Operation Rolling Thunder

1965 - 1968

The Air War in North Vietnam (Beta 2.1)

INTRODUCTION

In February 1965, due to instability in South Vietnam and the perceived risk of communist aggression, President Lyndon B. Johnson launched Operation ROLLING THUNDER, committing the United States to the Vietnam War (1965-1975). The operation aimed to discourage the Hanoi regime from directing and supporting an insurgency that threatened the Republic of Vietnam allied to the US. It sought to strike critical targets to pressure North Vietnam into making concessions and reduce their ability to produce and transport supplies to aid the communist insurgency in South Vietnam. Additionally, President Johnson and Secretary of Defense McNamara hoped to boost morale in South Vietnam while destroying the communists' will to fight.

During this campaign, the Air Force and Navy conducted over 300,000 sorties (approximately 150,000 each) and dropped more than 640,000 tons of bombs on North Vietnam. Despite having a modest air force, North Vietnamese leaders, with assistance from China and the Soviet Union, established a sophisticated air defense system, resulting in the loss of over 900 US planes and pilots (killed, captured, or missing). The US government and military leadership severely underestimated North Vietnam's ironclad determination to pursue the war to its bitter end and its willingness to endure any hardship to achieve victory. The relentless bombings did not compel the communist government in Hanoi, led by President Ho Chi Minh, to negotiate an end to the war. The damage to the country's strategic installations did not hinder its ability to fight. The campaign ended in November 1968 without achieving the expected strategic results.

1.0 Objective of the Game

Rolling Thunder is a game where two distinct forces, the US Air Force (13th AF and 7th AF) and the Navy (Task Force 77), carry out a bombing campaign designed to pressure North Vietnam into signing peace agreements under terms favorable to the United States. Progress is measured on the Campaign Impact track. Destroying industrial and military targets moves the track towards victory. When North Vietnamese military aid reaches the South to reinforce the insurgency, the track moves away from victory. Air raids can also target the North Vietnamese transportation network and the supplies themselves to interdict their flow to the South.

The game is played over four turns, each representing one year (1965 to 1968) of two seasons.

AIR FORCE / NAVY

Rolling Thunder can be played solo, with one player managing both forces, or cooperatively, with two players each controlling one force. The rulebook always refers to two players. If the game is played solo, the single player takes on the roles of both.

Should the players wish to determine who is the best performing player, a simple competitive scoring mechanism is included.

Each Force is associated with a color: dark green for the Air Force and gray for the Navy (the camouflage color for the aircraft of the respective forces). The game provides wooden cubes in these two colors to keep track of information specific to each force. Dark green cubes are hereafter referred to as Air Force cubes, and gray cubes as Navy cubes.

2.0 COMPONENTS

Map

The map covers North Vietnam and parts of neighboring territory. It also contains various tables and information elements necessary for the game.

Dice

There are 4 x Ten-sided dice (D10) and 2 x six-sided dice (D6).

Geographical and Man-made features

Regions

North Vietnam is divided into 16 "rural province" regions and 2 "city" regions (Hanoi and Haiphong).

Each Region is identified by:

- A name,
- The defense value applicable to all targets within the region
- A color code (dark green for the Air Force and light green for the Navy),
- A "Route Package" identification (e.g., RP1)
- An Airfield Coverage icon associated to a MiG Ambush rating
- "Destroyed Bridges" location, each one showing a number indicating the number of bridges that can be targeted in that square.

Lines of Communications

The map is traversed by a network of black and brown routes. Brown lines represent roads, trails, and navigable rivers. Black lines represent railways. North Vietnam's Military Aid cubes travel along these routes to the Ho Chi Minh Trail and South Vietnam. Routes cross regions through bridge icons, which can sustain damage and impede movement.

Pass Areas

The map features three Pass areas, representing the mountain pass segments of the North Vietnamese logistics network through the Annamite Range, which stretching along the border between Laos and Vietnam. These passes served as vital access routes into the Ho Chi Minh Trail in Laos.

Each area displays the type of cubes that can exit through it, the priority level of the zone as an exit point and the maximum number of cubes it can hold. It contains a sub-zone for cubes that have been delayed due to US bombardment. Once the zone reaches its capacity, no more cubes can enter.

Ho Chi Minh Trail area

The Ho Chi Minh Trail, also known as the Truong Son Trail, is a complex network of jungle paths and mountain routes running through Laos and Cambodia, used by North Vietnam to transport troops and supplies to the South. It can contain any number of cubes and contains a sub-zone for cubes that have been delayed due to US bombardment.

South Vietnam area

The South Vietnam area is the battleground of the Vietnam War, where the Vietcong insurgency waged war against the South Vietnamese government. It is the final destination of all cubes produced in North Vietnam. It can contain any number of cubes. Cubes that reach the South Vietnam area affect the Campaign Impact track.

Laos area

The Laos area represents the operational area of the Laotian communist insurgency, which is allied with the North Vietnamese. This area contains a Pathet Lao area that fills up gradually with red cubes. Once capacity is reached, surplus cubes in this zone are directly funneled to the Ho Chi Minh Trail.

2.1 Tracks, Tables and Boxes

Campaign Impact Track

This track gauges the bombing campaign's effect on Vietnamese morale and serves as the measure of the player's performance in the game. Depending on the current position of the marker, it also indicates the number of White House directives (see 4.5) to be issued for the current season and which specific targets are declared off-limits.

JCS-94 Tracks & Objectives Box

The JCS 94 List, also known as the 94-target list, was a strategic bombardment plan developed by the Joint Chiefs of Staff during the Vietnam War. The JCS94 Objectives box displays the target types most relevant to that plan, each with a value indicating relative importance. The JCS94 Compliance Track records the number of

points each force has obtained each season by destroying such targets, and the JCS 94 Impact Track indicates the cumulative value of all destroyed targets for the turn and the corresponding adjustment on the Campaign Impact Track.

Airfields Area

This area lists the North Vietnamese airfields featured in the game, displaying their air alert status and the level of damage sustained.

Experience Dials

The Navy and the US Air Force each has its own dial to track accumulated experience from destroying objectives or cubes.

Losses Track

This track is used to record crew losses.

Strike Table

This table is used for the resolution of bombardment raids on target facilities, bridges, and airfields, and indicates how much experience is gained from successfully damaging bridges and airfields.

SAC (Strategic Air Command) Box

This Box represent Guam Air base (Indian ocean) and holds all currently available SAC counters to be assigned to bombardment missions on the passes and the Ho Chi Minh Trail.

Strategic Bombing Table

This table is used for the resolution of Strategic bombardment on Passes and the Ho Chi Minh trail.

Transport Matrix

This table tracks the cumulative damage inflicted upon North Vietnamese transportation infrastructure, and its effects on the movement capability of cubes moving southward.

Production Matrix

This table tracks cumulative damage inflicted upon North Vietnamese industrial production capacity and its effect on the production of black cubes.

White House Directives box

This box lists the possible White House directives and shows a visual cue of their specific restrictive effect on operations.

Restricted Targets Box

This box indicates whether attacks on airfields, the port of Haiphong, and the city of Hanoi are authorized or forbidden for the current season, depending on the current Campaign Impact level, and holds the markers that indicate their current authorization status.

Military Leadership Requests box

This box lists the different Requests available to the player(s), representing the military leadership's demand for more leeway. Each box shows a visual cue of their specific effects, and holds the extra counters it provides, if any.

Sequence of Play box

The Sequence of Play is divided into the Yearly Preliminary Phase sequence (conducted at the beginning of each yearly turn) and the Seasonal sequence (conducted twice per yearly turn). For easy player reference, each phase is broken down into a series of boxes, corresponding to the succession of steps to be followed, each box showing a visual cue of the actions required in that particular step.

