or draw in your scenario. Whether you proceed to scenario 4, or the campaign ends is up to you.

Step 8: Create your GRAPHIC MAP file

This is the file that the players will see when they are reading about what their task is for the next battle. It is the map that provides the location of where that particular battle is fought on a map. The quickest way to create the file is to use either GOOGLE Earth or GOOGLE Maps, zoom to the area your campaign takes place, change it to satellite view without labels, CTRL+PrtScn → CTRL+V into your favorite image editing software. I use Corel PHOTOPAINT where I would resize and/or crop to the dimensions I need and add any labels for towns or regions. Remember: **624** pixels wide by **362** pixels high and saved as a **BMP in 256-color format** and it must be saved using the naming convention described above: **testLCG.bmp**

Step 9: Create your LCG INSIGNIA file

This is the file that the players will see in their Campaign Screen when they are reviewing their campaign I use Corel PHOTOPAINT for creating the file. Resizing, cropping and any editing can quickly be done

within the graphic editing software. You can use Adobe, GIMP or even PAINT to complete the task. Remember: **380** pixels wide by **142** pixels high and saved as a **BMP in 256-color format** and it must be saved using the naming convention described above: **test_patch.bmp**



Step 10: Create your END GAME file

This is the file that the players will see when they successfully finish the Campaign. It is a nice graphic that should portray something related to your campaign. Using your favourite search engine and searching for an image that displays something from the timeframe of your particular campaign would be best suited.

I use Corel PHOTOPAINT for creating the file. Resizing, cropping and any editing can quickly be done within the graphic editing software. You can use Adobe, GIMP or even PAINT to complete the task. Remember: **624** pixels wide by **362** pixels high and saved as a **BMP in 256-color format** and it must be saved using the naming convention described above: **test_endgame.bmp**



8.6.4 Nationality ID# Codes

Campaign Series: Vietnam

00	China
08	France
10	United States
11	South Vietnam
12	South Korea
13	Laos
17	New Zealand
19	Australia
21	North Vietnam
49	Cambodia
50	Thailand

8.6.5 Linked Campaign Game Command Levels

Campaign Series: Vietnam

1	Battalion
2	Regiment
3	Brigade
4	Division
5	Corps

8.6.6 Map Regions

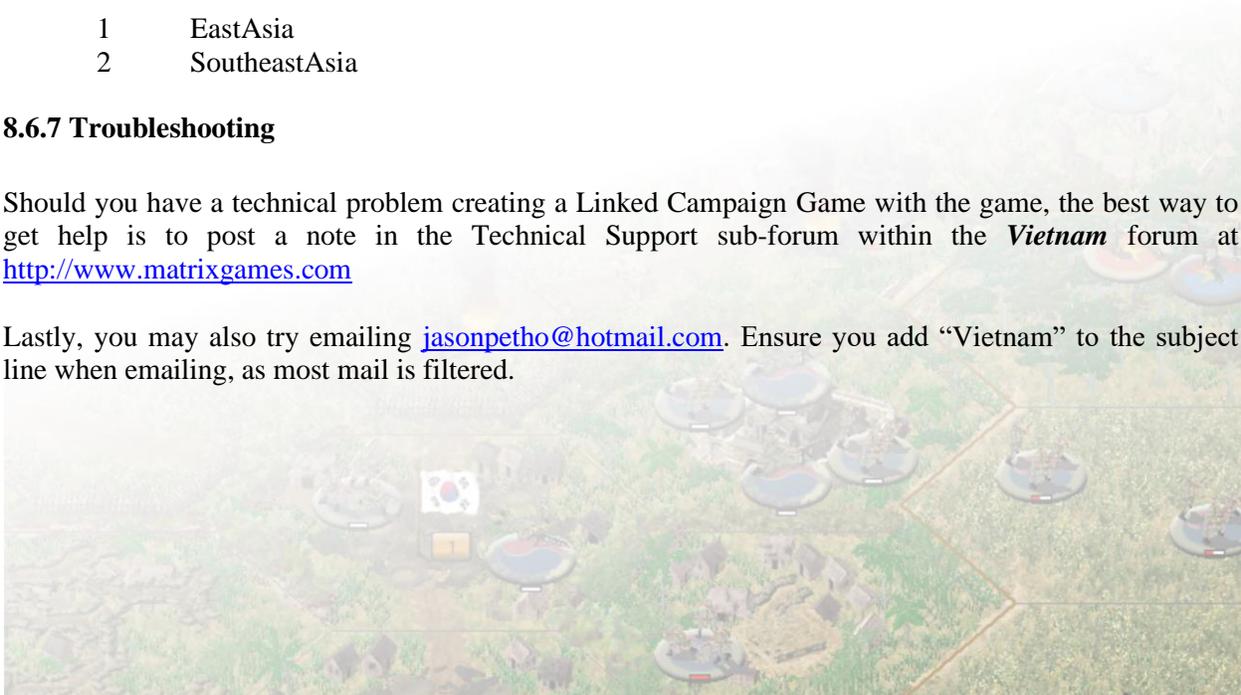
Campaign Series: Vietnam

1	EastAsia
2	SoutheastAsia

8.6.7 Troubleshooting

Should you have a technical problem creating a Linked Campaign Game with the game, the best way to get help is to post a note in the Technical Support sub-forum within the *Vietnam* forum at <http://www.matrixgames.com>

Lastly, you may also try emailing jasonpetho@hotmail.com. Ensure you add “Vietnam” to the subject line when emailing, as most mail is filtered.



9.0 Scenario Listing

9.1 Stock Scenarios

You will find an assortment of maps that provide the location of the battle, with a title, date, and historical preamble of the battle.

In the majority of scenarios, the SIDE B (Viet Minh/Viet Cong/NVA) has been scripted, so they are recommended to play as SIDE A. A small number have had both sides scripted. While the legacy AI (aka not scripted) is still available within the Campaign Series, it is *not* recommended for play, especially with the complexities of the Vietnam war.

After the scenario briefings are a handful of maps that provide an overview of South Vietnam and then further Corps area maps that highlight key boundaries and cities.

And at the very end of **Section 9.1** are two maps that are useful references for playing the two “**A Week in...**” scenarios. Feel free to print them out as you need them.

Bootcamp 1 - Learning the Ropes

BC_670601_Bootcamp_01.scn

June 1, 1967

Jason Petho

Side A

[Dak To, Central Highlands, South Vietnam]: [SIDE A][HISB][CSL]: Welcome to Bootcamp 1! This scenario will have you leading Company A/4/503rd-173rd Airborne towards an airfield located at to Dak To 2. In this scenario you will learn about the User Interface, In-game Messaging, Movement, Double Timing, Variable Objectives, Firing, Assaulting, Assigning Opportunity Fire. You will also learn what to do when encountering civilians and some Viet Cong activity. [ALL][CSEE, Variable Objectives] [NONE] [1.00]

Bootcamp 2 - Building a Firebase

BC_670601_Bootcamp_02.scn

June 1, 1967

Jason Petho

Side A

[Dak To, Central Highlands, South Vietnam]: [SIDE A][HISB][CSL]: Welcome to Bootcamp 2! In this Bootcamp you will learn how to load/unload into vehicles, accept reinforcements, engineering tasks and build a Firebase. You will learn how to use Artillery and Airstrikes and experience the transition between day and night. [ALL][CSEE, Variable Objectives] [NOTE: The Firebase location will include hexes: 37,25 , 37,26 and 38,25.] [1.00]

Bootcamp 3 - Helicopters, Combat Assaults and Tunnels

BC_670601_Bootcamp_03.scn

June 1, 1967

Jason Petho

Side A

[Dak To, Central Highlands, South Vietnam]: [SIDE A][HISB][CSL]: Welcome to Bootcamp 3! This scenario will have you leading Company A and Company B/4/503rd-173rd Airborne into the mountains south of Dak To II Airfield, with the primary mission of clearing the mountains. You will learn how about Helicopter Operations, Landing Zones, Refueling, Following Orders, Tunnels, and heavier Combat. [ALL][CSEE, Variable Objectives] [NONE] [1.00]

Bootcamp 4 - Hearts and Minds

BC_670601_Bootcamp_04.scn

June 5, 1967

Jason Petho

Side A

[Dak To, Central Highlands, South Vietnam]: [SIDE A][HISB][CSL]: Welcome to Bootcamp 4! In this Bootcamp you utilize everything you have learned in the previous three bootcamps and learn how Event Points can turn the tide of a scenario, as well as learn about On-map Aircraft and Riverine units. [ALL][CSEE, Variable Objectives] [NONE] [1.00]





From the Sky - Battle of Giong Dinh

IC_480810_Giong_Dinh.scn

August 10, 1948

Jason Petho

Side A

[Giong Dinh, 4km Southwest of Tan An, Vietnam]: [Side A][HIS][CSL]: At 0700 on August 10th, 1948, French Parachutists from 2e BCCP jumped from Dakota's near the village of Giong Dinh. Intelligence determined that a Viet Minh headquarters was located in the area and was establishing a cadre for offensive operations. The French plan was to surround the village and conduct a search and destroy operation in order to capture the headquarters and any weapons and supplies that would be found. [ALL, NO VV][CSEE and Variable Objectives][1.00]

Blood and Coal - Battle of Mao Khé

IC_510327_Mao_Khe.scn

March 27, 1948

Jason Petho

Side A

[Mao Khé, Vietnam]: [H2H][HIS][CSL]: Thirty-two kilometers north of the port of Haiphong lies the small village of Mao Khé. Nestled along the north side of the Da Bach River, the village acts as a focal point for the mining industry found in the region. It was also the logical place for General Giap to continue his offensive to break the Red River defensive line. Sending Divisions 308, 312 and 316 towards Mao Khé, the Division 308 began its attack on the night of March 23rd. Over the course of the next few days, most of the outlying posts had been captured; Mao Khé was unable to be captured due to the concentrated artillery fire breaking up the attacks. On March 27th, regiments of the 312 and 308 divisions launched a new attack, starting with the mine one kilometer to the north of Mao Khé. Defending the mine was a group of 95 Tho guerrillas under the command of Lt. N-X-T. [ALL, NO VV][CSEE and Variable Objectives][1.00]

Day Bataille 1 - Ninh Binh Attaqué

IC_510529_DR1_Ninh_Binh.scn

May 29, 1951

David Galster

H2H/Side A

[Ninh Binh, Indochina]: [H2H][HIS][CSL] Despite the failures at Vinh Yen and Mao Khe, General Giap tried a third time to smash the French delta positions, this time in the south. The western terrain of the Day River rose sharply with many limestone karsts, which provided concealment. The river itself was an advantage to mobile French naval assault units known as "Dinassauts." The De Lattre line south toward Phat Diem was defended by Catholic Militias, called "Unites Mobiles de Defense des Chretientes." The Viet Minh knew these were weak. Giap planned to concentrate attacks against the defensive anchors of Phu Ly and Ninh Binh. This would pin down French reserves. Then, the 320th Division would wipe out the line of posts and reoccupy the Catholic Bishopric of Phat Diem. At dawn May 29, 308 Division troops surprised the French Commando Francois at Ninh Binh. The 79th Battalion of the 102 Regiment overran positions around the town and pinned the remaining French defenders in the church. (l'glise de Ninh Binh). [ALL, NO VV][CSEE and Variable Objectives][1.00]

Through the chaotic night, a battalion of hastily gathered Vietnamese reinforcements from nearby Nam Dinh were sent to the scene. An armored company of the "1er Regiment de Chasseurs" was ordered to hold a position on a high crag overlooking Ninh Binh. They held on despite intense mortar shelling. But when dawn came, the company commander, who was the only son of General de Lattre, and two senior NCOs lay dead. [ALL, NO VV][CSEE and Variable Objectives][1.00]

Day Bataille 2 - Chaotic Night

IC_510530_DR2_Chaos.scn

May 30, 1951

David Galster

H2H/Side A

[Ninh Binh, Indochina]: [H2H][HIS][CSL] After the Viet Minh 79th Battalion swept through Ninh Binh, and stormed the Catholic church, French reinforcements began to arrive. An armored squadron of the 1st Regiment Chasseurs de Cheval and Vietnamese infantry company was part of a hastily formed "Force d'intervention," which was roughly battalion sized, and mostly Vietnamese. Through the night, chaos reigned supreme. Catholic militia of the Phat Diem Bishopric defended an important strongpoint, the 98-metre-high rock formation of Nui Ninh Binh. But, the French command had little confidence in these troops and ordered the armored squadron to reinforce. The squadron commander was the only son of General de Lattre. Through the night, firefights continued in Ninh Binh and around Nui Ninh Binh. Viet Minh mortars clobbered the rocky crag, and sometime after 0320 on 20 May, the commander and two senior NCOs were killed. By 0630, Viet Minh, with reinforcements from the 29th Battalion, 88th Regiment, overran the crag. Meanwhile, Viet Minh teams with bazookas and recoilless guns infiltrated toward the Day River, attempting to ambush landing craft of the French Dinassaut 3. When daylight came, The French still held on to the edge of Ninh Binh, including the old Fort du Rocher, but had lost the high crag of Nui Ninh Binh. Fortunately for the French, Groupement Mobile 1 was on its way. [ALL, NO VV][CSEE and Variable Objectives][1.00]

Day Bataille 3 - GM1 Counter

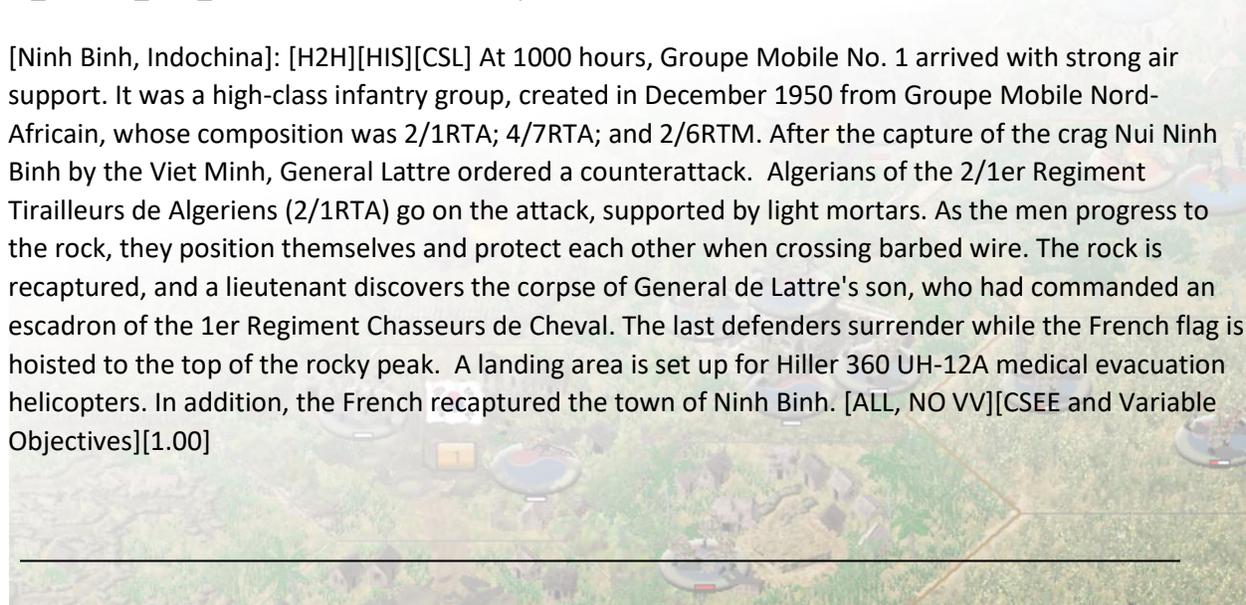
IC_510530_DR3_Chaos.scn

May 30, 1951

David Galster

H2H/Side A

[Ninh Binh, Indochina]: [H2H][HIS][CSL] At 1000 hours, Groupe Mobile No. 1 arrived with strong air support. It was a high-class infantry group, created in December 1950 from Groupe Mobile Nord-Africain, whose composition was 2/1RTA; 4/7RTA; and 2/6RTM. After the capture of the crag Nui Ninh Binh by the Viet Minh, General Lattre ordered a counterattack. Algerians of the 2/1er Regiment Tirailleurs de Algeriens (2/1RTA) go on the attack, supported by light mortars. As the men progress to the rock, they position themselves and protect each other when crossing barbed wire. The rock is recaptured, and a lieutenant discovers the corpse of General de Lattre's son, who had commanded an escadron of the 1er Regiment Chasseurs de Cheval. The last defenders surrender while the French flag is hoisted to the top of the rocky peak. A landing area is set up for Hiller 360 UH-12A medical evacuation helicopters. In addition, the French recaptured the town of Ninh Binh. [ALL, NO VV][CSEE and Variable Objectives][1.00]



Day Bataille 4 - L'opération Aéroportée

IC_510530_DR4_7BPC-Paras.scn

May 30, 1951

David Galster

H2H/Side A

[Yen Phuc, Indochina]: [H2H][HISB][CSL] The Viet Minh planned rapid thrusts to the east and south, to wipe out the line of weak Catholic militia posts between Ninh Binh and the sea. This plan included reoccupation of the Catholic bishopric of Phat Diem. Phase 1 included plans to do a "reconnaissance in force" from Ninh Binh along Route 10 to Yen Phuc and if possible, beyond. Even while the battle raged in Ninh Binh, the 80th Battalion struck out along Route 10 on 30 May, 1951. The French had sent Groupe Mobile No. 1 to recapture Ninh Binh. For additional support, the 7e Bataillon de Parachutistes Coloniaux was ordered to parachute into an area near the old post of Yen Phuc. This was also a reconnaissance operation, with the goal of securing the de Lattre Line along Route 10, and if possible, to link up with GM 1. Paratroopers encountered a superior enemy, but inflicted heavy losses, and thwarted, by a series of counterattacks, an encirclement maneuver. The Vietnamese company of the battalion, 7e Compagnie Indochinoise de Parachutistes, (C.I.P) distinguished themselves in the encounter. [ALL: NO VV] [CSEE and Variable Objectives][1.00]

Day Bataille 5 - Yen Cu Ha

IC_510605_DR5_YenCuHa.scn

June 5, 1951

David Galster

H2H/Side A

[Yen Cu Ha, Indochina]: [H2H][HISB][CSL] The post of Yen Cu Ha was a key anchor for the de Lattre Line in Ninh Binh Province. It had been manned by Catholic Militia and Hung Yen partisans but was reinforced on 30 May by Commando 25 "Romary." On the night of 4-5 June 1951, the Viet Minh 88th Regiment attacked. The position was bludgeoned for two hours with "SKZ" (Sung Khong Zat) Chinese recoilless guns, mortars, and white phosphorus (WP). Sappers undermined blockhouse walls with charges, and assaults overwhelm the position. The post changed hands four times. Garrison survivors desperately melee in hand to hand, bayonet and knife, combat. As the handful of Commandos led by wounded Lt. MR try to hang on to the position, LSSL-6 landing ship appears on the river, firing machine guns. This throws the Viet Minh back. And then, the 13th Company of the 7th Colonial Parachute Battalion offloads from LCMs and rescues the situation. Recapturing the post requires blasting the tower, where a Viet Minh company is trapped, and refusing to stop fighting. Finally, 55 Viet Minh holdouts surrender. The Colonial paratroopers take control of the post and prepare for new assaults in the coming evening. [ALL: NO VV] [CSEE and Variable Objectives][1.00]

Hoa Binh #1 - Operation Tulipe

IC_511110_HB1_Tulipe.scn

Nov. 10, 1951

David Galster

H2H/Side A

[Cho Ben Pass, Indochina]: [H2H][HISB][CSL] The first phase of the Hoa Binh campaign, Operation Tulipe, kicked off on November 10, 1951, to seize the Cho Ben Pass and extend French military control beyond Provincial Route 21. While Col. CdC led Force Mobile Blindée Nord to attack south to secure the Route 21 corridor at Cho Ben, ground elements of Force Mobile du Centre attacked west from the Nam Duong region up the Day River and linked up with the 1st Foreign Legion Parachute Battalion (1er BEP), which

had dropped into the flooded rice paddies adjoining Cho Ben at 0910 that morning. In conjunction with these thrusts, supporting operations were carried out by other task forces to the south and east of Cho Ben.

The Viet Minh abandoned Cho Ben after putting up only token resistance, but fighting along Colonial Route 21 proved harder, involving two battalions of Regiment 64, three companies of Regional Battalion 164, and local Viet Minh forces. French air superiority, mobility and firepower gave them the advantage. By 1430 that afternoon, the 1st Colonial Parachute Battalion (1er BPC), Commando 24, and other elements attached to Mobile Group 2 had passed through the 1st BEP's lines to reach their objectives two kilometers north of Cho Ben. With this French toehold in the Muong highlands, the French moved on to Phase II. [ALL: NO ECAS, VV] [CSEE and Variable Objectives][1.00]

Hoa Binh #2 - Quest to Kem Pass

IC_511113_HB2_KemPass.scn

Nov. 13, 1951

David Galster

H2H/Side A

[Lu'o'ng Son on Route 6, Indochina]: [H2H][HIS][CSL] On 13 November 1951, "Operation Lotus" began. While Operation Group Nord advanced on Dan Tea and Ap Da Chong along the Black River, Groupe Mobile 3 planned to move west from Xuan Mai along Route 6 to reinforce Hoa Binh. In the afternoon of 13 November, Colonel PV gives the command: "Avant ! Bouge-toi ! Bouge-toi !" The "mountaineer" column moves out. The force consisted of the 1er & 2e Bataillons Muong, 1er Chasseurs, and GM3 Bataillon de Genie. By nightfall, it reached Lu'o'ng Son. This was in the Mo Son area of the Hoa Binh Province. Route 6 was in poor repair where it passed through the dense forest and jungle areas. It had been under control of the Viet Minh, who allowed its deterioration. Local Viet Minh forces in the area were Mo Son Guerillas and the 616 Regional Militia Battalion. The French GM3 column slowly continued on Route 6 during the night, slogging through rough roads, and fighting off occasional ambushes. They managed to reach Kem Pass in the early morning of 14 November. [ALL, NO VV, N CAS] [CSEE and Variable Objectives][1.00]

Tiên-lên! - Battle of Tu Vu

IC_511209_Tu_Vu.scn

Dec. 9, 1951

Jason Petho

H2H/Side A

[Tu Vu, Vietnam]: [H2H][HIS][CSL]: The Black River served as part of the communications network that supplied Hoa Binh, as Route 6 leading from Xuan-Mai was plagued with ambushes. Along the river, were a number of outposts that helped protect the landing barges as they travelled upriver to Hoa Binh. Tu Vu was one such post, defended by two Moroccan rifle companies and a platoon of tanks. General Giap ordered regiments of the 308 and 312 Divisions to assault and destroy Tu Vu. Their assault began after a mortar barrage at 2100 on December 9th. The screams of Tiên-lên ("Forward!") filled the night air as the Vietnamese infantry advanced without regard to loss. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Hedgehog - The Battle of Na San

IC_521201_Na_San.scn

Dec. 1, 1952

Jason Petho

H2H/Side A

[Na San, Vietnam]: [H2H/SIDE A][HIS][CSL]: Na San, conveniently located on provincial route 41 (RP 41), was a valley of 2 km x 1 km surrounded by 24 hills that could serve as natural defense positions. In early October 1952, there was a single outpost and a short airstrip, both guarded by a company under the command of a non-commissioned officer. General Salan used the Hanoi-based French Air Force Dakotas to transport troops and material there in order to complete a fortified outpost allowing a direct confrontation with the Viet Minh divisions. During the battle, the Colonel used a new tactic, called "the hedgehog", for the first time. The hedgehog defense consisted of an outpost surrounded by several armed positions. The objective was to provoke an enemy frontal assault, rather than fighting off hit-and-run attacks or falling into ambushes. Na San's hedgehog consisted of 30 P.A. with a complicated trench system, enforced with barbed wires. At 9:00 PM, General Giap's forces launched their all out offensive at Na San. Wave after wave of soldiers relentlessly assaulted several P.A., especially 21 bis and 26; sometimes the attackers outnumbered the defenders fifteen to one. All night, Dakotas dropped flares over the battlefields to give support troops visibility to defend the positions. Defending forces continuously fired their cannons into Vietminh human waves while Hellcats dropped bombs onto enemy positions around Na San. The battles raged on until mid-morning when all attacks abruptly stopped, leaving behind an eerie silence. Na San had achieved the unthinkable: halting Giap's seemingly unstoppable Vietminh forces. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Street Without Joy - Operation Camargue

IC_530728_Van_Trinh.scn

July 7, 1953

Jason Petho

H2H/Side A

[Vin Tranh, Annam, Indochina]: [SIDE A][HIS][CSL]: Annam was the central coastal region of Indochina and snaking along the coast was Colonial Route 1, which was the primary logistical route between Tonkin in the north and Cochinchina in the south. Communications and convoys along these lines suffered from regular attacks by Viet Minh irregulars that had used a series of fortified villages dispersed along the sand dunes and salt marshes between Quang Tri and Hue. The ambushes were so frequent that the soldiers would christen this stretch of road between Quang Tri and Hue as "la rue sans joie", the Street Without Joy". The French had attempted to clear the area in 1952 during Operation Sauterelle but met with little success. With the winding down of the Korean War in the summer of 1953, the French were able to collect sufficient forces to try again. Under the guise of Operation Camargue, named after the sandy marshland west of Marseille in France, the forces gathered would result in one of the largest operations that the French conducted during the war. The French and Vietnamese forces were divided into four Groupement (task forces), consisting of 30 battalions, two armored regiments and battalions of artillery. Two of the Groupement would land by the sea, using the amphibious M-29 crabe and LVT4 alligators supported by landing craft, the other two Groupement would attack from Route 1 with the intention of surrounding the area before tightening the bouclage to reign in the Viet Minh. There were also two paratroop battalions held in reserve. It was a race against clock to secure the bouclage before nightfall, otherwise the Viet Minh 95 Regiment, and most importantly, the unassuming black-clad Communist cadre, could slip through into the hills to the west of Colonial Route 1. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#1 Bruno Arrives

IC_531120_DBP1_Castor_H.scn

Nov. 20, 1953

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL] General Henri Navarre, commander of CEFEQ decided to occupy Dien Bien Phu. He wanted to place troops astride the Laos invasion route, and seek a major battle, using the "base aero-terrestre" as bait. On the morning of 20 November, 1953 French paratroopers of the 6e Bataillon de Parachutistes Coloniaux (6e BPC) and the 2nd Battalion of the 1er Regiment de Chasseurs Parachutistes (II/1er RCP) landed on drop zones Natasha and Simone. Operation Castor's initial objective was to secure the old Japanese airfield. With 65 C-47 Dakota transports, and twelve C-119 "Flying Boxcars," it still required two trips to get the lead elements into the valley, in the largest paradrop since WWII. The 6e BPC battalion, led by the daring Maj. MB, (callsign "Bruno,") quickly assembled, and then secured DZ Natasha, while the II/ 1 RCP battalion ran into difficulties as they were largely misdropped, and spread over a wide area. In addition, its mission to protect the Headquarters of Groupement Aeroporte 1 (GAP 1) slowed down efforts to join the attack. Poor radio communications with the other units, and aircraft added to overall ineffectiveness. 6 BPC collided with the Viet Minh 910th Battalion, 148th Regiment, which had been conducting field exercises with batteries of the 675th Heavy Regiment and 226th Combat Support company. Fighting persisted until afternoon, when the Viet Minh eventually withdrew southward, hiding in heavily overgrown terrain along the Nam Youn River. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#2 Loss of Beatrice

IC_540313_DBP2_Beatrice_H.scn

March 13, 1954

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL] The French established Dien Bien Phu as a "base aero-terrestre" to invite attack on an "impregnable" fortress to destroy a large Viet Minh force in a decisive battle. But, during the time between the parachute landing 20 November 1953 and early March 1954, the Viet Minh brought in four divisions to surrounded French forces and massed the artillery of Heavy Division 351. Viet Minh 105mm and 75mm howitzers were placed in solid casemates positioned on slopes, overlooking the valley, with direct line of sight to French defensive targets. The first Viet Minh objective of the siege was to overrun strongpoint Beatrice. (Vietnamese called it "Him Lam.") The best French troops available, Foreign Legion 3rd Battalion, 13th Demi-brigade defended Beatrice. Two Viet Minh infantry regiments, the 141st and 209th assembled for the attack in the afternoon of 13 March 1954. At 1700, artillery opened fire on Beatrice. Shelling killed the French battalion commander and the Colonel commanding Groupe Mobile 9. At dark, Viet Minh infantry began assaults. Their losses were high as French infantry poured fire into the attackers. But the Viet Minh cut through barbed wire entanglements, and continued firing and attacking. As Vietnamese soldiers fell, more kept coming. They completely surrounded the strongpoint and entered the northeast defenses. Attacks continued, and at 2230 they had completely annihilated the center. By midnight, the last French radio message requested artillery fire directly on the command post. Only 100-odd French survivors managed to escape into a nearby jungle for the remainder of the night. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#3 Gabrielle Overrun

IC_540314_DBP3_Gabrielle_H.scn

March 14, 1954

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: The Gabrielle strongpoint was the second Viet Minh objective, after capturing Beatrice, in the Dien Bien Phu Campaign. On 14 March 1954, the Algerian defenders nervously went about their routines, knowing an attack was coming. They had high esprit de corps, however. The 5/7 RTA Battalion was awarded "best strongpoint," for their construction of Gabrielle, with two defensive lines, and mortars well dug in, and registered on likely targets. Major Rd'M set aside a special bottle of champagne to drink after ". . . the Viets are clobbered." But the Viet Minh was busy moving artillery from previous positions around Beatrice, to focus direct fire on the northernmost strongpoint, they called "Doc Lap." Heavy rain caused delays, however, and the bombardment did not start before dark. The 88th and 102nd Infantry Regiments of the "Quan Tien Phong" (Vanguard) Division moved into position. At 1800, just after dark on 14 March, Viet Minh artillery opened fire. As 75mm and 105mm howitzers and 120mm mortars got into position, the bombardment gradually increased. By 2000, the 4th Company heavy weapons bunkers collapsed, and by 2200, the company command post was destroyed. Gabrielle's bunkers were stoutly built, but few fortifications could withstand the amount fire deployed. Slowly, Viet Minh infiltrated the Algerian 4th Company position on Gabrielle's northeast corner. At midnight, Major Rd'M and his successor, Major K decided to counterattack to recover the 4th Company redoubt. A Thai mountain platoon of the 416th CSM fought its way forward and closed the breach. Meanwhile, the French 105mm and 155mm artillery fire devastated Viet Minh attackers all around the strongpoint. At 0230 15 March, Viet Minh shelling paused. The infantry attack stopped as well. Gabrielle had already lasted longer than Beatrice, and it seemed to the French they might prevail. But at 0330, the barrage resumed, with additional batteries firing from the northeast. All out Viet Minh assaults restarted as well. At 0430 the 5/7 RTA battalion command post was hit and both Major Rd'M and Major K were wounded, leaving Gabrielle leaderless. Heavy mortars of the 2nd Foreign Legion Mixed Company were now disabled. Colonel CdC and LtCol PL organized a "Force d'Intervention" composed 5th Vietnamese Parachute battalion, the 3rd and 4th Foreign Legion companies of 1BEP, and two Chaffee tank platoons of the 3/1 RCC squadron. These would finally depart the airstrip and head north at 0600. They encountered a block on the Pavie track at Ban Ke Pha, and when daylight broke, they faced intense artillery fire and a Viet Minh battalion. At 0730, the French situation was hopeless. Remnants of the 2nd and 3rd companies were able to escape and join the relief forces as they retreated south to the main French defense complex. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#5 Breakthrough to Isabelle

IC_540322_DBP5_Breakthru_Isabelle.scn

March 22, 1954

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: As the Viet Minh began encircling Dien Bien Phu, more and more trenches appeared before French lines. Slowly, since 19 March, the roadblock at Ban Kho Lai and Ban Nong Nhai became tighter. Daily supply convoys between Isabelle and the main fortress had increasing trouble, hacking their way through Communist ambushes as they brought in wounded, and picked up supplies. On 20 March, the French convoy broke through with only a minor skirmish, but it cost five dead, two missing, and five wounded, including 2nd Lt AG, the son of General G, CEFEQ chief of staff. So, a task force was formed to clear the way. The Foreign Legion 1e BEP would form the nucleus,

with Capt V leading. Tanks of the 3/1 RCC squadron would join in the foray. After aircraft of the 1/22 Saintonge squadron were grounded, flight and mechanic crews formed an infantry detachment, which joined the effort. The mop-up operation began at 0730, 22 March in a heavy fog. At first, it proceeded smoothly, but as leading elements approached Ban Kho Lai, the strangulation tactics, and trench networks employed by the Viet Minh 57th Regiment became more apparent. The 2/1 RTA, (Algerian Rifles) stationed at Isabelle were called to join the attack, along with the 3rd tank platoon also stationed there. The Viets fought to the last ditch, but a breakthrough finally succeeded at 1200. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#4 Bruno's FlaK Raid

IC_540328_DBP4_BrunoFlakRaid.scn March 28, 1954 David Galster H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: Beatrice and Gabrielle fell, and the Thais abandoned Anne-Marie by 18 March. French supply problems turned from bad to worse, as artillery crowned all the heights around the valley, and Viet Minh 37mm anti-aircraft guns now could fire directly onto the airfield. A crisis of command resulted in GONO reorganization. Col CdC knew the fortress was going to die in logistical shambles if they did not silence enemy AA fire. He tasked BRUNO, his "officier d'interventions," to plan a raid to take out Flak guns to the west of Claudine. Two parachute battalions, 6e BPC and 8e BPC would jump off at 0530, and attack toward Ban Ong Pet and Ban Ban. The 1st and 3rd tank platoons of the 1er RCC were in support. Plentiful artillery including twelve 105s fired a massive rolling barrage at 0600. Although the 6e BPC was pinned down at Ban Ong Pet, the tanks slammed into the Viet southern flank. By 1500, the melee was over and Viet troops were retreating in disorder. They left five 20mm Flak guns, a dozen DShK 12.7mm guns, and numerous other small arms laying in the field. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#6 Battle of Five Hills

IC_540330_DBP6_Five_Hills.scn March 30, 1954 David Galster H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: Beatrice and Gabrielle fell, and the Thais abandoned Anne-Marie by 18 March. French supply problems turned from bad to worse, as artillery crowned all the heights around the valley, and Viet Minh 37mm anti-aircraft guns now could fire directly onto the airfield. A crisis of command resulted in GONO reorganization. Col CdC knew the fortress was going to die in logistical shambles if they did not silence enemy AA fire. He tasked BRUNO, his "officier d'interventions," to plan a raid to take out Flak guns to the west of Claudine. Two parachute battalions, 6e BPC and 8e BPC would jump off at 0530, and attack toward Ban Ong Pet and Ban Ban. The 1st and 3rd tank platoons of the 1er RCC were in support. Plentiful artillery including twelve 105s fired a massive rolling barrage at 0600. Although the 6e BPC was pinned down at Ban Ong Pet, the tanks slammed into the Viet southern flank. By 1500, the melee was over and Viet troops were retreating in disorder. They left five 20mm Flak guns, a dozen DShK 12.7mm guns, and numerous other small arms laying in the field. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#7 Huguette Phase One

IC_540402_DBP7_Huguette_Phase_1.scn Apr. 2, 1954

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: The French western sector was under pressure from 17 March when Anne-Marie was abandoned. Francoise was the next strongpoint lost when Thai auxiliaries of CSM 413 deserted 1 April. During the early morning of 1 April Viet Minh mortars opened fire on Huguette 7. In a ploy to exploit Viet inability to adjust to unforeseen situations, the captain of the 1st Company 5BPVN pulled out of the northern and central portions of H7 and withdrew to the southern bunker. The Viet moved into the positions, but with little room to maneuver. French artillery blasted them with high explosives. At dawn, the Vietnamese paratroopers regained H7. In the late evening of 1 April, the 36th Regiment of the VM 308 Division renewed their attacks on H7 and the 165th Regiment of the 312th Division began attacking H6. By 0400 2 April, swarms of Viet Minh were inside H7. In bitter hand-to-hand fighting, a mixed group of paratroopers, Legionnaires, and Thai auxiliaries held through the darkness in a corner bunker. The Legionnaire commander of 1/2REI sent an ad hoc relief force which included three tanks. The Viet Minh infantry began to fall back. At daylight, H7 was back in French hands. However, the Viet Minh were still strong, and had recoilless rifles at Ann-Marie, which could continuously fire on H7. At 0800, French high command decided to abandon H7. Thus, Huguette's phase one finished with the Viet Minh taking a French strongpoint. [ALL, NO VV][CSEE, Variable Objectives][1.00]

DBP#8 Huguette Phase Two

IC_540404_DBP8_Huguette_Phase_2.scn Apr. 4, 1954

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: The French western sector was under pressure from 17 March when Anne-Marie was abandoned. Francoise was the next strongpoint lost when Thai auxiliaries of CSM 413 deserted 1 April. During the early morning of 3 April, Huguette 7 was abandoned after a major attack. A truce was agreed to for dead and wounded removal. But at 2200, Viet Minh artillery opened fire on Huguette 6. The VM 165th Regiment and 401 Artillery Battalion were moving into position to attack Huguette 6. At this point only 88 Legionnaires were left on H6. A Composite Intervention Company - formed from the Legion 1/13 Demi-Brigade was sent to reinforce H6. At 0030 on 5 April, Huguette 6 was being attacked from west, north, and east. Other French reserve units were thrown in: Special Air Service Company of the 8th Assault Battalion moved north along the airfield drainage ditch. They were accompanied by tanks "Conti" and "Ettlingen." The tanks sustained bazooka hits but stayed in the battle. "Conti" later struck a mine, wounding some crew members. At 0315, the 2nd Company II/1 RCP Colonial Paratroopers were committed. They rushed onto the metallic plates of the airfield and attacked the southernmost elements of the Viet Minh force. And, at 0420 engaged in hand-to-hand combat and broke into peripheral H6 trenches. At 0500, Bruno organized two companies of the 6eBPC, and at 0600 reached the line where the 8th Assault had dug in. The Viet Minh then committed a fourth battalion, 14/165 to their attacks. But daylight had come and French artillery began hitting the Communists hard, and by 0830, fighter bombers appeared and began hitting Viet Minh troops out in the open. By 1015, the Viet were in retreat, and more than 500 lay dead on the breastworks of Huguette 6. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Birds were Silent - Battle of PK15

IC_540404_PK15.scn

Apr. 4, 1954

Jason Petho

H2H/Side A

[15km West of An Khe, Indochina]: [H2H][HIS][CSL]: After successfully watching the convoy of supplies be released to the elements of G.M. 11 and the Post of PK 11, Colonel Barrou ordered the two companies of the 1st Korea and two companies of the 43rd Colonial to turn around and head back to the fortified post of PK 22. The telescoping, or leapfrogging, of the units began with the 43rd Colonial in the lead. Only the sound of the wind blowing through the elephant grass that filled the valley bottom keeping the men company, even the birds were silent. As 4th Company/1st Korea nearly passed through 1st Company/1st Korea, elements of the Independent Viet-Minh 19th and 30th battalions sprung their big ambush. Two companies, a platoon of armor and a number of trucks was a worthy prize. [ALL, NO VV][CSEE and Variable Objectives][1.00]

DBP#9 BRUNO Grabs Eliane 1

IC_540410_DBP9_BRUNO_Grabs_E1.scn

Apr. 10, 1954

David Galster

H2H/Side A

[Dien Bien Phu, Indochina]: [H2H][HIS][CSL]: The dawn of April 10 witnessed the French assault on Eliane 1 exactly as planned by BRUNO. To direct the attack on E1, a big hole was dug slope facing E1, into which a half-dozen radio sets were installed, each within reach. There BRUNO huddled for the next ten hours, directing the whole battle by radio transmitters as though the forces were musical instruments. Contrary to doctrine, BRUNO used commando tactics. Infantry was committed in small units advancing rapidly, leaving enemy pockets to be mopped up by the second or third wave. The advantage was that the Vietminh were unable to organize defensive fires because friendly and enemy troops were intermingled. At 0550, 81mm and 120mm mortars opened fire. Subsequently, all twenty remaining French 105s fired, delivering 1800 rounds in ten minutes. Rolling barrages preceded infantry waves. When the artillery lifted, the four remaining tanks joined in with the quad fifties from Epervier. At 0610 paratroopers of 2nd Company, 6BPC began climbing the steep slopes of Eliane 1, under smoke cover, while dive bombers from Navy Squadron 3-F of carrier Arrormanches began working over the enemy positions to the rear of Eliane and Dominique. They sealed off the battlefield completely. The Vietminh boxed in the French rear with a counter barrage. Second company was pinned on the western slope of E1. BRUNO then committed first company along with a flame-thrower team and an automatic rifle team. The new company cleared the enemy 120-mm mortar barrage, with heavy losses. But the flamethrower team got through, and the western bunker of Eliane 1 disappeared in a flash of flame, followed by a black cloud, and the smell of charred human flesh. At 1400 the French paratroopers were on top of E1, looking down on the east slope in direction of Phony Mountain. Helldivers from French Navy Squadron 3-F were finishing off remnants of the Vietminh battalion that had held the hill. At 1500, a radio transmission went to the Dien Bien Phu command post: "Le garcs Pierre, this is BRUNO, mission accomplished." The two companies had hardly had time to become acquainted with what was left of the position when an enemy counterattack began at 18:45. It was preceded by a violent artillery barrage. The Communist command was willing to pay the price for E1: a full Vietminh regiment, the 98th Infantry of the 316th Division was involved from the beginning. French defenders were now in an impossible situation. Although fully equipped with automatic weapons, they were incapable of mowing

down the onrushing waves fast enough. BRUNO watched the agony from Eliane 4 and decided to make a stand for it. Frantic radio calls went out to the counterattack companies, organized on a stand-by basis by all the paratroop battalions. 1BEP was the first to respond. It sent two small companies of fifty men each into the blazing furnace atop E1. Simultaneously, the Vietminh threw a fourth infantry battalion into the battle. Then something strange happened. This rarely occurred before in Indochina. As Legionnaires and paratroopers stormed across the low saddle between E4 and E1, they began to sing. Some songs were translations of German Army ones, like "Kepi Blanc," ["Panzerlied"] and now, as they stormed forward, German Legionnaires sung in their deep Teutonic accents, while others hummed in French. For a moment, there was a brief lull, the Vietminh attempted to understand the strange new sound. And then, the firefight atop Eliane 1 resumed. BRUNO decided to throw in the last available reserves: 2nd and 3rd Companies, 5th Vietnamese Paratroops. Unflinchingly, the Vietnamese paratroopers began the climb. They, too, began to sing the only French song they had learned as schoolboys, the "Marseillaise." By midnight, remnants of Foreign Legion and Vietnamese Paratroopers had again cleared E1 in hand-to-hand fighting. The Viet-Minh began to fall back, stunned. [ALL, NO VV][CSEE and Variable Objectives][1.00]