Yearly Turn track

This track holds the marker indicating the current yearly turn. Each year turn shows a visual cue of the Air units reinforcements/ withdrawals and upgrades for that year.

2.2 Route Packages

In December 1965, the U.S. Air Force and Navy partitioned North Vietnam into six specific geographical zones designated for military operations, referred to as "Route Packages." This division was implemented to minimize interference and coordinate efforts between the two branches of the military. (To avoid unnecessary rules, Route Packages are considered to be in effect from the beginning of the game).

2.2.1 Regions. Each region is identified by a color (dark green for the Air Force, light green for the Navy) and by an "RP" code (I, V, and VIa for the Air Force; II, III, IV, and VIb for the Navy). Squadrons must operate strictly within the boundaries of their assigned Route Package, with the following exceptions:

Hanoi: The Hanoi Region is divided into two distinct zones (Hanoi box):

- The left zone, containing the objective assigned to the Air Force.
- The right zone, containing the objective assigned to the Navy.

One Force cannot target the objectives of the other Force, but:

- SUPPRESSION squadrons from both the Navy and Air Force can support missions from either force.
- ARMED RECON squadrons from both the Navy and Air Force can conduct missions over Hanoi regardless of the partition: it only affects bombardment raids.

2.2.2 Laos area (Pathet Lao). Laos lies outside any Route Packages and contains no objectives for bombardment raids, but ARMED RECON and SUPPRESSION squadrons from both the Navy and Air Force can conduct missions there.

2.3 Squadron Counters

Squadrons come in two categories: RAID squadrons and ARMED RECON/SUPPRESSION squadrons.

2.3.1 Raid Squadrons.

Raids involved aircraft formations of varying sizes whose mission was to destroy pre-selected strategic installations such as factories, depots, railways, military complexes, bridges, or airfields.

CAP/SEAD/STRIKE Squadrons are the basic military units the players used in the game for a raid.

Each Raid squadron counter represents 18 to 24 aircraft of identical or similar models, dedicated to a specific tactical role.

Raid squadrons are classified into three types, each corresponding to one of the three tactical roles that make up a bombardment raid. Each squadron counter displays its mission type and strength, with a "standard" side and an "upgraded" side (strength increased by 1, representing the addition of reinforcements and upgraded armament). Certain squadrons also display a small "missile" icon, indicating that a missile/bomb marker can be attached to them.

CAP squadrons: Fighter squadrons providing air cover against enemy interceptors. The total CAP strength of a raid is compared to the MiG Ambush strength to determine whether enemy interceptors (if any) successfully disrupt the raid and inflict losses.

SEAD squadrons: Squadrons that suppress enemy defenses (anti-aircraft missiles and guns). The total SEAD strength of a raid is compared to the target defense strength to determine whether the anti-aircraft systems protecting the target successfully disrupt the raid and inflict losses.

STRIKE squadrons: Squadrons equipped to deliver ordnance to targets and cause maximum structural damage. The total Strike strength of a raid is cross-referenced on the Strike table with the result of a die-roll to determine the amount of damage dealt to the target.

2.3.2 ARMED RECON / SUPPRESSION squadrons

Armed reconnaissance and suppression missions involved small formations of aircrafts patrolling highways, railroads and rivers within designated areas to search for enemy targets of opportunity. Suppression missions focused specifically on locating and destroying anti-aircraft artillery, surface-to-air missile sites, and radar installations, with the aim of weakening the enemy's defenses and ensuring safer passage for following bombing raids.

ARMED RECON/SUPPRESSION Squadrons are two-sided, with one side for each mission type.

SUPPRESSION: Suppress enemy defenses and prevent losses during Armed Recon Phase.

ARMED RECON: Eliminate enemy units (cubes) in a Region.

The marker shows the side corresponding to the mission it is currently assigned to.

2.4 Squadrons board

Each force has its own Squadron board for holding squadron counters. The board is divided into three distinct areas:

- **The upper section**, the Active Reserve Air Base zone, is used for squadrons available for missions.
- **The Raid area** in the center, where squadrons are assigned to the ongoing raid. The Raid area includes spaces for each of the three tactical roles, where squadrons are placed according to their assignments. Additionally, the board holds all currently available Missile counters and Skilled Pilots counters.
- **The lower section**, the Committed Air Base zone, is used for squadrons that have already completed their missions this turn.

2.5 Objectives

Objectives consist of two superposed elements: Region Counters and Target Counters, with the Target Counter placed on top of the Region Counter.

There are four types of Target Counters, each associated with one color.

- Black targets represent **Supply storage facilities**: Oil storage facilities, warehouses, arsenals, stockpiles and depots.
- Gray targets represent the **Industrial Infrastructure**: Factories and Power Plants.
- White targets represent the **Railroad Transportation Infrastructure**: marshaling yards, rail depots and repair workshops.
- Brown targets represent **Military Installations**: barracks, training facilities, headquarters and command centers.

2.5.1 Region counters

The game contain 12 Region Counters linked to regions within the Route Package assigned to the Navy, and 12 Region Counters linked to regions within the Route Package assigned to the Air Force, and 4 Region Counters linked to Hanoi. Region Counters have these attributes :

- Display the name of the province or city where the target is located.
- Display the color of the target type of the Objective.
- Display the Campaign Impact effect if the target is destroyed.
- May display icons indicating the effect on the Transportation or Production matrices if the target is destroyed.

2.5.2 Target Counters

- Display a color indicating the type of target.
- Display a Structure rating indicating the number of hits required to destroy the target.
- Display the number of Experience points gained if the target is destroyed.
- May display icons indicating the effect on the Transportation or Production matrices if the target is destroyed.
- May mention "TP" if associated with the placement of a Truck Parks. (see 3.13)

2.6 Cubes

The North Vietnamese military aid destined to the insurgency is materialized in the game in the form of wooden cubes.

Black cubes: They represent supplies destined to military use: weapons and equipment, ammunition and fuel. They are either generated in North Vietnam by the facilities represented by black targets (and inherently by the cities of Hanoi and Haiphong at the start of the game), or enter North Vietnam as foreign aid from China and the Soviet Union. They travel southward exclusively via rail (the black lines on the map) and exit to the Ho Chi Minh Trail and South Vietnam at the Ban Karai pass.

Brown cubes: They represent regular NVA troops. They travel southward exclusively via road (the brown lines on the map) and may exit to the Ho Chi Minh Trail and South Vietnam at the Nape pass and the Mu Gia pass, in that order of priority.

Red cubes: They represent combatants of the Laotian insurgency (Pathet Lao), aligned with North Vietnam, who fought against the U.S.-backed Royal Lao Government. Red cubes appear in Laos, directly into the Pathet Lao area. Once capacity is reached, surplus cubes are directly funneled to the Ho Chi Minh Trail.

2.7 Cards

Support cards: Support cards confer a momentary advantage to the player. The player collects these cards at certain points in the game and plays them when most appropriate. These may include specialized tactical missions supporting bombing raids or other concurrent efforts, as well as special operational authorizations and adjustments within the broader bombardment campaign strategy.

Combat Resolution cards: Combat Resolution cards are shuffled into a deck and are drawn randomly to determine the result of certain combat-related situations. There are three such decks: the *MiG Ambush* cards, the *Air Defense* cards, and the *ARMED RECON* cards.

2.8 Set Up

• Prepare seven small opaque containers and in place each of the following:

1. Air Force Regions Counters
2. Navy Regions Counters
3. Hanoi Region Counters
4. Black Objectives Counters
5. Gray Objectives Counters
6. White Objectives Counters
7. Brown Objectives Counters.

- Shuffle the Support cards and the three types of Combat resolution cards (MiG Ambush, Defenses, Armed Recon) and form four separate decks. Place the decks face down within easy reach.
- Place a token on the "Start" position of the Campaign Impact Track.
- Place a cube (color does not matter) on the first box of the top JCS94 track, and place one Air Force and one Navy cube on the first box of the bottom JCS94 Track.
- Place 2 x B-52 counters on the SAC area, and the B-52 "Intensive" counter on the "Intensive Bombing" box of the Request Track.
- Place the Air Force and the Navy "More Sorties" counters on the "More Sorties" box of the Request Track.
- Place an Air Force cube and a yellow cube on the top (colored) hexagon of the Air Force Experience Dial, and a Navy cube and a yellow cube on the top hexagon of the Navy Experience Dial.
- Place named Truck Parks counters in Hanoi, Haiphong and Lai Chau.

<u>On each player's Squadron Board</u>:

- Place an AIM *7/9* (1965) missile counter and 4xAir Force Armed Recon/Suppression squadrons, 4 x Air Force CAP squadrons, 4 x Air Force SEAD squadrons and 4 x Air Force Strike squadrons on the Active Reserve Air Base area of the Air Force Squadron Board.
- Place an AIM *7/9* (1965) missile counter and 4 x Navy Armed Recon/Suppression squadrons, 4xNavy CAP squadrons, 4xNavy SEAD squadrons and 4xNavy Strike squadrons on the Active Reserve Air Base area of the Navy Squadron Board.

2.9 SEQUENCE OF PLAY

Yearly Interphase

- Squadron Reinforcement/Withdrawal
- Equipment Upgrade
- Cards Deck Upgrade & Reshuffle
- Objectives Designation
- Support Card Reloading

Season 1

- Initiative (Navy or Air Force)
- North Vietnamese Repair Phase
- Weather Determination Phase
- Target Restriction Determination Phase
- White House Directive Phase
- Military Request Phase
- MiG Alert Phase
- Raid Phase (Air Force & Navy)
- North Vietnamese Production Phase
- Armed Recon Phase (Air Force & Navy)
- Moves Phase
- Strategic Bombardment Phase
- North Vietnamese Infiltration Phase
- Campaign Impact Adjustments Phase
- Clean Up Phase

Season 2

- Repeat the phases in Season 1

3.0 Yearly Interphase

From 1965 to 1968, foreign aid from the Soviet Union and China strengthened the North Vietnamese defensive system, upgrading its components (Radar, SAM and AAA systems, and MiG interceptors) in both quality and quantity. In response, the Air Force and Navy accelerated the deployment of the newest aircraft models and bomb and missile technologies. In 1968, the US began its disengagement from the Vietnam conflict, gradually withdrawing air assets.

Squadron Reinforcement/Withdrawal: Skip in 1965. In 1966 and 1967, each player may deploy two new squadrons of any type, with a limit of 7 squadrons per type.
In 1968, each player must remove one squadron of any type.

Squadron Upgrade: In 1966, 1967 and 1968, each player chooses and upgrades one CAP, SEAD, or Strike squadron (ARMED RECON squadrons cannot be upgraded). To upgrade a squadron, flip the Counter to its upgraded side.

Missile/Bomb Upgrade: In 1966, 1967 and 1968, all missile counters left over from the previous year are removed. Each player places the following missile counter on their Squadron Boards:

• 1966: 1x AIM 7/9 (1966), 1xShrike (1966).

• 1967: 1x AIM 7/9 (1967), 1xShrike (1967), 1xEOGB (1967).

• 1968: 1x AIM 7/9 (1968), 1xStd ARM (1968), 1xEOGB (1968).

Combat Resolution Deck Upgrade & Reshuffle: Skip in 1965. in 1966, 1967 and 1968, add the following cards to the three Combat Resolution decks (cards from the previous year remain in the deck):

MiG Ambush Deck: One MiG card and one SAM card of the corresponding year.

Air Defense Deck: One AAA card and one SAM card of the corresponding year.

ARMED RECON Deck: One card of the corresponding year.

Once the new cards have been incorporated in the decks, all three decks are reshuffled and placed face down within easy reach.

3.1 Objectives Designation

> *Target selection encompassed industrial infrastructure critical to the war economy, including oil, lubricants, power plants, and weapons and ammunition depots, as well as movement interdiction targets, such as bridges and railways, and airfields operated by the North Vietnamese air force. The selection and approval process involved the Joint Chiefs of Staff (JCS), the State Department, and the President and his inner circle of advisors. Due to concerns over escalating the conflict and provoking a broader intervention from Communist China, the political hierarchy imposed engagement restrictions on many targets, particularly those located in the densely populated urban areas of Hanoi and Haiphong.*

The designation of the objectives is a two-step process:

 A- Region and Hanoi Counters placement.
 B- Target Counters placement.

3.1.1 Region / Hanoi Counters placement

At the start of the game:

Region Counters Placement: Each player randomly draws six Region Counters (2xWhite, 2xGrey, 1xBlack and 1xbrown) from their opaque container and place them on their corresponding map regions.

Hanoi Counters Placement: Players randomly draw one Hanoi Counter and place it in the Air Force compartment of the Hanoi Objectives box. They then draw another counter and place it in the Navy compartment.

Subsequent turns:

1966:

Region Counters Placement: Players discard all six Regions Counters from the map and draw the remaining six Regions counters from their

opaque containers and place them on their corresponding regions.

Hanoi Counters Placement: Players return the two Hanoi Counters from the map to the opaque containers. They then randomly draw one Hanoi Counters and place it in the Air Force compartment of the Hanoi Objectives box and draw another counter and place it in the Navy compartment.

1967:

Region Counters Placement: Players discard all six Region Counters from the map and return all twelve discarded Region Counters (from previous turns 65 and 66) to their opaque containers. Then each player randomly draws six Region Counters from their opaque container and places them on their corresponding map regions.

Hanoi Counters Placement : Identical to 1966

1968:

Identical to 1966.

3.1.2 Target Counters placement

At the start of the game and in each subsequent turn:

For each Region Counter, players randomly draw one Target Counter of the corresponding color. The Counter is placed on top of the Region Counter, ensuring all relevant information from both counters is visible.

Note: When a rule requires a Region Counters to be discarded, its associated Target Counter is automatically returned to its opaque container.

3.1.3 Truck Parks placement

Place Truck Parks (TP) Counters in the three Regions that contain an inherent Truck Park (Hanoi, Haiphong, and Lai Chau) and in all Regions where the current Target Counter displays the annotation "TP."

Note: Haiphong Harbor and Cao Bang Barracks: These two objectives are printed on the map and are always in effect. Haiphong Harbor functioned as a key logistical hub for military aid from Soviet Union, whereas the

8

Cao Bang Barracks represent the extensive facilities along the Chinese border for training and arming NVA recruits.

3.2 Support cards

On the first Support Card phase of the game, each player randomly draws four cards from the Support Cards deck. On all subsequent Support Card Phases, follow the following steps:

A-Players may choose to discard any number of cards from their hands.

B- The cards from the discard pile are returned to the main deck and the entire deck is subsequently reshuffled.

C-Players with fewer than four cards in their hands replenish their hands to reach a total of four cards.

D-Players are allowed to exchange a single card with one another.

The timing for playing a Support Card is specified on the card itself. There is no limit to the number of cards that can be played at any given moment, provided no two identical cards are played simultaneously. When a card is played, its effect takes place, and it is discarded into the discard pile. Certain cards impact both players, as indicated on the card. Cards marked "Air Force only" or "Navy only" may be played only by the respective side.

When a card's effect conflicts with the game rules, the effect of the card always takes precedence over the rules.