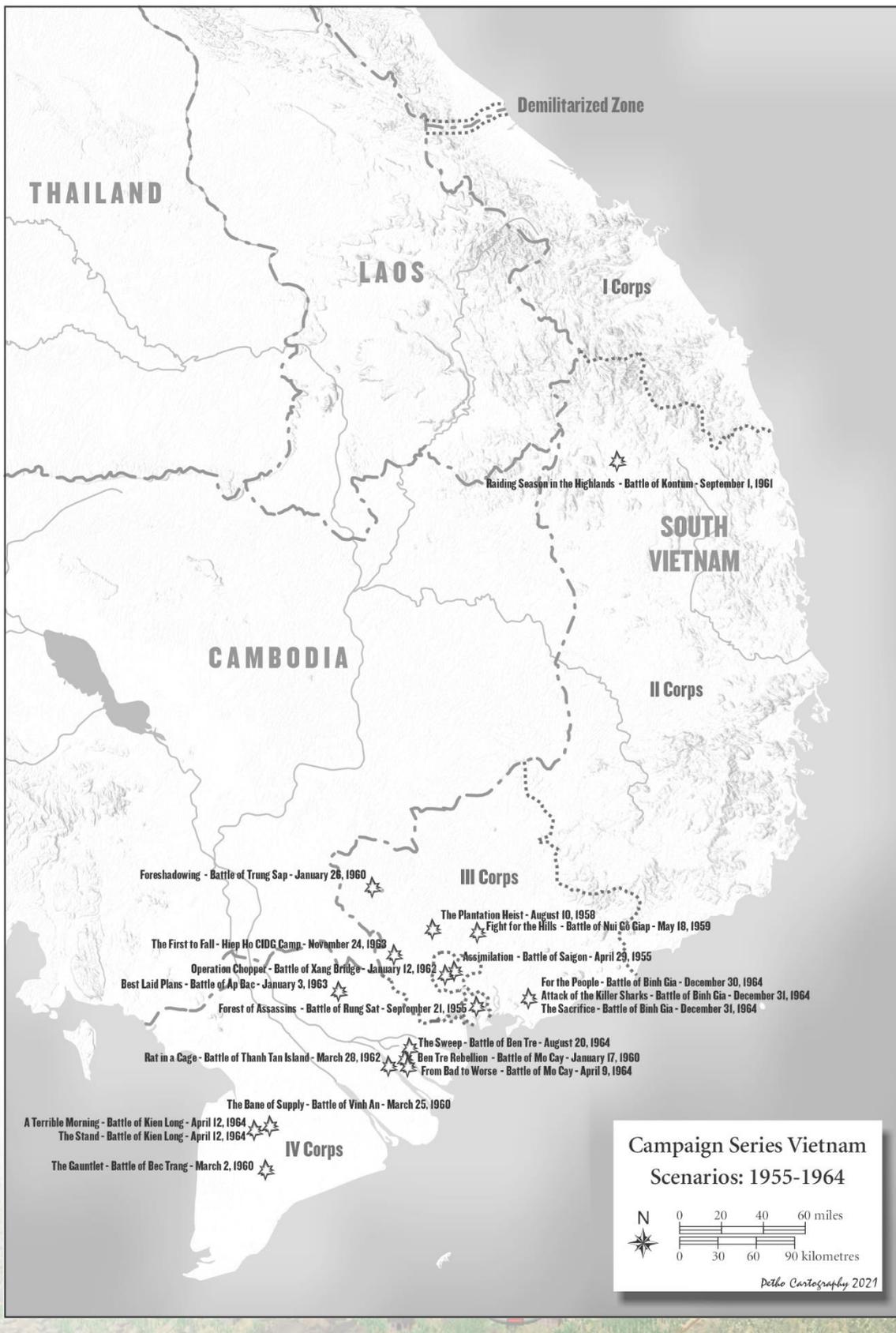
DBP#10 Castor Dies

IC_540506_DBP10_Castor_Dies.scn May 6, 1954 David Galster H2H/Side A

[Dien Bien Phu][H2H][HIS][CSL] On 6 May, the French situation was grim. Ammunition stocks were low and could be depleted in three hours heavy combat. Airdrops were planned for that evening, but if an attack began, the supplies could not be recovered. And, because the perimeter had shrunken so, many drops would fall outside. Enemy counterbattery fire had reduced artillery to seven 105-mm howitzers and one 155-mm howitzer. The last parachute reinforcements were 91 men of the 1BPC. The French still held strongpoints in Claudine, H3, Epervier, and Eliane 2 and 4. Isabelle was hanging on but had only one usable howitzer left. At dark, the Viet Minh began preliminary attacks. In the west, Regiment 36 of the 308 Division was preparing to attack Claudine 5. To the north, Regiment 165 of the 312 Division pressed against Huguette 2 and 3 and Epervier. On the east side of the Nam Youn, Regiment 174 faced D3, the 308 Division Regiment 88 faced E4, and Regiment 102 was attempting to mine E2. (The Viet Minh called it A-1) Defending Claudine was the 1/2 REI battalion. The composite "Battalion de March" or BMEP made of Legionnaire remnants of 1BEP and 2BEP was stationed at Huguette 2 and 3. The 8BPC was at Epervier. A company of 1/13 DBLE defended D3. The 5BPVN and II/RCP were on E4. The newly dropped 1BPC was on E2. Initial attacks on E2 at 1845 were easily repelled by French artillery salvos on Viet Minh on the open slopes. However, the 102 Regiment had been tunnelling under the main E2 bunker. They placed one ton of explosives under it. At 2300 this was exploded. It destroyed the main bunker and threw huge chunks of earth and debris into the sky. The blast left a huge crater. The 2nd Company of 1BCP was stunned by this, and for several moments, the Viet Minh hesitated. Then their advancing waves found it difficult to advance in the soft, slippery rain-soaked earth. For a while, 2nd Company regrouped and pushed the attackers back. But unable to get reinforcements, and with virtually no artillery support left, the 35 men had to abandon E2 at 0400. Similarly, French troops on E4 were low on ammunition, and gradually pulled back under heavy Viet Minh artillery and assaults. Finally, at 0900, E4 defenses caved in as hordes of fresh Viet Minh troops swarmed the strongpoint remnants. With E2 and

E4 in Viet Minh hands, artillery spotters had had line of sight on remaining outposts and the main French command post. Now augmented with Katyusha rockets, Viet Minh artillery pounded the shrinking Dien Bien Phu perimeter. Colonel d'C radioed Isabelle and gave them permission to activate "Operation Albatross," a breakout plan. On the west, the Viet Minh captured Claudine 5 during the night and were threatening Lily 2 and Claudine 2 by 0700. By the afternoon 7 May, many units, particularly Moroccan were abandoning their positions and surrendering. By 1700, a cease-fire was arranged, and the French began destroying their heavy weapons and documents. The last message from Colonel d'C's 9-DMO transmitter was: "We're blowing up everything. Adieu" . [ALL, NO VV][CSEE and Variable Objectives][1.00]





Assimilation - The Battle of Saigon

VN_550429_Saigon.scn

April 29, 1955

Jason Petho

H2H/Side B

[Saigon, South Vietnam]: [SIDE B/H2H][HIS][CSL]: Prime Minister Ng Dinh Diem issued an ultimatum for the private army of the Binh Xuyen organized crime syndicate to surrender their arms and come under state control in early 1955. The Binh Xuyen was a private army within the Vietnamese National Army, as decreed by Emperor Bao Dai and was funded with revenues from legally running brothels and casinos. The group consisted of five battalions and armed with similar weapons as the VNA. In reaction to Diem's call, elements of the Binh Xuyen attacked the VNA Headquarters in Saigon, beginning a series of engagements throughout the city. As the VNA funneled more forces into the city, house to house fighting became prevalent. The Binh Xuyen was pushed into the Cholon District, where they had their fortified headquarters established. Eventually the VNA was forced to use heavier artillery, destroying much of the Cholon District, causing hundreds of deaths and displacing thousands. Seeing their position as being untenable, the Binh Xuyen escaped south into the Rung Sat Swamp. [ALL, NO VV][CSEE, Variable Objectives] [NOTE: The Binh Xuyen Forces are portrayed with US armed Viet Cong platoons] [1.00]

Forest of Assassins - Battle of Rung Sat (1955)

VN_550921_Rung_Sat.scn

April 29, 1955

Jason Petho

H2H/Side A

[Saigon, South Vietnam]: [SIDE A/H2H][HIS][CSL]: After the fighting in Saigon, the Binh Xuyen had fled to the Rung Sat Swamp, southeast of the city. While the Government forces were occupied in the Mekong Delta, dealing with Hoa Hao, the Binh Xuyen continues to harass shipping and attack government outposts in the area. As this impeded shipping movements along the Saigon River the government was forced to take military action, under the name Operation Hoang Dieu. The objectives of the operation were to destroy the remaining forces of the Binh Xuyen and their bases and supplies, to clear the Saigon River, and to restore normal commercial waterway traffic. Composing of an assortment of Infantry, Airborne and Marines in Naval Assault Groups, the Rung Sat area was surrounded and systematically combed through to hunt down the remaining Binh Xuyen forces. Airborne forces landed on the northern end of swamp to secure the area for the supporting artillery assets that would assist the operation. Notorious for pirate activities, the mangrove forest became known as the "Forest of Assassins" [ALL, NO VV][CSEE, Variable Objectives] [NOTE: The Binh Xuyen Forces are portrayed with US armed Viet Cong platoons] [1.00]

The Plantation Heist - Battle of Ben Cat

VN_580810_Ben_Cat.scn

Aug. 10, 1958

Jason Petho

H2H/Side B

[Michelin Plantation, South Vietnam]: [SIDE B/H2H][HIS][CSL]: As the Viet Cong were building their cadres and arming them, it became more and more common to attack isolated outposts and district capitals. One such assault happened in the evening hours of August 10, 1958 where the newly formed C1000 Viet Cong company raided the Michelin Plantation and Ben Cat. The reinforced company assaulted the string of military posts and eventually the town of Ben Cat. An ARVN infantry company

and Civil Guard units that had been defending the area were caught unaware as even basic precautions were not established and the radio network to call reinforcements was shut down between 2200 and 0600. The successful attack netted the attackers over one hundred weapons and 5 million piasters (~ \$143, 000 USD) [ALL, NO VV][CSEE, Variable Objectives][1.00]

Fight for the Hills - Battle of Nui Go Giap

VN_590518_Nui_Go_Giap.scn May 18, 1959 Jason Petho H2H/Side A

[Nui Go Giap, 12 km northeast of Bien Hoa, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Elements of the Viet Cong Liberation battalion had been operating northeast of Bien Hoa, harassing the civilians in the villages of Xa Dai An (1) and Xa Dai An (2). The 3rd Battalion of the 9th ARVN Infantry Regiment were tasked with clearing the villages and hunting down the Viet Cong as they fled into the wooded hills to the east of the villages. After a short class at Xa Dai An (2), the Viet Cong seemed to melt away into the hills, giving the lead company of 3rd Battalion wishful thinking of a short operation. The remaining companies began their cross-country advance towards the dominant hill in the area, Nui Go Giap. The rolling hills with crisscrossing streams allowed ample opportunity for ambushing the advancing forces. It wasn't long before the ARVN battalion was becoming bogged down on the slopes. While they tried to keep the attack pressing, their savior for the day would be the 105mm artillery batteries that were on the way from Saigon. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Ben Tre Rebellion - Battle of Mo Cay

VN_600117_Mo_Cay.scn Jan. 17, 1960 Jason Petho H2H/Side A

[Mo Cay, Ben Tre, South Vietnam]: [SIDE B/H2H][HIS][CSL]: After nine years of the war against the French, the population had grown tired of war. As the North had gained independence and it was decided to cling to the Geneva Convention while the North lived in peace to become stronger, even though there was hostility and death in the South. The realization came to be that peace was no longer an option and with the passing of Resolution No. 10, the armed struggle was approved by the Party. Using whatever was at hand, the general uprising began, with group of the population first attacking the Civil Guard posts. Each one that fell provided arms for the rebellion to create platoons and companies of units that will be needed for when the Government forces arrived to retake the area. The first battles took place to the west of Mo Cay in Dinh Thuy. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Foreshadowing - Battle of Trang Sup (Tua Hai)

VN_600126_Tua_Hai.scn Jan. 26, 1960 Jason Petho H2H/Side A

[Trang Sup, 8 km northwest of Tah Ninh, South Vietnam]: [H2H/SIDE A][HIS][CSL]: In the early hours after the Tet of 1960, the Viet Cong attacked the headquarters of the 32nd Regiment at their post near the village of Trang Sup (Tua Hai), to the northwest of Tah Ninh. With much of the ARVN soldiers on leave still recovering from the previous night's festivities, the assault by the Viet Cong Liberation Battalion came as a surprise. The purposes were to start a new phase of the conflict and show that the

Viet Cong could defeat the South Vietnamese Army with ease. A response to the attack was delayed for the same reason. While the defenders fought bravely, they were overrun. The raid was intended to capture supplies and arm, the successful Viet Cong made off with about 350 rifles, 30 Browning automatic rifles, 150 carbines, 40 pistols, 2 machine guns, 2 mortars, and large quantities of ammunition. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Gauntlet - Battle of Bec Trang

VN_600302_Bec_Trang.scn March 2, 1960 Jason Petho H2H/Side A

[Bec Trang, 14 km southwest of Vi Thanh, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The Viet Cong increased operations in the Mekong Delta, raiding villages, collecting taxes and rice for their forces. The ARVN 7th Division had moved into the Mekong Delta to combat these incursions. Elements of the ARVN 17th Regiment were operating between Vi Thanh and Cau Mau along Route 12 in search and destroy operations. After clearing the area around Vinh Tuy, the regiment mounted up and headed back to Vi Thanh to billet for the night. The newly built Viet Cong U Minh battalion had recently moved into the area looking for a fight. The explosion of the lead vehicle in the convoy revealed the ARVN force will have to run the gauntlet to get home. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Bane of Supply - Battle of Vinh An

VN_600325_Vinh_An.scn March 25, 1960 Jason Petho H2H/Side A

[Kien Long, South Vietnam]: [SIDE B/H2H][HIS][CSL]: Early in 1960, Viet Cong activities had become more prevalent in the Mekong Delta region. It was commonplace for the ARVN military to conduct road clearing and sweeping operations in hopes of catching the Viet Cong in the open. Road sweeping operations typically meant clearing mines and roadblocks for supply traffic to move freely from district to another. While these were standard affairs, one such operation cumulated into a full-scale ambush by the newly created Viet Cong U Minh Main Force battalion. This battalion would be the bane of the ARVN divisions operating in the area for years to come. In this case, it is the 2nd Battalion, 31st Infantry Regiment, 21st ARVN Division that would have their teething experience on QL 12 during a road clearing and sweeping operation. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Raiding Season in the Highlands - Battle of Kontum

VN_610901_Kontum.scn Sept. 1, 1961 Jason Petho H2H/Side A

[Kontum, Kontum Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: In the Central Highlands of Vietnam, the Viet Cong had stepped up their attacks on the various district towns and villages, gaining valuable experience against the Civil Guard units, collecting weapons and supplies. The recent buildup of Viet Cong forces combined with the additional weapons and supplies paved the way for larger, well-organized forces. In the largest attack to date, two newly formed Viet Cong battalions assaulted the Central Highlands city of Kontum in an effort to collect more weapons and supplies. A battalion of the

41st Infantry Regiment and Civil Guard companies were defending the area. Heavy fighting ensued in the outskirts and into the city itself, pushing the survivors into a small pocket that held out until a two-battalion relief force made its way to Kontum to recapture the city. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Operation Chopper - Battle of Xang Bridge

VN_620112_Huong_Viet_Con.scn Jan. 12, 1962 Jason Petho H2H/Side A

[Xang Bridge, 16 km west of Saigon, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The Viet Cong had been using captured French radios early in the war, the location of which could be triangulated using direction finding equipment. Due to the nature of the terrain and the high levels of humidity, the direction-finding equipment had to be used closer to suspected Viet Cong locations. In late December, one of these teams attempting to triangulate a Viet Cong headquarters in the pineapple belt west of Saigon, but were ambushed, resulting in an American Killed In Action from the 3rd Radio Research Unit. A few weeks later, two ARVN parachute battalions were helicopter assaulted using H-21 helicopters from the 57th Transportation Company in search of the Viet Cong unit that conducted the ambush and the elusive radio. This was the first large helicopter assault of the Vietnam War and had caught the Viet Cong disorganized and unprepared. The opposite side of that coin was it also provided the Viet Cong with valuable combat experience against helicopter operations. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Rat in a Cage - Battle of Thanh Tan Island

VN_620328_Thanh_Tan_Island.scn March 28, 1962 Jason Petho H2H/Side A

[Thanh Tan Island, 5 km west of Ben Tre, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Efforts of clearing the Mekong Delta of Viet Cong units were in full stride in early 1962. During a sweeping operation north of Mo Cay Island, the Civil Guard and Self Defense Forces of the island had trapped a Viet Cong battalion sized unit on Thanh Tan Island. Early that morning, the Viet Cong had attempted to escape, but their attack was thwarted. Elements of the ARVN 11th Infantry Regiment began their amphibious landings with the intention of clearing the island and destroying the battalion. In the fighting that ensued, it was clear the Viet Cong battalion wasn't about to give up. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Best Laid Plans - The Battle of Ap Bac

VN_630102_Ap_Bac.scn Jan. 2, 1963 Jason Petho H2H/Side A

[Ap Bac, 22 km northwest of Mo Cay, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Operations in the Mekong Delta in 1962 that the combination of U.S. Advisors and weapons with ARVN infantry could defeat Viet Cong guerillas. An opportunity presented itself, as the Viet Cong were still using old French radios that could be easily traced, where a Viet Cong unit was located around the hamlet of Tan Thoi, 22 km northwest of My Tho. The U.S. Advisory team created a plan that would see elements of the ARVN 7th division using U.S. helicopters in an assault into the area and engage the Viet Cong, with the support

of Civil Guard battalions and the 4th Mechanized Rifle Squadron from the 2nd Armored Cavalry. Artillery support in the form of a 105mm battery and 4.2inch mortar battery would be available as would aircraft from the VNAF. Early morning on January 2nd, 1963, an ARVN Ranger company established a blocking position along the canal to the northeast of the hamlet. Unfortunately, the noise of the movement was heard by the defending Viet Cong, and they were in position and prepared for the arrival of the ARVN forces. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The First to Fall - Hiep Hoa CIDG Camp

VN_631124_Hiep_Hoa.scn Nov. 24, 1963 Jason Petho H2H/Side A

[Hiep Hoa CIDG Camp, Hau Nghia Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The CIDG camp at Hiep Hoa was located in the Plain of Reeds between Saigon and the Cambodian border. The camp was established to train the Civilian Irregular Defense Guard company and conduct reconnaissance and raids into the Plain of Reeds. The camp is not far from the “Parrot’s Beak” region, a known Viet Cong staging area. A reconnaissance and ambush operation by approximately half of the personnel of the CIDG camp had been launched on the morning of November 23rd on the highway between the camp and Saigon. While the reconnaissance/ambush was happening, the Viet Cong took the opportunity to conduct a night assault on the camp. South Vietnamese commando units and the American special operation forces resisted heavily using machine guns but were overwhelmed by the arrival of a NVA mortar unit. It was the first CIDG camp to be overrun during the war. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Islands in the Stream - Thanh Phu Island

VN_640117_Thanh_Phú_Island.scn Jan. 17, 1964 Jason Petho H2H/Side A

[Thanh Phu Island, South Vietnam]: [H2H/SIDE A][HIS][CSL]: With the political turmoil experienced in Saigon at the beginning of January, the Viet Cong had taken the opportunity to step up attack against ARVN forces. The D303 Viet Cong Main Force battalion had infiltrated Thanh Phu Island, attacking the local ARVN forces on the island and maintained a presence there. An operation was put together to retake the island involving the ARVN 8th Parachute Battalion, the ARVN 2nd Marine Battalion and Ranger Task Force 222. The Rangers would be landed on the southern tip of Thanh Phu Island, while the Marines would land on the eastern side. The UH-1B’s of the 118th Aviation Company would transport the 8th Parachute battalion and combat assault to the part of the island where contact has been engaged. The operation started off well, with the Rangers and Marines making good progress in clearing their Area of Operations. It wouldn’t take long for the situation to change as the ARVN began to run into ambush after ambush as they moved further into the island. [ALL, NO VV][CSEE, Variable Objectives][1.00]

From Bad to Worse - Battle of Mo Cay

VN_640409_Mo_Cay.scn April 9, 1964 Jason Petho H2H/Side A

[Mo Cay, 12 km southwest of Ben Tre, South Vietnam]: [H2H/SIDE A][HIS][CSL]: It had been four years after the Long Haired rebellion in the Mo Cay and since then, the activity throughout the Mekong Delta

had been more frequent. A common tactic of the Viet Cong was to attack the Civil Guard posts to capture their supplies and weapons to outfit new units or enhance the weaponry available. When these outposts were attacked, ARVN regular army forces would attempt to rescue the garrison and engage any Viet Cong in the area. Ambushes of these relief columns was becoming common place and usually with air support of the VNAF, they would be beaten off. On the morning of April 9th, the attack on the military post 8km north of Mo Cay seemed par for the course, although the attacking force was larger than normal at the ambush position. Elements of the 11th ARVN Infantry Regiment were put on standby to reinforce the relief column if necessary. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A Terrible Morning - Battle of Kien Long

VN_640412_Kien_Long.scn

April 12, 1964

Jason Petho

H2H/Side A

[Kien Long District, Cuong Thien Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: After bragging that the Viet Cong could capture and hold any District Capital, the early hours of April 12, 1964 found two Viet Cong battalions successfully attacking the various district military and police installations at Kien Long (Vien Thuan). The infamous U Minh Battalion initiated the assault, capturing an outpost, a 105mm howitzer position and the government buildings, killing the District Chief and his family. Another Viet Cong battalion advanced from the North, capturing numerous outposts along QL12. The ARVN 4th Tactical Zone responded via a convoy with forces from the 44th Ranger Battalion, being trained by Special Forces, to help recapture Kien Long. The initial attempt was unsuccessful, leading to an airborne assault with the ARVN 7th Parachute Battalion landing to the east of Kien Long. The ensuing battle marked one of the first times that major Viet Cong units would operate as a large formation and openly fight in broad daylight. [ALL, NO VV][CSEE, Variable Objectives][NOTE: This represents the first stage of the battle for Kien Long][1.00]

The Stand - Battle of Kien Long

VN_640412_Kien_Long_PM.scn

April 12, 1964

Jason Petho

H2H/Side A

[Kien Long District, Cuong Thien Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The hours after dawn on April 12, 1964 saw the District Capital, Kien Long, fall to a determined attack by two Viet Cong battalions. The local Regional Forces were decimated, the District Chief and family were killed and the 7th Parachute battalion that landed to reinforce was stalled in the outskirts of Kien Long suffering from heavy casualties. The ARVN 7th Division reinforced the stalled forces with two infantry battalions from the 11th Infantry Regiment, transported by the helicopters of the 118th and 120th Combat Assault Companies. The Viet Cong battalions had entrenched themselves into the town, with excellent Line of Sight onto all approaches, including the Landing Zone for the infantry battalions. Even though casualties mounted, and morale was suffering among the ARVN forces, the refreshed force attempted to capture the town throughout the day, knowing that when darkness came, the Viet Cong would slip away into the night even though this is one of the first times the Viet Cong chose to stand and fight, in broad daylight. [ALL, NO VV][CSEE, Variable Objectives][NOTE: This represents the second stage of the battle for Kien Long][1.00]

The Sweep - Battle of Ben Tre

VN_640820_Ben_Tre.scn

Aug. 20, 1964

Jason Petho

H2H/Side A

[Ap Tan Thuong, 3 km south of Mo Cay, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The Viet Cong were steadily growing in popularity in Mekong Delta, taking control over larger and larger areas. To combat this, the ARVN conducted battalion sized operations with the aim of clearing certain sectors of the delta. In the summer of 1964, elements of the ARVN 10th Infantry Regiment performed search and destroy missions between the cities of Ben Tre and Mo Cay. The mission seemed to be going well, as the various companies were routing Local Force Guerillas and finding supply and rice caches. The relatively uneventful sweep was completed before nightfall and the ARVN companies loaded up on their transports to head back to Ben Tre. [ALL, NO VV][CSEE, Variable Objectives][1.00]

For the People - Battle of Binh Gia

VN_641230_Binh_Gia.scn

Dec. 30, 1964

Jason Petho

H2H/Side A

[Binh Gia, 67 km southeast of Saigon South Vietnam]: [H2H/SIDE A][HIS][CSL]: While there was political unrest in Saigon, the Communist leadership in North Vietnam and the NLF were formulating plans to fight the South. Besides actions in the Mekong Delta, the Viet Cong were ordered to conduct other military operations in South Vietnam as part of their Winter-Spring Offensive. Since July, the new Viet Cong 271st and 272nd Regiments had overrun a number of strategic hamlets, including Xan Sang, Cam Xe, Dog Xa and Thai Khai. The next target for the 271st Regiment was the fortified village of Binh Gia in Phuoc Tuy Province. The village of roughly 6,000 Roman Catholics that fled from North Vietnam and resettled. The 1st Battalion of the 271st Regiment started their assault in the early morning hours. The defending Popular Force units were overwhelmed and retreated into the bunkers near the village parish. Reinforcements, in the form of the 30th Ranger Battalion, were helicoptered with helicopters of the 118th Aviation Company and attempted to retake the village. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Attack of the Killer Sharks - Battle of Binh Gia

VN_641231_Binh_Gia.scn

Dec. 31, 1964

Jason Petho

H2H/Side A

[Binh Gia, 67 km southeast of Saigon South Vietnam]: [H2H/SIDE A][HIS][CSL]: The previous days battle saw the 30th Ranger Battalion be mauled and split between the parish area and the outskirts of the western side of the village. The Viet Cong were reinforced by another battalion of the 271st Regiment and had dug in in preparation for another assault by Government forces. Due to the shortage of helicopters and the long transit times from Bien Hoa, only a company at a time could be transported. The 38th ARVN battalion landed unopposed to the south of the Binh Gia and the 4th ARVN Marine Battalion, the "Killer Sharks", had their first company on the ground, securing their Landing Zone to the northwest. The 38th Rangers began their assault on the village and ended up spending the whole day fighting against the entrenched Viet Cong. Only when the 4th Marines started their attack did the Viet

Cong begin to falter. With gunships and air support, the ARVN units eventually pushed the Viet Cong back into the Quang Giao Plantation. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Sacrifice - Battle of Binh Gia

VN_641231_Binh_Gia_PM.scn

Dec. 31, 1964

Jason Petho

H2H/Side A

[Binh Gia, 67 km southeast of Saigon, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The seesaw battle of Binh Gia ended with the 4th Marines and Rangers retaking the village. Gunships of the 68th Assault Helicopter Company pursued the retreating Viet Cong units into the Quang Giao rubber plantation. One of the gunships were hit by ground fire and crashed in the plantation, the crew perished on impact. Elements of the 4th Marines expanded their perimeter to the east and advanced into the plantation to recover the downed crew. Shortly after the Marine company arrived on the scene, an artillery barrage landed amongst the unit, followed shortly by waves of Viet Cong. The rest of the 4th Marines were sent to rescue the beleaguered company. The Viet Cong 271st Regiment had reorganized and prepared for a fight. [ALL, NO VV][CSEE, Variable Objectives][1.00]





The Swamp - Battle of U Minh Forest

VN_650404_U_Minh.scn

April 4, 1965

Jason Petho

H2H/Side A

[U Minh Forest, Mekong Delta, South Vietnam]: [SIDE A/H2H][HIS][CSL]: After the failed attempt in the spring of 1964 to quash the Viet Cong base area in the U Minh forest, another was attempted in April 1965. Three battalions from the ARVN 31st Infantry Regiment were assigned the task of assaulting into the swampy terrain of the U Minh Forest to destroy the base area and defeat any Viet Cong units found within. Supporting the 31st Regiment were elements of the 26th River Assault Group, 18th Riverboat Flotilla, two battalions of artillery and 4th Troop, 2nd Cavalry Squadron. The plan was to surround the area with 1st/31st advancing from the south, 2nd/31st advancing from the East while the 3rd/31st would be air assault, using US 118th Aviation Company helicopters operating from a new airfield in Kien Long, into a landing zone in the Northwest. Once in position, all battalions would advance into the forest and begin clearing operations. The 44th "Black Tigers" Ranger Battalion was held in reserve to exploit any opportunities. The Viet Cong, with two battalions, were dug-in and waiting, as they had prior knowledge of the operation. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Last Stand - Battle of Song Be

VN_650511_Song_Be.scn

May 5, 1965

Jason Petho

H2H/Side A

[Song Be, Vietnam]: [H2H][HIS][CSL]: In mid-April, 1965, the U.S. Special Force B-34 Detachment arrived in Phouc Binh (aka Song Be), the capital of Phuoc Long province, joining local ARVN and a MACV team to help bolster the area defenses. The team started to build a fortified area on a local hill, near the provincial chief's home. As a show of force during the wet season, four battalions of the 761st and 763rd VC Regiments conducted an assault on the city and surrounding area one month later. A mortar barrage signaled the start of the attack, followed by a multi-directional assault. Helicopter gunships arrived on scene for support while the ARVN 36th Infantry Battalion and 34th Ranger Battalion were racing up to recapture the capital. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Bump in the Night - Battle of Ba Gia

VN_650529_Ba_Gia_A.scn

May 29, 1965

Jason Petho

H2H/Side A

[Ba Gia, Quang Ngai Province, Vietnam]: [H2H/SIDE A][HIS][CSL]: At the beginning of the summer season in 1965, VC Commanders in Military Region 5 passed a resolution to launch a military operation known as the "Le Do Campaign", which was supposed to last from May 15 to August 30, 1965. The operation was aimed at ARVN military units based in the provinces of Gia Lai, Kon Tum and Quang Ngai.

Prior to the Summer Offensive of 1965, Quang Ngai and the surrounding provinces had witnessed a substantial increase in VC military activities. On February 6, 1965, the VC 409th Sapper Battalion attacked the U.S. base at Camp Holloway at Pleiku, injuring more than a hundred American personnel and damaging about 20 aircraft. The U.S. retaliated by launching Operation Flaming Dart, bombing selected targets in North Vietnam. On 10 February the VC bombed a U.S. military billet in Qui Nhon, and

the U.S. retaliated by launching Operation Flaming Dart II. Following those actions, the VC decided to launch a major assault on South Vietnamese units in Ba Gia, a small village in Son Tinh District about 10 kilometers away from Quang Ngai City.

At 5.45 am on May 29, elements of the VC 1st Regiment launched a surprise attack on Phuoc Loc, a small village located south of Ba Gia. Within 10 minutes of fighting, the two platoons of South Vietnamese Regional Force defending Phuoc Loc were subdued, and the VC quickly consolidated the battlefield around the area. At around 6:00 am ARVN Captain Nguyen Van Ngoc, commander of the 1st Battalion, 51st Infantry Regiment, led his unit from Go Cao south toward Phuoc Loc to stage a counterattack against the lead element of the enemies' 271st Regiment. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Swarm - Battle of Dong Xoai

VN_650609_Dong_Xoai.scn

June 6, 1965

Jason Petho

H2H/Side A

[Dong Xoai, Phuoc Long Province, South Vietnam]: [H2H][HIS][CSL]: Even with the political turmoil plaguing South Vietnam, the Communists knew that there was still a large and function South Vietnamese Army to contend with. After the successes gained during the Binh Gai battle, the Communist leadership decided to launch a Summer Offensive with the goal of destroying the South Vietnamese Army units throughout the country. Starting in May 1965, elements of the VC 271st and VC 272nd Regiments had been on the offensive throughout the Phuoc Long Province, including the provincial capital of Phuoc Binh, capturing and destroying various strategic hamlets and engaging various South Vietnamese Army units. The 9th Division was ordered to capture the District Capital of Dong Xoai, about 30 kilometers north of Phuoc Vinh, which was an important intersection of Highway 1, Highway 14 and Inter-Provincial Road 13. A CIDG camp was opened at Dong Xoai in May 1965 and operated by Special Forces Detachment A-342, who commanded a few CIDG companies (including one from Cambodia), a platoon of armored vehicles, a handful of Seabees, and a half battery of ARVN 105mm field guns. Aware of the growing presence of the Viet Cong in the area, the Special Forces had stepped up patrols and improved the defenses of the camp while they waited the impending attack, even though requested reinforcements were not answered. As the rain and fog fell on the evening of June 9th/10th, the Viet Cong 272nd Regiment had assembled into their attack formations and unleashed a heavy barrage from the mortars they hauled into the province. The assault that followed was one unseen before, with the Viet Cong swarming over the berms of the camp in waves, the A-Team barely hanging on until gunships, airstrikes and reinforcements could arrive. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The First Battle - Operation STARLITE

VN_650818_Van_Tuong.scn

Aug. 18, 1965

Jason Petho

H2H/Side A

[Van Tuong, 20 km southeast of Chu Lai, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Utilizing ARVN intelligence from I Corps, a plan was devised to pre-emptively strike at the Viet Cong 1st Regiment in its base area around Van Tuong. Intended to be called Operation SATELLITE, a clerical error destined the foray to be penned Operation STARLITE. The combined arms operation involved units from the 7th

Marines, air and naval assets. D-Day was scheduled for the early morning hours of August 18, 1965, with the 3d Battalion/3d Marines conducting an amphibious landing in LVT's across GREEN Beach followed shortly by 2d/4th Marines landing in designated landing zones RED, WHITE and BLUE northwest of GREEN Beach. Prior to the landings, M Company/3d Battalion/3d Marines had landed north of Van Toung to establish blocking positions. With the elements hitting the ground, the plan was to encircle the 1st VC Regiment and corral them to the sea, to their eventual destruction. Apart from some sniper fire, things were going according to plan, until the dug-in 60th VC Battalion and Murphy's Law stepped in. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Lure - Siege of Plei Me

VN_651019_Plei_Me.scn

Oct. 19, 1965

Jason Petho

H2H/Side A

[Plei Me, Route TL6C, Pleiku Province, South Vietnam]: [SIDE A][HIS][CSL]: The culmination of the PAVN Winter Spring offensive during 1965 found more action in the Central Highlands. The new target would be the isolated CIDG camp at Plei Me, located 40 kilometers south of Pleiku in Pleiku Province. The PAVN At 2200 on October 19, one PAVN Company overran an outpost southwest of the camp and shortly after midnight the PAVN attacked from the north, west, and east with small arms, mortars, and recoilless rifles with some attackers reaching the defensive perimeter of the camp. At Plei Me, the PAVN plan was not to overrun the camp, only to lure out II Corps main force from Pleiku to destroy it. The CIDG forces out patrolling made a concerted effort to return to the camp to assist the beleaguered forces. Helicopters from the 119th Assault Helicopter Company flew supporting missions and combat assaulted two companies of the ARVN 91st Ranger Battalion five kilometers (three miles) to the north. Codenamed Project DELTA, these units attempted to break into the camp from the north, finally breaking through on the morning of the 21st. For the next four days, air support and aerial resupply kept the 33rd Regiment at bay, but they were well supplied with ant-aircraft weapons and shot down several the supporting aircraft. The lure had seemed to work, as Task Force LUAT was en route to rescue the besieged CIDG camp. [ALL, NO VV][CSEE, Variable Objectives][1.00]

No Sign of Relief - Operation DAN THANG 21

VN_651023_Plei_Ngol_Ho.scn

Oct. 23, 1965

Jason Petho

H2H/Side A

[Plei Me, 40 km south of Pleiku, South Vietnam]: [H2H/SIDE A][HIS][CSL]: The violent enemy assault at Plei Me had been repelled and broken by timely and accurate airstrikes but air supply missions and medical evacuation by helicopter still encountered intense anti-aircraft fire. The Operational Center of II Corps had assessed the situation and devised a plan to relieve the camp at Plei Me, even though it was thought that the relief column would be ambushed. A cautionary advance along the 40-kilometer route, with ample infantry, air and helicopter support, was planned to stymie any ambush along the way. The Armored Task Force consisted of an Armored Squadron, one APC Company (M-113) and one Ranger Battalion, supported by engineers and an artillery battery. While the camp at Plei Me was still under siege, the Task Force received the all-clear on the morning of the 21st to advance relieve the camp. By 1400 hours, the Armor-Infantry Task Force departed from Phu My and attacked along the Provincial Route 5 axis to relieve the Camp of Plei Me. At 1700 hours, the Task Force stopped midway while preplanned airstrikes were conducted ahead over suspected enemy concentrations. Once the airstrikes

were completed, the Task Force proceeded, with the accompanying infantry dismounted on the flanks. Separated into two columns, the first column comprised the M41 light tanks and the M113 armored vehicles; the second column comprised the wheeled armored vehicles M-8, engineers, artillery and trains protected by two Rangers Companies. After the smoke subsided, the columns proceeded into the rolling and wooded terrain five miles north of Plei Me camp. This was the precise location in the favorable terrain that the NVA 32nd Regiment had prepared an L shaped ambush along Provincial Route 5. Nearly an hour later, while progressing on an ascending slope and narrow path with dense vegetations on both sides, both columns suddenly encountered violent fire, starting a battle that would last into the evening. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Hunt - Operation All the Way - Ia Drang

VN_651101_la_Tae.scn

Nov. 1, 1965

Jason Petho

H2H/Side A

[Plei Me, Route TL6C, Pleiku Province, South Vietnam]: [SIDE A][HIS][CSL]: After the relief of the Plei Me Special Forces camp, elements of the 1st Brigade/1st Cavalry Division were tasked with Search and Destroy missions to the west of Plei Me in hopes of catching the retreating 32nd and 33rd NVA Regiments. A number of combat assaults were performed from Plei Me to the border, leading to little or no contact. The morning of November 1st was turning out to be much the same until elements of B/1st/9th Cavalry Squadron while screening the southern operations area spotted some NVA in the area around Ia Tae. Using scouts, gunships and the aero-rifle platoon on the ground, the Cavalry unit engaged the North Vietnamese, killing and wounding a number. During the action, the aero-rifle platoon had stumbled upon an aid station about regimental strength. The fight intensified around the makeshift hospital as both sides continued to funnel in reinforcements before the North Vietnamese broke contact at dusk. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A Tale of Two Hills - Battle of Hill 65 and Gang Toi

VN_651108_Gang_Toi.scn

Nov. 8, 1965

Jason Petho

H2H/Side A

[Gang Toi Hills, Bien Hoa Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: By the fall of 1965, the junction of the Song Be and Song Dong Nai rivers had become a major communist staging area for men, equipment, and supplies for Viet Cong units based around Saigon in War Zones C and D and in the Mekong Delta. Westmoreland planned to use the US 173rd Airborne Brigade to keep the Viet Cong off balance and to target their base areas, and consequently a search-and-destroy operation codenamed "Operation Hump" was planned, named after the half-way point in the twelve-month tour of duty of the US 173rd Airborne Brigade. The operations plan envisioned the 1st Royal Australian Regiment and 1st Battalion, 503rd Airborne being inserted by helicopter during an airmobile operation into War Zone D, in an area about 20 kilometers northeast of the US airbase at Bien Hoa. The 1st RAR would be operating to the south of Song Dong Nai, while the US 1/503rd Battalion would conduct a helicopter assault onto a Landing Zone northwest of the Song Dong Nai. Both of these battalions being supported by the 3rd/319th Artillery Battalion, including the 161st New Zealand Artillery Battery, from Fire Support Base ACE. Both battalions were tasked with a search and destroy missions of any bases and caches in their respective areas with the hopes of catching elements of the VC 274th Regiment that were suspected to be in the area. The first couple days of the operation seemed to reveal little except for a few exchanges

of fire and a handful of abandoned or booby-trapped base camps and supply caches. November 8th started out much the same but would be the last day of the operations. The US 1st/503rd Battalion was tasked with sweeping the area west of Hill 65 based on intelligence and possible sightings of Viet Cong moving in the area as the companies of 1st RAR would clear the area around the Gang Toi hills. By the end of the day, the hunters would become the hunted. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Ring of Fire - Battle of Ap Bau Bang

VN_651112_Ap_Bau_Bang.scn

Nov. 12, 1965

Jason Petho

H2H/Side A

[Ap Bau Bang, Binh Duong Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: In an effort to secure Saigon, one of U.S. 1st Divisions tasks were to fan out north of Saigon, clearing the area of Viet Cong and secure Highway 13. Securing Highway 13 would create a security zone between the Viet Cong Sanctuaries of War Zone C and War Zone D. As part of this operation, the U.S. 2nd Battalion/2nd Infantry was tasked with securing a portion of Highway 13 for the safe transit of ARVN 7th Regiment/5th Division as it was en route to the Michelin Plantation. The 2nd/2nd Infantry was divided into three sectors, with B Company in the north, C Company in the south and A Company in the center. A/1st/4th Cavalry Troop and C/2nd/33rd Artillery Battery were attached to the task force and were laagered at A Companies position. Operating from these positions for a couple of days, all was uneventful except for the passage of the ARVN 7th Regiment and some civil operations at Ap Bau Bang and other scattered villages in the area. The commander of the VC 9th Division had learned of the American's presence and was itching to fight them. He ordered elements of the VC 272nd and VC 273rd Regiments to engage and destroy the Americans. Marching hours the previous day, the dispositions of the Americans were found to have a changed a new plan was formulated. The attack set to start the morning of November 12th. As the 2nd/2nd Infantry was preparing to move out, mortar rounds started landing the position and the Viet Cong started charging the position. Up and alert, the Cavalry Troop's M113's, armed with 0.50 caliber and M60 machine guns responded in kind, blazing away from the ringed positions around the laager. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Rendezvous with Destiny - Operation Silver Bayonet I - Ia Drang

VN_651114_Chu_Pong_Massif.scn

Nov. 14, 1965

Jason Petho

H2H/Side A

[Chu Pong Massif, Pleiku Province, South Vietnam]: [SIDE A][HIS][CSL]: After the actions at Plei Me had subsided and 1st Brigade/7th Cavalry had spent a few weeks looking for the remnants of the NVA Regiments that had conducted the attacks, the 3rd Brigade/7th Cavalry had taken over the area. Starting on November 9th, the 3rd Brigade battalions had started off their phase of the operation by performing search and destroy missions to the east of Plei Me. With the area clear, all eyes were focused west of Plei Me. Intelligence had surmised that three NVA Regiments were still in the area and were determined to find them. With that, 3rd Brigade instructed 1st/7th Cavalry to perform and combat air assault into the Ia Drang valley just north of the Chu Pong Massif. After a reconnaissance of the area, the commander of 1st/7th Cavalry chose Landing Zone X-Ray, with enough room for 8-10 helicopters at a time in which his battalion would have to land in multiple waves to conduct the search and destroy mission. The Landing Zone was prepped with an artillery bombardment from LZ Falcon and aerial gunships from C/1st/9th Air Cavalry. At 1050 on the morning of November 14th, 1965, B Company was

the first to land in LZ X-Ray, starting their rendezvous with destiny. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Broken Arrow - Operation Silver Bayonet I - Ia Drang

VN_651115_Chū_Pong_Massif.scn Nov. 15, 1965 Jason Petho H2H/Side A

[Chu Pong Massif, Pleiku Province, South Vietnam]: [SIDE A][HIS][CSL]: The 1st/7th Cavalry had landed in Landing Zone X-Ray, and survived the multiple assaults by the eager 9th Battalion/66th Regiment. During the night, positions were dug, ammunition was resupplied, and the wounded and dead were evacuated. At dawn, the 1st/7th Cavalry commander orders his company commanders to meet him prior to an attack to rescue the still cut-off platoon. Before this meeting takes place, the PAVN launch a heavy attack which shatters the early-morning stillness like a huge explosion. The attack is carried out by the 7th/66th Regiment and the H-15 Main Force Viet Cong Battalion. In the chaos that ensues, it isn't long before the code word "Broken Arrow" is sent out over the radio by the Battalion Forward Air Controller. Within minutes, all available fighter bombers in South Vietnam are headed for X-Ray to render close air support to "an American unit in grave danger of being overrun". [ALL, NO VV][CSEE, Variable Objectives][1.00]

By the Belt - Battle of Landing Zone Albany

VN_651117_LZ_Albaný.scn Nov. 17, 1965 Jason Petho H2H/Side A

[Landing Zone Albany, Pleiku Province, South Vietnam]: [H2H][HIS][CSL]: With 1st/7th Cavalry helicoptered out of Landing Zone X-Ray, the battle had ceased. The other two Cavalry Battalions, 2nd/7th and elements of 2nd/5th were tasked with leaving the area as the Chu Pong Massif was designated to be hit by multiple B-52 strikes. Both Battalions meandered along a trail to Landing Zone Columbus (which was also acting as a Fire Base for the defense of the Landing Zone X-Ray battle), where 2nd/5th would continue to LZ Columbus and 2nd/7th would take the west fork in the trail and sweep the area towards the Ia Drang, with the intention of being helicoptered out from Landing Zone Albany. As the 2nd/7th Cavalry began entering Landing Zone Albany, a couple of NVA were captured. While the interrogation revealed little, elements of A/2nd/7th secured the Landing Zone while the remainder of the Battalion waited along the trail. Shortly after, all hell broke loose as the alerted NVA 8th/66th and 1st/33rd Battalions had maneuvered into ambush positions and assaulted the American column. Using lessons learned a couple days before at Landing Zone X-Ray, the NVA companies were intermingled within the American lines, effectively nullifying support from the air or artillery. [ALL, NO VV][CSEE, Variable Objectives][1.00]



The Mauling - Battle of Ap Nha Mat

VN_651205_Ap_Nha_Mat.scn

Dec. 5, 1965

Jason Petho

H2H/Side A

[Long Nguyen Secret Zone, Binh Duong Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: After the disaster that befell the ARVN 7th Regiment in the Michelin Plantation on November 27th, 1965, the U.S. 3rd Brigade was sent to their rescue. The 3rd Brigade's mission had changed after intelligence surmised that the VC 271st and 273rd Regiments were still operating in the Long Nguyen Secret Zone, east of the Michelin Plantation. The 1st/16th and 2nd/2nd Battalions of the 3rd Brigade were tasked with clearing the area under the guise of Operation Bloodhound (later changed to Bushmaster II). On December 1st, both battalions conducted an air mobile assault into the Michelin Plantation and began their sweeps to the east. Over the course of the next few days, while expecting to run into the VC Regiments, the two battalions had managed to uncover several camps and caches. A Viet Cong prisoner was captured who revealed that the units were retreating east. On December 5th, while clearing between phase lines Arizona and Colorado, both battalions had begun running into heavier resistance. The 1st/16th uncovered a training center, hospital, mess hall and other supplies, while the 2nd/2nd engaged some Viet Cong in entrenched positions not far from the village of Ap Nha Mat. Artillery support from Fire Support Base Lai Khe and Fire Base Dallas, airstrikes and gunship support helped the two battalions to accomplish the mission. After contact was made, both the Americans and Viet Cong were jockeying for position, attempting to outflank each other before the ensuing mauling. [ALL, NO VV][CSEE, Variable Objectives][1.00]





Hunting in Ho Bo Woods - Operation CRIMP

VN_660108_Ho_Bo_Woods.scn

Jan. 8, 1966

Jason Petho

H2H/Side A

[Ho Bo Woods, Binh Dong Province, South Vietnam]: [SIDE A][HIS][CSL]: Operation Crimp (8–14 January 1966), also known as the Battle of the Ho Bo Woods, was a joint US-Australian military operation during the Vietnam War, which took place 20 kilometers (12 miles) north of Cu Chi in Binh Duong Province, South Vietnam. The operation targeted a key Viet Cong headquarters that was believed to be concealed underground and involved two brigades under the command of the US 1st Infantry Division, including the 1st Battalion, Royal Australian Regiment (1 RAR) which was attached to the US 173rd Airborne Brigade. Heavy fighting resulted in significant casualties on both sides, but the combined American and Australian force was able to uncover an extensive tunnel network covering more than 200 kilometers (120 miles).

The operation was the largest allied military action mounted during the war in South Vietnam to that point, and the first fought at division level. Despite some success, the allied force was only able to partially clear the area and it remained a key communist transit and supply base throughout the war. The tunnels were later used as a staging area for the attack on Saigon during the 1968 Tet offensive before they were largely destroyed by heavy bombing from American B-52 bombers in 1970, ending their utility. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Murphy's Law - Battle of Soui Bong Trang

VN_660224_Soui_Bong_Trang.scn

Feb. 24, 1966

Jason Petho

H2H/Side A

[Xom Cau Binh, Binh Duong Province, South Vietnam]: [H2H][HIS][CSL]: During February 1966, as part of an American road-building program designed to challenge the Viet Cong's ability to maneuver in the areas around Saigon, construction began of an all-weather road between Route 13 and Route 15 in central Binh Duong Province, on the northern apex of the Viet Cong base area known as the Iron Triangle. This road was planned to cut the communist supply routes between War Zone C, the Mekong Delta, the Iron Triangle, and War Zone D, while it would also link the two forward brigades of the US 1st Infantry Division between Phuoc Vinh and Lai Khe and help to extend the authority of the South Vietnamese government. Viet Cong Local Force elements began harassing the sappers, subjecting them daily to sniping, laying mines, and carrying out sabotage in an effort to hamper construction. A large American security operation known as Operation Rolling Stone was subsequently launched by elements of the US 1st Division. The US 1st Brigade, with the 1st Royal Australian Regiment attached, was assigned to guard the engineers on a rotating basis, while probing Viet Cong positions nearby in order to keep them off balance. Aggressive patrolling by the 1st RAR determined that a Viet Cong Main Force regiment was operating in the vicinity. The American and Australian forces consolidated in two different areas near the village of Xom Cau Dinh, the Australians to the west at the Engineer Camp and the American 1st Brigade at a temporary base camp by Xom Cau Dinh. Meanwhile, at Ap Bo, three battalions of the Viet Cong 9th Division were massing for a decisive blow, preparing a regiment-sized attack on the American and Australian positions. After a barrage from the 82mm mortars, the battalions would attack on multiple axes, with the hopes of surrounding the American position and destroying it.

With the Americans already alerted to their presence, however, Murphy's Law ruled the night. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Alabama Ticks - Battle of Hill 50

VN_660304_Hill_50.scn

Mar. 4, 1966

Jason Petho

H2H/Side A

[Chau Nhai Village Complex, Quang Ngai Province, South Vietnam]: [H2H][HIS][CSL]: Following Operation Double Eagle, an unsuccessful search and destroy operation in southern Quang Ngai Province, the 2nd ARVN Division had received intelligence the 21st NVA Regiment had moved and was operating northwest of Quang Ngai city. Task Force Delta, consisting of 1st ARVN Parachute Battalion and the 2nd/7th Marines was assembled to perform a search and destroy mission along Route 527. The 1st ARVN Parachute Battalion would land at Landing Zone ALPHA and secure it for the arrive of the 2nd/7th Marines. Both battalions would then advance southeast along Route 527 to Highway 1, with the Marines on the right, the Para's on the left, looking for the 21st NVA Regiment. They would be supported by the 105mm and 155mm artillery batteries from Fire Support Base BINH SON. The primary objectives where the low-lying hills to the north and south of Route 527, in particular, Hill 97 and Hill 85 to the south of the road and Hill 50 to the north, as well as clearing the Chau Nhai Village complex. A-4's and F-4's from the Marine Air Groups, plus US Air Force B-57's strafed and bombed the objective area prior to the 1st ARVN Parachute Battalion air assaulting into LZ ALPHA, utilizing Marine helicopters from HMM-261, from Quang Ngai City. Despite the airstrikes, the Marine helicopters met heavy anti-aircraft fire as they discharged the ARVN Para's, most of the helicopters had taken hits as they shuttled the ARVN Battalion to the landing zone. As the 2nd/7th Marines were brought to Landing Zone, the 1st Para's started their advance towards Hill 50. They met little resistance passing through Chau Ngai (5), but as they closed in on Hill 50, fighting became so intense they called the Marines for help. The 21st NVA Regiment had decided to stand and fight from their positions from Hill 50, complete with bunkers and trenches, the NVA were dug in like Alabama ticks. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Tightening the Noose - Battle of Hill 50 - Day 2

VN_660305_Hill_50.scn

Mar. 5, 1966

Jason Petho

H2H/Side A

[Chau Nhai Village Complex, Quang Ngai Province, South Vietnam]: [H2H][HIS][CSL]: The 21st NVA Regiment had defended Hill 50 with spirited determination to the point that the 1st ARVN Parachute and 2nd/7th Marine battalions ceased the attack on the Hill and set up night defensive positions. During the evening of March 4th, additional reinforcements were flown into the north and south of the battlefield; the 2nd/4th Marines setting up blocking positions in the south while the 3rd/1st Marines setting up in the hills to the north. The 37th ARVN Ranger Battalion, supported by an APC Company, had arrived by truck and set up blocking positions to the east of the railway, near Highway 1. Saigon had decided to send the 5th ARVN Parachute battalion in the morning to Quang Ngai Airfield and with the task of being transported by helicopter to Landing Zone ALPHA and then assist 1st ARVN Battalion to take Hill 50. A wrench was thrown into the plan when the 21st NVA Regiment decided to attack the 1st ARVN Parachute Battalion positions at the base of the Hill 50. The attack was eventually forced back from heavy artillery and air support. The Marine battalions in their blocking positions were ordered to

advance and assist in taking the Hill 50 complex. Vicious fighting continued throughout the day as the noose was tightened around the 21st NVA Regiment. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Last Camp - Battle of A Shau (1966)

VN_660309_A_Shau.scn

Mar. 5, 1966

Jason Petho

H2H/Side A

[A Shau Camp, A Shau Valley, Thura Thien Province, Vietnam]: [Side A][HIS][CSL]: The CDIG A Shau Camp was the last remaining presence of South Vietnamese forces in the A Shau Valley, all the other had been either overrun by the Viet Cong or abandoned. Engagements with Viet Cong and North Vietnamese regulars were frequent as patrols from the camp were out searching targets along the infiltration route from Laos. The camp was out of artillery range and needed to be resupplied by air, leaving the camp at the mercy of the notoriously bad weather in the A Shau Valley. On March 9th, elements of the 95B NVA Infantry Regiment started their main assault against the defenders. A Special Forces A-Team, 180 CDIG personnel and recently added MIKE Company was all that stood before the assaulting NVA. Varying attacks happened through the day and night, the final assault coming on March 10th, leaving the decision to continue the fight or abandon the camp. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Digging them Out - Battle of Phuong Dinh (2)

VN_660321_Phuong_Dinh.scn

Mar. 21, 1966

Jason Petho

H2H/Side A

[Phuong Dinh Village Complex, Quang Ngai Province, I Corps, South Vietnam]: [SIDE A][HIS][CSL]: A few weeks after Operation Utah, the 1st Viet Cong Regiment and moved south from the Que Son area north of Chu Lai into northern Quang Ngai Province. On the night of March 18th, the VC Regiment overran an ARVN 936th Regional Force Company outpost on Hill 141. After an unsuccessful attempt to recapture the outpost, Task Force Delta, consisting if the 5th ARVN Airborne Battalion and the U.S. 3rd/7th Marines were landed to the west of Hill 141 to retake the position. The two battalions moved east with the ARVN Battalion on the left and the Marines on the right. One of 3rd/7th Marines Companies was helicopters to the now abandoned outpost, finding 31 bodies of the defenders; the others were missing. The two battalions would continue to advance to the east, attempting to locate the 1st Viet Cong Regiment. The 5th ARVN Airborne was reinforced with an infantry battalion and APC company from the ARVN 4th Infantry Regiment and the supporting artillery unit at Bing Son received additional batteries. On the morning of March 21st, Task Force Delta started their advance, with the Marines clearing the Vinh Tuy Valley and the ARVN formation advancing towards Route 527. The 2nd/4th Marine Battalion was left at Chu Lai as the Task Force reserve. Little contact was made until the Marines became held up at Thach An Noi (1) by a Viet Cong force entrenched in the fortified village. The ARVN Task Force seemed to have had the same luck as they stumbled into another fortified village at Khanh My (3). The 2nd/4th Marines were called into action and performed an airmobile assault into a hot LZ near the village of Phuong Dinh (2). As the 3rd/7th Marines and 5th ARVN Airborne Battalions had already realized, regardless of how much heavy ordnance and airstrikes are poured onto the fortified villages, only close quarter infantry action will dig out the determined Viet Cong from their positions. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Springing the Trap - Battle of Courtenay Plantation

VN_660412_Xa_Cam_My.scn

Apr. 12, 1966

Jason Petho

H2H/Side A

[Courtenay Plantation, Phuoc Tuy Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Commencing on March 29, 1966, Operation Abilene was a U.S. Search and Destroy mission through Phuoc Tuy Province, targeting the VC 274th and 275th Regiments of the 5th Division and their base areas in the May Tao Secret Zone. It involved two brigades of the US 1st Infantry Division, while the 1st Battalion, Royal Australian Regiment and 161st Battery, Royal New Zealand Artillery were also attached. Operation ABILENE was designed to be a spoiling attack to destroy the supplies and base camp areas supporting the 5th Division's planned offensive against the capital. Up through 8 April, intelligence information from the division G2 indicated that, "local force units presently operating in the area were scattered and disorganized with little capability to mount effective operations." Indeed, the G2 had information that the two VC main force regiments that the Big Red One was looking for were not even in the province. However, there were also indications that one unit, the D800 Battalion, a unit subordinate to the VC 94th "Dong Nai" Regiment of the 5th PLAF Division was still somewhere in the Area of Operations. On 8 April, the 2nd Battalion received orders for another mission. The plan was for the battalion to move northwest toward Xa Cam My and Highway 2 through the Courtenay Plantation in separate, but mutually supporting columns. If one company ran into the VC unit, it could fix it in place while another company to its right or left would move to that location and pile on. The companies would be about two kilometers apart so that they could arrive at the place of contact fairly quickly. What was not known at the time was how thick the jungle was in some regions of the AO. The battalion started movement on 9 April and each night established a new NDP each night. Contact with enemy forces was sporadic and very light until the well-trained VC Main Force unit had sprung a trap around one of the companies. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A Week in the Binh Long

VN_670701_Week_in_Binh Long.scn

June 1, 1966

Jason Petho

Side A

[Binh Long Province, South Vietnam]: [SIDE A][HIS][CSL]: A Week in Binh Long Province. Commanding elements of the 1st Infantry Division as it performs Search and Destroy operations throughout the Binh Long Province area, hoping to stall the planned North Vietnamese plan to capture the cities of Loc Ninh, An Loc and Chan Thanh. Starting with a single Brigade, the Task Force will grow throughout the week into two full brigades with supporting units. This scenario includes a wide variety of units and missions that need to be completed throughout the week with each day providing a new mission for each battalion. Each day becoming more complicated in task management than the last, with the final crescendo at the end of the campaign.

[NOTE: In lieu of Linked Campaigns for the 1.00 release, this scenario has you commanding a Brigade sized unit through seven days of different missions where success is dependent on completing them.]

[ALL, NO VV][CSEE, Variable Objectives][1.00]

Crossing the Golden Gate - Battle of Srok Dong

VN_660630_Srok_Dong.scn

June 30, 1966

Jason Petho

H2H/Side A

[Srok Dong, Binh Long Province, South Vietnam]: [SIDE A][HIS][CSL]: Operating with South Vietnamese forces, the U.S. 1st Division mounted a series of operations in eastern War Zone C during June and July 1966 with the purpose of reopening Route 13 from Saigon to Loc Nigh in Binh Long Province and to destroy elements of the Viet Cong 9th Division. Intelligence suggested that the VC 9th Division was massing in the province to seize the capital, An Loc. From the 8th of June, the 1st/4th Cavalry (also known as Quarterhorse) had been performing reconnaissance missions to the east, south and southwest. The north was limited by the destruction of the Cau Cam Le bridge between Loc Ninh and An Loc. In coordination with ARVN forces, the banks of stream and access were prepared for an AVLB to launch a bridge to the left of the one that was destroyed. Once the bridge was in place, B and C Troops/Quarterhorse, were to conduct reconnaissance operations north of the bridge and secure the route to Loc Ninh. Troop B would have a platoon from C/2nd/18th Infantry, while the remainder of C/2nd/18th would ride along with C Troop. B/2nd/18th Infantry was on alert as the rapid reaction force. Once the AVLB Bridge was installed at the crossing called Golden Gate, C Troop would cross and then begin to secure the Checkpoints in Area Baseball while B Troop would follow and secure the Checkpoints in Area Football followed by Area Tennis. Once the areas were secured, Troop B would escort engineering units from Loc Ninh back to An Loc. The elite Viet Cong 271st Regiment was also operating in the area and were preparing to catch the Quarterhorse in another ambush to enjoy the same successes that the VC 272nd Regiment enjoyed at the Ap Tau O bridge on June 8th. Would crossing the Golden Gate lead to Heaven or Hell, only the Viet Cong would decide on this day. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Contradiction - Battle of Minh Thanh Road

VN_660709_Minh_Thanh.scn

July 9, 1966

Jason Petho

H2H/Side A

[Minh Thanh Road, Binh Long Province, South Vietnam]: [SIDE A][HIS][CSL]: Operating with South Vietnamese forces, the U.S. 1st Division mounted a series of operations in eastern War Zone C during June and July 1966 with the purpose of reopening Route 13 from Saigon to Loc Nigh in Binh Long Province and to destroy elements of the Viet Cong 9th Division. Intelligence suggested that the VC 9th Division was massing in the province to seize the capital, An Loc. In June, the elite Viet Cong 271st and 272nd Regiments had managed to conduct a couple of ambushes against the 1st/4th Cavalry (also known as Quater Horse) and the lessons learned from the Battles of Ap Tau O bridge and Srok Dong provided an opportunity to develop a plan to lure the Viet Cong into attacking an armored column. Information was leaked that a small armored column would escort engineering equipment from Minh Thanh to An Loc. After the information was leaked, the first phase of the plan was put into action. Infantry and artillery units were prepositioned into areas near the suspected ambush locations. Two infantry battalions were stationed at Minh Thanh Plantation, another at the Quan Loi Airfield and the remainder at an abandoned airfield at Ap Loc Khe. These would move by helicopter or by foot to the phase lines (identified by a letter and number on the map) to block the retreat routes of the hopefully trapped VC Regiment. Taking the bait, the VC 272nd Regiment had moved towards the Minh Thanh Plantation and began preparations to lay their trap. At 07:00 on 9 July the convoy, designated Task Force

Draagoon, comprising Company B, 1/2nd Infantry and Troops B and C 1st Squadron, 4th Cavalry Regiment left An Loc. As the convoy moved onto the Minh Thanh Road, air and artillery strikes hit likely ambush sites. Quite contrary to traditional tactics, the armor force was to become the fixing force, while the infantry was to become the encircling element. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Long Night - Battle of LZ 27V

VN_660809_LZ_27V.scn

Aug. 9, 1966

Jason Petho

H2H/Side A

[Plei Girao Kia, Pleiku Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Operation PAUL REVERE I was initiated on 10 May 1966, as a search-and-destroy/border surveillance operation in the Chu Pong Mountain area of Pleiku Province. The operation was started by the 3d Brigade, 25th Division, and while the first two weeks were uneventful, the 2nd/35th Infantry encountered two PAVN battalions near Plei Djereng Camp, where a heavy engagement developed. After the intense firefight, the PAVN withdrew and the 3d Brigade spent the rest of June and July attempting to find them. The South Korean 3rd Battalion, 1st Cavalry Regiment, part of the Capital Division, began participating in the operation on July 9th, under 3rd Brigades operational control, and conducted near-daily patrols without significant contact with the PAVN from its positions to the north of the Chu Pong Massif, immediately east of the hamlet of Plei Girao Kia, eight kilometers south of Duc Co. On July 27th, the battalion's 9th Company was stationed at Landing Zone 27Victor, six kilometers from the border with Cambodia with an attached tank platoon from the U.S. 1st Battalion, 69th Armor. Three listening posts 200 meters beyond the perimeter before sunset and followed standard Korean procedures by placing half of the men inside the main position on alert. After returning from a two-day mission on the Cambodian border, the 9th Company set up listening posts around the Landing Zone and prepared to rest for the evening. Unfortunately, the southwest listening post reported sounds of digging about an hour before midnight, followed by the tripping of a flare on the western side of the perimeter. Predicting a forthcoming attack, the company commander called the listening posts into the main position. It wasn't long before elements of the PAVN 5th Battalion, 88th Regiment began their probes against the South Korean position, starting an engagement that last five hours of sustained heavy fighting throughout the night. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Wrench - Battle of Route 9

VN_660817_Route_9.scn

Aug. 17, 1966

Jason Petho

H2H/Side A

[Razorback Ridge, Quang Tri Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Convinced that the North Vietnamese People's Army of Vietnam (PAVN) had moved across the Demilitarized Zone (DMZ) in force, 3rd Marine Division recommended to MACV that the US launch an operation to drive back the NVA. Even though the operation, Operation HASTINGS, was a qualified success in that it pushed the PAVN forces back across the DMZ, a follow up operation, Operation PRAIRIE, started August 3rd and lasted for six months with the goal of keeping the PAVN from interdicting the DMZ. Convinced that the PAVN had returned in strength across the DMZ, on 14 August the 4th Marines commander moved the 1st Battalion, 4th Marines up from Phu Bai Combat Base to relieve the 2nd/4th Marines from their defensive duties to conduct a reconnaissance in force along Route 9 from Cam Lo to the Rockpile and the area north. On the morning of the 17th, E and F Companies/2nd/4th Marines, with F Company in the

lead, started their mission on foot with clearing Route 9. F Company focused on the main route, while E Company would clear the villages and hills along the way. Marine airstrikes pounded suspected PAVN locations, as the attached Engineer platoon and the Marines made their way along Route 9, routing out the occasional nest of NVA. All was proceeding to plan until elements of 803rd PAVN Regiment threw a wrench into their plan, the machine guns pinning down F Company as they neared the Trinh Hin Valley. It would take additional reinforcements and tanks from C Company, 3rd Tank Battalion to finally overcome the position. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A Very Close Thing - Battle of Long Tan

VN_660818_Long_Tan.scn

Aug. 18, 1966

Jason Petho

H2H/Side A

[Long Tan Plantation, Phuoc Tuy Province, South Vietnam]: [SIDE A][HIS][CSL]: As part of the commitment to the Free World Forces to be engaged in Vietnam, elements of the 1st Australian Task Force (1 ATF) began arriving between April and June 1966, constructing a base at Nui Dat. Following the establishment of 1ATF's Nui Dat base in Operation Hardihood, standing patrols were established outside the base in the evening and clearing patrols sent out every morning and evening along the 12-kilometer perimeter. Australian signals intelligence (SIGINT) had tracked the 275th Regiment moving to a position just north of Long Tan. By 16 August, the PAVN were positioned near Long Tan outside the range of the artillery at Nui Dat. On the night of 16/17 August, mortars, recoilless rifles (RCLs) attacked Nui Dat from a position 2 kilometers (1.2 mi) to the east, which damaged the base and wounding 24 and killing 1, until a counter-battery caused it to cease. Although the VC were expected to have withdrawn, several company patrols would be dispatched the following morning to search the area east of Nui Dat in response. The next morning B Company, 6th Battalion, Royal Australian Regiment (6 RAR), departed Nui Dat to locate the firing points and the direction of the VC withdrawal and weapon pits were found including mortars and RCLs. B Company patrols of the area revealed nothing and consequently did not expect to meet significant opposition. D Company, 6 RAR had been given updated orders to relieve B Company the next day to continue the search into the Long Tan Plantation. At 13:00, the 108-man D Company met up with B Company on the edge of the Long Tan Plantation where D Company subsequently took over the pursuit. Contact was made in the early afternoon of August 18th with the Viet Cong 275th Regiment, who in turn started to attack the Australians in progressively stronger waves, which turned into a very close engagement where D Company was nearly overrun. [ALL, NO VV][CSEE, Variable Objectives][1.00]

On the Razor's Edge - Battle of the Razorback

VN_660821_Razorback.scn

Aug. 21, 1966

Jason Petho

H2H/Side A

[Razorback Ridge, Quang Tri Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Convinced that the North Vietnamese People's Army of Vietnam (PAVN) had moved across the Demilitarized Zone (DMZ) in force, 3rd Marine Division recommended to MACV that the US launch an operation to drive back the NVA. Even though the operation, Operation HASTINGS, was a qualified success in that it pushed the PAVN forces back across the DMZ, a follow up operation, Operation PRAIRIE, started August 3rd and lasted for six months with the goal of keeping the PAVN from interdicting the DMZ. Convinced that the PAVN had returned in strength across the DMZ, on 14 August the 4th Marines commander moved the

1st Battalion, 4th Marines up from Phu Bai Combat Base to relieve the 2nd/4th Marines from their defensive duties to conduct a reconnaissance in force along Route 9 from Cam Lo to the Rockpile and the area north. A two-day firefight ensued en route at Hill 252 before the 2nd/4th Marines could proceed to the Rockpile, a knoll in the middle of Trinh Hin Valley that provided excellent observation for the entire area and houses a Marine Observation Post. A PAVN Heavy Machine Gun was placed on the long ridge to the northwest of the Rockpile, dubbed the Razorback. This unit had started harassing resupply helicopters as they approached the Rockpile. E Company/2nd/4th Marines were tasked to climb the Razorback and clear the gun emplacement. After searching the area, the platoon continued to search for the machine gun further down the ridge until 16:30. As they were preparing to leave when they heard voices in one of the caves. Hoping to capture prisoners they approached the cave mouth where they were fired on and then squads of PAVN soldiers emerged from six caves scattering the Marines with fire. Reinforcements were gathered and sent up the Razorback to rescue the trapped platoon, including tanks, gunships and elements from F and G Companies/2nd/4th. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Blue Dragons Fight Back - Battle of Phuoc Loc

VN_661120_Phuoc_Loc.scn

Nov. 20, 1966

Jason Petho

H2H/Side A

[Phuoc Loc, Quang Ngai Province, South Vietnam]: [SIDE A][HIS][CSL]: The northeast monsoon with up to 21 inches of rain affected every large unit operation conducted in November, from the Demilitarized Zone in the north to the approaches of the enemy's Do Xa secret base, 180 miles to the south. All of the operations in I Corps were beset by heavy and continuing rains, and each characterized by light and infrequent contact with an enemy who showed little disposition to fight. The South Koreans, operating in the southern area of Quang Ngai Province, were also conducting search and destroy operations in their sector. Operation DRAGON EYE commenced on 9 November, when the 2nd Republic of Korea Marine Brigade ("Blue Dragons") initiated a search and destroy operation centered sixteen kilometers northwest of Quang Ngai City. The first couple weeks of the operation were fraught with the same infrequent contact that the U.S. Marines were facing. It was 3rd/2nd ROK Marine Battalion's turn to sweep the area northwest of Quang Ngai City with 9th Company sweeping the villages north of the Song Tra Khuc on November 20th. Scattered sniper fire and movement under the watchful eye of pro Viet Cong civilians would lead to the 9th Company into a battle that lasted two and a half hours, as a battalion from the Viet Cong 2nd Regiment attempted to surround and destroy them. Even while suffering heavy casualties, the ROK Marines held their ground while airstrikes and artillery support from ROK Marine batteries pummeled the attacking Viet Cong. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Vice - Battle of Tam Han Valley

VN_661125_Tam_Han_Valley.scn

Nov. 25, 1966

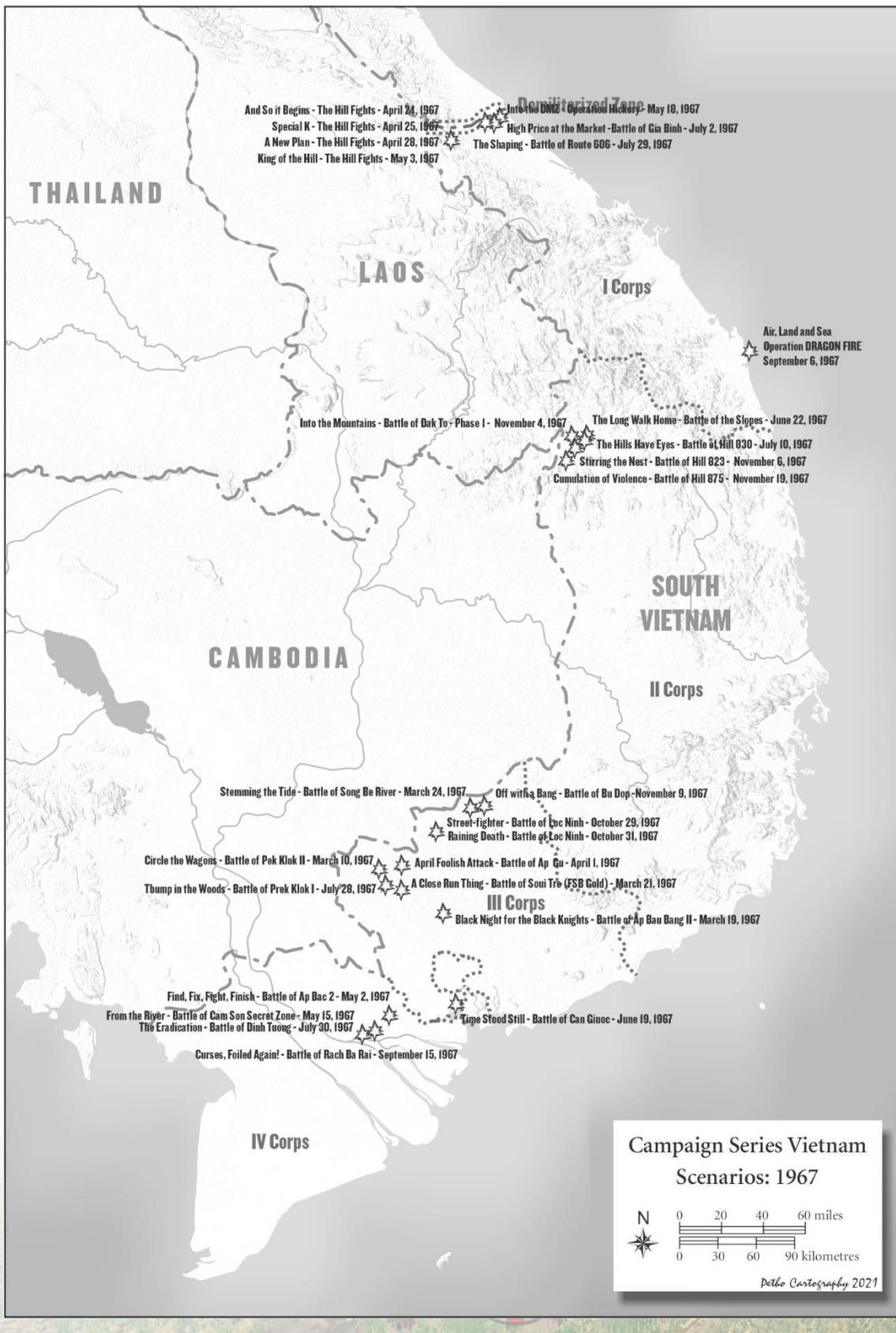
Jason Petho

H2H/Side A

[Tam Han Valley, Quang Ngai Province, South Vietnam]: [SIDE A][HIS][CSL]: The northeast monsoon with up to 21 inches of rain affected every large unit operation conducted in November, from the Demilitarized Zone in the north to the approaches of the enemy's Do Xa secret base, 180 miles to the south. All of the operations in I Corps were beset by heavy and continuing rains, and each characterized by light and infrequent contact with an enemy who showed little disposition to fight. The South Koreans,

operating in the southern area of Quang Ngai Province, were also conducting search and destroy operations in their sector. Operation DRAGON EYE commenced on November 9th, when the 2nd Republic of Korea Marine Brigade ("Blue Dragons") initiated a search and destroy operation centered sixteen kilometers northwest of Quang Ngai City. The first couple weeks of the operation were fraught with the same infrequent contact that the U.S. Marines were facing. After 9th/3rd/2nd ROK Marine Battalion successfully defeated an ambush on November 20th, a multi-national operation was conducted in the Tam Han Valley to track down and destroy the remaining elements of the 2nd VC Regiment. The U.S. 1st/7th Marines were ferried to landing zones to the west of the valley while an ARVN task force from 5th Regiment secured the southern banks of Song Tra Khuc. While engaging the pursuing 3rd/2nd ROK Marines, the remnants of the 2nd VC Regiment was attacked from the rear by the U.S. 1st/7th Marines. As the perimeter was being squeezed tighter and tighter, the Viet Cong performed a series of delaying actions to allow the remainder of the troops to escape the pending closure of the Free World vice. [ALL, NO VV][CSEE, Variable Objectives][1.00]





Bump in the Woods - Battle of Prek Klok I

VN_670228_Prek_Klok_I.scn

Feb. 28, 1967

Jason Petho

H2H/Side A

[Prek Klok, Route 4, Tay Ninh Province, South Vietnam]: [SIDE A][HIS][CSL]: During Operation JUNCTION CITY, B Company/1st/16th Infantry was patrolling Route 4 and had bivouacked along the highway in preparation for the next day's mission. To the north was Fire Support Base II with 105mm Batteries and C Company/1st/16th Infantry was held in reserve there. To the south was Fire Base Barbara, the old French Fort along Route 4, where A Company/1st/16th Infantry was stationed with a 155mm Self-propelled Battery. A Company of the Rangers would be made available in case of an emergency. On the morning of 28 February 1967, B Company, 1st/16th Infantry moved out of its Night Defensive Positions on a Search and Destroy sweep about four kilometers south of the village of Prek Klok. Its limit of advance was the west banks of Prek Klok creek, about 2,500 meters to the east of their current position. The Commanding Officer moved the company with the platoons in a column as it struggled to break through the heavy foliage. The Company's men used the typical "cloverleaf" search pattern: move about 500 meters, stop, and send out small patrols in several directions using circular sweeps. B Company had been bushwhacking for a couple of hours before one of the platoons made contact with an enemy force of unknown size to its front... and the side... and other side. After bumping into each other, the two forces started what amounted to a four-hour meeting engagement in the jungle. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Circle The Wagons - Battle of Prek Klok II

VN_670310_Prek_Klok_II.scn

Mar. 10, 1967

Jason Petho

H2H/Side A

[Prek Klok, Route 4, Tay Ninh Province, South Vietnam]: [SIDE A][HIS][CSL]: The Battle of Prek Klok II occurred on March 10, 1967, during Operation Junction City when American military forces were conducting a search and destroy operation against the Viet Cong (VC) forces in Tay Ninh Province west of the capital of South Vietnam, Saigon. During the course of the operation, there had already had a significant engagement in the Battle of Prek Klok I where a Viet Cong battalion nearly overran an American battalion, only to be saved by the superior firepower that could be brought to bear. The following two weeks were relatively quiet and the search and destroy mission had become routine. While the operation was underway, the 2d/2d Infantry (Mechanized) were tasked with protecting the Main Supply Route, Route 4, through War Zone C. It did so by patrolling the highway during the day and bivouacking at various Artillery Fire Support Bases that were situated along the road. While bivouacked, the armored personnel carriers of the mechanized battalion would be positioned around the perimeter, circling the wagons. Just after dusk fell, the troops on the perimeter fired a "mad minute" to test their weapons and provide a show of force to the enemy. Ambush patrols and listening posts left the perimeter for their positions in the surrounding jungle. At about 2030, men of an A Company listening post to the east of the perimeter, while moving into position, reported seeing and engaging three Viet Cong with unknown results. the battalion was placed on 75 percent alert as preplanned artillery harassing fires continued. A wise move as the Viet Cong mortar fire came crashing down an hour later, signaling the start of an attack. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A Close Run Thing - Battle of Suoi Tre

VN_670321_Suoi_Tre.scn

Mar. 21, 1967

Jason Petho

H2H/Side A

[Suoi Tre, Tay Ninh Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: Late in 1966, intelligence gathered near the capitol indicated a major attack was planned on Saigon originating from the Iron Triangle, north of the capitol. The Iron Triangle was a historic enemy staging area dating back to the Viet Minh conflict with the French. To deal with this threat, a force of 30,000 American and South Vietnamese troops invaded the area and disrupted the enemy's planned assault on the capitol. This first major operation of the year was called Operation Cedar Falls, which began on 8 January 1967 and lasted twenty days. This cleared the table for a major operation that had been planned for a year, a major invasion of the base of operation in War Zone C under the guise of Operation Junction City, a search and destroy mission by American military forces in Tay Ninh Province of South Vietnam. Phase I of Junction City would commence on February 22nd with five U.S. brigades forming a horseshoe shaped cordon in the western half of War Zone C. During Phase II, II Field Force elements would focus their attention on the eastern portion of War Zone C and finally during Phase III, the units involved would be reduced to a Brigade-size operation in the vicinity of Tay Ninh city. With the operation well under way and into Phase II, March 19th saw the 3rd/22nd Infantry and 2nd/7th Artillery were helicoptered into an elliptical clearing that would become Fire Support Base GOLD close to Suoi Tre, near the center of War Zone C. As the three lifts of choppers touched down, five heavy command-detonated charges were set off by the Viet Gong in the tiny clearing. Three helicopters were destroyed and six more damaged with a toll of 15 killed and 28 wounded. Company B/3rd/22nd Infantry was assigned the eastern portion of the defensive perimeter with Company A occupying the western half with the batteries of 2nd/7th Artillery around the perimeter. The 2nd/12th Infantry landed at FSB GOLD and moved to the northwest. Operating to the south was a mechanized task force consisting of units from 2nd/22nd Infantry and 2nd/34th Armor. The Viet Cong 9th Division was tasked with the destruction of FSB Gold and had sent the reinforced 272nd Regiment to accomplish the mission. On the morning of March 21st, the first enemy mortar round had impacted on the doorstep of a company command post; seconds later another exploded outside battalion headquarters. In all, an estimated 650 mortar rounds fell while the Viet Cong advanced toward the perimeter as machine guns and recoilless rifles joined the attack. Within minutes the entire perimeter came under heavy attack by waves of Viet Cong emerging from the jungle and firing recoilless rifles, RPG2 rockets, automatic weapons, and small arms. When word reached the armored task force of the attack, they reacted immediately, but were held up at the Suoi Samat as there was only one suitable crossing point. It was a race against time for the task force to relieve the beleaguered Fire Support Base. [ALL, NO VV][CSEE, Variable Objectives][1.00]