4.0 Seasonal Phase

4.1 Initiative

In Season 1 of each year, the Air Force player is granted **initiative**, as denoted by the dark green marking on the Turn Sequence Track. Conversely, in Season 2 of each year, the Navy player obtains the **initiative**, as indicated by the gray marking on the Turn Sequence Track. The player with the initiative conducts their raids first. **Initiative** also governs instances of player disagreement on shared decisions, such as selecting Request options or allocating B-52

counters; in such cases, the player with the initiative has final authority.

4.2 North Vietnamese Repairs

The North Vietnamese used the cover of night and the periodic intervals in the bombing campaign to tirelessly and tenaciously repair their damaged infrastructure.

• Remove **one** "Destroyed bridge" Counter on each bridge location of the map that contained at least one such counter.
• Remove **one** "Damage" counter on each NVAF airfield that contains at least one such counter.
• Return Truck Parks Counters associated with a specific Region from the Destroyed Truck Parks Box to their respective Region on the map. In addition, return one generic Truck Parks Counter from the Destroyed Truck Parks Box to each Region with an undestroyed Target Counter displaying a TP annotation where one such counter is not present. Then remove all remaining Truck Park Counters from the Destroyed Truck Parks Box.

Example: The Lai Chau region contains two Truck Parks counters (the inherent Lai Chau Truck Parks and a generic Truck Parks of a Target Counter with a "TP" annotation). Raid Phase: The Target Counter is destroyed. ARMED RECON Phase: The two Truck Parks are destroyed and counters are placed in the Destroyed TP Box. Repair Phase: the Inherent Lai Chau Truck Parks is returned to the Lai Chau region but the other is removed because the Target Counter is destroyed. Note that if the Target had not been destroyed, a generic Truck Parks Counter would be placed in the Lai Chau region.

Design Note: (The effect of repairs to other types of targets is incorporated into the game mechanisms that govern target damage and regeneration, and is not explicitly represented).

4.3 Weather determination

Weather played a crucial role in the efficacy of the bombing raids, as it significantly affected visibility, with monsoon conditions occasionally rendering flying completely impracticable.

The map is divided into two separate weather zones, North and South, as indicated on the Weather map. Each zone is further partitioned into numbered sectors. During each Weather segment, the weather conditions for each zone are determined randomly using the following procedure:

Roll 4D10 for the weather in the Northern Zone and roll 2D6 for the weather in the southern zone. For each zone, place a weather counter in each sector matching at least one die-roll result.

• If the sector number matches one die-roll result, place an "Overcast" counter.

• If the sector number matches two die-roll results, place a "Monsoon" counter.

• If the sector number matches three or more die-roll results, place a "Storms" (No raid) counter.

Hanoi and Haiphong: The weather in Hanoi and Haiphong is identical to that in effect in the Bac Giang and Cam Pha sectors, respectively).

Example 1: North. Results 4 xD10: 1, 3, 8, 10. Place a Cloud counter in Hanoi and Bac Giang (connected regions), 1 counter in Lang Son, counter in Lao Cai, and 1 counter in Lai Chau.

Example 2: North. Results 4 xD10: 2, 2, 4, 4. Place 1 Monsoon counter in Haiphong and Campha (connected regions) and 1 Monsoon counter in Thai Nguyen.

Example 3: South. Results 2 xD6: 1, 6. Place 1 Cloud counter in Dong Hoi and 1 Cloud counter in Hoa Binh.

Areas unaffected by weather: The mountain passes, the Ho Chi Minh Trail and the Laos area (Pathet Lao) are unaffected by weather effects.

4.4 Targets Restrictions

The president, along with his advisors, demonstrated a reluctance to bomb targets in and around Hanoi and Haiphong, opting instead to focus on the infiltration routes further south. Consequently, American fighter-bombers were generally precluded from targeting the airfields or military installations in the two largest North Vietnamese cities, which were crucial communication hubs. Even when attacks on these zones were occasionally authorized, they remained limited. This cautious approach incited significant frustration among many American air commanders.

Players can attack targets of their choice in their Route Package (2.2), but some Regions or target types are subject to authorization.

Each Season, players must check in they are authorized to attack Hanoi, Haiphong or Airfields. Each space on the Campaign Impact Track displays a number representing the associated Target Restriction Level.

Level 3: All targets authorized

Level 2: Haiphong and Airfields authorized, Hanoi unauthorized

Level 1: Airfields authorized, Haiphong and Hanoi unauthorized.

Level 0: All three targets unauthorized.

During each Target Restriction Determination segment, players verify and update the status of each target authorization. Place the corresponding markers on the appropriate side to indicate the current status of each target type.

When Hanoi and Haiphong are classified as unauthorized targets, the airfields located within their Regions are likewise unauthorized, even if the airfield target type itself is authorized.

4.5 White House Directives

President Johnson, with the support of his Secretary of Defense, Robert McNamara, exercised stringent control over the campaign, dictating critical aspects such as its overall tempo, the timing of strategic pauses, and the frequency of sorties. For targets in sensitive areas, the White House meticulously specified raid conditions, including the number of aircraft, the attack route, the requirement for clear weather, and the use of seasoned pilots. The necessity and impact of this comprehensive political oversight and array of precautions, within the context of the strategic goals of Operation Rolling Thunder, remain highly uncertain.

White House Directives Box:
During each White House Directives Phase, players determine the directive(s) in effect for the current turn. Roll 1d6 and apply the result.

1: Mandatory Target Type:
Roll another d6 to determine the target type that must be selected by the players for their first raid.
- 1: Gray
- 2: Black
- 3: White
- 4: Brown
- 5: Airfield
- 6: Bridge

For a target type to be mandatory for a player, at least one target of that type must exist in an authorized region with clear weather within the corresponding Route Package. If no such target is available, the player uses the next higher result. This process is repeated until an eligible target is found. (Thus, players might end up with different mandatory target types). Players must conduct their first raid against their mandatory target using at least three squadrons of any type (CAP, SEAD, STRIKE).

2: Rules of Engagement:
The combined Strike value of squadrons participating in a raid against any target (Objectives, bridges, or airfields) in Hanoi, Haiphong, or any Region adjacent to Hanoi

must not exceed 3. Any excess is disregarded. Strike bonuses from altitude, pilots, and EOGB bombs are not included in this total and are applied as usual. "Operational Flexibility" Request cannot be selected this season.

3-4: Sorties Limited:
The "More Sorties" Request cannot be selected this season.

5: Strategic Bombing Limited:
The "Intensive Bombing" Request cannot be selected this season.

6: Restricted Targets:
The Target Restriction level, based on the current Campaign Impact level, if higher than 0, is reduced by 1. If the current Target Restriction level is 0, apply the "Rules of Engagement" Directive instead. "Expand targets" Request cannot be selected this season.

No Directives or 2 Directives: If the Campaign Impact marker is on or to the left of the leftmost White House Directives icon (Johnson's face/No), no directives are rolled. If the marker is on or to the right of the rightmost icon (Johnson's face/X2), roll 2D6 and apply both results (if the results are equal, apply the result once).

4.6 Military Request

Air Force commanders believed that the bombings would be far more effective if the overly restrictive rules of engagement were lifted. They persistently pressured the political hierarchy for more operational leeway. As the campaign struggled to meet its objectives, the White House grew more inclined to occasionally relax or abolish certain restrictions.

During each Request Phase, players select one Request for the current season. Certain Directives render one specific request unavailable.

There are four possible Requests:

1. **Operational Flexibility:** Each player draws three Support cards and then discards one card of their choice (which need not be one of the newly drawn cards).

2. **More Sorties**: Each player receives their 'More Sorties' counter and places it on their Squadron Board. This marker can be used once during any Raid to increase the value of any CAP, SEAD, STRIKE Squadron by 1 or used as an ARMED RECON/SUPPRESSION Squadron. It must be attached to a Squadron, not used on its own, and does not count towards the maximum number of Squadrons allowed in a Tactical Role. It cannot carry missiles/bombs. The counter is returned to the "Request box" at the Clean Up Phase.

3. **Intensive Bombing**: Players receive an additional B-52 counter, the 'Intensive' counter, which is placed in the 'Strategic Air Command' area. This counter can be allocated to bombing missions like the standard B-52 counters. The counter is returned to the "Request box" at the Clean Up Phase (see 5.0).

4. **Expand Targets**: The Target Restriction level, based on the current Campaign Impact level, is increased by 1. It cannot exceed 3.

4.7 MiG Alert & VPAF airfields

The main North Vietnamese airfields equipped for jet aircraft were located in the northern half of the country, in proximity to Hanoi and Haiphong. Raids on these airfields did affect the interception capabilities of the MiGs, but only to some extent, as a significant number of its aircraft were actually stationed at Chinese airfields, beyond the range of American air attacks.

Airfield Coverage Area. There are five VPAF airfields represented in the game: Phuc Yen, Hoa Lac, Gia Lam, Kep and Kien An. These airfields are depicted on the map and are also listed in the VPAF Airfields Area, where players can record their Alert status and any damage sustained. The two first airfields, listed on the upper part of the Airfield Area, are located within the Air Force Route Package, the last two, listed on the lower part of the Airfields Area, are located within the Navy Route Package, and the third one, Gia Lam is located in Hanoi where both Route Packages overlap.

Each airfield is identified by a specific color. Within each Region, an airfield coverage icon (two circling MiGs) is accompanied by a number indicating the MiG Ambush rating. The icon may be unicolor, signifying coverage by an airfield of the same color, or bicolor, signifying coverage by the two airfields of the respective colors.

4.7.1 MiG Alert

North Vietnamese pilots, for the most part, had limited combat experience. They remained on alert at airfields and were then guided to formations of American aircraft by ground controllers.

Airfield Area. During the MiG Alert phase of each season, players determine which airfield from the Air Force Route Package and which airfield from the Navy Route Package are on Alert.

Roll a D6. The result, as indicated on the Airfields Table, determines which airfield is on Alert, and the MiG Alert marker is placed on the airfield box as a reminder. If one airfield in a Route Package is inoperational (4.8.5.4), the other airfield in the Area is automatically on Alert. If both airfields are inoperational, none of them is on MiG Alert.

Example: Air Force player roll a 4. He places a MiG Alert marker in the Phuc Yen Box of the Airfield Table. Navy player roll a 1. He place a MiG Alert marker in the Kep Box of the Airfield table.

The Hanoi airfield (Gia Lam) is always on MiG Alert, as indicated by the MiG Alert illustration printed directly on the Airfield Area.

MiG Alert and MiG Ambush rating. The MiG Ambush rating (MiG icon) in each region is the number of MiG cards that must be drawn during the corresponding MiG Ambush segment of the Raid (see 4.8.3).

• Unicolor Icon: The MiG Ambush rating of a region covered by an airfield of the same color is increased by 1 if this airfield is on Alert status and is set to 1 if the covering airfield is inoperational (see 4.8.514).

Example 1: If Kep is on MiG Alert, the MiG Ambush ratings of Lang Son and Cam Pha are respectively 4 and 3.

Example 2: If Kep is Inoperational, the MiG Ambush rating of Lang Son and Cam Pha is 1.

• Bicolor Icon: The MiG Ambush ratings of all Regions adjacent to Gia Lam (Hanoi region) are increased by 1 because Gia Lam is always under MiG Alert. If an adjacent airfield to Gia Lam is inoperational, its MiG Ambush rating is set to 2 (this does not affect the other Regions with unicolor icons). If Gia Lam is inoperational, the "Bicolor Icon" rule is no longer in effect (consider that biocolored icons in these regions have no Red MiG icons)

Example1: Kep is not under MiG Alert, but the MiG Ambush rating of Bac Giang is 5 because Gia Lam is under MiG Alert. MiG Ambush ratings of Lang son and Cam Pha are not modified.

Example2: If Kep is inoperational, the MiG Ambush rating in Bac Giang is set to 2 (because Gia Lam is under MiG Alert). MiG Ambush rating of Lang Son and Cam Pha are set to 1.

Example3: Gia Lam is Inoperational. The MiG Ambush of Hanoi is set to 1. The Bac Giang region is considered to have a unicolor icon and its MiG Ambush rating is not increased.

Note: MiG Alert effects may be nullified with BARCAP missions (see 4.8.1.1)

4.7.2 Airfield Operational status

Each airfield has a four-space track indicating the extent of the damage it can sustain. An airfield which has suffered 3 or 4 hits becomes inoperationa). Place the corresponding marker on the airfield Box as a reminder (see 4.8.5.4). An airfield that has suffered 1 or 2 hits is unaffected.

4.8 Raids

A typical "STRIKE Package" comprised several squadrons and pursued two primary objectives: delivering the fighter-bombers to their targets and ensuring their safe return. The STRIKE force, tasked with target destruction, carried bombs of various sizes. Due to the vulnerability of bomb-laden fighter-bombers to interceptors, they were escorted by one or more Combat Air Patrol (CAP) squadrons. Additionally, SEAD squadrons, equipped with jamming pods and anti-radiation missiles, preceded the STRIKE to disrupt radar acquisitions or eliminate SAM sites before missile launch.

Play Note: A raid in the game serves as an abstract representation of multiple raids conducted against a certain type of target over the course of the season.

There is no specific order for Raids. Players agree on who starts the Raids. But when a Raid is launched, the other player must wait for the resolution of that raid before launching his own. Players may conduct as many raids as they wish, as long as they have at least one STRIKE squadron to assign to each.

When launching a Raid, proceed in the following sequence:

1. **BARCAP/SUPPRESSION** missions

2. **Raid composition and Altitude**

3. **MiG Ambush**: Enemy fighters attempt to intercept the STRIKE squadrons. The active player draws MiG Ambush cards.

4. **SEAD**: Specialized Fighter-Bombers attempt to neutralize radars and anti-aircraft defenses. The active player draws Defense cards.

5. **STRIKE**: Fighter-bombers attack the target. The active player rolls the D6 and refers to the Strike Table.

4.8.1 BARCAP and SUPPRESSION

Before conducting a Raid, the player may place CAP squadrons from their squadron board in the VPAF Airfield box and SUPPRESSION squadrons in the targeted area.

4.8.1.1 BARCAP

Barrier combat air patrol (BARCAP) is specific type of combat air patrol mission. It involves deploying aircraft to patrol a designated airspace to intercept and engage any potential hostile aircraft before they can pose a threat.

MiG Alert status may be nullified by placing a CAP squadron counter over the airfield currently on Alert. Placing a CAP squadron over an airfield not on Alert has no effect. If a region is covered by two airfields on Alert, both Alerts must be canceled for the +1 MiG Ambush rating to be nullified.

Over the two VPAF airfields within their route package and over the Hanoi NVAF airfield, with no more than one squadron per airfield. Alternatively, they may request the other player to place a CAP squadron over the Hanoi airfield. (The Hanoi airfield is the only airfield that can be covered by a CAP squadron from both forces, allowing a squadron from one force to support raids conducted by the other.) CAP squadrons placed over the VAPF Airfields box remain in position for the entire duration of the season.

4.8.1.2 SUPPRESSION

As bombardment missions confronted a dense network of air defenses, the crews assigned to armed reconnaissance missions were called upon to support the raids by neutralizing the air defenses along their flight paths.

The active player may place up to two SUPPRESSION Squadrons on the map, within the targeted region. They may request the other player to place one or more SUPPRESSION squadrons on Hanoi (Hanoi is the only region that can be covered by SUPPRESSION squadrons from both forces, including two squadron from each, allowing squadrons from one force to support raids conducted by the other.) SUPPRESSION squadrons placed on the map remain in position for the entire duration of the season.