And So it Begins - The Hill Fights

VN_670424_Khe_Sahn.scn

Apr. 24, 1967

Jason Petho

H2H/Side A

[Khe Sanh, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: While there were a small number of contacts made by 1st Battalion, 3rd Marines, and elements of 3d Reconnaissance Battalion, there was still no conclusive proof that the People's Army of North Vietnam (PAVN) occupied the hilly jungle terrain north of Khe Sanh in regimental or division strength, it was decided to reduce the Marine presence there as the fighting in the eastern part of Quang Tri was heavier. By the time all was said and

done, come the beginning of February, Khe Sahn was defended by Company B, 1st Battalion, 9th Marines and a platoon from the 3rd Reconnaissance Battalion with a supporting artillery battery, which was a far cry from the original intention of defending Khe Sanh with at least a battalion. Apart from a firefight in February and a mortar attack on Khe Sanh on March 2nd shortly after the accidental bombing of Lang Vie village, activity around Khe Sanh had been relatively quiet. As the month progressed, an attempted probe by the PAVN on perimeter of Khe Sanh airfield, contacts were becoming more frequent with a major firefight happening on March 16th, which highlighted how dependent the Marines were on helicopter support as well as how the PAVN could keep large units concealed in the dense terrain around Khe Sanh until they were ready to attack. With these additional concerns, and with Route 9 being opened between Dong Ha and Khe Sanh, a convoy was sent to bolster the defenses. Active patrolling was the norm for the garrison and April 24th started no differently with two platoons of B/1st/9th sweeping a complex of caves northwest of Hill 861. Additional forces were maneuvering towards Hill 700 to set up a mortar position to support the other two platoons. Elements of the PAVN 18th Regiment/325C Division were also lurking in the hills and today was the day they planned on revealing themselves starting a series of battles that would become known to the Marines as the Hill Fights. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Special K - The Hill Fights

VN_670425_Khe_Sahn.scn

Apr. 25, 1967

Jason Petho

H2H/Side A

[Khe Sanh, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: April 24th found B Company/1st Battalion/9th Marines attempting to secure Hill 861 after the 2nd Platoon was taken under fire. The Company was dispersed and on opposite sides of Hill 861 where a company sized unit of the PAVN 18th Regiment was dug in. On a tactical level, then, one could conclude that the Marines had received the worst of the fight on 24 April. The commanding General concluded, however, that the actions of Company B had forced the NVA to reveal that they were staging men and supplies for a potential major attack on Khe Sanh in the coming days. With this, it was determined the real fight was to be at Khe Sanh and addition forces were to be sent immediately. Company K, 3rd Battalion, 3rd Marines were flown in after the fog lifted during the late morning of April 25th and immediately started to head towards Hill 861 to link up with B/1st/9th. Both companies would then attack and clear Hill 861. As Company K/3rd/3rd advanced, F Battery with 105mm and 155mm howitzers were prepping the top of the hill. Once reaching their jumping off positions on Hill 861, Company K took the initiative and had started their assault against Hill 861. Unknown to them was that the 18th Regiment had sent reinforcements to the area during the previous evening and were well fortified on the hill where the preparatory fires seemed to have little effect. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A New Plan - The Hill Fights

VN_670428_Khe_Sahn.scn

Apr. 28, 1967

Jason Petho

H2H/Side A

[Khe Sanh, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: The intense fighting and heavy losses sustained around Khe Sanh convinced the leadership of 3rd Marines to commit even more combat power to the remote outpost in the hills. The presence of large enemy forces with machine guns and mortars indicated that they indeed intended to make a major effort to take Khe Sanh. On April 27th,

Company B, 1st Battalion, 9th Marines, and Company K, 3rd Battalion, 3rd Marines, depleted by heavy casualties, were pulled out of the fight for much-needed rest and rebuilding. In their place was sent Company K and M, 3rd Battalion, 9th Marines. After the heavy fighting for Hill 861, it was decided to send a second battalion, 2nd/3rd Marines, to Khe Sanh, as well as another artillery battery. While all this firepower was being assembled, the Marines made plans for a new attack against the formidable PAVN forces in the hills. The commanding officer passed down broad outlines for a two-battalion operation that would capture the hill mass to the northwest of Khe Sanh. After two days of artillery and airstrikes against the hills, the two battalions would conduct their assault. Planners designated Hill 861 as objective one, while Hill 881 South would be objective two and Hill 881 North identified as objective three. 2nd/3rd Marines would seize Hill 861, while 3rd/3rd Marines would follow and then swing west to Hill 881S. Once both hills were secured, the 2nd/3rd Marines, as 3rd/3rd Marines protected their flank, would continue the advance and capture Hill 881N. After the preparatory fire lifted, where bombs and artillery had stripped most of the vegetation, leaving only charred and splintered trees, the 2nd/3rd Marines assaulted Hill 861 with two companies abreast. The Marines moved up the hill against sporadic mortar fire but met no other determined resistance; the NVA had withdrawn. The elements of the PAVN 18th Regiment had withdrawn in an orderly fashion, leaving behind no equipment or anything else with intelligence value. The 18th Regiment didn't plan to give up the other two hills so easily. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Find, Fix, Fight, Finish - Battle of Ap Bac 2

VN_670502_Ap_Bac.scn

May 2, 1967

Jason Petho

H2H/Side A

[Ap Bac 2, Dinh Tuong Province, South Vietnam]: [SIDE A][HIS][CSL]: The 2nd Infantry/9th Division was intended to be the primary component of the Marine Riverine Force that would operate south of Saigon in the Mekong Delta. The 2nd Infantry had arrived in Vietnam earlier in the year and had conducted training in the Rung Sat Special Zone. It was decided to move Headquarters, 2nd Infantry, to Dong Tam so that it would become operational at that location on 10 March. With the arrival of the 2nd Brigade, at Dong Tam, the brigade began a demanding 90-day period of performing four separate but related tasks: the defense and construction of the Dong Tam Base; limited offensive operations in Dinh Tuong and Kien Hoa Provinces; operations in the Rung Sat Special Zone to protect the shipping channel; and planning with Task Force 117 to move aboard the Navy ships. Conducting operations in Dinh Tuong Province was to prove as important in the seasoning of the battalions of 2nd Infantry as was the riverine training in the Rung Sat Special Zone. The threat posed to Dong Tam by the Viet Cong 514th Provincial Battalion, the 26th Main Force Battalion, and local force sapper and infantry companies and guerrillas demanded a varied offensive campaign to protect the base as well as to reduce the Viet Cong influence. While planning of the riverine organization of the infantry battalions was taking place, in April and May the 2nd Infantry Battalion was conducting land operations. The 3rd/47th Infantry, and 3rd/60th Infantry were increasing their proficiency in ground and airmobile operations. On May 2nd, the two battalions participated in the 2nd Infantry's heaviest fighting to date. The target of the brigade assault was the Viet Cong 514th Local Force Battalion in the Ap Bac 2 area, which had been identified as a normal operating area for the Viet Cong. The brigade plan was to conduct an airmobile operation; however, the brigade was notified that no airmobile company was available, and the two battalions would arrive to the operation area by truck. The battalions would use Highway 4 as their jumping off points and clear the

numerous villages in the area before converging on Ap Bac 2. Valuable lessons would be learned for 2nd Infantry, primarily the old adage of "finding, fixing, fighting, and finishing" the enemy. [ALL, NO VV][CSEE, Variable Objectives][1.00]

King of the Hill - The Hill Fights

VN_670503_Khe_Sahn.scn

May 3, 1967

Jason Petho

H2H/Side A

[Khe Sanh, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: Between April 29th to May 2nd, the 2nd/3rd Marines and 3rd/3rd Marines had been fighting a see-saw battle with elements of the PAVN 18th Regiment for Hills 881 South and 881 North, advancing to contact and then withdrawing to let the artillery and airstrikes rout the PAVN forces from their position. Before capturing Hill 881S, 166 Marine Air Force sorties were flown against the hills with over 650,000 lbs. of bombs were dropped. On May 2nd, Companies of 3rd/3rd Marines assaulted Hill 881S and captured it with minimal resistance by the midafternoon. The Marines discovered over 250 bunkers protected by anywhere between 2 and 8 layers of logs and then 4 to 5 feet of earth, only 50 bunkers remained intact after the sustained bombing. Also on May 2nd, 2nd/3rd Marines were attacking Hill 881N and had also encountered determined defenders and pulled back to allow for artillery support. The 2nd/3rd Marines almost reached the summit of the hill when it was hit by an intense rainstorm and the Battalion was pulled back into night defensive positions and would assault the hill in the morning. Unaware at the time, the 18th Regiment was pulled out of the line and replaced with elements of the PAVN 95C Regiment. Under the cover of darkness and rain, the PAVN 95C Regiment prepared to assault the Marine positions south of Hill 881N, to maintain their dominance over the hilltop. [ALL, NO VV][CSEE, Variable Objectives][1.00]

From the River - Battle of Cam Son Secret Zone

VN_670515_Cam_Son.scn

May 15, 1967

Jason Petho

H2H/Side A

[Cam Son Secret Zone, Dinh Tuong Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: On May 15th the 4th Battalion, 47th Infantry, completed operations in the Rung Sal Special Zone and joined the brigade at Dong Tam. It was the 4th/47th's first major riverine operation in the Dong Tam area on May 15th. The 2nd Brigade conducted the first of several operations in the Cam Son Secret Zone. The Cam Son area was considered one of four major Viet Cong bases in Dinh Tuong Province by the intelligence staffs of both the province and 7th Vietnam Army Division. The operation of May 15th relied entirely on intelligence provided by these Vietnamese organizations. The brigade plan was to search the southern area of Cam Son along the Rach Ba Rai and Rach Tra Tan streams and to capture or destroy the Viet Cong, their supplies, and their equipment. The 2nd Brigade command post and a barge-mounted artillery base was established on the southern bank of the My Tho River, five kilometers southeast of the mouth of the Rach Ba Rai. The operation began at 0815 when the 3d/47th Infantry. landed from assault craft at the mouth of the Rach Sa Rai and began to search northeast along the stream. At 0830 the 4th/47th Infantry. landed two companies from assault craft on the north bank of the My Tho River, approximately halfway between the mouths of the Rach Ba Rai and the Rach Tra Tan. Both battalions had a company in reserve at the Dong Tam, ready to be transported by helicopter into Landing Zones north of the assault area. The task force could also count on HAL-3, also known as the "Seawolves",

which flew UH-1B Huey gunships in all weather, day or night, in support of the Brown Water Navy. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Into the DMZ - Operation Hickory

VN_670518_Con_Thien.scn

May 18, 1967

Jason Petho

H2H/Side A

[Con Thien, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: Following the May 8th attack on Con Thien, recognizing that the People's Army of Vietnam (PAVN) were using the DMZ as a sanctuary for attacks into I Corps, Washington lifted the prohibition on US forces entering the DMZ and MACV authorized the III Marine Amphibious Force (III MAF) to conduct combat operations into the southern half of the Demilitarized Zone. During the period 13-16 May, while clearing Route 561 from Cam Lo to Con Thien, the 1st Battalion, 9th Marines made heavy contact with a large PAVN force in well prepared positions just south of Con Thien. The PAVN subsequently withdrew into the DMZ. Following this action, III MAF developed a plan for a series of combined operations to sweep and clear the southern DMZ that involved the 3rd Marine Division and elements of the 1st ARVN Division. Operation HICKORY would see a Marine blocking force combat assaulted along the Ben Hai River while two battalions would advance north from Con Thien to meet it. Operation LAM SON 54 would advance along Route 1 to the DMZ and then turn south. As these two operations were under way, Operation BEAU CHARGER would have the Marine Special Landing Force Bravo combat assault into the area northwest of Gio Linh and under Operation BELT TIGHT the Special Landing Force Alpha would conduct an amphibious assault on the beaches northeast of Gio Linh south of the Ben Hai River. On the morning of May 18th, the U.S. 2nd Battalion, 26th Marines and the U.S. 2nd Battalion, 9th Marines, supported by tanks and Ontos, advanced north from Con Thien to press any PAVN against a blocking force from the 3rd Battalion, 4th Marines landed by helicopters on the Ben Hai River. At 10:00, 2nd/26th Marines made contact with 2 PAVN Battalions in bunkers and trenches. To the east, the ARVN Parachute battalions sweeping south from the DMZ on the western side of Route 1 were fairing no better. The PAVN were well dug in with the elements of the 31st and 812th Regiments and were willing to fight. [NOTE: This scenario only covers the actions that happened west of Route 1] [ALL, NO VV][CSEE, Variable Objectives][1.00]

Time Stood Still - Battle of Can Giuoc

VN_670619_Can_Giuoc.scn

May 19, 1967

Jason Petho

H2H/Side A

[Can Giuoc, Long An Province, South Vietnam]: [SIDE A][HIS][CSL]: On 18 June the Mobile Riverine Force moved eight miles to a mobile riverine base anchorage at the junction of the Soi Rap and Vain Co Rivers in preparation for operations in the Can Giuoc District of eastern Long An Province. One battery of supporting 155-mm. self-propelled artillery was moved by LCU to the west bank of the Soi Rap River adjacent to the mobile riverine base at the confluence of the Soi Rap and Vam Co Rivers. The Can Giuoc District was a VC stronghold in the Mekong Delta. Before entering Long An Province, the brigade commander briefed the battalion and company commanders on their new area of operations. The battalions of the 2d Brigade had fought in Dinh Tuong and northern Kien Hoa Provinces where trees lined the banks of most streams and major canals. Although the soldiers were familiar with moving in

the rice paddies near Dong Tam, they had seldom encountered such wide expanses of open paddy as existed in eastern Long An Province. Can Giuoc District contained a good network of navigable waterways, permitting the assault craft to enter an area that intelligence reports indicated was used extensively by Viet Cong regional forces for rest and training. The fact that the Mobile Riverine Force could move its afloat base permitted the establishment of a brigade base within three kilometers of a location that had been a remote Viet Cong base area enjoying considerable security. The operation plan called for the deployment of five Companies of the 3rd and 4th Battalions, 47th Infantry into the operations area by assault craft and sweep south towards the ARVN 2nd Battalion, 46th Infantry blocking positions near the town of Ap Bac. C/3/47th Infantry would act as reserve. Landing in the north, the operation proceeded along like clockwork, clearing hamlets and villages while dealing with the occasional sniper nest and boobytrap. The clock stopped and chaos started when a company of the 4th Battalion ran into a line of bunkers occupied by the 5th Nha Be Viet Cong Battalion. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Long Walk Home - Battle of the Slopes

VN_670621_Hill_1338.scn

May 21, 1967

Jason Petho

H2H/Side A

[Dak To, Kon Tum Province, South Vietnam]: [SIDE A][HIS][CSL]: In the Central Highlands, the North Vietnamese put Kontum Provinces isolation to good use. One spur of the Ho Chi Minh Trail emptied into Base Area 609, a supply depot near the junction of South Vietnam, Laos, and Cambodia, the so-called tri-border area. In 1967 Base Area 609 grew into a major military way station, on the Ho Chi Minh Trail. In May, as the rainy season began, intelligence believed that North Vietnamese forces in the base area were growing in strength, hoping to draw the Americans back into the highlands and to establish new infiltration routes to the coast. By June it appeared that the intelligence was correct. On June 17th a battalion of the 24th Regiment attacked the compound of the 24th Special Tactical Zone at Kontum City and the headquarters of the South Vietnamese 42nd Regiment at Tan Canh and the Special Forces camp at Dak To with mortars and rockets. These heavy enemy contacts prompted 4th Division Headquarters to request reinforcement, and as a result, later on 17 June, two battalions of the 173rd Airborne Brigade were moved into the Dak To area to begin sweeping the jungle-covered mountains in Operation Greeley. The 173rd had been operating near Bien Hoa Air Base outside Saigon and had been in combat only against Viet Cong guerrillas. Prior to its deployment to the highlands, the 4th Divisions operations officer had attempted to warn the Airborne officers of the hazards of campaigning in the Highlands and advised them that PAVN regulars were a much better equipped and motivated force than the Viet Cong. A and C Companies of the 2nd/503rd were airlifted onto a steep hill near Hill 1338 on June 21. Company C, 2nd Battalion, 503rd Infantry Regiment discovered the bodies of a CIDG unit that had been missing for four days and found several indications of extensive enemy activity and presence throughout the area south of Dak To. With orders to return to Dak To on foot, on the morning of 22 June Company A and Company C, 2nd/503rd Airborne left their night position and began moving north down adjacent finger-like ridges line planning to close into the 173rd Airborne Brigade Command Post at Dak To late that afternoon. Soon after moving out of their night location, the point squad of Company A engaged 10-15 PAVN to their front. The PAVN unit was from the 6th Battalion, 24th Regiment which had also got an early start that morning, apparently intent on returning to Laos after its June 17th attack against Tan

Canh. The long walk back to their respective camps had been cut short as the firefight intensified. [ALL, NO VV][CSEE, Variable Objectives][1.00]

A Week in the Mekong Delta

VN_670701_Week_in_Mekong.scn July 1, 1967 Jason Petho Side A

[Dong Tam, Mekong Delta, South Vietnam]: [SIDE A] [HISB] [CSL]: The 2d/9th Infantry has arrived at the new installation at Dong Tam, just outside of My Tho in the Mekong Delta. The 2d Brigade was the only riverine unit in Vietnam and conducted operations in the Mekong Delta. This scenario will have you commanding the Brigade for one week as it starts its operations around Dong Tam. The battalions of the 2d Brigade will be assigned different missions every day, sometimes alone, sometimes working together with other battalions. It will be up to you to manage your forces, minimize losses and ensure all the missions are completed. The weeks success depends on it! [NOTE: In lieu of Linked Campaigns for the 1.00 release, this scenario has you commanding a Brigade sized unit through seven days of different missions where success is dependent on completing them.] [ALL, NO VV] [CSEE, Variable Objectives] [1.00]

High Price at the Market - Battle of Gia Binh

VN_670702_Gia_Binh.scn July 2, 1967 Jason Petho H2H/Side A

[Gia Binh, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: Since late 1966, Marines had been fighting the People's Army of North Vietnam in the area around Con Thien (translated as "Hill of Angels"). Prior to May 1st, 1967, the hill was defended by ARVN troops, later being taken over by the U.S. 9th Marines. The Marines along the DMZ began construction of the strongpoint obstacle system south of the border in the spring and fall of 1967 in compliance with orders from MACV and Washington. The system, called the "McNamara Line" by the Marines, proved to be a major burden to the 3rd Marine Division. Security of the troops building the line, coupled with the demands on Marine units to fill sandbags, creosote bunker timbers, install wire, and other associated tasks, severely restricted the division's combat activities. The Marines' combined-arms fire power from strong points would then confront the anticipated PAVN attacks. Smaller patrols and infiltration groups would face the challenge of the extensive obstacle system. The PAVN, however, chose to attack before the system became too strong. The PAVN decided to concentrate on the Marine strong point at Con Thien, located 22 kilometers inland and three kilometers south of the DMZ. This outpost was crucial to Marine efforts in the area, as it occupied the northwest corner of the strong point obstacle system, which enclosed an area known as "Leatherneck Square." Con Thien also overlooked one of the principal enemy routes into South Vietnam. The capture of the outpost would open the way for a major enemy invasion of Quang Tri Province by 35,000 PAVN troops massed north of the DMZ, a victory of immense propaganda value. The first offensive aimed at Con Thien, the largest in terms of troops committed, occurred in July. For the first time the PAVN employed extensive artillery to support its infantry, but the Marine counterattack, Operation Buffalo, beat them back with excessive casualties. Operation Buffalo began on July 2nd utilizing the 1st Battalion, 9th Marines in and around Con Thien. Companies A and B operated north and northeast of the strongpoint near a former marketplace on Route 561, while Company D and the battalion command group remained within the outpost perimeter. On the morning of 2 July, Alpha and Bravo Companies, 1st Battalion, 9th Marines made their way up north on Highway 561 and secured a

crossroad as their first objective. As they advanced further north between Gia Binh and An Xa, near a marketplace, they made contact with advance elements of two battalions of the PAVN 90th Regiment when sniper fire began to break out, enemy fire intensified as efforts were made by the 3rd Platoon to suppress it. Tri-directional ambushes caught B/1st/9th in a quagmire of fire. The battle that followed is where the 1st/9th Marines would acquire their nickname, "The Walking Dead". [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Hills Have Eyes - Battle of Hill 830

VN_670710_Hill_830.scn

July 10, 1967

Jason Petho

H2H/Side A

[Dak To, Kon Tum Province, South Vietnam]: [SIDE A][HIS][CSL]: Initial actions at Dak To intending to lure US forces to deploy and attack PAVN positions were a hall-mark of PAVN strategy. Similar to the Plei Me campaign, initial mortaring and skirmishing actions were conducted to lure in a bigger attack or rapid reaction force, with a subsequent ambush conducted to destroy the attacking US forces. Following further deployment of larger US forces for reinforcement, PAVN forces would melt away. Regarded as a more elite, rapid-reaction force, the 173rd Airborne Brigade had lost an entire company to a well-placed ambush. In response to the destruction of Company A, MACV ordered additional forces into the area. On June 23rd, the 1st/1st Brigade, 1st Air Cavalry Division arrived to bolster the 173rd Airborne. The following day, the elite ARVN 1st Airborne Task Force (the 5th and 8th Battalions) and the 3rd Brigade, 1st Air Cavalry Division arrived to conduct search and destroy operations north and northeast of Kon Tum. General Deane sent his forces 20 kilometers west and southwest of Dak To in search of the 24th Regiment. After establishing Fire Support Base 4 on Hill 664, approximately 11 kilometers southwest of Dak To, three companies of the 4/503rd Airborne would clear the mountains to the southwest of Fire Support Base 4 as far as Hill 907 hoping to find the 24th Regiment. Marred by the thick triple canopy forest, with exceptionally dense undergrowth, the battalion made slow progress towards their objectives. The K100-D Battalion of the 24th Regiment was operating in the Hill 830 area and hearing the American units advancing, had evaded them, and prepared for contact in areas of their choosing. [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Shaping - Battle of Route 606

VN_670729_Thom_Cam_Son.scn

July 29, 1967

Jason Petho

H2H/Side A

[Con Thien, Quang Tri Province, South Vietnam]: [SIDE A][HIS][CSL]: Operation BUFFALO and HICKORY II were sweeping operations of the southern half of the Demilitarized Zone with the intention of destroying PAVN fortifications, mortar and artillery positions south of the border. At the close of HICKORY II, a new operation was started under the guise of Operation KINGFISHER with much the same mission as before. On July 28th a Marine Task Force consisting of 2nd/9th Marines reinforced with a platoon of tanks, three Ontos, three LTVE's and engineers conducted a spoiling attack to the northwest of Con Thien along Provincial Route 606, which skirted along the border, clearing the southern half of the DMZ. The Task Force advanced up Route 606 with little contact, but the terrain made movement difficult for the flanking companies. The terrain also canalized the advance into a relatively narrow "V" as the end of the route came to the junction of the Ben Hai River and a tributary, which was uncrossable, meaning the Task Force would have to take the same route back. At the end of the day, the

Task Force set up Night Defensive Positions at various positions along the route to head out the next morning. The PAVN were aware of what the Marine Task Force was doing and while they did not attack the Night Defensive Positions during the night, they were maneuvering around the Marines using the difficult terrain and darkness to their advantage. As dawn broke and the Marines started their trek back to Con Thien, the valuable lessons of Sun Tzu were about to be brutally reminded, "Avoid being Shaped". [ALL, NO VV][CSEE, Variable Objectives][1.00]

The Eradication - The Battle of Dinh Tuong

VN_670730_Dinh_Tuong.scn

July 30, 1967

Jason Petho

H2H/Side A

[Cam Son Secret Zone, Dinh Tuong Province, South Vietnam]: [SIDE A][HIS][CSL]: The Mobile Riverine Force ended operations in the Long An area because of reliable intelligence indicating an enemy buildup west of My Tho in Dinh Tuong Province. In just over forty-eight hours the Mobile Riverine Force was able to relocate a base supporting 3,900 men over a distance of sixty miles and to shift its area of operations a total of eighty-five miles to the area west of Dong Tam. The Mobile Riverine Force was about to join the largest force with which it would co-operate in a single operation in its Vietnam experience. Intelligence indicated that a Viet Cong force of several battalions threatened My Tho and Dong Tam; the plan was to attack simultaneously three of the four Viet Cong base areas in Dinh Tuong Province from which an attack by the enemy might be staged. The Mobile Riverine Force operation in Cam Son began during the night of July 28th with the movement of the 5th/60th Infantry (Mechanized), from its Long An base camp along Highway 4 to the town of Cai Lay. A battalion command post was established there as the maneuver companies continued south into the Cam Son area. As the mechanized battalion moved into the area of operations from the northeast, the 3d and 4th Battalions of the 47th Infantry moved by assault craft into the waterways in the southern portion of Cam Son. Throughout the late morning of July 29th, both the 3d and 4th Battalions, 47th Infantry, discovered widely dispersed small enemy groups. From their movements it was deduced that these groups were trying to fall back to the north into a fortified area. While the battalions operating in the area engaged in small firefights, none of the Mobile Riverine Force units were able to fix the enemy position and by 1930 contact with the enemy was lost. Based on the current intelligence, the commander of the 3rd VN Marine Corps Battalion determined that the enemy was in the Ban Long area and selected a landing zone for his 3rd VNMC Battalion to begin landing by helicopter in the Ban Long area on July 30th. The area selected was the most likely enemy position and the 3rd VNMC Battalion began their flights to the landing zone on the morning of July 30th, as the U.S. 5th Mechanized and ARVN Rangers advanced from the north. The skilled and confident 3rd VNMC Battalion planned to eradicate the Viet Cong D263 Main Force Battalion from the area by sundown. Well, that was the plan. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Air, Land and Sea - Operation Dragon Fire

VN_670906_Batangan_Peninsula.scn

Sept. 6, 1967

Jason Petho

H2H/Side A

[Batangan Peninsula, Quang Ngai Province, South Vietnam]: [SIDE A][HIS][CSL]: In the province of Quang Ngai, the Batangan Peninsula was a well-known Viet Cong stronghold and had been the scene of several previous Allied operations, including Operation Piranha in 1965. In 1966 the peninsula became part of the Tactical Area of Responsibility of the South Korean 2nd Marine Brigade. The effectiveness of the

South Korean 2nd Marine Brigade remained a question mark as since arriving in Vietnam, the Koreans had stayed near their bases. When they did venture out, it was rarely for more than ten days at a time. One of the exceptions was Operation Dragon Fire conducted against the Batangan Peninsula. After receiving intelligence that the Viet Cong 48th Battalion was refitting on the peninsula, a combined arms operation was developed to secure the peninsula and go one step further to create a tactical base on the southern end of the peninsula to wrestle control from the Viet Cong in the area. Operation Dragon Fire would involve the 1st, 2nd and 5th R.O.K. Marine battalions, one advancing from the west towards the peninsula over land, one combat assaulting on the western side of the peninsula and the last performing an amphibious landing on the northern beaches of the peninsula. Support would be made available from U.S. Marine gunships as the operation progressed. As with previous operations, the terrain and villages surrounded by dense hedgerows favored the defending Viet Cong, making the task long and tedious. The operation generated a large number of refugees as they fled the fighting or abandoned their villages in the peninsula. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Curses, Foiled Again! - Battle of Rach Ba Rai

VN_670915_Rach_Ba_Rai.scn

Sept. 15, 1967

Jason Petho

H2H/Side A

[Cam Son Secret Zone, Dinh Tuong Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: On September 11th, 1967 the Mobile Riverine Force returned to Dong Tam to prepare for an operation that would start in the Ban Long area on September 12th, the first operation of CORONADO V. The commander of the ARVN 7th Division furnished information that the Viet Cong 263rd Main Force Battalion had been in the Cam Son and Ban Long area during the preceding ten to fourteen days. Although the 7th Division intelligence was known to depend largely on reports of agents and informers, the Mobile Riverine Force had found it highly reliable in identifying enemy base areas. In Dinh Tuong Province particularly the force repeatedly had found the Viet Cong in regions reported to be base areas. On September 12th, the Mobile Riverine Force entered the Ban Long area with three battalions. The 3rd and 5th Battalions of the 60th Infantry, the 5th/60th again released from operational control of the 3rd Brigade to operate under the 2nd Brigade, relied on helicopter and overland movement to get into the major east-west forested portion of the Ban Long area as the assault craft of the force were unable to navigate the waterways of the area. As the 3rd/60th Infantry, moved into the forest it found an enemy force in well-prepared positions. Assisted by artillery and close air support, the battalion advanced to the east. After a few fierce firefights, the main forces of the Viet Cong had escaped on September 12th, the Mobile Riverine Force continued to search the Ban Long area until it returned to the Mobile Riverine Base on September 14th. 2nd Brigade concluded that if an operation was launched in the Cam Son area on September 15th the enemy force, tentatively identified as the 514th Local Force Battalion, might be found. The plan was to strike the area in central Cam Son where the enemy's heaviest fortifications had been identified on previous operations. To reach this area before the major enemy force could escape, Colonel David decided to withhold preparatory and reconnaissance fire and helicopter flights until the assault craft of the Mobile Riverine Force passed a wide curve in the Rach Ba Rai referred to as "Snoopy's Nose." Two landing sites were chosen further up the Rach Ba Rai, Beaches Red and White, where the 3rd/60th and 4th/47th would land, form up and then assault towards Long Trun while the 5th/60th Mechanized would advance from the north, hoping to catch the Viet Cong as they were moving to Base Area 406. Alas, it seems the Viet Cong had other plans. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Street-fighter - Battle of Loc Ninh

VN_671029_Loc_Ninh.scn

Oct. 29, 1967

Jason Petho

H2H/Side A

[Loc Ninh, Binh Dinh Province, South Vietnam]: [H2H/SIDE A][HIS][CSL]: As a part of the strategic preparations for the Tet Offensive in early 1968, the People's Army of North Vietnam (PAVN) began attacking isolated allied bases in the fall of 1967 in hopes he could draw US and Army of the Republic of Vietnam (ARVN) forces outside of several major South Vietnamese cities. The Dry Season Campaign started on October 27th when an attack was launched against Song Be by the PAVN 88th Regiment. After a couple of days of heavy fighting, the 88th Regiment had withdrawn back into the jungle before additional ARVN reinforcements would arrive. Further to the west, the next target would be Loc Ninh, a town located in Binh Long Province, approximately 14 kilometers east of the Cambodian border and 110 kilometers north of Saigon. Elements of the Viet Cong 273rd Regiment gathered in the plantation around Loc Ninh, with support from the 84A Artillery Regiment, and prepared their plans for the assault, which also provided an opportunity to experiment with street fighting techniques as well as to test South Vietnamese reactions and use of firepower to relieve cities and populated areas captured by Viet Cong forces. Loc Ninh was defended by a Regional Force Company located around the District camp, a Popular Force Platoon and near the airfield was a Special Forces CIDG Camp that also housed the A-331 Special Forces team, although one of the CIDG Companies was on patrol eight kilometers from the town when the rockets and mortars started to fall on the Special Forces Camp and the Regional Force compound, with some of the rounds falling in Loc Ninh, setting it ablaze. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Into the Mountains - Battle of Dak To - Phase 1

VN_671104_Hill_1338.scn

Nov. 4, 1967

Jason Petho

H2H/Side A

[Dak To, Kontum Province, South Vietnam]: [SIDE A][HIS][CSL]: By early October, U.S. intelligence reported that the People's Army of North Vietnam were withdrawing regiments from the Pleiku area to join those in Kontum Province, thereby dramatically increasing the strength of local forces to that of a full division. The goal of operations in the area, according to a captured document from the B-3 Front Command, was to annihilate a major U.S. element in order to force the enemy to deploy as many additional troops to the Central Highlands as possible. The area around Dak To had been well prepared by the PAVN. Nearly every key terrain feature was heavily fortified with elaborate bunker and trench complexes. With ample supplies and ammunition moved into the area, the three PAVN Regiments south of Dak To were ready for a fight. In response, the U.S. 4th Infantry began moving the 3rd Battalion, 12th Infantry and the 3rd Battalion, 8th Infantry into Dak To to launch Operation MacArthur. On October 29th, the 4th/503rd Airborne returned to the area as a reinforcement being sent to the Ben Het CIDG Camp. The U.S. Operation started with elements of the 3rd/12th Infantry combat assaulting north of Hill 1338, where they would work their way south and clear the ridge. 3rd/8th would establish a firebase on Hill 1001 while the rest of the battalion would combat assault near Hill 865 and advance west. Most of the 4th/503rd would advance south on foot from Ben Het and later establish a firebase on Hill 823. Fighting soon erupted for all three battalions as they ran into the PAVN defensive positions. These

battles that erupted on the hill masses south and southeast of Dak To became some of the hardest-fought and bloodiest battles of the Vietnam War. [ALL, NO VV][CSEE, Variable Objectives][1.00]

Stirring the Nest - Battle of Hill 823

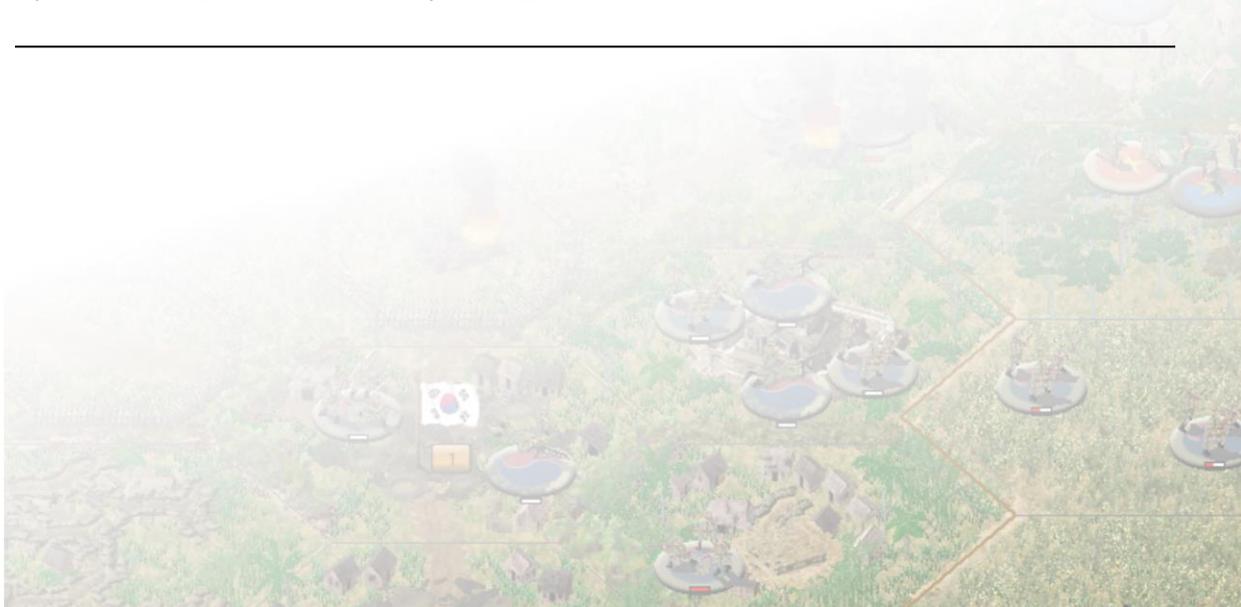
VN_671106_Hill_823.scn

Nov. 6, 1967

Jason Petho

H2H/Side A

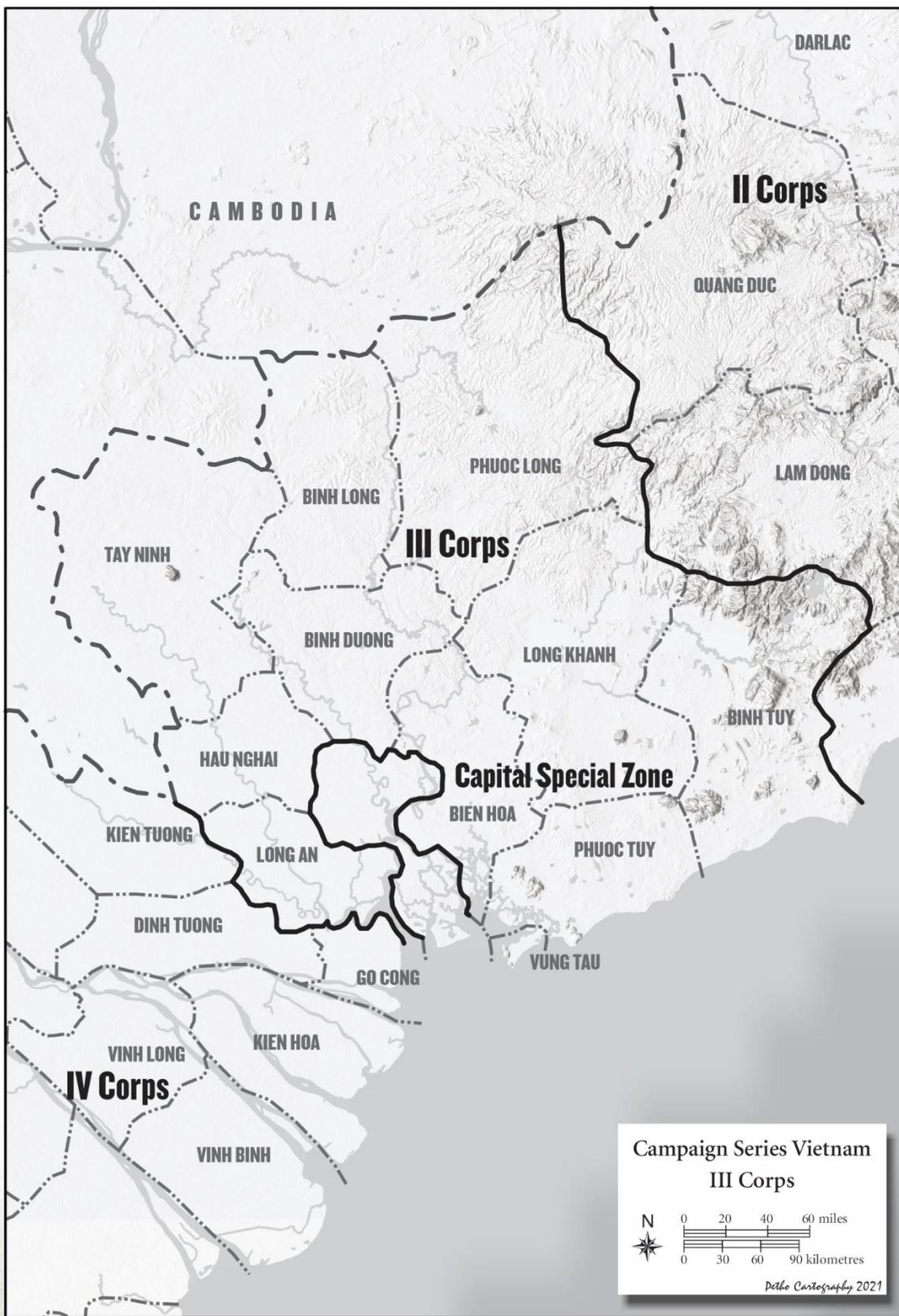
[Dak To, Kontum Province, South Vietnam]: [SIDE A][HIS][CSL]: Reacting to 4th Division intelligence that the headquarters of the NVA 40th Artillery Regiment was then located five kilometers southeast of Ben Het, the 4th/503rd Airborne was ordered to search the suspected area. A, C and D companies/4th/503rd had spent the day finding abandoned foxholes and entrenchments, but generally it was another day without incident. Thus far the only enemy force threatening Dak To was engaged with the two battalions of the 4th Infantry Division, south and southwest of the camp. On the morning of November 5th, still finding no trace of the enemy, Company A was now to trail Company D, allowing it to be readily available as a reserve as Company D advanced towards the Ngok Kom Leat ridge north of Hill 823. Company C advancing towards the high ground on the northern edge of the ridge along the trail network to the north, discovered some unoccupied enemy foxholes. As the distance between the companies and their Ben Het base was lengthening. It was decided that the 4th/503rd would establish a new fire support base closer to the anticipated area of combat. After making an aerial reconnaissance together, they selected Hill 823 because it dominated the terrain and would be mutually supporting with Ben Het. Relieved of the mission of providing security for Ben Het, Company B was to conduct combat assault onto the hill at 0900 on November 6th. After B Company secured Hill 823, Chinooks would transfer Battery B, 3rd/319th Artillery on the hilltop. As the companies of the battalion reached their objectives, and B Company's combat assault into a cold Landing Zone, the appearance of fresh prints of bare feet in the soft ground, a bamboo reel for wire, newly dropped human feces, all pointed to the nearness of the enemy. Advanced parties were sent out to recon the areas immediately around the hilltops seemed to have stirred the nest. Elements of the PAVN 174th Regiment sprang into action and swarmed around the Airborne companies, starting a fierce engagement that would last throughout the day. [ALL, NO VV][CSEE, Variable Objectives][1.00]