Effects: *SUPPRESSION squadrons apply their air defense neutralization effect at various stages throughout the turn. It is therefore advantageous to deploy SUPPRESSION squadrons in regions where multiple missions—whether raids or armed reconnaissance missions—can be conducted.*

Each SUPPRESSION squadron in the Region where one or more ARMED RECON missions are conducted cancels one crew loss.

Example1: The Air Force player conducts a Raid in Hoa Binh and places one SUPPRESSION squadron in the region to gain +1 SEAD point. Since the raid fails to destroy the target, the player decides to launch a second raid on the same target, once again benefiting from the SUPPRESSION squadron. Later, during the ARMED RECON phase, if ARMED RECON attacks are made in this region, the SUPPRESSION squadron can be used again to cancel one crew loss.

Example2: The Navy player conducts a raid on Hanoi. The Air Force player can support by placing one CAP squadron at the Gia Lam airfield (automatically on Alert) and one SUPPRESSION squadron in the Hanoi region. Later in the same Raid phase, the Air Force player can once again benefit from the CAP and SUPPRESSION.

Laos. Both players may place an unlimited number of SUPPRESSION squadrons in the Pathet Lao area. SUPPRESSION squadrons in Laos benefit ARMED RECON attacks from both sides.

4.8.2 Raid Composition

The active player selects the squadrons assigned to the raid: up to three CAP squadrons, up to three SEAD squadrons, and one or two STRIKE squadrons. They then assign up to one available Experienced Pilots marker to each Tactical Role, and up to one available Missile/Bomb marker to each tactical Role. If the current Request is "More Sorties", they may assign their "More Sorties" counter to any one Tactical Role.

Next, then assign up to one available Experienced Pilots marker to each Tactical Role, and up to one available Missile/Bomb

counter to each tactical Role. If the current Request is "More Sorties", they may assign their "More Sorties" marker to a squadron in any tactical role.

Target Designation: The active player designates the target. The target of a raid must be located within its Route Package, not be located in a Region affected by a "Storms'' (No Raid) counter and not be subject to Target Restriction. If the Mandatory Target White House directive is in effect, the first raid conducted by each player must be directed against the specified mandatory target type.

4.8.2.1 Raid altitude

Altitude was a pivotal factor influencing both the effectiveness and the inherent risks of air raids. Higher altitudes provided a degree of protection from anti-aircraft artillery and MiG 17 interceptors, whose efficacy waned at higher altitudes. However, this advantage came at the cost of diminished bombing accuracy due to challenges such as wind interference and reduced visibility. In contrast, low-altitude raids afforded greater precision in targeting and offered some advantage against surface-to-air missiles, as radar systems struggled to detect and track low-flying aircraft. However, this increased their exposure to anti-aircraft artillery and small arms fire.

The player conducting the raid decides the altitude at wich the raid will be conducted. The corresponding marker is placed on the map next to the target, as a reminder.

Altitude Effects:

High : *(forbidden if Weather is Overcast or Monsoon).*

- MiG Ambush : Ignore one MiG17 card (not MiG21).

- Defense: Reduce the defense value of the target by 1

- Strike: Reduce the STRIKE rating of the Raid by 1. EOGB bombs cannot be used.

Medium: No additional effect

Low:

- MiG Ambush: Ignore 1 SAM card

- Defenses: No effect

- Low: Roll for damage and apply the following effect:
  1-2: Small Arms: suffer one crew loss. Determine Damage.
  3-4: Small arms suffer one crew loss. Increase STRIKE RATING by 1 and determine damage.
  5-6: Increase STRIKE RATING by one and determine damage.

4.8.3 MiG Ambush

In 1965, the Vietnam People's Air Force (VPAF) was a relatively modest entity, comprising a mere few dozen MiG-17 aircraft. However, from 1966 onwards, substantial Soviet assistance introduced the more sophisticated MiG-21 fighters into the VPAF arsenal. The tactical doctrine prioritized surprise attacks, focusing on the direct engagement of bombers while avoiding the escort fighters. MiG-17s excelled in low-altitude ambush tactics, using the clouds as cover, while the MiG-21 relied on its Atoll missiles and cannons to engage the bombers. The combat system reflects the fact that anti-aircraft defenses (SAM and anti-aircraft guns) primarily focused their attacks on bomber groups.

4.8.3.1 MiG Ambush Deck

The MiG Ambush Deck is a Combat Resolution deck used to determine whether interception by MiG fighters and/or SAM attacks occur during the raid en route to the target.

The deck includes the following types of cards:

CLEAR SKIES: (No MiG), no effect.

SAM Launch!

MiG 17!: Worth 1 MiG Ambush point (under Overcast or Monsoon weather, one MIG 17 is worth 2).

MiG 21!: Worth 2 MiG Ambush points.

Starting in 1966 and in each subsequent turn, a new MiG card and a new SAM card are incorporated into the deck, representing the North Vietnamese Air Force expansion and the reinforcement of the SAM network.

The discard pile is reshuffled and reformed into a new draw deck whenever the draw deck is depleted or, in any case, at the beginning of each turn.

4.8.3.2 MiG Ambush Procedure

The active player must draw a number of CLEAR SKIES/MIG AMBUSH cards equal to the MiG Ambush rating of the region where the target is located. (This number may be reduced or increased with the MiG Alert conditions, see 4.7.1 MiG Alert).

Example: The Bac Giang MiG Ambush rating is 4. Therefore 4 cards must be drawn.

The cards are drawn one at a time and placed visibly in front of the player. SAM cards are not counted toward this total; when a SAMLaunch! card is drawn, it is placed with the other cards, and the player continues drawing until the required number of CLEAR SKIES/MIG AMBUSH cards has been drawn.

SAM Suppression and attacks

For each SUPPRESSION squadron present, discard one SAM card.

For each undiscarded SAMLaunch! card, reduce the CAP rating of the Raid by 1. If CAP is reduced below 0, each negative point reduces the STRIKE rating of the Raid by 1.

For each two undiscarded SAMLaunch! cards (ignore fractions), the Raid suffers one crew loss.

Example: The raid consists of one CAP squadron, and one Suppression squadron has been placed in the targeted region. Two SAMLaunch! cards are drawn. One SAMLaunch! card is discarded by the Suppression squadron, and the second reduces the CAP rating by 1 point.

CAP vs Interception

The total CAP rating of the raid is calculated by summing the CAP ratings of all CAP squadrons assigned to the raid, modified as follows, if applicable (all modifiers are cumulative):

Modifier	Condition
+1	An Experienced CAP Pilot counter has been assigned to the raid.
+1	A "More Sorties" Counter has been assigned to a CAP squadron
+1	An AIM7/9 missile is successfully tested.
-1	Per undiscarded SAMLaunch! card

The total Interception rating is the sum of the ratings of all drawn MiG cards. At High Altitude, one MiG17 card is ignored. Under Overcast or Monsoon weather, one MiG17 card is worth 2 instead of 1.

The total CAP rating of the Raid is compared to the total Interception rating:

If the final CAP rating is equal or higher than the final MIG Ambush rating there is no effect. (*Enemy fighters, if any, have been intercepted).*

If the final CAP rating is lower than the final MiG Ambush rating:

For each point of difference, the STRIKE value of the Raid is reduced by 1.

For each two points of difference (ignore fractions), the Raid suffers one crew loss (7.0).

Example: MiG Ambush rating = 2. The Raid composition: 1x CAP (1), 2x SEAD (2), 2x STRIKE (4) plus 1 SUPPRESSION squadron in the Region. The player draw: « Clear skies », SAMLaunch! and MiG17 (1). MiG Ambush draw is finished since 2 cards (Clear skies and MiG17) were taken. SAMLaunch! card is discarded because of a SUPPRESSION squadron in the region. As the MiG value does not exceed the CAP value, STRIKE squadrons are not intercepted. The MiG Ambush Phase is now over and all cards are discarded.