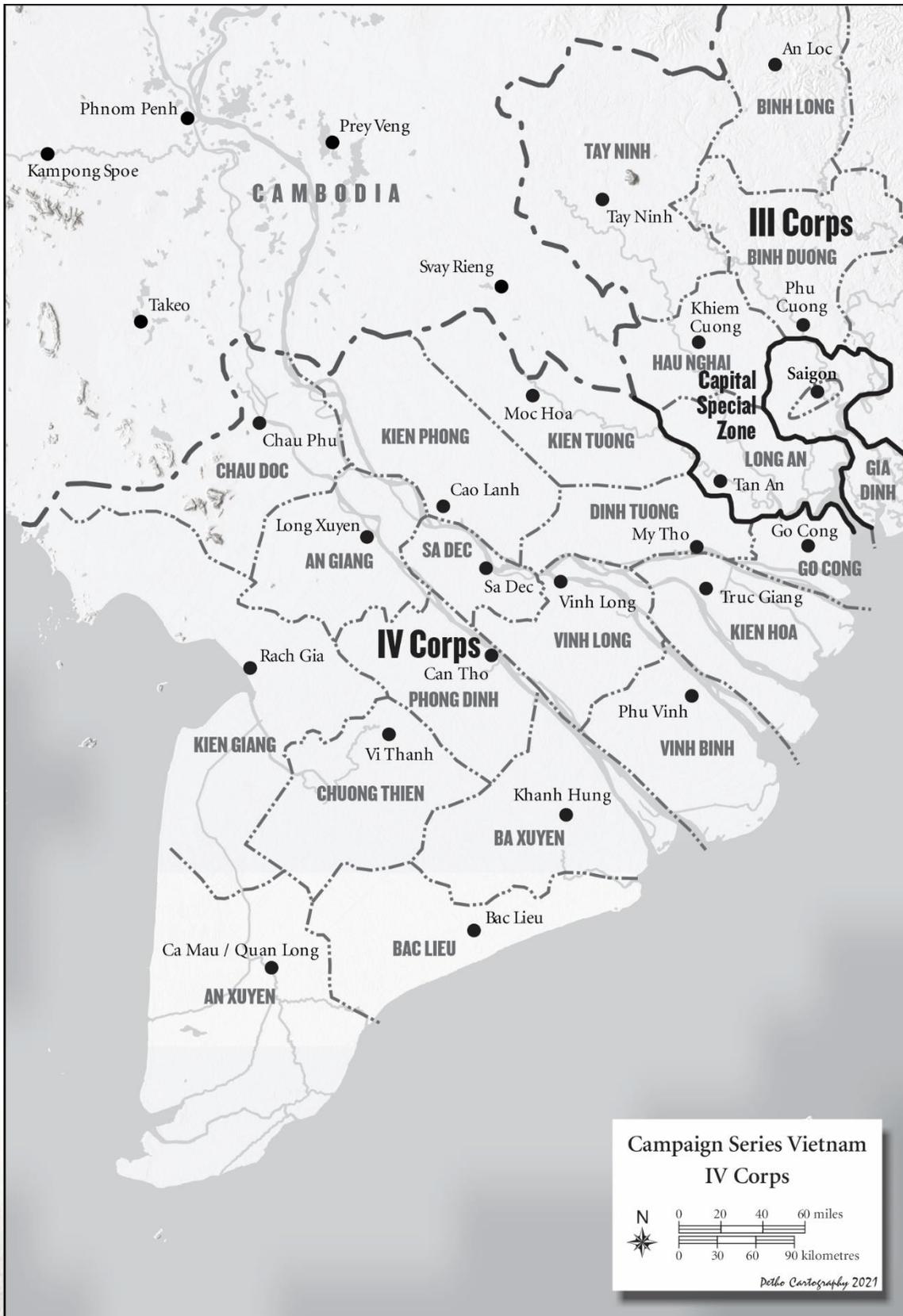


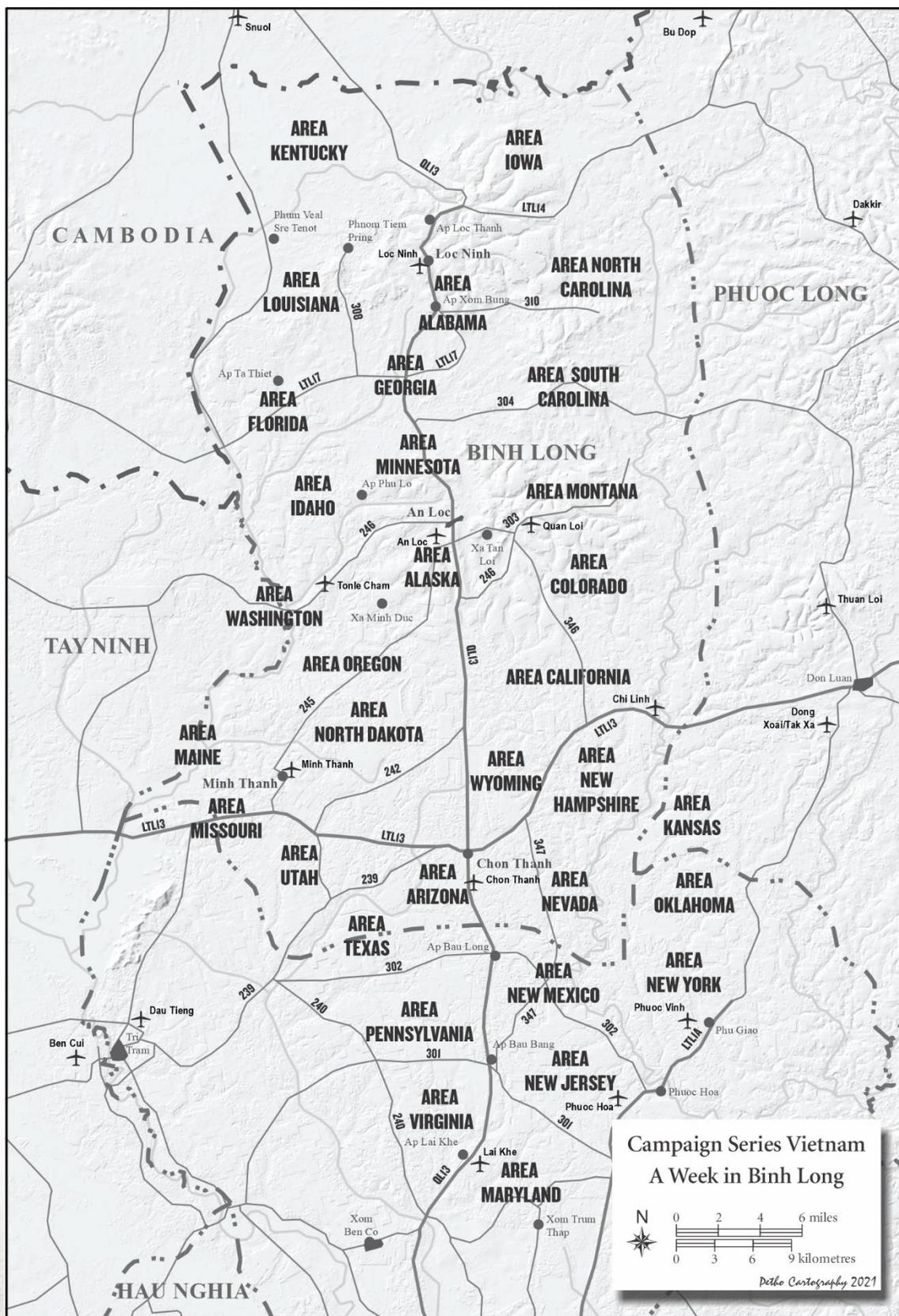












9.2 Sources

Many books and articles that I have acquired over the years were used to compile the information necessary for producing relatively accurate scenarios. Relatively is a good term because in all the listed sources, it is difficult to pinpoint an actual Order of Battle or even a consistent description of events.

9.2.1 Books

This is a detailed, but incomplete, listing of books that were used.

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Air Base Defense in the Republic of Vietnam, Roger P Fox, United States Air Force History., Washington DC, 1979, DS558-8.F68

Airpower and the fight for Khe Sanh, Bernard C Nalty, United States Air Force History., Washington DC, 1987, ISBN 0-912799-20-X

Anatomy of a Division, 1st Cav in Vietnam, Shelby L Stanton, Presidio Press., CA, 1987, ISBN 13: 9780891412595

Armored Combat in Vietnam, General Donn A Starry, ARNO Press., New York, 1980, ISBN 0-405-13699-4

Buying Time, 1965-1966, Frank L. Jones, Center of Military History, US Army, Washington, DC, 2015, CMH Pub 76-2

Combat Operations, Stemming the Tide, May 1965-October 1966, John M. Carland, Center of Military History, US Army, Washington, DC, 2000, CMH Pub 91-5-1

Combat Operations, Taking the Offensive, October 1966-October 1967, George MacGarrigle, Center of Military History, US Army, Washington, DC, 1998, CMH Pub 91-4-1

Combat Operations, Staying the Course, October 1967-September 1968, Erik B Villard, Center of Military History, US Army, Washington, DC, 2017, CMH Pub 91-15

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Contemporary Historical Examination of Current Operations Report – Operation PAUL REVER / SAM HOUSTON July 1967, HQ PACAF, Dalley Book Service, Christiansburg VA, ISBN 0-923135-63-4

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Gradual Failure: The Air War over North Vietnam, Jacob Van Staaveren, United States Air Force History., Washington DC, 2002, DS558.8.V359

Hill of Angels: US Marines and the Battle for Con Thien 1967-1968, Col Joseph C Long, United States Marine Corps History, Washington DC, 2016, ISBN 978-0-16-093463-6

Interdiction in Southern Laos 1960-1968, Jacob Van Staaveren, United States Air Force History., Washington DC, 1992, DS558.8.V36

MACV The Joint Command in the Years of Escalation 1962-1967, Graham A Cosmas, Center of Military History, US Army, Washington, DC, 2006, CMH Pub 91-46-1

Seven Firefights in Vietnam, John A Cash, John Albright and Allan W Sandstrum, Center of Military History, US Army, Washington, DC, 1985, CMH Pub 70-4

Taking the Offensive, October 1966 – September 1967, Glenn F. Williams, Center of Military History, US Army, Washington, DC, 2016, CMH Pub 76-4

The Battle for Khe Sanh, Historical Branch, Headquarters US Marine Corps, Washington, DC, 1969, Library of Congress Card 75-603604

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The United States Air Force in Southeast Asia – The Advisory Years to 1965, Robert F Futrell, United States Air Force, Washington, DC, 2017, DS558-8F87

Turning Point, 1967-1968, Adrian G. Traas, Center of Military History, US Army, Washington, DC, 2017, CMH Pub 76-5

US Marines in Vietnam. The Landing and the Buildup, 1965, Major Charles M Johnson, Jack Shulimson, History and Museums Division, Headquarters, US Marine Corps, Washington, DC, 1984, PCN 190-003076-00

US Marines in Vietnam. The Expanding War, 1966, Jack Shulimson, History and Museums Division, Headquarters, US Marine Corps, Washington, DC, 1982, PCN 190-003086-00

US Marines in Vietnam. Fighting the North Vietnamese, 1967, Major Gary L. Telfer, Lt Col Lane Rogers, V. Keith Fleming Jr, History and Museums Division, Headquarters, US Marine Corps, Washington, DC, 1984, PCN 190-003090-00

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9.2.2 Articles

This is a detailed, but incomplete, listing of articles that were used.

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After Action Report of Assault on Loc Ninh – 29 Oct – 4 Nov 1967, Department of the Army HQs, 5th SFGA (ABN), 1st SF, AP 96240

After Action Report of Ia Drang Valley November 1965, 1st Battalion, 7th Cavalry, 1st Cavalry Division

After Action Report of Operation STARLITE 18-24 August 1965, MAC V History Branch

After Action Report of Operation BUSHMASTER I November 1965, Headquarters 1st Infantry Division

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After Action Report of Operation CRIMP January 1966, Headquarters 1st Infantry Division

After Action Report of Operation ABILINE March – April 1966, Headquarters 1st Infantry Division

After Action Report of Operation SHENANDOAH II September –November 1967, Headquarters 1st Infantry Division

After Action Report of Operation EL PASO II/III June – September 1966, Headquarters 4th Infantry Division

After Action Report of Operation FRANCIS MARION April – October 1967, Headquarters 4th Infantry Division

After Action Report of Battle of Dak To October - December 1967, Headquarters 4th Infantry Division

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Controlling the Population: A Study of the Civilian Irregular Defense Group, Maj. Jesse R Stewart, School of Advanced Military Studies, 2012, USACGSFC, Fort Leavenworth, Kansas

Dinassault Operations in Indochina 1946-1954, Maj Paul J Kennedy, United States Marine Corps, 2002, Quantico, Virginia

History of the 119th Aviation Company, 52nd Aviation Battalion, January – December 1965, Capt. James M McAndrew, Unit History

History of the 191st Assault Helicopter Company, 214th Combat Aviation Battalion December 1966 – June 1968, 1st Lt Robert C Wren, Unit History

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Jack of All Trades: The Metamorphosis of Armored Cavalry in Vietnam, Robert Manson Peters, University of Louisville, Kentucky, 2005.

MAC V History of the War 1965, MAC V History Branch, History of the Vietnam War on Microfilm
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Multinational Force Integration: The ROK Army's Integration with the US Army in the Vietnam War, Maj, Michael H Liscano Jr, School of Advanced Military Studies, 2016, USACGSFC, Fort Leavenworth, Kansas

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Operations Report – Lessons Learned Quarterly ending October 1967, Headquarters 214th Combat Aviation Battalion, Department of the Army

Operations Report – Lessons Learned 1-66 Operation CRIMP, Headquarters 173d Airborne Brigade (Separate), Department of the Army

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Operations Report – Lessons Learned August 1966, Headquarters 3d Brigade Task Force, 25th Infantry Division, Department of the Army

Operations Report – Lessons Learned October 1966, Headquarters 3d Brigade Task Force, 25th Infantry Division, Department of the Army

Operations Report – Lessons Learned October 1965, Headquarters 1st Infantry Division, Department of the Army

Operations Report – Lessons Learned October 1966, Headquarters 1st Infantry Division, Department of the Army

Operations Report – Lessons Learned February – April 1967, Headquarters 1st Infantry Division, Department of the Army

Operations Report – Lessons Learned November 1967, Headquarters 1st Infantry Division, Department of the Army

Operations Report – Lessons Learned Operation ATTLEBORO, Headquarters 25th Infantry Division, Department of the Army

Operations Report – Lessons Learned First Quarter 1967, Headquarters 11th Armored Cavalry Regiment, Department of the Army

The Battle of Hill 875, Dak To, Vietnam 1967, Ltc Leonard B Scott, US Army War College, Carlisle Barracks, Pennsylvania, 1988

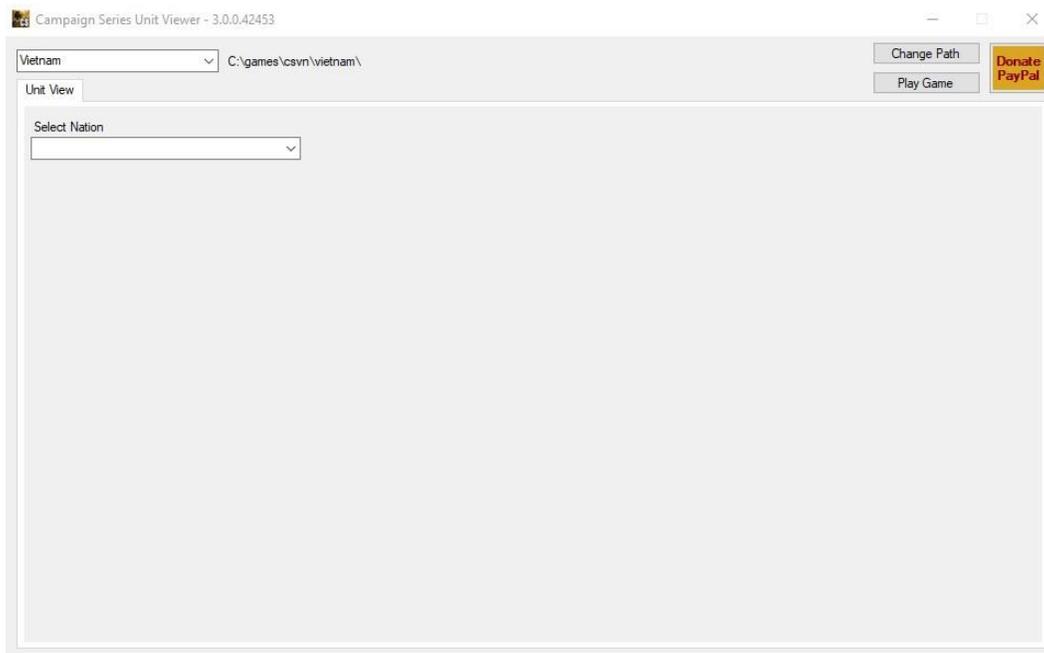
Communist Reactions to US Operations in the DMZ, Central Intelligence Agency, Washington DC, December 1967



10.0 CS Unit Viewer

10.1 Unit Information

WARNING: While this tool is provided in the Tools folder, it is not currently supported by the CS Legion.



For a comprehensive listing of the units and their attributes available in **Vietnam**, please use the CS Unit Viewer that came with your installation which can be accessed by pressing F3.

You may have to change the folder path, which you can do by pressing the Change Path button or by editing the **settings.txt** file in the ...**Vietnam/tools/CS_UnitViewer** folder.

Beside the Vietnam entry, modify the path to your game folder. An entry would look something like this:

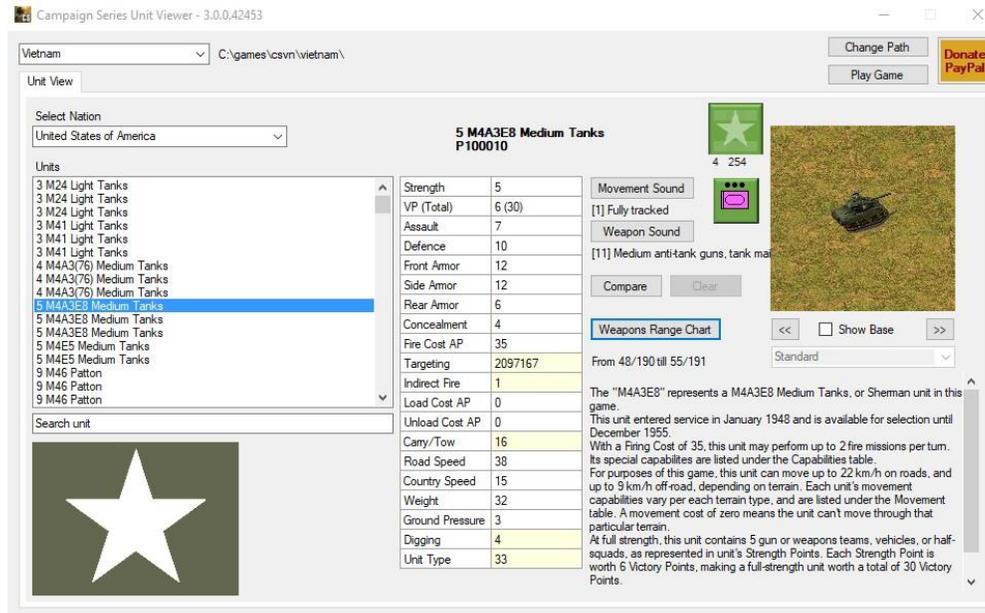
Vietnam=C:\Matrix Games\Campaign Series Vietnam

WARNING: Ensure there are no spaces before and after the “=” sign, otherwise it will not work.

10.2 Using the CS Unit Viewer

The Unit Viewer allows you to cycle through all the platoons available for each country in the **Vietnam** game.



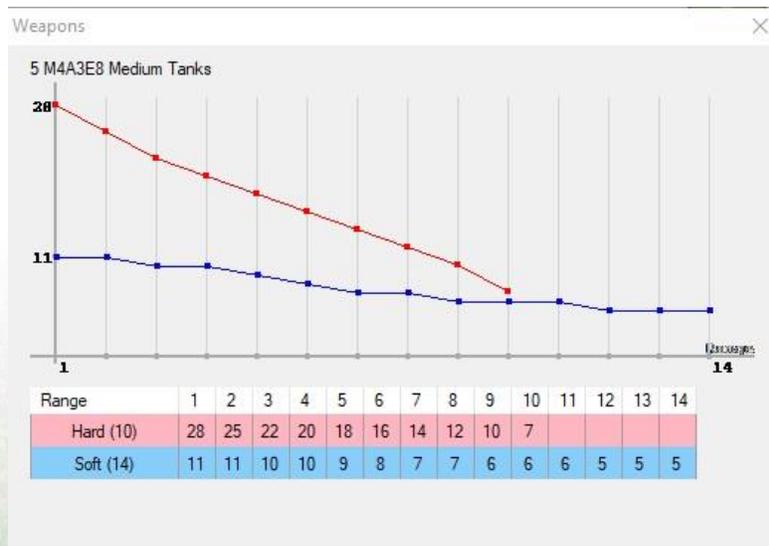


From the drop-down menu on the left, choose the country you wish to cycle through. You can scroll through the listing on the left and selecting a unit you wish to view the statistics about.

WARNING: This is an external tool provided by Arkady. There will be cases that an error is flagged, click through them to continue using the viewer. These errors represent unit classes Arkady has not taken into account yet. Hopefully an updated viewer will be provided. Due to the errors, not all units will be present in the viewer.

The included Unit Handbook (F2) will provide more information, but does not offer unit comparisons.

The Unit View provides you with all the important information about the selected unit. It allows you to listen to how it sounds when it moves and fires, how it will look in the various modes on the map and it provided you and Weapons Range Chart.



An additional feature is the ability to select a number of units and compare them. You can do so by choosing a unit and pressing the Compare button. After you have decided on which units you wish to compare, selecting the Compare Units tab will reveal information about those units. This is useful for understanding your unit capabilities and assigning tasks for them while you play.

Campaign Series Unit Viewer - 3.0.0.42453

Vietnam C:\games\csvn\vietnam\

Unit View Compare Units (2)

Change Path Play Game Donate PayPal

	Strength	VP (Total)	Assault	Defence	Front Armor	Side Armor	Rear Armor	Concealment	Fire Coat	Targeting	Indirect Fire	Load Coat	Unload Coat	Carry/Tow	Road Speed	Country Speed	Weight	Ground Pressure	Digging	Unit Type
5 M4A3E8 Medium Tanks	5	6 (30)	7	10	12	12	6	4	35	20...	1	0	0	16	38	15	32	3	4	33
10 M60A3TTS	5	9 (45)	8	16	12	39	17	5	35	21...	1	0	0	16	48	26	53	2	4	33

Range	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
M4A3E8	28	25	22	20	18	16	14	12	10	7						
M60A3TTS	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146
M4A3E8	11	11	10	10	9	8	7	7	6	6	6	5	5	5		
M60A3TTS	18	18	18	18	17	17	17	17	16	16	16	16	15	15	15	15

Clear Units Save to PDF

The above shows a comparison between the M4A2E8 and M60A3TTS's.



11.0 Vietnam Terrain

11.1 Vietnam Terrain and their effects

11.1.1 Vietnam Terrain

The maps of *Vietnam* cover numerous locations in South Vietnam. There are master maps that cover the Demilitarized Zone, the large parts of the Central Highlands and War Zone C and D, including Saigon. Covering all of these different areas required many different hex terrain types. Having these available for your map making provides you the tools you need to make the most accurate maps possible.

11.2.1 Terrain Hex Types

The following descriptions provide you with a description of the terrain, the Terrain Combat Modifier, the Concealment Value, the Morale Modifier and the overall Height of the terrain.

11.2.2 Terrain Combat Modifier (TEM)

The Terrain Combat Modifier (TEM) is the amount of attack strength that is allowed to hit a target occupying that terrain type.

For example: a unit attacking a target in clear terrain will allow 100% (TEM = 1.0) of the attack strength to hit the target in the hex.

Additionally, if two or more modifiers apply, they *all* have an effect.

For example: a unit attacking a target in a forest hex behind a hedge would use 72% (TEM = .72 = .8 x .9) of its normal attack strength.

See Section 3.2 for a detailed explanation of how terrain influences Combat.

11.2.3 Terrain Concealment (TC)

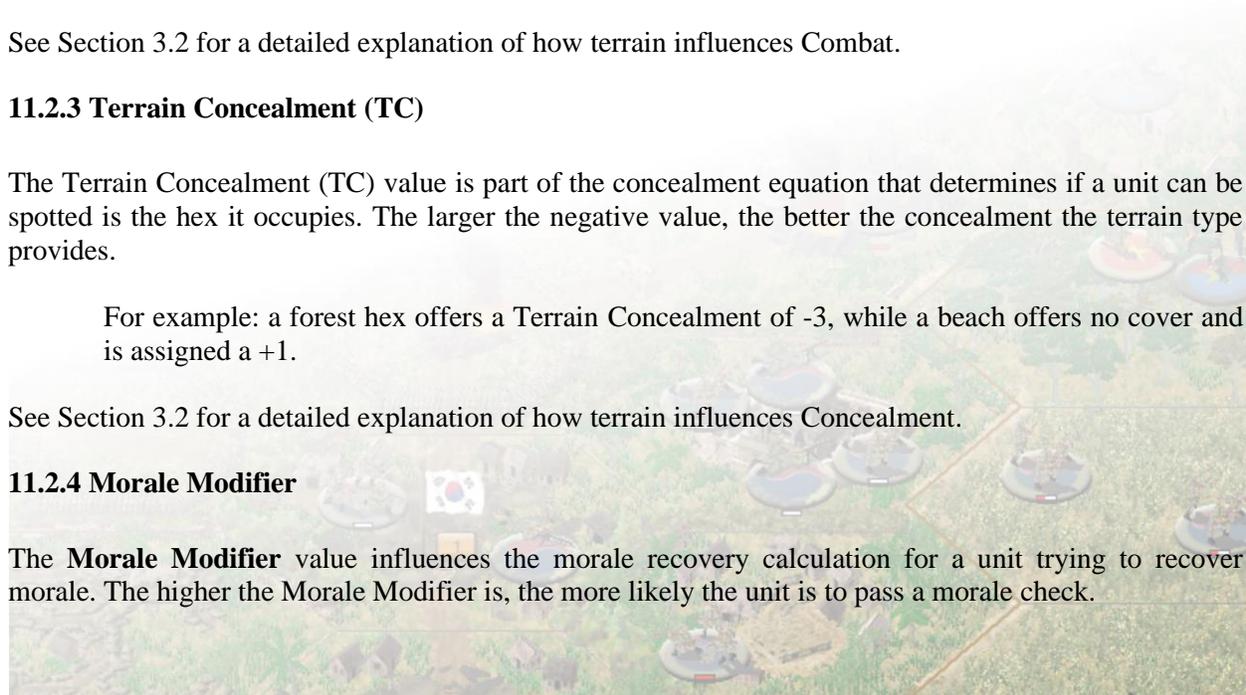
The Terrain Concealment (TC) value is part of the concealment equation that determines if a unit can be spotted in the hex it occupies. The larger the negative value, the better the concealment the terrain type provides.

For example: a forest hex offers a Terrain Concealment of -3, while a beach offers no cover and is assigned a +1.

See Section 3.2 for a detailed explanation of how terrain influences Concealment.

11.2.4 Morale Modifier

The **Morale Modifier** value influences the morale recovery calculation for a unit trying to recover morale. The higher the Morale Modifier is, the more likely the unit is to pass a morale check.



11.2.5 Height

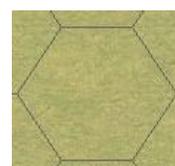
The **Height** value is the overall height of the terrain and how it influences Line of Sight (LOS). Reading the descriptions below will allow you to determine if the height of the terrain type will influence Line of Sight. While most terrain will directly block Line of Sight, the taller terrain will also block Line of Sight if looking across a low valley.

11.2.6 Hexes

Open



This is open ground that provides little or no cover. Non-armored units (only) in clear terrain have their morale reduced by one when fired upon.



TEM: 1.0 Concealment: 0 Morale Mod: -1 Height: 0m

Beach



Beach terrain represents a large expanse of flat, open, sandy terrain along a coastline suitable for conducting amphibious operations.



TEM: 1.0 Concealment: +1 Morale Mod: 0 Height: 0m

Soft Sand



This otherwise open stretch of sand represents an area of unpacked soft sand. Moving through soft sand is of course slower than moving through clear desert.



TEM: 0.9 Concealment: 0 Morale Mod: -1 Height: 0m

Red Dirt



Red Dirt is open ground that provides little or no cover. Non-armored units (only) in red dirt terrain have their morale reduced by one when fired upon.

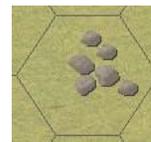


TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 2m

Rough



Rough terrain is an area with large, craggy boulders and small undergrowth, such that most wheeled vehicles cannot enter the terrain unless via some type of road. Tracked vehicle units require 65 Action Points to enter a Rough Terrain hex, except along a path, road or rail.



TEM: 0.8 Concealment: -2 Morale Mod: 0 Height: 2m

Hamada



This is an open type of terrain that is strewn with vast quantities of small rocks. While not a severe hindrance to foot or fully tracked vehicles, this terrain can be quite treacherous to wheeled vehicles.



TEM: 0.95 Concealment: -1 Morale Mod: 0 Height: 0m

Meadow



This is an open type of terrain that is strewn with vast quantities of low grass and shrubs. While scrub does not provide any cover benefit it does provide a small concealment value.



TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 0m

Tall Grass



This terrain has a significant number of small bushes and tall grass. While tall grass does not provide any cover benefit it does provide a moderate concealment value.



TEM: 0.9 Concealment: -1 Morale Mod: 0 Height: 0m

Scrub

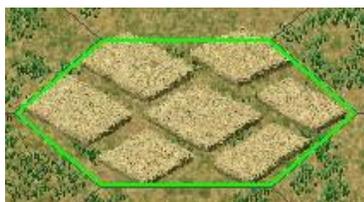


This terrain has a liberal amount of small "scrub" bushes. While scrub does not provide any cover benefit it does provide a small concealment value.

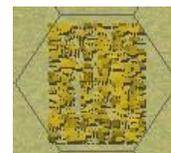


TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 0m

Grain Field



Fields come in three varieties: “in season”, “plowed” or “out of season”. If in season, a field’s tall crops serve to block some lines of sight. A “plowed” field provides no cover (and is thus like open ground) but is a slight impediment to some units’ movement “Out of Season” fields are identical to “clear” terrain for all purposes.



TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 2m

Produce Field



Produce fields are identical to “clear” terrain for all purposes but have a slight impediment to some units’ movement

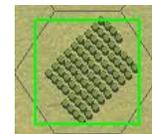


TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 2m

Vineyard



Vineyard represents an area devoted to the cultivation of grape arbors, found commonly in the Mediterranean regions.

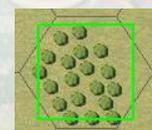


TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 2m

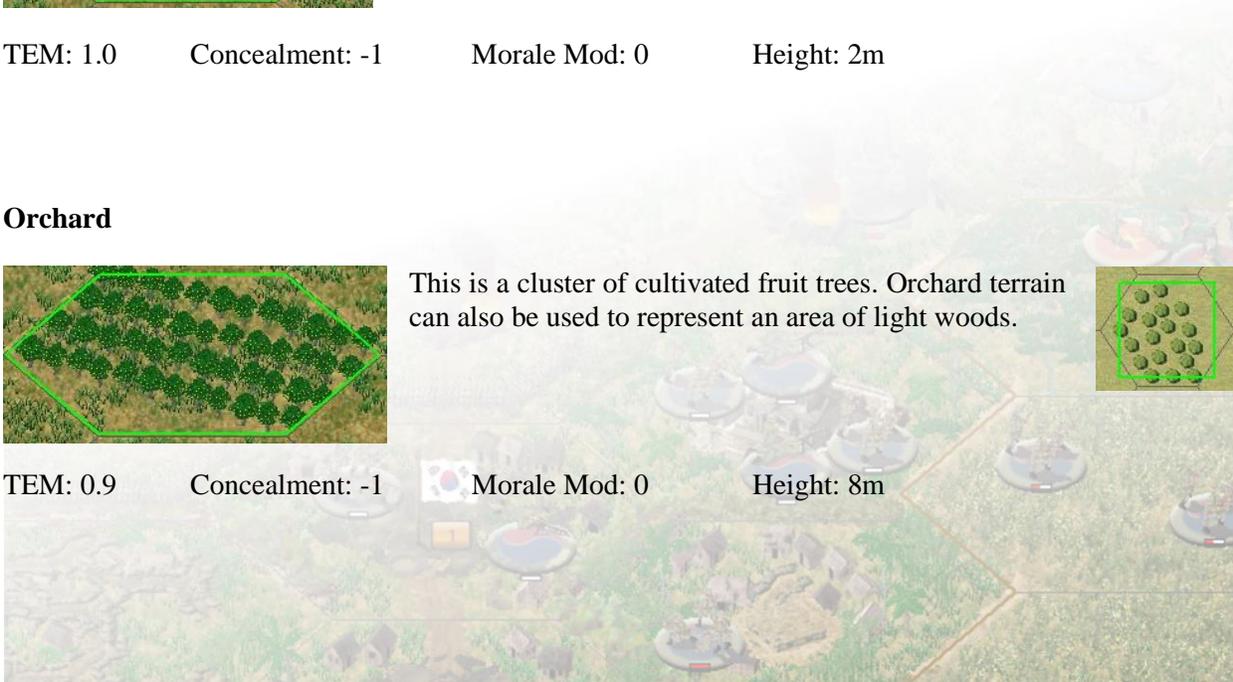
Orchard



This is a cluster of cultivated fruit trees. Orchard terrain can also be used to represent an area of light woods.



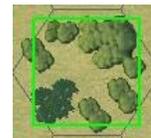
TEM: 0.9 Concealment: -1 Morale Mod: 0 Height: 8m



Forest



This represents a large expanse of virgin timber, providing good cover and concealment benefits. Most units require 65 Action Points to enter a forest hex, except along a path, road or rail.

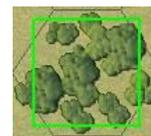


TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

Deciduous Forest

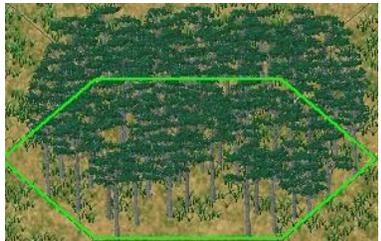


This represents a large expanse of deciduous trees, providing good cover and concealment benefits. Most units require 65 Action Points to enter a forest hex, except along a path, road or rail.



TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

Evergreen Forest

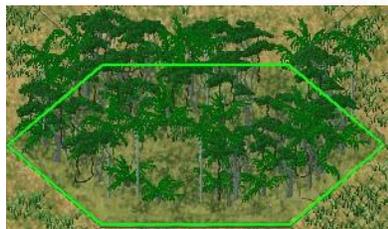


This represents a large expanse of evergreen trees, providing good cover and concealment benefits. Most units require 65 Action Points to enter an evergreen forest hex, except along a path, road or rail.

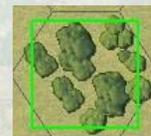


TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

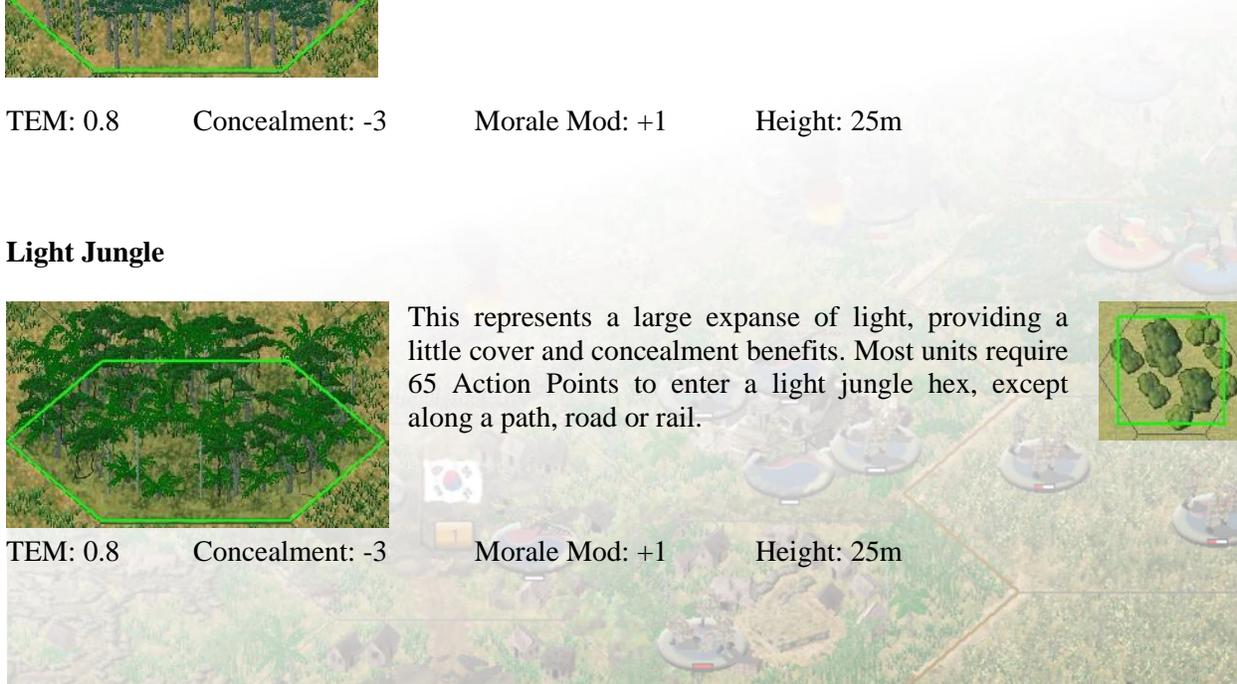
Light Jungle



This represents a large expanse of light, providing a little cover and concealment benefits. Most units require 65 Action Points to enter a light jungle hex, except along a path, road or rail.



TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m



Dense Jungle



This represents a large expanse of dense jungle, providing good cover and concealment benefits. Most units require 65 Action Points to enter a dense jungle hex, except along a path, road or rail.

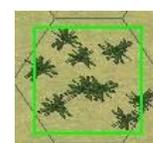


TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

Palm Trees



This represents a large expanse of palm trees, providing a little cover and concealment benefits. Most units require 65 Action Points to enter a palm tree hex, except along a path, road or rail.



TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

Thicket



This represents a large expanse of virgin timber, providing good cover and concealment benefits. Most units require 65 Action Points to enter a forest hex, except along a path, road or rail.

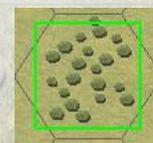


TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

Cactus



This represents a large expanse of virgin timber, providing good cover and concealment benefits. Most units require 65 Action Points to enter a forest hex, except along a path, road or rail.

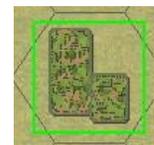


TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

Flooded Paddy



This represents a typical flooded paddy found throughout Vietnam. Vehicular entry of a flooded paddy is prohibited unless via some type of road. Unless in double-time mode, infantry units require 65 Action Points to enter a flooded paddy hex, except along a path, road or rail.

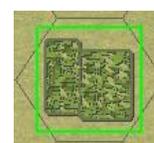


TEM: 0.9 Concealment: -3 Morale Mod: 0 Height: 25m

Dry Paddy



This represents a typical flooded paddy found throughout Vietnam. Vehicular entry is not prohibited, although it will be slow.



Height: 25m

TEM: 0.9 Concealment: -3 Morale Mod: 0

Swamp



This represents an inundated, swampy forest area. Vehicular entry of an unfrozen swamp is prohibited unless via some type of road. Unless in double-time mode, infantry units require 65 Action Points to enter a marsh hex, except along a path, road or rail.

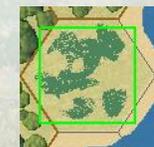


TEM: 0.9 Concealment: -3 Morale Mod: 0 Height: 25m

Marsh



This represents an area of low-lying wet land with a small amount of cover. Vehicular entry into an unfrozen marsh is prohibited unless via some type of road. Unless in double-time mode, infantry units require 65 Action Points to enter a swamp hex, except along a path, road or rail.

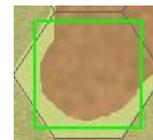


TEM: 0.95 Concealment: -2 Morale Mod: + 1 Height: 3m

Shallow Water



This terrain represents water (most commonly found along a shoreline) that is shallow enough to allow entry of vehicles and foot traffic. A unit in shallow will not retreat (but will instead take an additional casualty) unless it can retreat into a land hex.

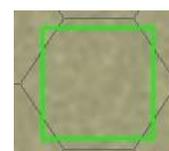


TEM: 1.0 Concealment: +3 Morale Mod: -1 Height: 0m

Water



Water represents an expanse of water, such as a lake, river, canal or sea, deep enough to prohibit entry by normal ground units without some form of conveyance (such as rafts, boats or some type of bridge).

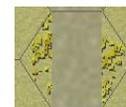


TEM: 1.0 Concealment: +3 Morale Mod: -1 Height: 0m

Major Canal

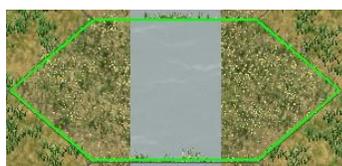


A major canal represents a man-made body of water to facilitate the movement of shipping. The Suez Canal is a good example of a Major Canal. A Major Canal cannot be crossed by most units without a pontoon, boats or a bridge.

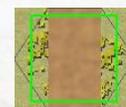


TEM: - Concealment: 0

Major Canal (Shallow)



A major canal represents a man-made body of water to facilitate the movement of shipping. The Suez Canal is a good example of a Major Canal. A Major shallow Canal can be crossed by most units without a pontoon, boats or a bridge.

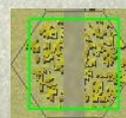


TEM: - Concealment: 0

Canal



A canal represents a man-made body of water to facilitate the movement of shipping. While similar to a major canal, the canal is not as wide. A canal cannot be crossed by most units without a pontoon, boats or a bridge.



TEM: - Concealment: 0

Canal (Shallow)



A canal represents a man-made body of water to facilitate the movement of shipping. While similar to a major canal, the canal is not as wide. A canal can be crossed by most units without a pontoon, boats, or a bridge.



TEM:– Concealment: 0

Major River



A major river represents a natural body of water to facilitate drainage of local watersheds. Major rivers cannot be crossed by most units without a pontoon, boats, or a bridge.

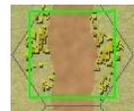


TEM:– Concealment: 0

Major River (Shallow)



A major river represents a natural body of water to facilitate drainage of local watersheds. Major shallow rivers can be crossed as they aren't deep enough to impede movement.



TEM:– Concealment: 0

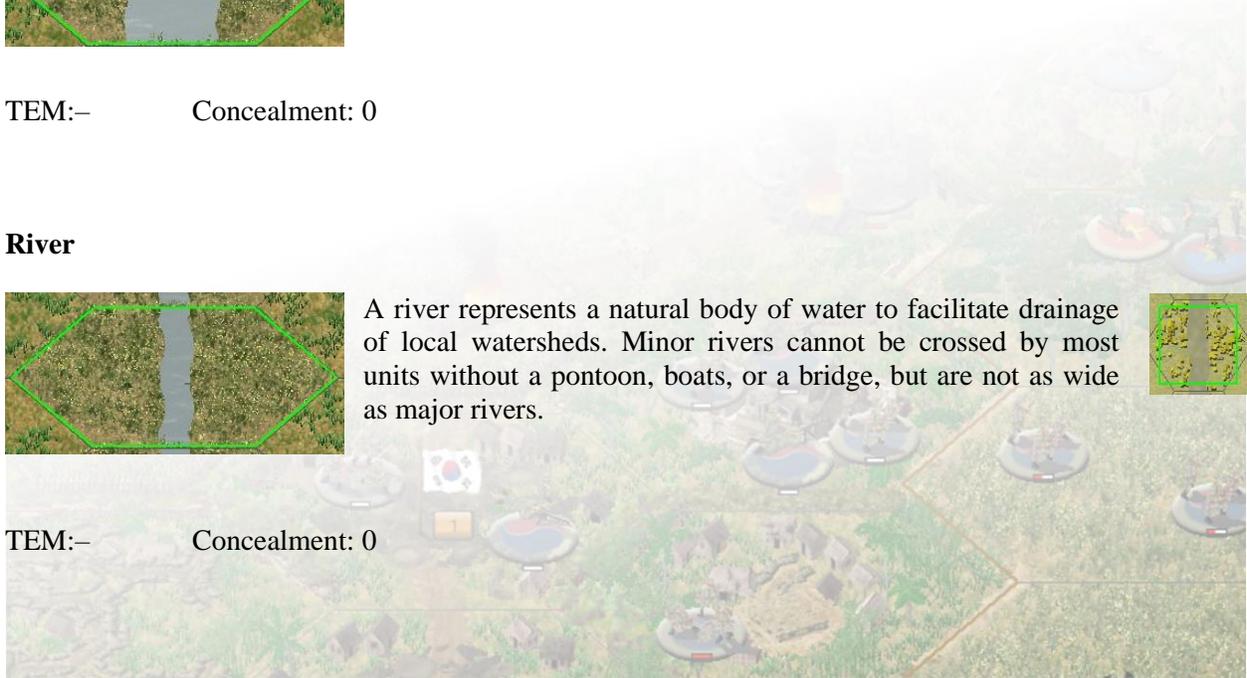
River



A river represents a natural body of water to facilitate drainage of local watersheds. Minor rivers cannot be crossed by most units without a pontoon, boats, or a bridge, but are not as wide as major rivers.



TEM:– Concealment: 0



River (Shallow)

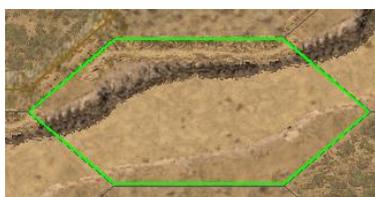


A river represents a natural body of water to facilitate drainage of local watersheds. Shallow rivers can be crossed by most units without a pontoon, boats, or a bridge, but are not as wide as major rivers.



TEM: - Concealment: 0

Wadi



This desert terrain represents a dried riverbed or wash that provides a slight depression such that units can gain some cover from it.

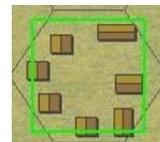


TEM: 0.8 Concealment: -2 Morale Mod: 0 Height: 0m

Village



This is a rural settlement. In Campaign Series village structures are considered to be of wooden construction.

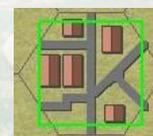


TEM: 0.7 Concealment: -3 Morale Mod: +2 Height: 10m

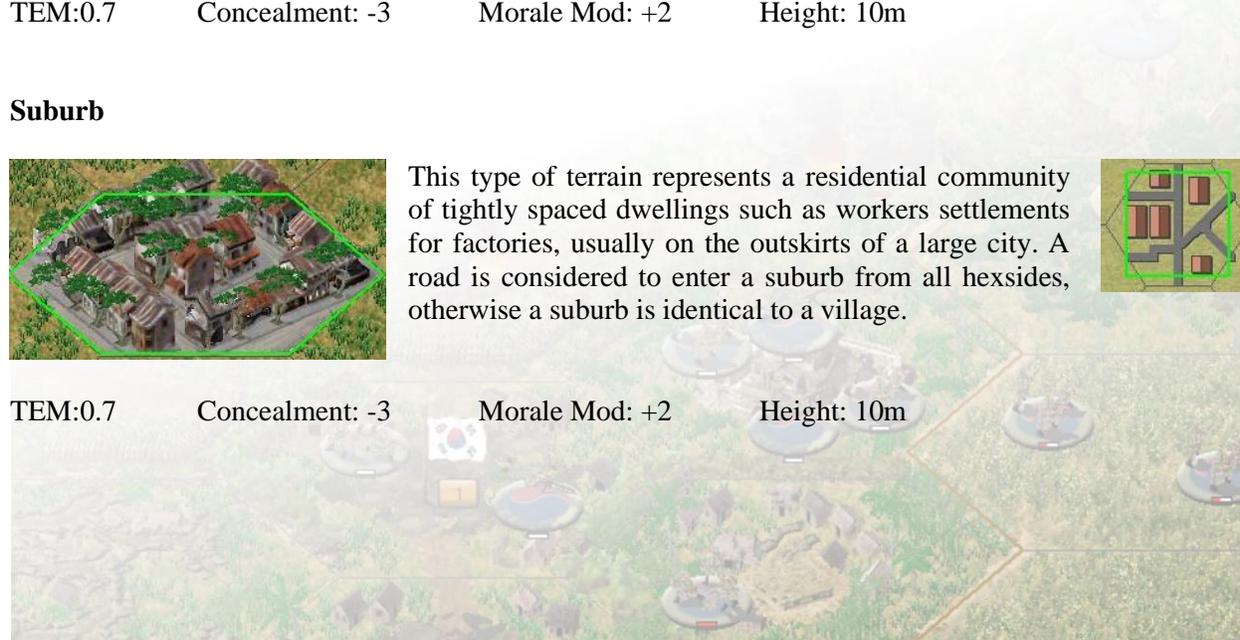
Suburb



This type of terrain represents a residential community of tightly spaced dwellings such as workers settlements for factories, usually on the outskirts of a large city. A road is considered to enter a suburb from all hexsides, otherwise a suburb is identical to a village.



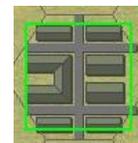
TEM: 0.7 Concealment: -3 Morale Mod: +2 Height: 10m



City



City terrain represents an urban area of large, brick and concrete buildings providing very good defensive benefits. A road is considered to enter a city from all hexsides.



TEM:0.6 Concealment: -3 Morale Mod: +3 Height: 25m

Ruins



City, suburb, village, and factory terrain (only) can be rubble. The terrain, concealment and morale modifiers remain the same as the original terrain.



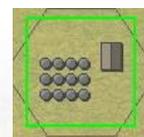
TEM: * Concealment: * Morale Mod: * Height: 50% **

* Depends on the previous terrain type; ** Rubble height is 50% less than original terrain type.

Industrial



This is a large industrial complex providing excellent defensive benefits.

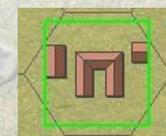


TEM:0.5 Concealment: -3 Morale Mod: +4 Height: 20m

Special Building



This represents a specific large building and provides very good cover for non-vehicular units. While vehicles can enter a Special Building hex, they are considered to be outside the structure and thus gain no defensive benefits from it.

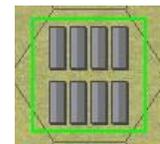


TEM:0.6 Concealment: -3 Morale Mod: +3 Height: 15m

Installation

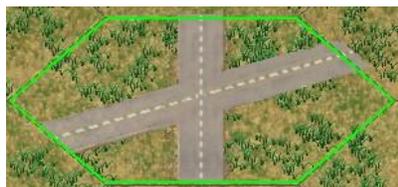


This represents a military installation and provides very good cover for non-vehicular units. While vehicles can enter an Installation hex, they are considered to be outside the structure and thus gain no defensive benefits from it.

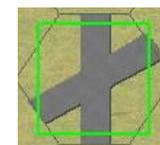


TEM:0.6 Concealment: -3 Morale Mod: +3 Height: 15m

Airfield



This represents an airfield and provides no cover nor defensive benefits from it.



TEM:- Concealment: 0

Hexside Terrain features in Campaign Series include...

Gully



This is a small, dry ravine that acts as an impediment to movement.



TEM:- Concealment: 0

Minor River



Minor river hexsides represent bodies of water that are deep, or have steep enough embankments, to prohibit movement over them unless via a bridge. Note that the map art for minor rivers is a darker blue than the map art for stream.



TEM:- Concealment: 0

Stream



A stream represents a small body of running water that hinders movement of most units but is not deep or wide enough to prohibit movement over it without a bridge. Note that the map art for streams is a lighter blue than the corresponding art for minor rivers.

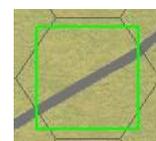


TEM:– Concealment: 0

Paved Road



This represents a road with an improved (paved) surface—the best way for most units to travel fast.

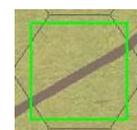


TEM:– Concealment: 0

Unpaved Road



This represents a “secondary” road with an unimproved (usually dirt) surface. In the muddy season these are usually best avoided.



TEM:– Concealment: 0

Path



This represents a cart path or wide foot path. This is an ideal way for infantry to move through wooded terrain. The muddy season can also play havoc with these features.

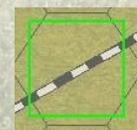


TEM:– Concealment: 0

Railroad



While traveling along a railroad can be quicker than blazing a new trail through woods, it can still be a slow and bumpy ride for vehicles.

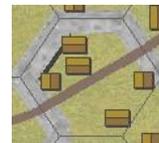


TEM:- Concealment: 0

High (fortified) Wall

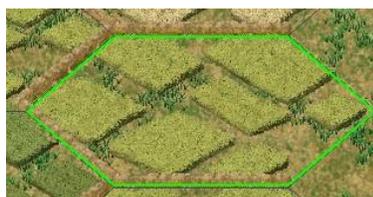


This represents a very thick wall (usually poured concrete). High Wall hexsides cannot be crossed by any unit unless that high wall hexside has been breached by Engineers



TEM:- Concealment: +4 Special: Units cannot cross

Low Stone Wall



This represents a low stone wall sufficient to give cover but not high enough to have an effect on Line of Sight. Wheeled units cannot cross low walls (Exception: motorized leaders).



TEM:0.8 Concealment: +2

Bocage



This represents an entwined area of vegetation that was common to surround villages sufficient to give cover that was sufficiently high or thick enough to effect on line of sight.

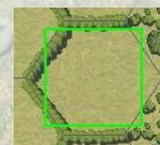


TEM:0.9 Concealment: +2

Hedge



This represents a low hedge sufficient to give cover but not sufficiently high or thick enough to have any effect on Line of Sight.



TEM:0.9 Concealment: +2

Embankment



This is an abrupt rise in the ground, sufficient to provide good cover. While all units can cross an embankment, there is an additional cost due to the steep slope.



TEM : – Concealment: 0

Escarpment



Similar to a cliff, but with less steep and much eroded slopes. Vehicles, except helicopters, may not cross an escarpment hexside unless moving along a road.



TEM : – Concealment: 0 Special: Vehicles cannot cross

Cliff



A high, steep face of rock, impassable to all units except helicopters.

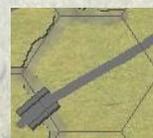


TEM:– Concealment: 0 Special: No units may cross

Heavy Bridge

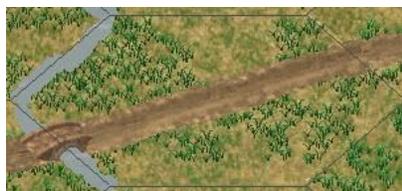


This hexside-only feature represents a bridge that is sturdy enough to carry all types of traffic, including heavy tanks. A hexside bridge has a stacking limit of 12 SP.

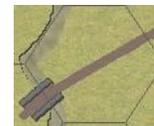


TEM:– Concealment: 0

Medium Bridge



This hexside-only bridge is strong enough for trucks and light tanks, but not sturdy enough for medium or heavy tanks to safely cross



TEM:- Concealment: 0

Light Bridge



This hexside-only bridge represents a small bridge that only the lightest vehicles can cross.



TEM:- Concealment:0

Destroyed Hexside Bridge



This hexside-only bridge represents a bridge that has been destroyed and can no longer be crossed or a new bridge be built upon.

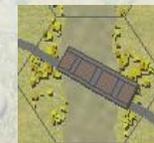


TEM:- Concealment:0

Full Hex Bridge



This full hex feature represents a bridge that is sturdy enough to carry all types of traffic, including heavy tanks. A full-hex bridge has a stacking limit of 12 SP.



TEM:- Concealment: 0

Pontoon Bridge



A pontoon bridge can be light, medium, or heavy, depending on the strength set for it in the scenario editor. The capacity of a “heavy pontoon bridge” is the same as the capacity of a “heavy (non-pontoon) bridge” etc. A pontoon bridge has a stacking limit of 12 SP. The size of the pontoon bridge relates to the weight the bridge can carry. Pontoon(3) can only carry infantry, Pontoon(9) can carry heavy tanks.



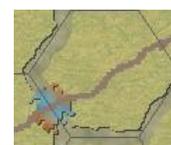
TEM:– Concealment: 0

NOTE: Pontoon Bridges are added in the Scenario Editor.

Ford



This is a shallow place in a minor river or stream.



TEM:– Concealment: 0

Dunes



This represents a ridge of wind-blown sand sufficiently high enough to block line-of-sight and provide cover



TEM: 0.8 Concealment: +2 Special: Blocks line of sight

Ditch



This represents a ditch big enough to prevent the crossing of all vehicle types. The ditch can be crossed by foot units. Bridges may be built across a ditch.



TEM: 0.8 Concealment: 0

Crest



This represents an elevation anomaly that is sufficiently high enough to block line-of-sight and provide cover but without being big enough to use a full hex elevation change. These provide excellent hull-down positions.



TEM: 0.65 Concealment: +3

Special: Blocks line of sight



12.0 Modes of Play

12.1 Against the Computer

12.1.1 Playing Against the Computer

Playing against the computer is a fulfilling way to play the game, whether you are playing for the first time, trying out new strategies, testing one of your newly created scenarios or battling your way through a Linked Campaign.

12.1.2 How to...

Starting a game against the computer is straight forward.

1. Launch *Vietnam* from the menu.
2. From the main menu, select Play Scenario
3. Check Standard and select the Start a New Game radio button.

That will take you the scenario selection screen. It is recommended to look for scenarios that are classified as SIDE A or SIDE B in the description, which will be noted right after the location. Scroll through the list and choose a scenario, once chosen, press OK.

NOTE: The side the flags on the scenario graphic will denote which side is which for choosing sides. Side A is on the left, Side B is on the right.

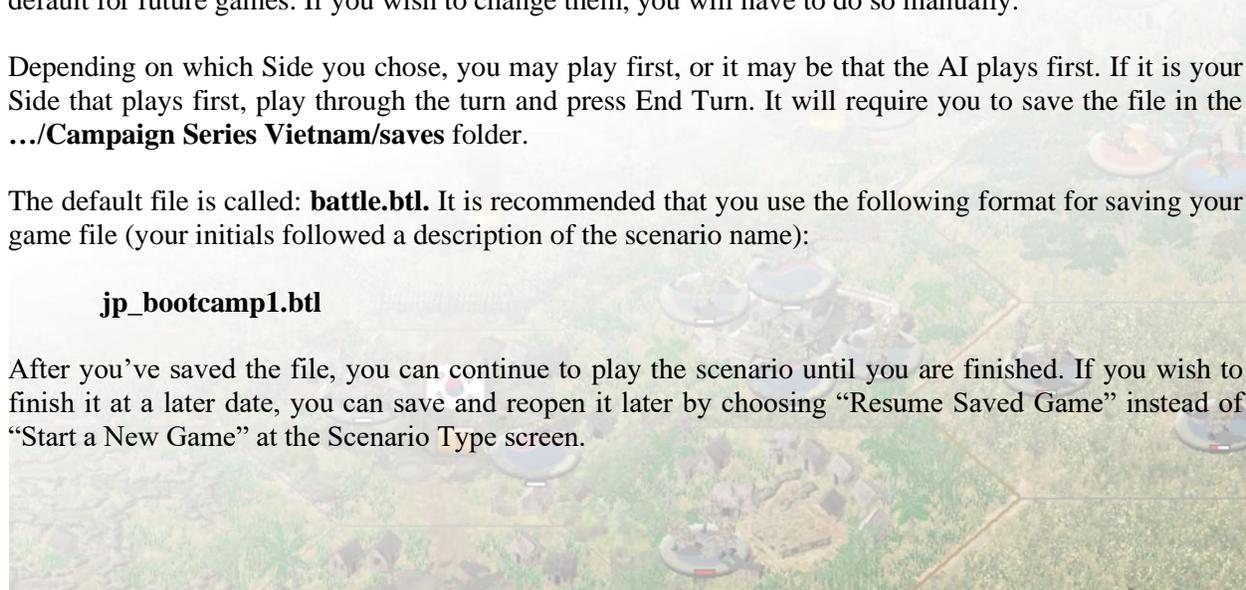
After the game loads, you will be required to decide which Side to play. Choose the recommended Side as described in the scenario description. It is recommended you check Fog-of-War and ensure that the appropriate rules are chosen. In most scenarios, All Optional Rules, except Variable Visibility, are intended to be used. Once your choices are decided and confirmed, press OK. Your choice will be the default for future games. If you wish to change them, you will have to do so manually.

Depending on which Side you chose, you may play first, or it may be that the AI plays first. If it is your Side that plays first, play through the turn and press End Turn. It will require you to save the file in the **.../Campaign Series Vietnam/saves** folder.

The default file is called: **battle.btl**. It is recommended that you use the following format for saving your game file (your initials followed a description of the scenario name):

jp_bootcamp1.btl

After you've saved the file, you can continue to play the scenario until you are finished. If you wish to finish it at a later date, you can save and reopen it later by choosing "Resume Saved Game" instead of "Start a New Game" at the Scenario Type screen.



12.2 Play-By-Email

12.2.1 Playing By Email

This game truly shines when you play against a Human Opponent. There are a few ways to do so, but the most common is to Play-by-Email (PBEM).

12.2.2 How to...

Starting a PBEM game is similar to starting a regular game.

1. Launch *Vietnam* from the menu.
2. From the main menu, select Play Scenario
3. Check Play-by-Email and select the Start a New Game radio button.

That will take you the scenario selection screen. It is recommended to look for scenarios that are classified as H2H in the description, which will be noted right after the location. Scroll through the list and choose a scenario, once chosen, press OK.

NOTE: The side the flags on the scenario graphic will denote which side is which for choosing sides. Side A is on the left, Side B is on the right.

After the game loads, you will be required to decide which Side to play. Choose the recommended Side as described in the scenario description. It is recommended you check Fog-of-War and ensure that the appropriate rules are chosen. In most scenarios, All Optional Rules, except Variable Visibility, are intended to be used. Once your choices are decided and confirmed, press OK. Your choice will be the default for future games. If you wish to change them, you will have to do so manually.

Depending on which Side you chose, you may play first, or it may be that the AI plays first. If it is your Side that plays first, play through the turn and press End Turn. It will require you to save the file in the **.../Campaign Series Vietnam/saves** folder.

The default file is called: **battle.bte**. It is recommended that you use the following format for saving your game file (your initials, your opponent initials, followed a description of the scenario name):

jp_jm_saigon1955.bte

This format quickly allows you to see whom you are playing and which scenario you are playing, which is handy if you are playing multiple people, or multiple scenarios with the same person.

After you've saved the file, it will ask you to enter a password. Passwords are recommended and should be something you can easily remember.

Exit the program and use Windows Explorer to locate the saves folder where your file is now located. You can place this file directly in an email to your opponent, or you can zip the file (right clicking on the file and choose to compress or zip using your favorite compression tool). While zipping isn't required, it is recommended for larger scenarios as the files can get large.

When you receive the turn back, you will place the file back into your ...**Campaign Series Vietnam/saves** folder and overwrite the existing file.

To Continue a PBEM game:

1. Launch *Vietnam* from the menu.
2. From the main menu, select Play Scenario
3. Check Play-by-Email and select the Resume an Existing Game radio button.
4. Choose the scenario you are playing
5. Enter your password and watch the replay

12.2.3 Finding Opponents!

There are three main methods for finding Human Opponents:

1. Join and post in the forum at *Matrix Games*. [<http://www.matrixgames.com>]
2. Join and post in the forum at *The Blitz* [<http://www.theblitz.org>]
3. Join and post in the Facebook group: *The Wargamers Club for Gentlemen*.

12.3 Playing Hot-Seat

12.3.1 Playing Hot-Seat

If you have a local opponent who doesn't have a computer, or you want to play on the same computer, you can use the Two-Player Hot-Seat option. Note that Fog of War is automatically in effect for both sides.

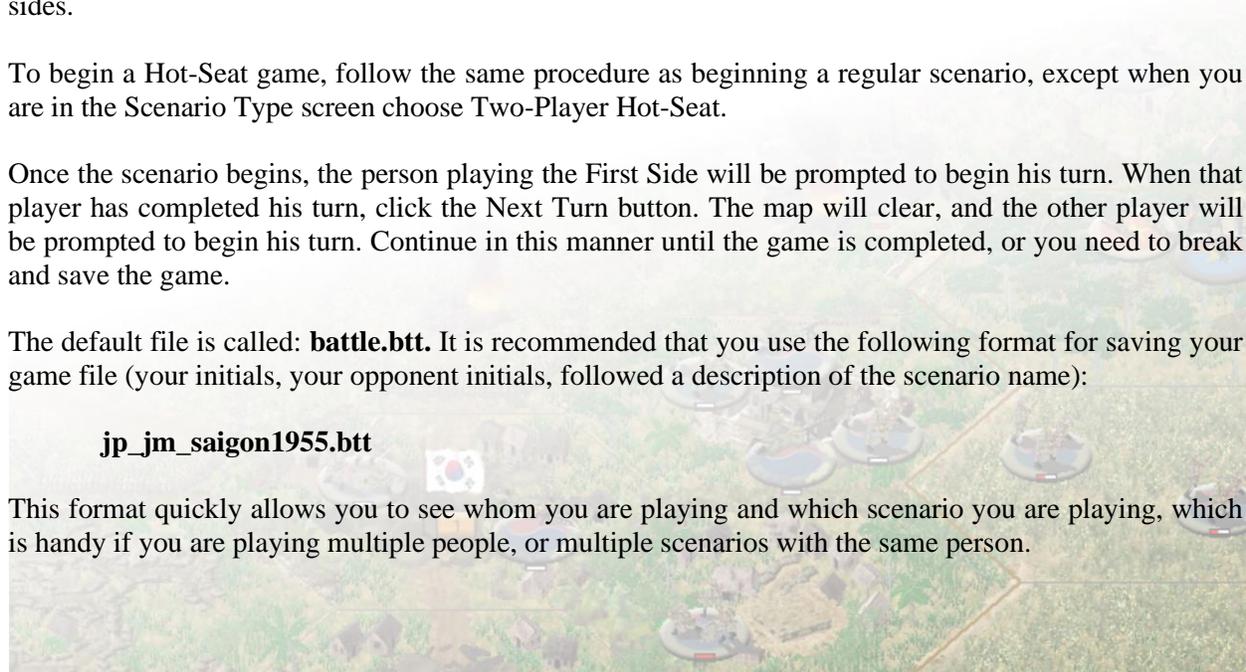
To begin a Hot-Seat game, follow the same procedure as beginning a regular scenario, except when you are in the Scenario Type screen choose Two-Player Hot-Seat.

Once the scenario begins, the person playing the First Side will be prompted to begin his turn. When that player has completed his turn, click the Next Turn button. The map will clear, and the other player will be prompted to begin his turn. Continue in this manner until the game is completed, or you need to break and save the game.

The default file is called: **battle.btt**. It is recommended that you use the following format for saving your game file (your initials, your opponent initials, followed a description of the scenario name):

jp_jm_saigon1955.btt

This format quickly allows you to see whom you are playing and which scenario you are playing, which is handy if you are playing multiple people, or multiple scenarios with the same person.



12.4 Playing Over a Local Area Network

12.4.1 Playing Over a LAN

If you have an opponent that is not local, you can play online using the Play over LAN option. Note that Fog of War is automatically in effect for both sides.

12.4.2 Step by Step

It is important for the Host to identify what their IP address is, as the Caller(s) will need to input this address. You can identify your network IP address using the following steps

1. Open the Control Panel
2. Choose Network and Sharing Center
3. Click on “Local Area Connection”
4. Write down the IPv4 Address. For example, 192.168.1.103

On the Host system:

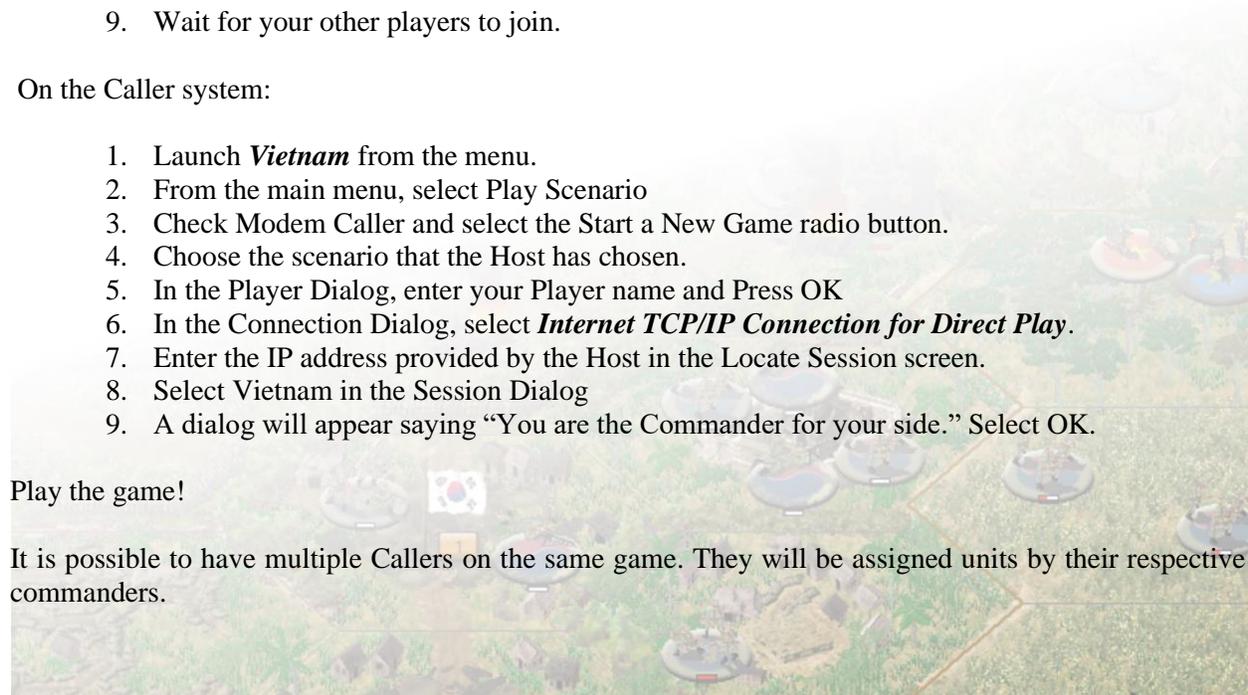
1. Launch *Vietnam* from the menu.
2. From the main menu, select Play Scenario
3. Check Modem Host and select the Start a New Game radio button.
4. Choose the scenario you wish to play. It is recommended to choose one that is designated as H2H in the scenario description.
5. In the Player Dialog, enter your Player name and Press OK
6. In the Connection Dialog, select ***Internet TCP/IP Connection for Direct Play***.
7. Depending on your Operating System, you may receive a Windows Network notification that the me.exe wants to be unblocked. Allow this. Once done, it will not ask you again.
8. Choose your Local Side, check the box for Fog-of-War and the recommended Optional Rules.
9. Wait for your other players to join.

On the Caller system:

1. Launch *Vietnam* from the menu.
2. From the main menu, select Play Scenario
3. Check Modem Caller and select the Start a New Game radio button.
4. Choose the scenario that the Host has chosen.
5. In the Player Dialog, enter your Player name and Press OK
6. In the Connection Dialog, select ***Internet TCP/IP Connection for Direct Play***.
7. Enter the IP address provided by the Host in the Locate Session screen.
8. Select Vietnam in the Session Dialog
9. A dialog will appear saying “You are the Commander for your side.” Select OK.

Play the game!

It is possible to have multiple Callers on the same game. They will be assigned units by their respective commanders.



NOTE: It may be required to use a secondary system such as Himachi in order to run games over the internet. With the amount of various firewalls with current systems, it is nearly impossible for us to program a solution for each variation.



13.0 Frequently Asked Questions

13.1 Frequently Asked Questions

The document is organized in the following question and answer categories:

- Hardware & Operating System
- General Game Parameter
- Game Mechanics
- Combat
- HQ, Supply & Leaders
- Helicopters
- General Tactics
- Building a Scenario
- Miscellaneous

13.1.1 Hardware & Operating System

Question: **What Operating System is the *Vietnam* compatible with?**

Answer: Although we officially support Windows 10 and 11, the game is compatible with and was thoroughly tested on Windows 7, 8 and Linux (Wine).

Question: **What is a move data error -113?**

Answer: The problem seems to be occurring on systems that are running drives on an MS-DOS compatibility mode. From the START menu, select Settings, then Control Panel and open the System Icon and click on the Performance tab. In the Performance Status area, look for the line listing “File System”. If your file system is not currently 32-bit, that is the problem.

Question: **What is an error code 486?**

Answer: It is a password/registration issue. Right click on the game EXE → Properties → Compatibility Tab → Check on the “Run this program as an administrator”

Answer: If the above does not work, a fresh install will be required.

Question: **Vista: I have recently installed *Vietnam* on my Vista machine but now I cannot get the games to launch. When the game is launched, no matter the EXE used, the screen turns black and then nothing happens. How can I get the game to launch?**

Answer: It is a compatibility mode issue and can be corrected by right clicking on the game EXE files → Properties → Compatibility Tab → Uncheck the Compatibility mode.

NOTE: Vista is NOT supported.

Question: Vista: When I scroll around the map, the map flashes white. How can I fix this?

Answer: By right clicking on each of the game EXE files → Properties → check the “Disable desktop composition” should correct the problem.

Answer: Control Panel → Appearance and Personalization → Adjust Screen Resolution → Colors. Set to Medium (16-bit) instead of High (32-bit)

NOTE: Vista is NOT supported.

13.1.2 General Game Parameter

Question: How do I know what game version I am running?

Answer: When in the game Press M (on the keyboard) to access the top menu → Help → About. A pop-up will appear displaying which version you are running.

Question: How do I update the game?

Answer: From the main menu, click the UPDATE button.

Answer: Go to <http://www.matrixgames.com/> and to the *Vietnam* page to see if there is an update available for download. You will download a compressed zip file, which will need to be extracted. Double click the extracted EXE file and follow the directions. Keep your GAME KEY handy as you will need it during the update installation.

13.1.3 General Mechanics

Question: I have an error and not sure what to do?

Answer: The best way to get help is to post a note in the Technical Support sub-forum within the *Vietnam* forum at <http://www.matrixgames.com>

You will then hear back from Matrix Games Staff, the *Campaign Series Legion*, the *Beta Brigade* or from one of the many helpful players of the game.

Alternatively, you can email your problem to support@matrixgames.com

It is best to provide a zip file containing all your log files found in your log folder and any save games you have that would contain your issue. It is recommended to delete the logs in your logs folder and then try to recreate the problem, zipping the new logs and emailing them above.

As a last resort, you can email the issue to jasonpetho@hotmail.com

It is best to provide a zip file containing all your log files found in your log folder and any save games you have that would contain your issue. Please use VIETNAM in the subject of the email.

13.1.4 Combat

Question: **When I combine units for Direct Fire, do the units combine their attack strengths for improved odds?**

Answer: No. All units fire individually, with a number of attack dice rolls equal to the SP of the units.

Question: **When I combine units for Indirect Fire, do the units combine their attack strengths for improved odds?**

Answer: No. All units fire individually

Question: **Why can I fire at empty hexes?**

Answer: This is by design and is a common tactic to fire in suspected areas the enemy might be concealed to help draw their fire or keep them suppressed.

13.1.5 Headquarters, Supply and Leaders

Question: **My units cannot maintain their Combat Efficiency, what am I doing wrong?**

Answer: Keep your forces closer, companies within a few hexes of the company headquarters platoon and those companies within eight to ten hexes of their parent battalion headquarters.

Question: **Why can't my helicopter regain Combat Efficiency?**

Answer: If the gunship loses Combat Efficiency, it is required to fly back to its Parent Headquarters to rearm. If the Parent Headquarters was not included in the scenario, then consider it a failure in the weapon system and you are SOL.

13.1.6 Helicopters

Question: **Why can't my helicopters move?**

Answer: If the helicopter has Action Points and is not fixed, it most likely needs to be put in a flight mode. This can be achieved by pressing the Up button on the Tool Bar.

Answer: If your helicopter has run out of fuel and has been forced to land, the only way to recover the helicopter is to have a headquarters or a supply unit enter the same hex. Depending on the location of the downed helicopter, this may be impossible.

Question: **What are the flight levels?**

Answer: G = Ground where the helicopter can load and unload units, N = Nap of the Earth, L = Low and

H = High.

Question: **Why do my helicopters keep being shot down by Surface to Air Missiles?**

Answer: It is recommended to fly in the N (Nap of the Earth) zone to minimize the effect of Surface to Air Missile batteries.

Question: **Can my helicopters hover and unload troops?**

Answer: No, helicopters must be on the ground to load and unload troops.

Question: **Why can't my helicopter regain Combat Efficiency?**

Answer: If the gunship loses Combat Efficiency, it is required to fly back to its Parent Headquarters to rearm. If the Parent Headquarters was not included in the scenario, then consider it a failure in the weapon system and you are SOL.

13.1.7 General Tactics

Question: **My tanks are being destroyed by anti-tank guided missiles. What do I do?**

Answer: It is recommended to use a mixed task force to deal with anti-tank guided missiles. Sending in infantry to help subdue the attacks will help minimize the attacks on your armor.

Question: **How can I ambush armored vehicles with anti-tank teams?**

Answer: Use the terrain as much as possible. Find places where you can hide and get rear or flank shots, this is where the armor is weakest. Make sure you identify places that have good line of site and are within the minimum and maximum ranges of your anti-tank weapons.

13.1.8 Building a Scenario

Question: **Where can I post my completed scenarios?**

Answer: Creating an account on the Blitzkrieg Wargame club (<http://www.theblitz.org>) and uploading your completed scenarios there will made available to other gamers.

Answer: Post on the *Vietnam* forum at Matrix Games. Posting an After Action Report of your scenario would be an added bonus!

13.1.9 Miscellaneous

Question: **What are the best Port settings for hosting games?**

Answer: You can use the following settings:

Protocol // Port (range) // Host Port

TCP // 2300-2400 // 2300

UDP // 2300-2400// 2300

TCP // 47624 // 47624

TCP // 6073 // 6073



14.0 Trouble Shooting

14.1 Technical Support

Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum within the *Campaign Series: Vietnam* forum at <http://www.matrixgames.com>. You will then hear back from Matrix Staff, Campaign Series Legion, Beta Brigade or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can email your problem to support@matrixgames.com.

14.2 Troubleshooting

In the following folder: **...Campaign Series Vietnam/logs/** there are a number of log files. If you wish to try and tackle the issue yourself, this is a good starting point. You can look through the log files and see if there is something simple that is missing or needs to be revised in order to solve your issue.

NOTE: It is recommended to clear your logs from the logs folder and then try to replicate the issue. Once the issue has been replicated, zip all the log files, your saved game file and email to the address above with a detailed explanation of what is happening.



15.0 Hot Keys

These Hot Keys can be used in *Vietnam*:

F1	Open Main program help file
F2	Opens Unit Handbook for selected unit
F3	Opens the Unit Viewer
Keyboard 1	Display in 3D Zoom-In mode
Keyboard 2	Display in 3D Normal mode
Keyboard 3	Display in 3D Zoom-Out mode
Keyboard 4	Display in 3D Extreme Zoom-Out mode
Keyboard 5	Display in 2D Zoom-In mode
Keyboard 6	Display in 2D Normal mode
Keyboard 7	Display in 2D Zoom-Out mode
Keyboard 8	Display in 2D Extreme Zoom-Out mode
Keyboard 9	Display in 2D Strategic View mode
Number Pad 0	Load/unload units
Number Pad 1	Move selected unit down and left
Number Pad 2	Move selected unit down
Number Pad 3	Move selected unit down and right
Number Pad 4	Turn selected unit counter-clockwise
Number Pad 6	Turn selected units clockwise
Number Pad 7	Move selected unit up and left
Number Pad 8	Move selected unit up
Number Pad 9	Move selected unit up and right
Delete	Turn selected unit counter-clockwise
Page Up	Climb helicopter into higher Flight Zone
Page Down	Descend helicopter into lower Flight Zone
Home	Move selected unit forward in hex
End	Move selected unit backward in hex
A	.Highlight Anti-aircraft units
Alt+A	Review Arrived Reinforcements
Ctrl+A	Close Air Support Dialog
B	Toggle unit bases
Alt+B	Fanatical Defend
Ctrl+B	Launch Human Wave (Banzai)
C	Toggle display of map contour lines
Alt+C	Cancel Existing Assault
Ctrl+C	Clear LZ
D	Highlight Disrupted Units
Alt+D	Redraw display
Ctrl+D	Dig In / Build Improved Position
E	Highlight Mine-clearing units
Alt+E	Reduce Unit SP's
Ctrl+E	Remove from map
F	Highlight units that have fired
Alt+F	Flip or Rotate Map
Ctrl+F	Save APs for Firing
G	Display Attack Range

Ctrl+G	Damage Wall, Bridge or Tunnel
H	Toggle display of hexes reachable by selected unit
Ctrl+H	Build Light Hexside Bridge
I	Highlight Indirect Fire Units
Alt+I	Activate AI
Ctrl+I	Graphical Unit Icons
J	Display Jump Map
Alt+J	Add to Assault
Ctrl+J	Build Barrier
K	Display Units
Ctrl+K	Initiate air attack on current Hot Spot hex
L	Highlight Leaders
Ctrl+L	Load/Unload
M	Highlight moved units
Alt+M	Merge Units
Ctrl+M	Lay Mine Field / IED
N	Advance to next unit to move or fire
Alt+N	No Toolbar
Ctrl+N	Save Action Points for Recon
O	Toggle display of Objectives
Alt+O	Show Assault Odds
Ctrl+O	Display Opaque Individual Info Box
P	Return to previous unit to move or fire
Ctrl+P	Opportunity Fire Control Dialog
Q	Highlight Headquarters
Ctrl+Q	Doubletime
R	Highlight Recon Units
Alt+R	Review Scheduled Releases
Ctrl+R	Reconnoiter
S	Highlight Spotted Units
Alt+S	Review Scheduled Reinforcements
Ctrl+S	Display reinforcements' Scheduled Dialog
T	Toggle display of on-map thermometers
Alt+T	Specials on Top
Ctrl+T	Next Turn
U	Toggle display of Unit List
Alt+U	Ground/Underground Movement
Ctrl+U	Save AP's for Moving
V	Toggle display of Visible Hexes
Alt+V	Resolve Current Assault
Ctrl+V	Build Vehicle Hexside Bridge
W	Show Command Range of selected HQ
Alt+W	Weak Defend
Ctrl+W	Display Artillery Dialog
X	Highlight Fixed Units
Ctrl+X	Show Hex Outlines
Y	Highlight units Out of supply
Ctrl+Y	Move unit to top of stack
Z	Highlight Organization
Alt+Z	Landable LZ Hexes
Ctrl+Z	Move unit to bottom of stack

Up Arrow	Scroll map up
Down Arrow	Scroll map down
Right Arrow	Scroll map right
Left Arrow	Scroll map left
Space Bar	Re-center map on selected hex/unit
Alt+Ctrl+Fire	Allows Engineers and artillery to plot smoke
Shift+Alt+Ctrl+Fire	Allows capable units to fire star shells
TAB (Map Editor)	Cycles through selected terrain
\ or Alt+0	Map Hints
` or Alt+1	Map Labels
. or Alt+2	Map Elevations
, or Alt+3	Map Coordinates
/ or Alt+4	Terrain Combat Modifiers
; or Alt+5	Concealment Modifiers
' or Alt+6	Morale Modifiers



16.0 How to Mod

16.1 Graphics

16.1.1 Modifying Unit Graphics

Most graphical elements of the *Vietnam* are editable, from the terrain to the unit graphics.

Would you like to see M48's with a particular camouflage scheme? Are you having difficulty seeing the infantry units against the background and would like to brighten them up? Do you have a more detailed graphic for a particular unit that you would like to replace? It is all possible.

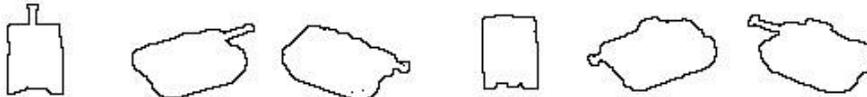
16.1.2 Anatomy of a Unit Graphic

At minimum, each unit graphic consists of two files: a graphic file and an outline file. The graphic file is a BMP of the unit that you will see on the map and the outline is a 1-bit black and white BIT that is the outline of the unit.