4.8.3.3 Air-to-Air Missiles

The primary air-to-air missiles of this period were the AIM-7 (Sparrow) and AIM-9 (Sidewinder). These missiles did not perform as effectively as anticipated, often requiring multiple launches to achieve a successful hit. Moreover, the highly restrictive rules of

engagement prohibited pilots from engaging targets beyond visual range. Nevertheless, the majority of MiGs that were downed during this period were brought down by air-to-air missiles. Both missiles were continually upgraded to improve resistance to countermeasures, range, and targeting accuracy.

During the Squadron Assignment segment, the AIM-7/9 missile counter may be attached to a CAP squadron displaying a missile icon. If a raid is aborted and the attached AIM-7/9 counter has not been used, it is returned to the missile box of the Squadron Board. Otherwise, the counter is automatically discarded at the end of the raid, irrespective of whether it was utilized or not.

Effectiveness Test: During the MiG Ambush segment of a raid, the effectiveness of an AIM7/9 missile attached to a CAP must be successfully tested to apply its effect. The active player rolls a d6, and if the result is within the specified success range, the CAP rating of the raid is increased by 1.

1965 (AIM7/9) success on a **6**

1966 (AIM7/9) success on **5+**

1967 (AIM7/9) success on **4+**

1968 (AIM7/9) success on **3+**

4.8.3.4 Experienced Pilot.
If an Experienced Pilot counter is attached to CAP, add +1 to the CAP value 1 and add 1 to the missile effectiveness die-roll.

4.8.3.5 Raid without CAP squadron

If a raid has no CAP squadron, the raid's STRIKE value is reduced by the value of the MiG and Sam Launch! cards, and suffers one crew loss for each two points (ignore fractions). Support cards referring to CAPs cannot be played.

4.8.4 SEAD

Suppression of Enemy Air Defenses (SEAD) missions aimed to neutralize or diminish the threat posed by enemy surface-to-air missile (SAM) sites and anti-aircraft artillery (AAA). These missions involved the coordinated use of specialized aircraft equipped with electronic warfare capabilities and precision-guided munitions to locate and destroy radar installations and missile launchers.

4.8.4.1 Defense Deck

The Defense Deck is a Combat Resolution Deck used to determine the intensity and nature of air defenses over the target of the raid.

The Deck includes the following type of cards:

AAA: worth 0-2 Defense points.

SAMLaunch!: worth 1 Defense point

Starting in 1966 and in each following year, a new AAA card and a new SAM card are incorporated into the deck, representing North Vietnam's growing arsenal of anti-aircraft countermeasures.

The discard pile is reshuffled and reformed into a new draw deck whenever the draw deck is depleted or in any case at the beginning of each turn.

4.8.4.2 SEAD Procedure

The active player must draw a number of AAA cards equal to the Defense rating of the target (Encircled blue number). The cards are drawn from the Defense Deck one at a time and placed visibly in front of the player. SAM cards are not counted toward this total; when a SAMLaunch! card is drawn, it is placed with the other cards, and the player continues drawing until the required number of AAA cards has been drawn.

The Defense rating of the target is the Defense rating of the region it is located in, modified as follows, if applicable:

+1 Under Monsoon weather

-1 If the raid flies at High Altitude

SEAD vs AA Fire

The total SEAD rating of the raid is calculated by summing the SEAD ratings of all SEAD squadrons assigned to the raid, adjusted by any applicable modifiers below.

+1 If an Experienced SEAD Pilots counter has been assigned to the raid, or

+2 If an Experienced SEAD Pilots counters has been assigned to the raid and the target of the raid is in Thai Nguyen Region.

> *North of Hanoi lies a mountainous range referred to as "The Thud Ridge," named after the numerous F-105 Thunderchief raids that navigated this path. This ridge afforded U.S. pilots significant tactical advantages, serving as a natural protective feature that allowed them to fly at low altitudes along its slopes, thus evading radar detection and SAM sites.*

+1 Per Suppression squadron in the targeted region.

+1 If a "More Sorties" counter has been assigned to a SEAD squadron

+1 If a Shrike missile is successfully tested

- The total AAA Fire rating is the sum of the ratings on all AAA cards drawn +1 per SAM card drawn.
- The total SEAD rating of the Raid is compared to the total Defense rating (AAA + SAM Launch cards):
- If the final SEAD rating is equal or higher than the final Defense, there is no effect. *Enemy Air Defenses, if any, have been evaded or neutralized.*
- If the final SEAD rating is lower than the final Defense rating:
- For each point of difference, the STRIKE value of the Raid is reduced by 1.
- For each two points of difference (ignore fractions), the Raid suffers one crew loss (7.0).

Example*: Viet Tri Defense= 3. Player have two SEAD squadrons in the raid plus one SUPPRESSION squadron in the region. The player draw: AA1, AA0, SAMLaunch! and AA1 for a total of 3 points. Player have 3 SEAD points (2 SEAD + 1 SUPPRESSION) which is enough to beat the defenses.*

4.8.4.3 Anti-radiation missiles

> *Both the AGM-45 Shrike and AGM-78 Standard-ARM played significant roles in the suppression of enemy air defenses (SEAD) by targeting and neutralizing radar installations. The Shrike marked the beginning of U.S. anti-radiation missile technology, while the Standard-ARM represented a significant advancement in range, accuracy, and versatility, addressing the limitations of its predecessor and adapting to the evolving threat of enemy radar systems.*

During the Squadron Assignment Segment, the AGM missile counter may be attached to a SEAD squadron displaying a missile icon. If a raid is aborted and the attached AGM counter has not been used, it is returned to the missile box of the Squadron Board. Otherwise, the counter is automatically discarded at the end of the raid, irrespective of whether it was utilized or not.

Effectiveness Test. During the SEAD Segment of a Raid, the effectiveness of an AGM 45/78 missile attached to a SEAD must be successfully tested to apply its effect. The active player rolls a d6, and if the result is within the specified success range, the SEAD rating of the raid is increased by 1.

1966 (Shrike) **4+**: Add **1** point SEAD.

1967 (Shrike) **3+**: Add **1** point SEAD.

1968 (Std Arm) **4+**: Add **2** points SEAD.

4.8.4.4 Experienced Pilot

If an Experienced Pilot counter is attached to SEAD, add +1 to the SEAD value 1 and add 1 to the missile effectiveness die-roll.

4.8.4.5 Raid without SEAD squadron

If a Raid has no SEAD squadron, the Raid's STRIKE value is reduced by the value of the AAA and Sam Launch! cards, and suffers one crew loss for each two points (ignore fractions). Tactical cards referring to SEAD cannot be played.

4.8.5 STRIKE

Strike squadrons were equipped with aircraft chosen for their payload capacities and tasked with destroying designated targets. The ordnance carried included conventional bombs (such as the Mk 82 and Mk 84), cluster munitions, napalm, air-to-ground missiles like the AGM-12 Bullpup and the Electro-Optical Guided Bomb AGM-62 Walleye. These weapons were selected based on the nature of the target and the desired effect.

4.8.5.1 STRIKE Procedure

The total strike rating of the raid is calculated by summing the strike ratings of all STRIKE squadrons assigned to the raid, adjusted by any applicable modifiers below.

+1 if an Experienced Strike Pilots counter has been assigned to the raid.

+1 if a "More Sorties" counter has been assigned to a STRIKE squadron.

+1 *(1967)* or **+2** *(1968)* if an EOGB bomb is successfully tested.

+1 if the unmodified Strike die-roll is 3 to 6 and the raid flies at Low altitude.

-1 if the raid flies at High Altitude.