The Unit Graphic file is identified as: **Up100021.bmp**

- **Up** designates the Unit Graphic
- **100021** designates which unit in the platoon .oob file that the unit graphic is for
- **.bmp** is the file type
- It is a 24-bit, 16 color BMP.



The outline file is identified as: **Op100021.bit**

- **Op** designates it as the outline file
- **100021** designates which unit graphic the outline is for
- **.bit** is the file type
- It is a 1-bit, black and white file.

You can determine which unit graphic any particular unit uses by looking in the platoon##.oob file. If you open the file with a text editor (Notepad, WordPad, UltraEdit, Jedit, etc.) the platoons will be laid out in a format as follows:

```
P100021 5 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100021 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
P100022 4 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100021 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
```

The yellow highlighted number shows you that the M48 Patton listed above will use the **Up100021.bmp** for the on-map graphic. Ensure you do not use the green highlighted number, as that is only the unique platoon ID number and may be different than the graphic ID number.

Additional Unit Graphic Types:

- **Mp100021.bmp** – This is the unique graphic that displays when the original **Up100021.bmp** is “loaded”.
- **Mp100021.bit** – This is required outline file for the **Mp100021.bmp** file.
- **Sp100021.bmp** – This is the snow-covered graphic that displays when the original **Up100021.bmp** is used in winter scenarios. These are also the graphic name that the off-map aircraft use.
- **Xp100021.bmp** – This is typically the version of the original **Up100021.bmp** graphic as it travels through water.
- **Xp100021.bit** – This is the required outline file for the **Xp100021.bmp** file.
- **E-Up100021.bmp** – Found in the Special folder, this is the early camouflaged version of original **Up100021.bmp** graphic. The dates for the timeframe for their use are dependent on the nation. These must use the original **Op100021.bit** outline file of the original graphic; therefore, any edits must be within the original graphic extents.
- **L-Up100021.bmp** – Found in the Special folder, this is the late camouflaged version of original **Up100021.bmp** graphic. The dates for the timeframe for their use are dependent on the nation. These must use the original **Op100021.bit** outline file of the original graphic; therefore, any edits must be within the original graphic extents.
- **P100021.bmp** – Is the unit picture that shows up in the Pictures folder and in the Unit Display. It should be 200 px wide by 150 px high, 24-bit bmp.

16.1.3 Altering the Appearance of a Unit Graphic

Each unit is represented by an image file (24-bit, 16-million color BMP) consisting of the unit portrayed clockwise from six oblique viewpoints: rear, right-rear, right-front, front, left-front, and left-rear. The importance of this is that if you decide to modify one of the views of a unit, you will typically have to modify the five other views as well.

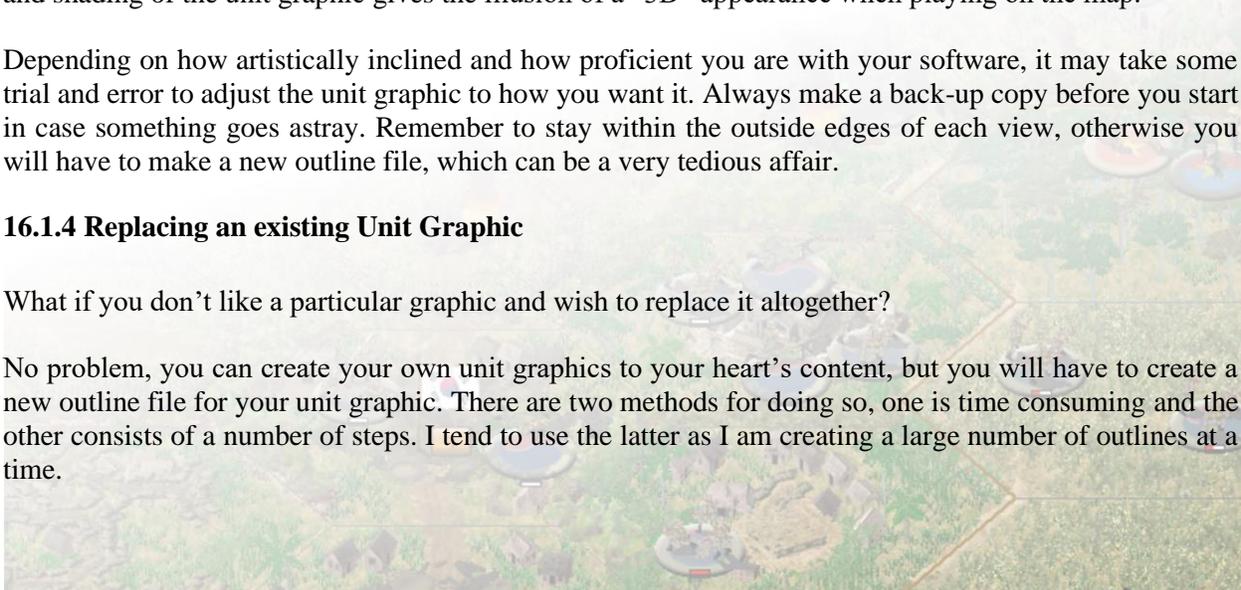
Zooming into one of the views using your favorite photo editing software (PHOTOPAINT, Photoshop, etc.) you will notice that each unit consists of a series of different colored pixels. You will also notice that there are only so many pixels available for each unit, due to their small size. The attention to detail and shading of the unit graphic gives the illusion of a “3D” appearance when playing on the map.

Depending on how artistically inclined and how proficient you are with your software, it may take some trial and error to adjust the unit graphic to how you want it. Always make a back-up copy before you start in case something goes astray. Remember to stay within the outside edges of each view, otherwise you will have to make a new outline file, which can be a very tedious affair.

16.1.4 Replacing an existing Unit Graphic

What if you don’t like a particular graphic and wish to replace it altogether?

No problem, you can create your own unit graphics to your heart’s content, but you will have to create a new outline file for your unit graphic. There are two methods for doing so, one is time consuming and the other consists of a number of steps. I tend to use the latter as I am creating a large number of outlines at a time.



Method One: Drawing Outlines:

While there are fewer steps, this generally takes a lot longer to complete.

- Step 1 – Create a copy of your original Up#####.bmp file
- Step 2 – Erase any shadows you have created on the original Up#####.bmp file
- Step 3 – Draw the outlines around the six views of your units in black
- Step 4 – Erase everything from within the black outlines
- Step 5 – Convert the drawing to a 1-bit, black and white graphic (Conversion Method: Line Art: Threshold = 255)
- Step 6 – Save as Op#####.bit

Method Two: Software Outlines:

The method below requires that you have Corel PHOTOPAINT X7 installed. While it looks longer, it is only a series of mouse clicks in order to obtain the desired result, which you can almost automate if you are doing a number at a time.

- Step 1 – Create a copy of your original Up#####.bmp file
- Step 2 – Erase any shadows you have created on the original Up#####.bmp file
- Step 3 – Convert the drawing to a 1-bit, black and white graphic, the unit graphics should be black, and the background should be white. (Conversion Method: Line Art: Threshold = 255)
- Step 4 – Convert the drawing to a 24-bit, RGB graphic
- Step 5 – Replace the Black color with R:255 G:102 B:0 (Ignore Grayscale; Single Destination color; Range: 0)
- Step 6 – Replace the White background with R:255 G:204 B:0 (as above)
- Step 7 – Effects → Sharpen → Unsharpen Mask → Percentage: 500; Radius: 1; Threshold: 0
- Step 8 – Zoom in and replace the newly formed light-yellow outline with Black
- Step 9 – Replace color with white (Ignore Grayscale; Single Destination color; Range: 100)
- Step 10 – Convert the drawing to a 1-bit, black and white graphic
- Step 11 – Save as Op#####.bit (Conversion Method: Line Art: Threshold = 255)

Once you have the Unit Graphic (Up#####.bmp) and Outline (Op#####.bit) files complete, you can copy and paste them into your game folder. As these are new graphics, you will also have to check to see if there are the other unit graphic types listed above. If so, you will also have to either delete and/or replace them.

16.1.5 Creating and Adding a new Unit Graphic

What if you notice that a platoon is using an existing graphic and would like to make it have its own unique graphic?

```
P100021 5 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100021 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
P100022 4 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100021 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
```

Notice the two green highlighted numbers, they are two unique platoon ID's, while the two yellow highlighted numbers are the unit graphics. If you wanted the 4 Strength Point M48 Patton (P100022) to have a unit graphic different than the Up100021.bmp graphic that is referencing, you must edit the platoon file.

```
P100021 5 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100021 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
P100022 4 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100022 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
```

Editing the platoon file is a straightforward process. You can do so in a text editor, such as Notepad. After you have edited the file and saved it, you will need to have the file encrypted in order for your changes to register. You can do so by zipping up your edited file and sending the zip file to: jasonpetho@hotmail.com with an “Encryption Required” in the subject. The file will be returned to you with the necessary encrypted file.

16.2 Order of Battles

16.2.1 Modifying Order of Battles

The following will provide a guideline on how the order of battle files are build, the logic behind the number system and how you can add to them. With practice, creating Order of Battles that can be used within the organization editor is pretty straight forward and an easy method for adding and using organizations repeatedly.

For testing purposes, I highly recommend creating a shortcut to your desktop to the Organization Editor. You can find the correct EXE file in your installation. For example, you would right-click on the **vnorg.exe** file that you find in: `...\vietnam\vnorg.exe` and choose: Send To → Desktop (create shortcut)

16.2.2 Anatomy of the Order of Battles

Based on issues that I noticed with the East Front and West Front games having different organizations for the Germans in each game lead to me to create a system where it would be easy to move a country from one game to another.

All of the Order of Battle files have the file extension *.oob. With the exception of the platoon##.oob files, all of the Order of Battle files (*.oob) are readily available to edit. While you can edit the platoon##.oob file, it does require encryption. The following will assume that no edits to the platoon##.oob files are done, but you still need to know key elements of the file in order to build the other Order of Battle files.

You can open any of the .oob files in your favorite text editor: Notepad, WordPad, UltraEdit, etc.

The Platoon##.oob file: (## is the two-digit number that references the nationality code. See 16.2.4)

Opening one of the platoon files with a text editor, you will get a series of lines that look like this, with the most important elements highlights and described below:

```
P100022 4 8 15 35 50 50 49 26 47 2 5 1 12 0 0 1 254 62 P100022 7 33 16
1 4 2097167 0 55 1 80 12 38 12 10 M48 Patton , M48 , Patton
```

P100022 refers to the unique platoon ID

4 is the number of Strength Points the platoon has

7 is the Victory Point values of each Strength Point.

55 1 780 12 is the start and end date of the platoon: **55 1** = Start YY MM; **80 12** End YY MM

Apart from the unique platoon ID, one should pay particular attention to the start and end dates of the platoons they are going to use in their organizations because most errors in the .oob files stem from using a platoon that is not available at a particular time.

Design Note #1:

You will notice in the platoon##.oob files that there is a pattern to the numbers. That pattern is as follows:

PXX0001 – PXX0999 Tanks, Light Tanks, Self-propelled Gun (as SU-100)
 PXX1001 – PXX1999 Artillery (Self-propelled and towed)
 PXX2001 – PXX2999 Infantry (All types)
 PXX3001 – PXX3199 Headquarters (All types)
 PXX3200 – PXX3999 Spare
 PXX4001 – PXX4010 Leaders (All types) - Foot the first 5 ID's, motorized the last 5 ID's.
 PXX4101 – PXX4110 Leaders (All types) - Different branch: Foot the first 5 ID's, motorized the last 5 ID's.
 PXX4201 – PXX4210 Leaders (All types) - Different branch: Foot the first 5 ID's, motorized the last 5 ID's.
 PXX4301 – PXX4310 Leaders (All types) - Different branch: Foot the first 5 ID's, motorized the last 5 ID's.
 PXX4401 – PXX4410 Leaders (All types) - Different branch: Foot the first 5 ID's, motorized the last 5 ID's.
 PXX4501 – PXX4510 Leaders (All types) - Different branch: Foot the first 5 ID's, motorized the last 5 ID's.
 PXX4600 – PXX4999 Spare
 PXX5001 – PXX5999 Off-map Airplanes (All types)
 PXX6001 – PXX6499 Reconnaissance Vehicles (Armored Cars, Recce Jeeps, etc.)
 PXX6500 – PXX6799 Helicopters and ON MAP aircraft (All types)
 PXX6800 – PXX6999 Naval Units (Boats, Landing Craft, etc.)
 PXX7001 – PXX7999 Transport units (All types of Trucks, APC's, IFV's, etc.)
 PXX8001 – PXX8499 Antiaircraft (Self-propelled, towed, man portable)
 PXX8500 – PXX8799 Rail
 PXX8800 – PXX8999 Misc Buildings, special units (Factories, News Crews, etc.)
 PXX9001 – PXX9499 Antitank (Self-propelled, towed, man portable)
 PXX9500 – PXX9999 Spare

The Company##.oob file: (## is the two-digit nationality code. Example: Company22.oob)

Using your text editor to open one of the Company .oob files, you will see a number of different companies organized by year. Example:

48 01 53 12 C1000202 **6 Heavy Tank Company 48 - M26/45 - 30VP**
 48 01 53 12 **P100064 Headquarters**
 48 01 53 12 P100059 1st Platoon
 48 01 53 12 P100059 2nd Platoon
 48 01 53 12 P100059 3rd Platoon

48 01 53 12 is the start and end date of the platoon: **48 01** = Start YY MM; **53 12** End YY MM

NOTE: While similar to the platoon dates, the primary difference is that months from January to September require a 0 in front of them. January = 01, July = 07

C1000202 refers to the unique company ID

6 is the morale of the company

Heavy Tank Company 48 - M26/45 refers to the company name, starting year of the organization and prominent vehicle type in the company

0VP is the total Victory Points for the company

Excluding the platoon##.oob file, all of the .oob files are laid out in a similar manner.

The unique Company ID can further be broken down: **C1000202**

C refers to the organization numerical code (See **Design Note #2**)

10 refers to the nationality code. This is an American Company (See Section **16.2.4**)

0 refers to the organization numerical code (See **Design Note #3**)

0 identifies this company as a TANK unit. (See **Design Note #4**)

202 is the unique ID for this tank company. (These are structured, see **Design Note #5**)

Design Note #2: What are the alphabetical organization codes?

Each organization type has a specific alphabetical code:

- P – Platoon
- C – Company
- B – Battalion
- R – Regiment
- G – Brigade
- D – Division
- K – Corps
- A – Army

These codes are essential for distinguishing the organization structure within the order of battles and for setting up Dynamic Campaign organizations.

Design Note #3: What are the numerical organization codes?

Each organization type has a specific numerical code:

- 0 – Company
- 1 – Battalion
- 2 – Regiment
- 3 – Brigade

- 4 – Division
- 5 – Corps
- 6 – Army

These codes are essential for distinguishing the organization structure within the order of battles and for setting up Dynamic Campaign organizations.

Design Note #4: How are the organizations classified?

From the above example (C1000202) we determined that the unit above was a tank company.

Here is a breakdown of the additional classifications for organizations.

- 0 – Armor
- 1 – Artillery (Towed and Self-propelled: Rockets, Mortars, Artillery)
- 2 – Infantry (Infantry, Commando, Militia, etc.)
- 3 – Anti-tank (Towed, Self-propelled and Infantry)
- 4 – Assault Gun
- 5 – Engineer
- 6 – Reconnaissance/Cavalry
- 7 – Helicopter
- 8 – Anti-Aircraft
- 9 – Transport

Design Note #5: How are the unique IDs additionally structured?

Notice in the OOB files that there are units that are named and units that are generic. The units start their numbering at 201 while leaving those before 200 for the Dynamic Campaigns.

For example:

Generic: (201 – 699)

```
48 01 51 12 G1030201 7 Armored Brigade 48
48 01 51 12 P103005 Brigade HQ
48 01 51 12 B1010201 Tank Battalion 48
...
```

Additionally, there is a set of numbers available for Dynamic Campaigns (001 – 199). While Dynamic Campaigns are not available with the initial release of *Vietnam*, they are planned for future UPDATES.

Dynamic Campaigns: (001 – 199)

```
48 01 49 12 G1030001 5 Tank Brigade
48 01 49 12 P103005 Brigade HQ
48 01 49 12 B1010002 Tank Battalion
```

Example Organizations:

Based on the discussion above here are some examples of how the coding works. Pay attention to how all the codes vary depending on the organization structure.

This is an American tank battalion:

```
67 01 70 12 B1010248 7 Tank Battalion 67 - M60A1 - OVP
67 01 70 12 P103011 Battalion HQ
67 01 70 12 P103011 Task Force HQ
67 01 70 12 C1000296 Headquarters Group 79 - M60A1
67 01 70 12 C1000297 Tank Company 79 - M60A1
67 01 70 12 C1000297 Tank Company 79 - M60A1
67 01 70 12 C1000297 Tank Company 79 - M60A1
67 01 70 12 C1009292 Logistics Company 77
67 01 70 12 P107072 M577
```

This is a South Korean Marine Brigade:

```
63 01 69 12 G1232224 5 Marine Brigade 63 - A - OVP
63 01 69 12 P123006 Headquarters
63 01 69 12 B1212309 Marine Infantry Battalion 63 - LCA - A
63 01 69 12 B1212307 Marine Infantry Battalion 63 - A
63 01 69 12 B1212307 Marine Infantry Battalion 63 - A
63 01 69 12 C1209204 Logistics Company - Level 2
```

This is a French Foreign Legion Infantry Company:

```
66 01 85 12 C0802308 8 Foreign Legion Infantry Company 67
66 01 85 12 P082088 1st Platoon
66 01 85 12 P082088 2nd Platoon
66 01 85 12 P082088 3rd Platoon
66 01 85 12 P081004 Mortar Platoon
66 01 85 12 P082012 HMG Squad
```

16.2.3 Adding new Order of Battles

The following will be a Step-by-Step guide on how to add a new, hypothetical division-sized organization to the American's. You can use some or all of the following to create your own organizations.

Step 1: The Plan

Before you begin putting the files together, you should have an idea of what your ultimate organization will look like. Whether that be an Order of Battle schematic you found in a book or online or a sketch you created outlining your new organization, it is important to have a reference to assist your organization building.

For this example, I will create a large division sized unit (*Task Force*) for the American army that consists of a variety of units for a proposed invasion of North Vietnam. I have sketched out what the hypothetical organization would be on some paper and am ready to begin!

Step 2: Where to start?

I will typically start with the largest organization I need to create and then fill in the lower organizations as I need them. In this case, since my ultimate goal is a division sized unit, I will start with the division file. Based on the Nationality ID Codes (See [Section 16.2.4](#)), we can determine that American nationality code is 10, so I will open `Division10.oob` to start.

Scrolling to the bottom of the file, I will see the following:

```
[-----]
[-----User Formations-----]
[-----Armour, Artillery, Infantry, AT, Assault Gun, Eng, Recce, Moto, AA, Cav/Air-----]
[-----]
48 01 67 12 D1044023 6 ***** !! USER FORMATIONS !! *****
```

A convenient place to put your new organization! Brilliant!

The next step would be to start your division organization. Copying the first line from the division organization above the User Formations area:

```
[-----]
[-----User Formations-----]
[-----Armour, Artillery, Infantry, AT, Assault Gun, Eng, Recce, Moto, AA, Cav/Air-----]
[-----]
48 01 67 12 D1044023 6 ***** !! USER FORMATIONS !! *****
```

```
67 01 67 12 D2240214 7 1st Division
```

The dates are good for what I want to use, so I will change the name of the organization:

```
67 01 67 12 D1040214 7 Task Force for NVN
```

When you open the organization editor, when we are complete, you will see the *Task Force for NVN* listed in the American Division portion for 1967.

The organization number will be simplified, so I know to change it later to something proper:

```
67 01 67 12 D224XXXX 7 Task Force for NVN
```

The Task Force needs a headquarters platoon. I will copy and paste a division HQ platoon from an existing division and paste it directly under the Task Force reference. It will look like this:

```
67 01 67 12 D224XXXX 7 Task Force for NVN
67 01 67 12 P223003 Ugda HQ
```

There we go. The first element of the new organization is nearly complete.

Step 3: Building Organizations

The organization I have drawn out shows the Task Force will consist of three tank-heavy brigades with some miscellaneous support units. With that, I will open the Brigade10.oob file and scroll to the bottom to add a new organization.

Following the same procedure as the division file, I will copy and paste a portion of an existing Brigade, rename and renumber as follows:

```
[-----]
[-----User Formations-----]
[-----Armour, Artillery, Infantry, AT, Assault Gun, Eng, Recce, Moto, AA, Cav/Air-----]
[-----]
48 01 85 12 G1034028 6 ***** !! USER FORMATIONS !! *****
```

```
67 01 67 12 G103XXXX 7 Task Force NVN Brigade
```

As above, I will copy and paste an existing brigade HQ into my organization:

```
67 01 67 12 G103XXXX 7 Task Force NVN Brigade
67 01 67 12 P103005 Brigade HQ
```

Now we need to add some battalions to the new tank brigade. For now, I will copy and paste some existing battalions from one of the organizations above: changing the dates, names, and codes:

```
67 01 67 12 G223XXXX 7 Task Force NVN Brigade
67 01 67 12 P223005 Brigade HQ
67 01 67 12 B221XXXX Task Force NVN Battalion
67 01 67 12 B221XXXX Task Force NVN Battalion
67 01 67 12 B221XXXX Task Force NVN Battalion
```

According to my drawing, the Brigade also has some support companies attached to it: reconnaissance, self-propelled mortars, and self-propelled anti-aircraft battery. Adding them to under the battalions, the organization should look like this:

```
67 01 67 12 G103XXXX 7 Task Force NVN Brigade
67 01 67 12 P103005 Brigade HQ
67 01 67 12 B101XXXX Task Force NVN Battalion
67 01 67 12 B101XXXX Task Force NVN Battalion
67 01 67 12 B101XXXX Task Force NVN Battalion
67 01 67 12 C100XXXX Reconnaissance Company
67 01 67 12 C100XXXX Heavy Mortar Battery
67 01 67 12 C100XXXX Self-propelled Anti-Aircraft Battery
```

With the Brigade10.oob file started and ready, time to open the Battalion10.oob file, scrolling to the bottom and proceeding with the above steps to produce the following:

```
[-----]
[-----User Formations -----]
[-----Armour, Artillery, Infantry, AT, Assault Gun, Eng, Recce, Moto, AA, Cav/Air-----]
[-----]
48 01 85 12 B2214030 6 ***** !! USER FORMATIONS !! *****
67 01 67 12 B101XXXX 7 Task Force NVN Battalion
67 01 67 12 P103008 Group HQ
```

The hypothetical tank battalions are to consist of three tank companies, one mechanized infantry company and one Headquarters Company.

```
67 01 67 12 B101XXXX 7 Task Force NVN Battalion
67 01 67 12 P103008 Group HQ
67 01 67 12 C100XXXX Headquarters Company
67 01 67 12 C100XXXX Tank Company
67 01 67 12 C100XXXX Tank Company
67 01 67 12 C100XXXX Tank Company
67 01 67 12 C100XXXX Mechanized Infantry Company
```

Now moving to the Company10.oob file, scrolling to the bottom and adding the companies listed above so it looks like this:

```
[-----]
[----- Israeli Company Formations -----]
[-----Added by Jason Petho-----]
[-----Armour, Artillery, Infantry, AT, Assault Gun, Eng, Recce, Moto, AA, Cav/Air-----]
[-----]
48 01 85 12 C2204034 6 ***** !! USER FORMATIONS !! *****
```

```
67 01 67 12 C100XXXX 7 Headquarters Company
```

```
67 01 67 12 C100XXXX 7 Tank Company
```

```
67 01 67 12 C100XXXX 7 Mechanized Infantry Company
```

```
67 01 67 12 C100XXXX Reconnaissance Company
```

```
67 01 67 12 C100XXXX Heavy Mortar Battery
```

```
67 01 67 12 C100XXXX Self-propelled Anti-Aircraft Battery
```

With the company headings laid out, we have to add platoons to each of the companies. Starting with the Headquarters Company, I will open the Platoon10.oob file and determine which platoons I want to add to the company. A typical Headquarters Company for the American tank battalion included a couple of tanks (2 Strength Point, M48A3), an infantry reconnaissance squad (2 Strength Point, Reconnaissance Platoon 66) with mechanized transport (1 Strength Point, M113 ACAV) and a self-propelled mortar platoon (4 Strength Point, M125). I add the necessary platoons to look like this:

```
67 01 67 12 C100XXXX 7 Headquarters Company
67 01 67 12 P100028 HQ
67 01 67 12 P102082 Reconnaissance Squad
67 01 67 12 P107028 M113 ACAV
67 01 67 12 P101011 M125
```

Using the same procedure, I add a headquarters tank section (2 Strength Point, M48A3) and three tank platoons (3 Strength Point, M48A3)

```
67 01 67 12 C220XXXX 7 Tank Company
67 01 67 12 P100028 HQ
67 01 67 12 P100027 1st Platoon
67 01 67 12 P100027 2nd Platoon
67 01 67 12 P100027 3rd Platoon
```

The Mechanized Infantry company gets three mechanized infantry platoons (6 Strength Point, Armored Infantry 67 A) and mechanized transport (3 Strength Point, M113 ACAV)

```
67 01 67 12 C220XXXX 7 Mechanized Infantry Company
67 01 67 12 P222077 1st Platoon
67 01 67 12 P222077 2nd Platoon
67 01 67 12 P222077 3rd Platoon
67 01 67 12 P227026 M113 ACAV
67 01 67 12 P227026 M113 ACAV
67 01 67 12 P227026 M113 ACAV
```

The Reconnaissance company will consist of two tank platoons (3 Strength Point, M48A3), two reconnaissance platoons (6 Strength Point, Armored Infantry 67 A) and mechanized transport (3 Strength Point, M113 ACAV)

```
67 01 67 12 C100XXXX Reconnaissance Company
67 01 67 12 P100027 M48A3
67 01 67 12 P100027 M48A3
```

```
67 01 67 12 P102077 Reconnaissance Platoon
67 01 67 12 P102077 Reconnaissance Platoon
67 01 67 12 P107026 M113 ACAV
67 01 67 12 P107026 M113 ACAV
```

The Heavy Mortar Battery will consist of two Self-propelled heavy mortar sections (2 Strength Point, M106)

```
67 01 67 12 C100XXXX Heavy Mortar Battery
67 01 67 12 P101039 M106
67 01 67 12 P101039 M106
```

The Self-propelled Anti-Aircraft battery consists of four Self-propelled Anti-Aircraft sections (2 Strength Point, M42)

```
67 01 67 12 C100XXXX Self-propelled Anti-Aircraft Battery
67 01 67 12 P108012 M42
```

Now the basic organizations for the Task Force have been completed, we can start numbering the organizations so they will work in the Organization Editor. I described the intended organization numbering system at the beginning of the document. As the numbering system is designed to be using the lowest numbers first, I recommend using the highest numbers of the classifications. Since the organization I am building is a hypothetical organization, I will add it to the “General” numbering set, which spans from 201 – 699. Which means I will start my numbers at 699 and work backwards in the hopes of avoiding have the organizations being replaced in future updates. It will still be important to ensure there are no duplicate entries.

I start with the companies and begin numbering:

```
67 01 67 12 C100X699 7 Headquarters Company
67 01 67 12 P100028 HQ
67 01 67 12 P102082 Reconnaissance Squad
67 01 67 12 P107028 M113 ACAV
67 01 67 12 P101011 M125

67 01 67 12 C100X698 7 Tank Company
67 01 67 12 P100028 HQ
67 01 67 12 P100027 1st Platoon
67 01 67 12 P100027 2nd Platoon
67 01 67 12 P100027 3rd Platoon
```

Since these are both armor related companies, I will code them with 0:

```
67 01 67 12 C1000699 7 Headquarters Company
67 01 67 12 P100028 HQ
67 01 67 12 P102082 Reconnaissance Squad
67 01 67 12 P107028 M113 ACAV
67 01 67 12 P101011 M125

67 01 67 12 C1000698 7 Tank Company
67 01 67 12 P100028 HQ
67 01 67 12 P100027 1st Platoon
67 01 67 12 P100027 2nd Platoon
67 01 67 12 P100027 3rd Platoon
```

There we go, the first two completed companies! Using the steps above and following the numeric system described in the beginning, I will proceed to number and reorganize the remaining companies which will ultimately resemble this:

```
[-----]
[----- American Company Formations -----]
[-----Added by Jason Petho-----]
[-----Armour, Artillery, Infantry, AT, Assault Gun, Eng, Recce, Moto, AA, Cav/Air-----]
[-----]
48 01 67 12 C1004034 6 ***** !! USER FORMATIONS !! *****

    67 01 67 12 C1000699 7 Headquarters Company
    67 01 67 12 P100028 HQ
    67 01 67 12 P102082 Reconnaissance Squad
    67 01 67 12 P107028 M113 ACAV
    67 01 67 12 P101011 M125

    85 01 85 12 C1000698 7 Tank Company
    67 01 67 12 P100028 HQ
    67 01 67 12 P100027 1st Platoon
    67 01 67 12 P100027 2nd Platoon
    67 01 67 12 P100027 3rd Platoon

    67 01 67 12 C1001699 Heavy Mortar Battery
    67 01 67 12 P101039 M106
    67 01 67 12 P101039 M106

    67 01 67 12 C1002699 7 Mechanized Infantry Company
    67 01 67 12 P222077 1st Platoon
    67 01 67 12 P222077 2nd Platoon
    67 01 67 12 P222077 3rd Platoon
    67 01 67 12 P227026 M113 ACAV
    67 01 67 12 P227026 M113 ACAV
    67 01 67 12 P227026 M113 ACAV

    67 01 67 12 C1006699 Reconnaissance Company
    67 01 67 12 P100027 M48A3
    67 01 67 12 P100027 M48A3
    67 01 67 12 P102077 Reconnaissance Platoon
    67 01 67 12 P102077 Reconnaissance Platoon
    67 01 67 12 P107026 M113 ACAV
    67 01 67 12 P107026 M113 ACAV

    67 01 67 12 C2208699 Self-propelled Anti-Aircraft Battery
    67 01 67 12 P108012 M42
    67 01 67 12 P108012 M42
    67 01 67 12 P108012 M42
    67 01 67 12 P108012 M42
```

With the Company10.oob file complete and numbered, we can use those new numbers and populate the Battalion10.oob file, such as:

```
67 01 67 12 B101XXXX 7 Task Force NVN Battalion
67 01 67 12 P10308 Group HQ
67 01 67 12 C1000699 Headquarters Company
67 01 67 12 C1000698 Tank Company
67 01 67 12 C1000698 Tank Company
67 01 67 12 C1000698 Tank Company
67 01 67 12 C1002699 Mechanized Infantry Company
```

Followed by number the Task Force NVN Battalion with its own unique ID, against starting from 699:

```
67 01 67 12 B1010699 7 Task Force NVN Battalion
67 01 67 12 P103008 Group HQ
67 01 67 12 C1000699 Headquarters Company
67 01 67 12 C1000698 Tank Company
67 01 67 12 C1000698 Tank Company
67 01 67 12 C1000698 Tank Company
67 01 67 12 C1002699 Mechanized Infantry Company
```

...and then similarly proceed to fill out the unique IDs in the Brigade10.oob and Division10.oob files:

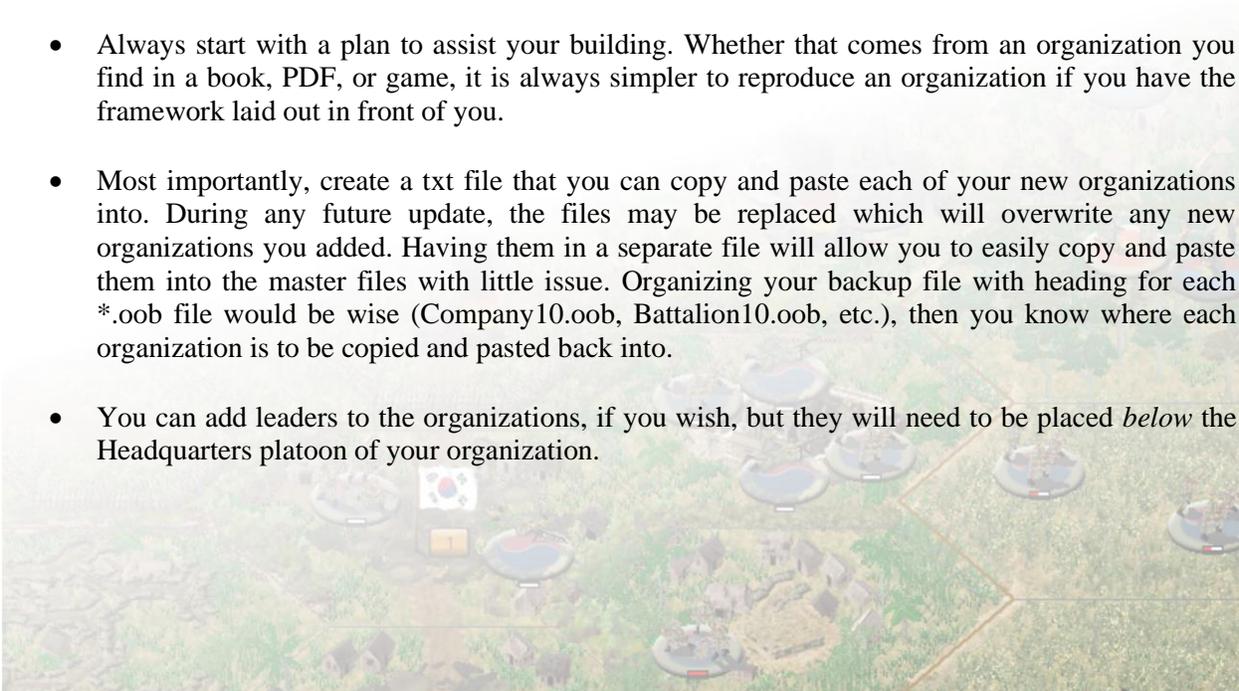
```
67 01 67 12 G1030699 7 Task Force NVN Brigade
67 01 67 12 P103005 Brigade HQ
67 01 67 12 B1010699 Task Force NVN Battalion
67 01 67 12 B1010699 Task Force NVN Battalion
67 01 67 12 B1010699 Task Force NVN Battalion
67 01 67 12 C1006699 Reconnaissance Company
67 01 67 12 C1001699 Heavy Mortar Battery
67 01 67 12 C1008699 Self-propelled Anti-Aircraft Battery

67 01 67 12 D1040699 7 Task Force NVN
67 01 67 12 P103003 TF HQ
67 01 67 12 G1030699 Task Force NVN Brigade
67 01 67 12 G1030699 Task Force NVN Brigade
67 01 67 12 G1030699 Task Force NVN Brigade
```

Now all of the *.oob files are completed, I will open up the Organization Editor and change the primary date to sometime in 1967 to see if my organization creates any errors. If you find errors, double check your unique IDs to see if there are duplicates and double check your start and end dates of all units and organizations – these are the two most common problems.

16.2.4 Things to Consider

- Always start with a plan to assist your building. Whether that comes from an organization you find in a book, PDF, or game, it is always simpler to reproduce an organization if you have the framework laid out in front of you.
- Most importantly, create a txt file that you can copy and paste each of your new organizations into. During any future update, the files may be replaced which will overwrite any new organizations you added. Having them in a separate file will allow you to easily copy and paste them into the master files with little issue. Organizing your backup file with heading for each *.oob file would be wise (Company10.oob, Battalion10.oob, etc.), then you know where each organization is to be copied and pasted back into.
- You can add leaders to the organizations, if you wish, but they will need to be placed *below* the Headquarters platoon of your organization.



16.2.5 Nationality ID# Codes

Vietnam

Code	Country
00	China
08	France
10	United States
11	South Vietnam
12	South Korean
13	Laos
17	New Zealand
19	Australia
21	North Vietnam
49	Cambodia
50	Thailand

16.3 JSGME Modification Enabler Software

Included in your install is the JSGME Modification Enabler Software. This Mod Enabler provides a simple and intuitive interface that takes all the hassle out of enabling and disabling mods. To use JSGME,

Step One: Locate the JSGME.exe in the ...**Campaign Series Vietnam**\ folder.

Step Two: Launch JSGME.exe by double clicking on it and accept the MODS folder name. Now the tool will point to the main folder for user made modifications: ...**Campaign Series Vietnam**\mods\

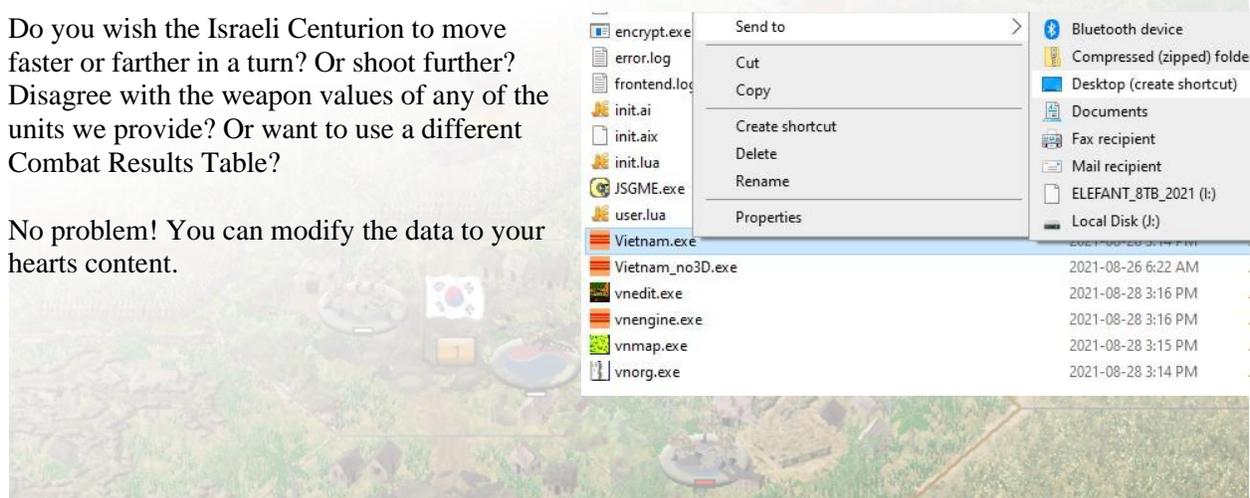
Step Three: Enable and disable any USER MOD by moving them between the two windows available in the tool. First, select the MOD you want to enable, then click on the Right arrow.

Step Four: The chosen MOD will show in the right window letting you know that it has been enabled. Pressing the left arrow button will disable the MOD again.

16.4 Using the no encryption features (-W/-X) for your own games

Do you wish the Israeli Centurion to move faster or farther in a turn? Or shoot further? Disagree with the weapon values of any of the units we provide? Or want to use a different Combat Results Table?

No problem! You can modify the data to your hearts content.



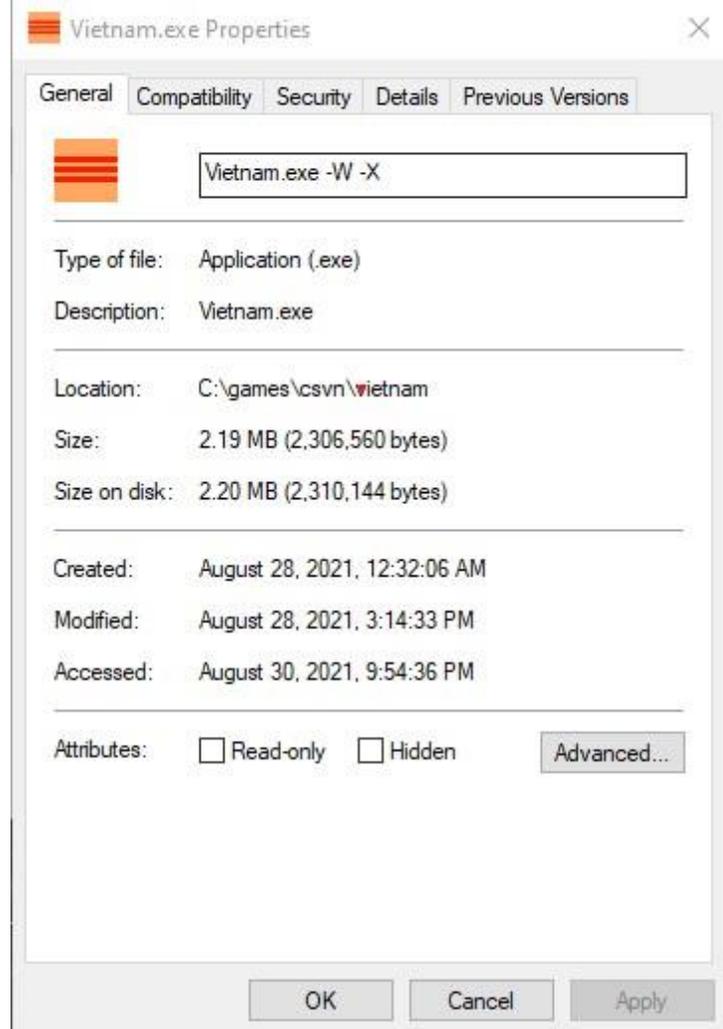
As a safety measure, you will be required to play the game without the encryption. You can do this by creating a shortcut of the **vietnam.exe** file to your desktop. I recommend renaming the shortcut to “Vietnam No Encryption”, so it is easier to keep track of.

You will want to add the following command line flags, `-W` and `-X`, at the end of the target path for the no encryption to function as intended as shown in the screenshot.

This will be the shortcut you use when you want to play with your edited files. This will not work for Play-By-Email games or Local Area Network. Hot Seat and vs-AI games now operate in the non-encryption mode.

The datasets that you can modify that will require you to use this no-encryption playing method are:

Weapon.pdt
 Movement.pdt
 Main.pdt
 Platoon##.oob



Note: With Campaign Series Vietnam, when launched from the frontend, the game engine defaults to `-X NoEncryption` for solo, H2H & campaign play. Therefore, you no longer are required to create a Desktop Shortcut for launching the game itself in `NoEncryption` mode.

Use of either of Scenario Editor or Organization Editor, however, still requires the use of a shortcut, in a manner explained above.

For head-to-head play under either PBEM or LAN Play, use of encrypted files still applies, and cannot be circumvented.



17.0 Update Log

17.1 Vietnam Update Log for 1.00

17.1.1 Errata

- This is the original release.

17.1.2 Enhancements

- This is the original release.

17.1.3 Fixes

- This is the original release.

17.1.4 Graphics

- This is the original release.

17.1.5 Data

- This is the original release.

17.1.6 Scenarios

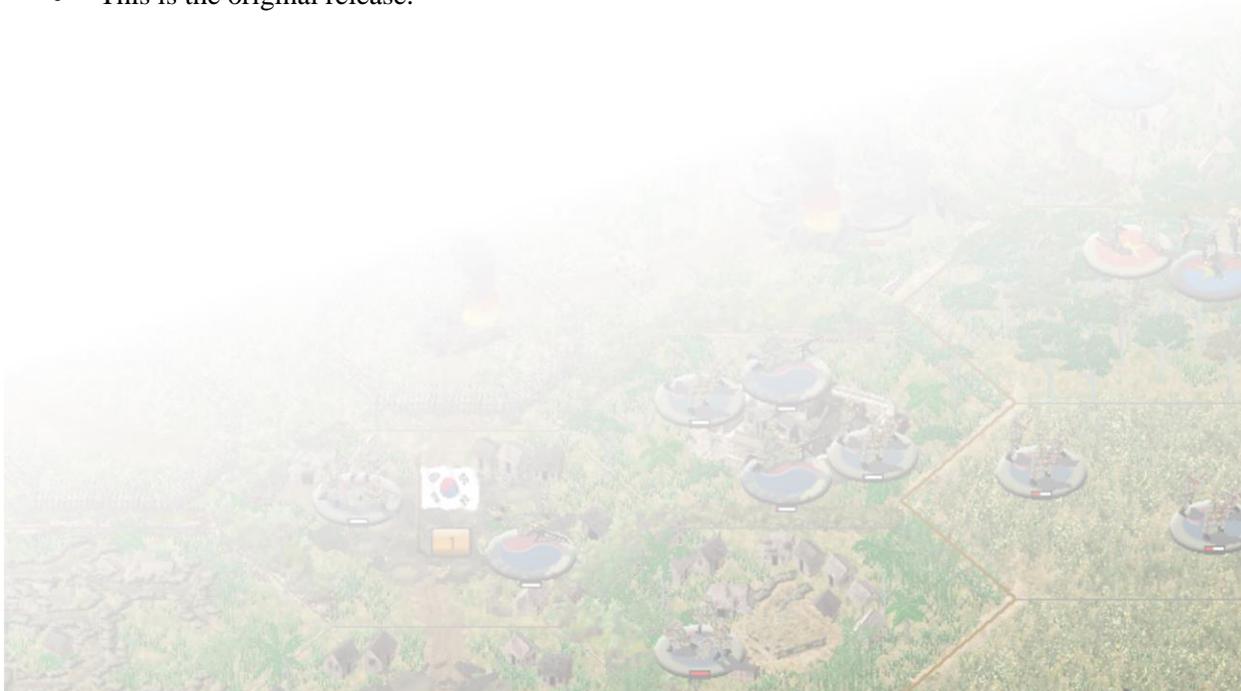
- This is the original release.

17.1.7 Mods

- This is the original release.

17.1.8 Manual

- This is the original release.



18.0 Game Glossary

18.1 Game Term Glossary

Action Points: For every action in the game, a unit will consume points up to the maximum of 100 Action Points per turn.

Artillery Dialog: The Artillery Dialog is the dialog that displays the units capable of Indirect Fire for the turn. Artillery units that are available are black; artillery units not available are grey.

Assault: An assault is attempting to occupy a hex by force from a hex that is occupied by the enemy.

Attack: An attack is either performing Direct Fire or Indirect Fire on an opposing unit.

Column Movement: Refers to an Organizational Movement that will move all units of the same organization towards the direction of the targeted hex.

Combat: When a unit attacks an opposing unit using direct or indirect fire or when a unit assaults an opposing unit.

Combat Air Assault: This is a tactic performed with helicopters into landing zone to drop off infantry.

Concealment: A calculation to determine if a unit will remain hidden or be observed at the beginning of the turn.

Damage Results: When Medium Details are chosen, the Damage Results of the current attacks are displayed.

Defend: The art of protecting the Victory Locations to preserve Victory Conditions in your favor.

Direct Fire: Is one unit attacking an opposing unit that is within Line of Sight.

Double Time Movement: This allows infantry type units the ability to increase how far they move during a turn. Units that use Double Time Movement will become fatigued for the remainder of the turn and the following turn.

Echelon Movement: Refers to an Organizational Movement that will move all units of the same organization in the same direction as the target hex.

Enhanced Assault: This is an Optional Rule that removes most of the intelligence that you gather during a turn. This includes, but is not limited to: unknown enemy combat unit identification, unknown strength identification, unknown general information about opposing force (ammo levels, air strike amounts, etc.), unknown combat results, unable to view LOS from anywhere but a friendly occupied hex.

Fatigue: A fatigued unit is one that has used the Double-Time Movement and is now suffering a penalty. Fatigued units will Attack and Assault at half strength.

Fire Mode: Pressing the CTRL button, or pressing the Move Mode button in the bottom left corner, will change the game to Fire Mode, meaning that units will fire instead of move.

Fixed Unit: Fixed Units are units that are fixed in position. They are denoted by a red F in the Unit Info Box and are released if they are fired upon or released from the Release Schedule based on the scenario designers plan.

Flare: Flares are floating flares that illuminate a hex, and adjacent hexes, during the course of a turn. They can be fire by most units in Middle East. Flares can be fired by holding ALT+SHIFT while right-clicking on the target hex.

FRD: Fractions Rounded Down

FRU: Fractions Rounded Up

Hard Target: Hard Targets are armored units, including armored cars, armored personnel carriers, tanks, self-propelled artillery, etc. Hard Targets are typically differentiated by a Red Defense value in the Unit Info Box.

Hex: More commonly known has a hexagon. It is the basic building block for the maps. Each hex is assumed to be 250 metres across. Four hexes equal one kilometer. Six hexes equal one mile.

Indirect Fire: This refers to units that are capable of firing at opposing units that are not within their Line of Sight, typically artillery.

Landing Zone: These are historical Landing places that helicopters can operate from.

Line of Sight: Units that are visible from one hex to another are considered to be in Line of Sight of each other.

Morale: Morale is the willingness of the unit to perform the duties required of them, particularly in combat.

Move Mode: The default mode for the start of a turn is Move Mode, meaning that units will move instead of fire.

Opportunity Fire: Are the attacks automatically performed by friendly forces during the opponents turn.

Recon Recon: A new feature that allows #ReconUnit flagged units the capability to perform in-turn reconnaissance.

Smoke: Smoke is marker on the map that will block Line of Sight and have an effect on Direct Fire Attacks.

Soft Target: Soft Targets are unarmored units, including infantry, artillery, trucks, jeeps, helicopters, etc.

Tool Bar: Organized the User Interface Buttons into categories to assist the user experience.

Unit: Unit is the generalized term used throughout the manual to represent the various platoons, sections, and batteries of the Modern Wars.

Unit Concealment: Unit Concealment is the value assigned to determine the overall size of a unit within *Middle East* and is used to determine if it is spotted or not during the Line of Sight Check.

Unit Info Box: When a unit is selected, it is the information box that displays about the unit. The Unit Info Box offers a quick view of Morale, Strength, Attack and Defense values, Action Points and capabilities of the unit.

Unit List Display: Pressing U on the keyboard will open the Unit List Display, which displays all the units in a hex and defines certain elements of the hex including how much Smoke or Flares are in a scenario and the base ammo level.

Variable Visibility: Variable Visibility is an Optional Rule that will alter the Visible Distance has a 33% chance of increasing by one hex, a 33% chance of decreasing by one hex or 33% chance of remaining the same Visible Distance at the beginning of Player One's turn.

Visible Distance: This is the range in hexes that units can see each other, up to a maximum of 20 hexes. This will vary from scenario to scenario, depending on the scenario designer's intentions.

18.2 Vietnam Glossary

French:

General:

Escadrons de Char – Tank Squadron
Batterie d'Obusiers – Howitzer Battery
Escadrons Amphibie d'Appui Groupement – Amphibious Support Squadron
Batterie de Mortiers – Mortar Battery
Compagnie de Combat – Rifle Company
Compagnie de Combat Coloniale – Rifle Company (Colonial)
Compagnie de Combat Métropolitaine – Rifle Company (Metropolitan)
Compagnie de Combat Nord-Africaine – Rifle Company (North African)
Compagnie de Supplétifs Nord-Africaine – Auxiliary Rifle Company (North Africa)
Compagnie Étrangère de Combat – Foreign Legion Rifle Company
Compagnie de Combat Sénégalais – Rifle Company (Senegalese)
Compagnie de Milice Catholique – Rifle Company (Catholic Militia)
Compagnie de Parachutistes SAS – Parachute Company (SAS)
Compagnie de Parachutistes Coloniaux – Parachute Company (Colonial)
Compagnie Étrangère de Parachutistes – Foreign Legion Parachute Company
Compagnie de Combat Légère Laotiens – Light Rifle Company (Laotians)
Compagnie de Combat Légère Thai – Light Rifle Company (Thai)
Compagnie de Combat Légère Cambodgien – Light Rifle Company (Cambodian)
Compagnie de Combat Indigènes – Rifle Company (Indigenous)
Compagnie d'Appui – Support Company
Compagnie d'Infanterie Blindée – Armored Rifle Company
Compagnie de Fusiliers-Marins – Marine Company
Compagnie du Génie – Engineer Company
Compagnie du Génie des Ponts – Bridging Engineer Company
Escadrons de Reconnaissance – Reconnaissance Squadron

Escadrons de Reconnaissance d'Infanterie – Infantry Reconnaissance Squadron
Batterie Anti-Aérienne – Anti-aircraft Battery
Détachement de Transport – Transportation Detachment
Escadron Étrangère de Char – Foreign Legion Tank Squadron
Compagnie d'Anti-Char – Anti-tank Company
Escadrille d'Helicopteres Légers – Light Helicopter Flight
Escadrille d'Helicopteres – Helicopter Flight
Escadrille Mixte d'Helicopteres – Mixed Helicopter Flight
Régiment de Dragons – Dragoon Regiment
Régiment d'Artillerie – Artillery Regiment
Régiment d'Infanterie – Infantry Regiment
Groupement de Chasseurs – Armored Group
Régiment de Hussards – Cavalry Regiment
Régiment d'Infanterie Alpine – Mountain Infantry Regiment
Régiment Étrangère d'Infanterie – Foreign Legion Infantry Regiment
Régiment Étrangère de Parachutistes – Foreign Legion Parachute Regiment
Régiment d'Helicopteres de Manoeuvre – Transport Helicopter Regiment
Régiment d'Helicopteres d'Attaque – Attack Helicopter Regiment



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20.0 Appendices

20.1 Appendix A – Combat Efficiency Values

Combat Efficiency Values for each country, by year.

	China	France	USA	South Vietnam	South Korea	Laos	New Zealand	Australia	North Vietnam	Cambodia	Thailand
1948	70	80	100	60	60	30	90	90	60	60	30
1949	70	80	90	60	60	30	90	90	60	60	30
1950	80	80	90	60	60	30	90	90	70	60	30
1951	90	90	90	60	60	40	90	90	70	60	30
1952	90	90	90	70	70	40	90	90	80	70	40
1953	80	100	100	70	70	50	100	100	80	70	40
1954	70	100	100	70	70	50	100	100	100	70	40
1955	70	110	100	70	70	50	100	100	90	70	40
1956	80	110	100	70	70	50	100	100	80	70	40
1957	70	120	100	70	70	50	100	100	80	70	40
1958	70	130	100	70	70	60	100	100	70	70	50
1959	70	130	100	70	70	60	100	100	70	70	50
1960	80	120	100	70	70	60	100	110	80	70	60
1961	80	110	100	70	70	60	100	110	60	70	60
1962	80	100	100	70	70	60	100	110	60	70	70
1963	80	100	100	70	70	60	100	100	60	70	70
1964	80	90	100	70	70	70	100	100	60	70	80
1965	70	80	100	80	80	70	100	100	80	80	80
1966	70	80	110	80	80	70	110	110	90	80	80
1967	70	80	120	80	80	70	120	120	90	80	80
1968	80	80	120	90	90	80	120	120	90	90	80
1969	80	90	130	90	100	80	130	130	100	90	80
1970	80	90	120	90	100	80	120	120	100	90	60
1971	70	100	110	80	90	80	110	110	110	80	60
1972	70	100	100	80	90	80	100	100	110	80	60
1973	70	100	110	60	90	80	110	110	120	60	70
1974	70	100	100	60	90	70	100	100	120	60	70
1975	70	100	100	60	90	70	100	100	120	60	70
1976	70	100	100	60	90	70	100	100	80	60	70
1977	70	100	100	60	90	70	100	100	80	60	70
1978	80	100	100	50	100	80	100	100	90	50	70
1979	90	100	100	50	100	80	100	100	100	50	70
1980	80	100	100	40	100	70	100	100	90	40	75
1981	70	100	100	40	100	70	100	100	80	40	75

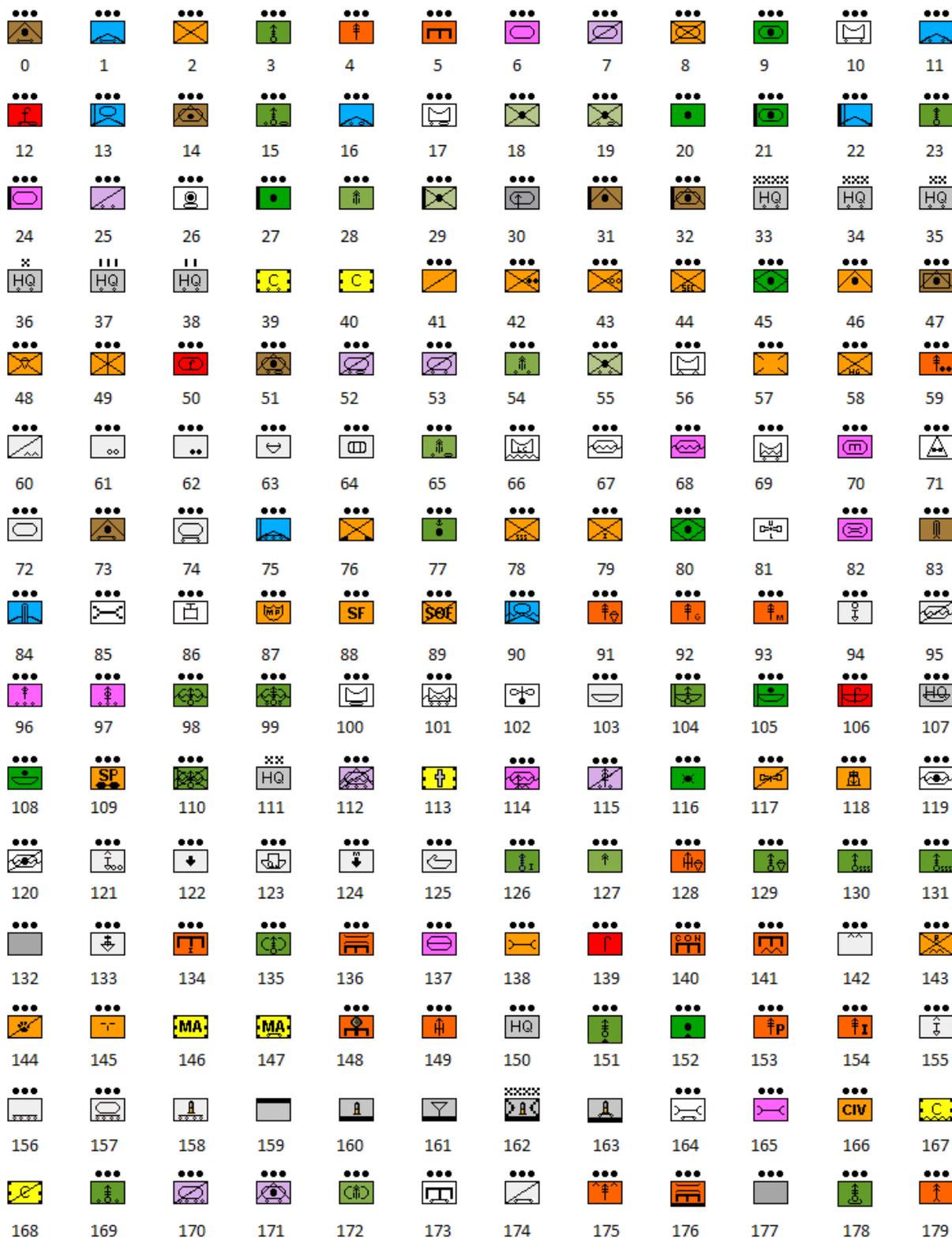
1982	70	110	100	30	100	70	100	100	80	30	80
1983	70	110	110	30	100	70	110	110	80	30	85
1984	70	120	120	30	100	80	120	120	80	30	85
1985	70	120	130	30	100	80	130	130	80	30	85

20.2 Appendix B – NATO Symbol Explanation

Graphical display of all NATO Symbols

Colour	Class	Colour	Class
Pink	Armor	Green	Artillery (including Self-propelled and Assault Guns)
Yellow	Infantry	Brown	Anti-tank (including Tank Destroyers and Anti-tank missile teams)
Light Blue	Miscellaneous (Supplies, Factories, etc.)	Purple	Reconnaissance
White	On Map Aircraft	Orange	Engineers and Infantry Support (including LMG, HMG, RCLR, RPG, etc.)
Blue	Anti-aircraft (including MANPAD, SAM etc.)	Yellow	Commander
White	Transport	Grey	Headquarters

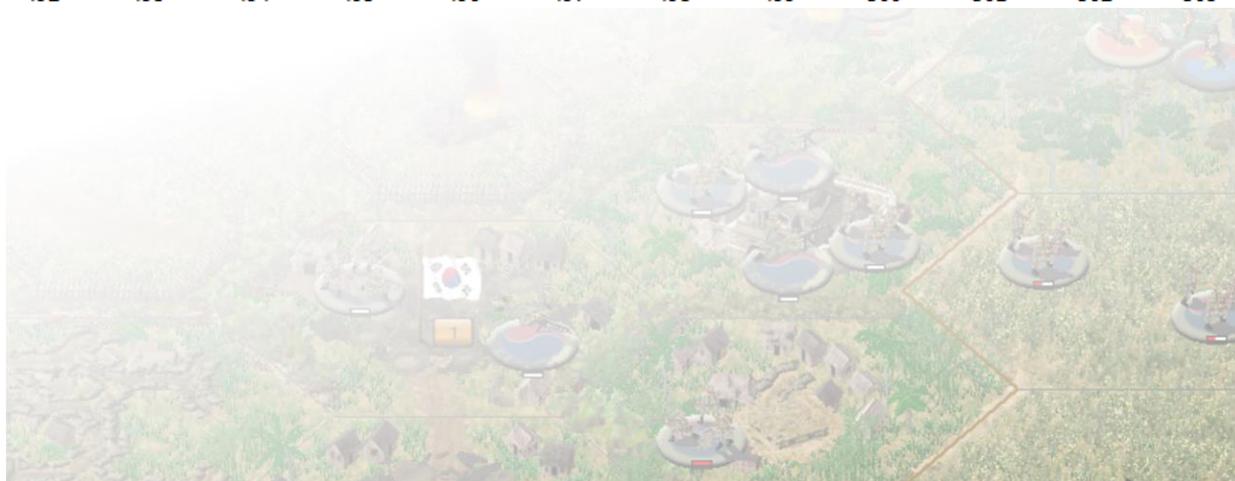




180	181	182	183	184	185	186	187	188	189	190	191
192	193	194	195	196	197	198	199	200	201	202	203
204	205	206	207	208	209	210	211	212	213	214	215
216	217	218	219	220	221	222	223	224	225	226	227
228	229	230	231	232	233	234	235	236	237	238	239
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Tabular reference to all NATO Symbols:

0	Anti-Tank Gun
1	Anti-Aircraft
2	Infantry
3	Medium mortar
4	Medium Machinegun
5	Engineer
6	Light Tank
7	Recon Tank
8	Mech Infantry
9	Self-Propelled Artillery
10	Light Truck
11	Motorised Anti-Aircraft
12	Halftrack Flamethrower
13	Armored Anti-Aircraft
14	Tracked Tank Destroyer
15	Halftrack Mortar
16	Halftrack Anti-Aircraft
17	Light Halftrack
18	Infantry Gun
19	Halftrack Infantry Gun
20	Artillery
21	Heavy Self-Propelled Artillery
22	Heavy Anti-Aircraft
23	Heavy Mortar
24	Heavy Tank
25	Unarmed Recon Vehicle
26	Light Prime Mover
27	Heavy Artillery
28	Multiple Rocket Artillery
29	Heavy Infantry Gun
30	Tracked Assault gun
31	Heavy Anti-Tank Gun
32	Heavy Tracked Tank Destroyer
33	Army Headquarters
34	Corps Headquarters
35	Division Headquarters
36	Brigade Headquarters
37	Regiment Headquarters
38	Battalion Headquarters
39	Motorised Commander
40	Commander

41	Cavalry/Recon
42	Motorcycle Troops
43	Bicycle Troops
44	Security Troops
45	Coastal Artillery
46	Anti-Tank Infantry
47	Fortress Anti-Tank Gun
48	Paratroopers
49	Motorised Infantry
50	Armored Flamethrower
51	Halftrack Anti-Tank Gun
52	Recon Halftrack
53	Scout/Armored Car
54	Motorised Rocket Artillery
55	Motorised Infantry Gun
56	Wagon
57	Volksgrenadier
58	Volksturm
59	Motorcycle Machinegun
60	Horses
61	Bicycles
62	Motorcycles
63	Boats
64	Rafts
65	Halftrack Rocket Artillery
66	Landing Craft
67	Amphibious Armored Personnel Carrier
68	Amphibious Tank
69	Amphibious Truck
70	Engineer Tank
71	Recon Aircraft
72	Tracked Armored Personnel Carrier
73	Anti-Tank Truck
74	Wheeled Armored Personnel Carrier
75	Cross-country wheeled Anti-Aircraft
76	Commandos
77	Naval Guns
78	Marines
79	Irregulars
80	Coastal/Dual Purpose Guns
81	Assault Helicopter

82	Bridging Tank
83	Anti-Tank Guided Missile
84	Short Range Surface-to-Air Missile
85	Recovery Vehicle
86	Engineer Vehicle
87	Military Police
88	Special Forces
89	Special Operations Forces
90	Amphibious Armored Anti-Aircraft
91	Paratrooper Machinegun
92	Guerrilla Machinegun
93	Militia Machinegun
94	Trail Porters-Bicycle equipped Labor Unit
95	Amphibious Armored Reconnaissance Carrier
96	All-Terrain Light Armored Weapons Platform, Machinegun
97	All-Terrain Light Armored Weapons Platform, Light Grenade Launcher
98	Tracked Armored Amphibious Self-Propelled Mortar
99	Wheeled Amphibious Armored Self-Propelled Mortar
100	Tracked Armored Utility Vehicle
101	Amphibious All-Terrain Utility Vehicle
102	Support Bomber
103	Riverine
104	Riverine, Mortar/Gun System
105	Riverine, Howitzer/Gun System Equipped
106	Riverine, Flamethrower/Gun System Equipped
107	Riverine Headquarters
108	Riverine Artillery Barge
109	Air Force Security Forces / Security Police
110	Amphibious Armored Tracked Infantry Fighting Vehicle-Medium Mortar
111	Divisional Headquarters (Foot)
112	All-Terrain Amphibious Anti-Tank Gun Armored Car
113	Catholic Priest/Leader
114	Armored Reconnaissance Amphibious Airborne Assault Vehicle
115	Wheeled Grenade Launcher Platform, Recon

116	Field Artillery Scatterable Mines
117	Air Cavalry / Aero Rifle Platoon (Blues)
118	Tunnel Rat
119	Amphibious Fire Support Carrier
120	Amphibious Fire Support Carrier, Recon
121	Trail porters (Pack Bicycle)
122	Patrol Boat
123	Junk / Dhow
124	Patrol Boat, Missile
125	Civilian Boat, Motorised
126	Irregular Heavy Mortar
127	Single Rocket Launcher
128	Parachute Light Recoilless Rifle
129	Parachute Medium Mortar
130	Marine Light Mortar
131	Marine Medium Mortar
132	NOT IN USE
133	Naval Ship (Unknown Size)
134	Irregular Engineers
135	Tracked Self-Propelled Mortar
136	Bridging Engineer
137	Glider-Borne Tank
138	Infantry Recovery Platoon
139	Flamethrower
140	Construction Engineer
141	Airborne Engineer
142	Pack Animal
143	Airborne Ranger
144	Canine Scout Patrol
145	Sniper
146	Military Advisor
147	Motorised Military Advisor
148	Mine Engineer
149	Light Recoilless Rifle
150	Company Headquarters
151	Mountain Medium Mortar
152	Mountain Artillery
153	Partisan Medium Machinegun
154	Irregular Medium Machinegun
155	Labor Unit (Porters)
156	Railroad Car



157	Armoured Railcar
158	Supply Railcar
159	Camp
160	Supply Depot
161	Fuel Depot
162	Army Supply Depot
163	Motorised Supply
164	Motorised Recovery Vehicle
165	Armoured Recovery Vehicle
166	Civilians
167	Amphibious Commander
168	Recon/Cavalry Commander
169	Motorised Medium Mortar
170	Rail Capable Armored Recon Vehicle
171	Wheeled Armored Anti-Tank Recon
172	Armored Multiple Rocket Launcher
173	Wheeled Engineer Vehicle
174	Wheeled Recon, Unarmed, Unarmored
175	Horse-Drawn Medium Machinegun Platform
176	Pontoon Bridge
177	NOT IN USE
178	Arctic Medium Mortar
179	Anti-Tank Rocket Launcher
180	Railroad Infantry
181	Guards Infantry
182	Submachinegun Infantry
183	Guards Submachinegun Infantry
184	NKVD Submachinegun Infantry
185	Guards Mountain Infantry
186	Guards Medium Machinegun
187	Railroad Engineers
188	Mountain Anti-Tank Infantry
189	Guards Engineers
190	Arctic Infantry
191	Partisans
192	Partisan Engineers
193	Individual, Person-of-Interest
194	Partisan Recon
195	Guards Recon
196	NKVD Recon
197	Towed Guards Anti-Tank Gun

198	Guards Motorcycle Infantry
199	Guards Motorcycle Medium Machinegun
200	Medium Anti-Aircraft Machinegun
201	Guards Medium Anti-Aircraft Machinegun
202	NKVD Infantry
203	NKVD Security
204	NKVD Canine Patrol
205	Marine Submachinegun
206	Guards Ski Infantry
207	Ski Submachinegun
208	Guards Ski Submachinegun
209	Ski Medium Machinegun
210	Guards Ski Medium Machinegun
211	Ski Anti-Tank Infantry
212	Guards Ski Anti-Tank Infantry
213	Ski Commander
214	Commissar
215	Motorised Commissar
216	Railway Anti-Aircraft
217	Heavy Railway Gun
218	Armored Railway Multiple Launch Rocket System
219	Submarine
220	Self-Propelled Infantry Gun
221	Heavy Assault Gun
222	Heavy Armored Car
223	All-Terrain Anti-Tank Gun Armored Car
224	All-Terrain Infantry Support Armored Car
225	All-Terrain Heavy Armored Car
226	All-Terrain Heavy Anti-Tank Gun Armored Car
227	Heavy Self-Propelled Infantry Gun
228	Heavy Tracked Carriage Armored Heavy Mortar
229	Heavy Halftrack
230	Engineer Halftrack
231	Heavy Multiple Launch Rocket System
232	Ski Engineers
233	Military Police Medium Machinegun
234	Partisan Medium Machinegun
235	Armored Regimental Headquarters
236	Armored Battalion Headquarters



237	Ski Battalion Headquarters
238	Marine Commander
239	Mountain Troops
240	Armored Command Vehicle
241	Armored Divisional Headquarters
242	Helo Divisional Headquarters
243	Helo Brigade Headquarters
244	Helo Regimental Headquarters
245	Helo Battalion Headquarters
246	Helicopter Gunship, Rocket Pods
247	Support Helicopter / Smoke Ship
248	Fixed Wing Gunship
249	Truck Mounted Dual-Purpose Naval Gun (Anti-Aircraft/Anti-Tank)
250	Heavy Trucks
251	Glider Infantry
252	Medium Trucks
253	Medium Halftracks
254	Medium Tanks
255	Light Wheeled Artillery prime mover
256	Medium Wheeled Artillery prime mover
257	Heavy Wheeled Artillery prime mover
258	Light Halftracked Prime Mover
259	Medium Halftracked Prime Mover
260	Heavy Halftracked Prime Mover
261	Medium Tracked Prime Mover
262	Heavy Tracked Prime Mover
263	Horse-Drawn Prime Mover / Limbers
264	Halftrack Medium Mortar Carrier
265	Halftrack Anti-Tank Gun Carrier
266	Medium Halftracked Infantry Gun
267	Medium Halftracked Self-Propelled Anti-Aircraft
268	Heavy Halftracked Self-Propelled Anti-Aircraft
269	Medium Motorised Self-Propelled Anti-Aircraft
270	Heavy Motorised Self-Propelled Anti-Aircraft
271	Armored Car with Self-Propelled Anti-Aircraft Machinegun
272	Anti-Tank Armored Car
273	Medium Halftracked Armored Car

274	Towed Medium Anti-Aircraft or Towed Anti-Aircraft Gun System
275	Bicycle Engineer
276	Irregular Recon
277	Security Recon
278	All-Terrain Armored Car
279	All-Terrain Light Truck
280	Airborne Infantry
281	Political Leader
282	Company Headquarters
283	Ski Recon
284	Wheeled Heavy Anti-Aircraft Machinegun
285	Mountain Medium Machinegun
286	Mountain Engineer
287	Heavy Machinegun
288	Engineer Recon
289	Medium Support Tank
290	Heavy Support Tank
291	Heavy Flame Tank
292	Medium Amphibious Support Tank
293	Infantry Headquarters
294	Airborne Ranger Engineer
295	Marine Paratroopers
296	Marine Commando
297	Task Force Headquarters
298	Partisan Engineers
299	Bicycle Medium Machinegun
300	Light Airborne Tank
301	Light Airborne Support Tank
302	Infantry Tank
303	Armed Trucks
304	Heavy Infantry Tank
305	Heavy Wheeled Support Armored Car
306	Heavy Wheeled Armored Car, Machinegun
307	Heavy Armored Personnel Carrier
308	All-Terrain Amphibious Armored Personnel Carrier
309	Light Mortar
310	Heavy Halftracked Armored Anti-Tank Gun
311	Heavy Infantry
312	Bicycle Recon
313	Motorcycle Recon



314	Artillery Spotter
315	Horse/Animal-Drawn Sled
316	Anti-Aircraft Machinegun
317	Truck Mounted Artillery
318	Conscript Infantry
319	Conscript Recon
320	Guards Glider Infantry
321	Assault/Strike Infantry
322	Light Infantry
323	Militia
324	Light Machinegun
325	Light Recon/Cavalry
326	All-Terrain Armored Personnel Carrier
327	All-Terrain Support Armored Car
328	Support Armored Car
329	Tracked, Armored Surface-to-Air Missile
330	Wheeled Armored Surface-to-Air Missile
331	Wheeled Antitank Guided Weapon Missile Carrier
332	Tracked Armored Anti-Tank Guided Missile Carrier
333	Halftracked Artillery Spotter
334	Wheeled Armored Medium Mortar Carrier
335	Amphibious All-Terrain Armored Car
336	Medium Recoilless Rifle
337	Heavy Recoilless Rifle
338	Armored Engineer
339	Border Guard
340	Military Police Recon/Cavalry
341	Guards Armored Infantry
342	Halftrack Self-Propelled Anti-Aircraft
343	Halftrack Self-Propelled Anti-Aircraft Machinegun System
344	Assault Engineers
345	Security Medium Machinegun
346	Armored Recoilless Rifle Platform
347	Wheeled Recoilless Rifle Platform
348	Heavy Motorcycle Troops
349	Bicycle Assault Troops
350	Fortress Troops
351	Engineer Infantry
352	Labor Unit (Construction)

353	Halftracked Recovery Vehicle
354	Reserve Infantry
355	Mountain Heavy Machinegun
356	Field Hospital
357	Aid Station
358	Ambulance
359	Hospital (Permanent Building)
360	Combat Medic
361	Armored Leader
362	Amphibious Engineer Vehicle
363	Heavy Anti-Tank Infantry (NOT IN USE)
364	Fixed Wing Anti-Tank Aircraft
365	Airborne Special Forces
366	Recon Special Forces
367	Armored Special Forces
368	Naval Commandos
369	Mechanised Marine Infantry
370	Marine Medium Machinegun
371	Fuel Depot (Installation)
372	Factory (Installation)
373	Regimental Headquarters (Foot)
374	Battalion Headquarters (Foot)
375	Fixed Wing Recon
376	Attack Fixed Wing
377	Attack Helicopter
378	Anti-Tank Guided Missile Helicopter
379	Brigade Headquarters (Foot)
380	Tracked Infantry Fighting Vehicle with Anti-Tank Guided Missile
381	Wheeled Machinegun Platform, Recon
382	Dozer Tank
383	Marine Recon Platoon
384	Light Grenade Launcher
385	Medium Grenade Launcher
386	Heavy Grenade Launcher
387	Light Anti-Tank Rocket Launcher
388	Medium Anti-Tank Rocket Launcher
389	Heavy Anti-Tank Rocket Launcher
390	Scout Helicopter
391	Medium Lift Helicopter
392	Heavy Lift Helicopter
393	Wheeled Recoilless Rifle Vehicle



394	Armored Recoilless Rifle Vehicle
395	Border Guard Light Machinegun
396	Border Guard Medium Machinegun
397	Halftracked Anti-Tank Guided Missile
398	Bus
399	Armored Bus
400	Police, Civilian Law Enforcement
401	Police Armored Bus
402	Civilian Vehicle
403	Militia Vehicle
404	Anti-Tank Missile, Medium
405	Armored Mine Clearing Vehicle
406	Airborne Recon
407	Marine Engineer
408	Amphibious Battalion Headquarters
409	Motorised Task Force Headquarters
410	Airborne Self-Propelled Anti-Tank Gun
411	All-Terrain Amphibious Armored Personnel Carrier
412	All-Terrain Amphibious Air portable Armored Personnel Carrier
413	Towed Radar Array
414	Radar Installation
415	Short Range Surface to Surface Missile
416	Mechanised Recon Infantry
417	Guerrilla Troops
418	Terrorist
419	Suicide Bomber
420	Car Bomb
421	Video Media Crew
422	Cross-Country Amphibious Surface-to-Air Missile
423	Tracked Infantry Fighting Vehicle
424	Air Assault Infantry
425	Air Assault Recon
426	Air Assault Engineers
427	Mine-Laying Vehicle
428	Underwater Demolition Team
429	SEAL Special Forces
430	Naval Construction Platoon
431	Utility Vehicle
432	Militia Light Mortar

433	Man-Portable Air Defense Missile
434	Armament Factory
435	Nuclear, Biological and Chemical Production/Stowage
436	Amphibious Cross Country Armored Surface-to-Air Missile Vehicle
437	Cross Country Unarmored Scout Vehicle
438	Armored Minelaying Vehicle
439	Scatterable Minelaying Truck
440	Armored Scatterable Minelaying Vehicle
441	Tracked Amphibious Cargo Carrier
442	Amphibious Light/Scout Tank
443	Wheeled Man-Portable Surface-to-Air Missile
444	Irregular Light Mortar
445	Irregular Medium Mortar
446	Militia Medium Mortar
447	Mercenary
448	Insurgent
449	Jungle Infantry
450	Desert Infantry
451	Irregular Light Machinegun
452	Irregular Heavy Machinegun
453	Mountain Heavy Machinegun
454	Police Ground Vehicle
455	Heavy Self Propelled Mortar
456	Halftrack Heavy Mortar Carrier
457	Heavy Amphibious APC
458	Surface-to-Air Missile
459	All-Terrain Self Propelled Heavy Anti-Aircraft Machinegun
460	Surface-to-Surface Missile, Wheeled Transporter-Erector-Launcher
461	Surface-to-Surface Missile, Tracked Transporter-Erector-Launcher
462	Vulcan, Tracked
463	Vulcan, Towed
464	Armored Truck
465	Marine Commando
466	All-Terrain Wheeled Self Propelled Heavy Artillery
467	Medium Range Surface-to-Air Missile
468	Long Range Surface-to-Air Missile



469	Demonstrators
470	Guerrilla Commander
471	Amphibious Armored Tracked Infantry Fighting Vehicle - Anti-Tank Guided Missile
472	Amphibious Armored Tracked Infantry Fighting Vehicle - No Anti-Tank Guided Missile
473	Rangers Platoon
474	Ranger Machinegun
475	Ranger Light Mortar
476	Security Light Mortar
477	Airborne Regiment Headquarters (Foot)
478	Marine Regimental Headquarters (Foot)
479	Airborne Battalion Headquarters (Foot)
480	Marine Battalion Headquarters (Foot)
481	Ranger Battalion Headquarters (Foot)
482	Militia Battalion Headquarters(Foot)
483	Special Forces Battalion Headquarters (Foot)
484	Irregular Light Recoilless Rifle
485	Irregular Heavy Recoilless Rifle
486	Security Heavy Recoilless Rifle
487	Airborne Brigade Headquarters (Foot)
488	Marine Brigade Headquarters (Foot)
489	Ranger Brigade Headquarters (Foot)
490	Airborne Division Headquarters (Foot)
491	Marine Division Headquarters (Foot)
492	Airborne Commander (Foot)
493	Ranger Commander (Foot)
494	Special Forces Commander (Foot)
495	Security Forces Commander (Foot)
496	Marine Heavy Machinegun
497	Marine Medium Recoilless Rifle
498	Marine Heavy Mortar
499	Airborne Heavy Mortar
500	NOT IN USE
501	NOT IN USE
502	NOT IN USE
503	NOT IN USE



21.0 Credits

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Campaign Series Legion Special Thanks

The Blitzkrieg Wargaming Club, Wargamers Club



21.1 Credits, In-game images

Photograph of Troops Moving across a Rice Field in Search of Viet Cong

- Original caption: Operation "Van Buren" a combined allied operation of Military Forces of the Republic of Korea, Republic of Vietnam, and the United States 101st Abn Bde, was to deny the vital rice harvest to the Viet Cong. Troops of the 327th Inf, 101st Abn Bde prepare to move across a rice field in search of Viet Cong.
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Marines of Co. F, 2nd Bn., 5th Marines, Fire Upon Fleeing Viet Cong During Operation New Castle

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Marines of Co. M 3rd Bn., 7th Marines, Move Along a Secured Road During Operation Tampa

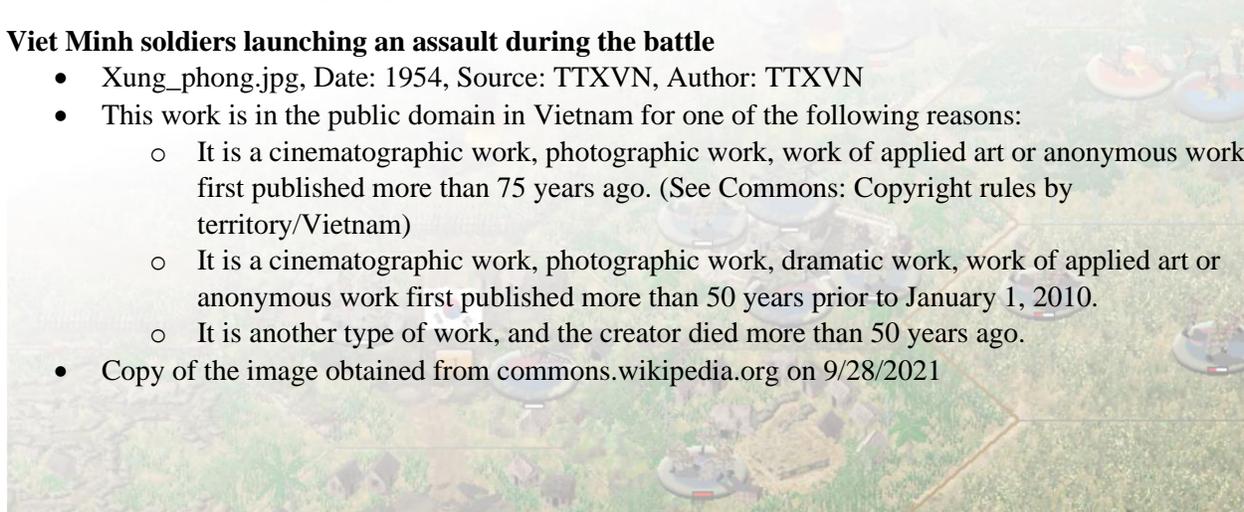
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Item id 11660954 - Troops of the 1st Battalion, Royal Australian Regiment, move through paddy fields after American helicopters had landed them for an operation in South Vietnam.

- TITLE: Defense - Army - Australians in Vietnam - Troops of the 1st Battalion, Royal Australian Regiment, move through paddy fields after American helicopters had landed them for an operation in South Vietnam. Australia is helping South Vietnam in its resistance against Viet Cong insurgents by the provision of units of the Australian Regular Army, the Royal Australian Air Force, and medical and civil aid teams CATEGORY: Photograph PRINCIPAL CREDIT: Australian News and Information Bureau FORMAT: b&w negative TYPE: cellulose acetate STATUS: preservation material
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Viet Minh soldiers launching an assault during the battle

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