-1 under Overcast weather.

-2 under Monsoon weather.

Roll a D6 and cross-reference the result with the final strike rating of the raid on the Strike Table. If this final rating exceeds 7, refer to column 7 and increase the die-roll result by one for every Strike point above 7.

Damage results:

The damage table indicates the outcome of the attack based on the target type.

Target Counter**:** The numerical value indicates the number of hits inflicted on the Objective

Bridges / airfield: the number of green dots (•) indicates the number of hits inflicted on the bridges or airfield.

4.8.5.2 Destroyed Objective

An Objective is destroyed once it has received hits that equal or exceed its Structure rating (except Bridges and airfields). Hits inflicted on the target during Season 1 that do not suffice to destroy it are carried over to Season 2. If the target is not destroyed by the end of Season 2, it will be removed, with the accumulated hits having no effect.

When an Objective is destroyed, proceed with the following steps:

1. Advance the **Campaign Impact marker** to the right by a number of boxes equal to the Campaign Impact rating on the Region Counter.

2. Advance the **Experience marker** on the Experience Dial of the active player by the number of boxes indicated on the Target Counter (see 6.0).

3. Advance the **JCS-94 Compliance marker** of the active player to the right by a number of boxes equal to the JCS-94 value of the Objective (if any), as indicated in the JCS94 Objectives Box, and adjust the JCS 94 Impact marker accordingly, if necessary.

4. Place a number cubes of the active player in the **Production and/or Transport Matrices**, corresponding to the icon(s) on the region and target markers, if any. When a "**+1**" colored box is reached, immediately add one Impact point to the Campaign Impact track.

5. Remove the Region counter from the map, and either remove the Target counter, or flip it to its Destroyed side, for cosmetic effect.

4.8.5.3 Destroyed Bridges

From 1965 onwards, a significant effort was made to destroy bridges, which were identified as key components in the overarching goal of interdicting communication lines. The Vietnamese responded by deploying sophisticated defense mechanisms to protect these vital structures.

Play Note: A "Destroyed Bridges" Counter represents the effects of multiple attacks on different bridges or on the main bridge of a region.

Each Region contains 1 or 2 "Destroyed Bridges" locations with a number that corresponds to the maximum number of Destroyed Bridges counters that can be placed there (*ex: Dong Hoi 3*).

When a bridge is targeted by raid and one or more hits (green dots •) are obtained on the Strike Table (ignore numerical value), proceed with the following steps:

1- For each successful hit (green dots •), the active player **places a Destroyed Bridges Counter** on one "Destroyed Bridges" location within the targeted Region. If the Region features two Destroyed Bridges locations, the counters may be distributed as the active player sees fit, provided that no location exceeds its indicated counter limit. Any excess hits are lost.

   Example: Raid Bridge at Vinh: The result on the Strike table indicates 2 dots Damage (••). The player may place 1 Destroyed Bridges Counter on each location or place 2 Destroyed Bridges Counters on the location of his choice.

2- Advance the **Experience marker** on the Experience Dial of the active player by a number of boxes equal to the number of yellow dots on the STRIKE table result, provided it does not exceed the number of Bridge counters placed. The excess is lost.

   Example: The Dong Hoi bridge (3) already has 2 Destroyed Bridges counters. An attack with 3 points and a dice roll result of 6 indicates 2 damage (••), which normally awards 2 Experience points. Since the player can only place 1 additional Destroyed Bridges counter, it only gain 1 experience point. (result 3 on column 3).

3- Advance the **JCS-94 Compliance marker** of the active player to the right by one box per Destroyed Bridges Counter placed, and adjust the JCS 94 Impact marker accordingly.

Hanoi Bridges. The two Hanoi bridges are the only bridges that can be attacked by both the Air Force and the Navy.

Example: A Navy raid inflicts 2 Bridge Damage (•,•). The player can place 1 Destroyed Bridges Counter on the bridge square across the brown track and 1 on the bridge square across the black track, or both counters on the same bridge square. The player chooses to place one counter on each. A subsequent Air Force attack inflicts 1 damage, allowing the player to place 1 Destroyed Bridges Counter on either bridge square.

4.8.5.4 Damaged Airfields

Each airfield has a four-space track indicating the extent of the damage it can sustain (see 4.7).

When an airfield is targeted by Raid and one or more hits (green dots •) are obtained on the Strike table (ignore numerical value), proceed with the following steps:

1- For each successful hit (green dots •), the active player move a **Damage marker** (red cube) on the track. (An airfield which has suffered 3 or 4 hits becomes inoperational). Any excess hits are lost.

   Example: Raid at Phuc Yen airfield: The result on the Strike Table indicates 2 dots Damage (••). The player move the Damage marker on the 2nd space of the Phuc Yen airfield track.

2- Advance the **Experience marker** on the Experience Dial of the active player by a number of boxes equal to the number of yellow dots on the STRIKE table result, provided it does not exceed the 4th space. The excess is lost.

   Example: Phuc Yen Airfield already has 3 damages. An attack with 3 points and a dice roll result of 6 indicates 2 damage (••) and 2 Experience points. Since the airfield can suffer 1 additional damage, player gain 1 experience point (result 3 on column 3).

3- Advance the **JCS-94 Compliance marker** of the active player to the right by two Boxes per inflicted damage and adjust the JCS 94 Impact marker accordingly.

4.8.5.5 EOGB Guided bomb

> *EOGB (Electro-Optical Glide Bomb) munitions were television-guided bombs available from 1967. Their precision significantly increased the effectiveness of attacks, but their low contrast prevented them from being used at high altitudes or in poor weather conditions.*

During the Squadron Assignment Segment, an EOGB bomb counter may be attached to a STRIKE squadron displaying a missile icon. If a raid is aborted and the attached EOGB counter has not been used, it is returned to the missile box of the Squadron Board. Otherwise, the counter is automatically discarded at the end of the raid, irrespective of whether it was utilized or not.

Effectiveness Test. During the STRIKE Segment of a raid, the effectiveness of an EOGB bomb attached to a STRIKE squadron must be successfully tested to apply its effect. The active player rolls a d6, and if the result is within the specified success range, the STRIKE rating of the raid is increased by 1.

1967 (EOGB) **4+**: Add **1** point STRIKE.

1968 (EOGB) **3+**: Add **1** point STRIKE.

4.8.5.6 Experienced Pilot.

If an Experienced Pilot marker is attached to STRIKE, add **+1** to the STRIKE value, and add 1 to the EOGB bomb effectiveness die-roll.

4.8.6 JCS 94 LIST

> *The JCS 94-Target List was a comprehensive set of strategic bombing targets in North Vietnam developed by the Joint Chiefs of Staff, presented to the Secretary of Defense in 1964. It included 94 key targets, categorized into five main types: airfields, lines of communication, military installations, industrial installations, and routes for armed reconnaissance. The rationale behind the list was to systematically cripple North Vietnam's military and logistical capabilities by focusing on selected critical assets.*

4.8.6.1 JCS 94 objectives Box. The Box lists the four Objective types whose destruction grants JCS Compliance points.

White Objective: **2** points if Destroyed.

Brown objective: **1** point if Destroyed.

Grey objective: **1** point if Destroyed.

Bridges: **1** point PER Destroyed Bridges Counter placed.

Airfields: **2** points PER Damaged inflicted.

4.8.6.2 JCS-94 Compliance Track. This JCS 94 track records the JCS 94 Compliance points accumulated individually by both players, along with the total cumulative points.

Boxes 6 and 12 display a Medal icon. Medals are used if the players want to compare respective performances at the end of the game (See 9.0).

4.8.6.3 JCS-94 Impact Track. The JCS 94 Impact track indicates how the combined JCS 94 Compliance level (which is the sum of the points individually accumulated by both players) affects the Campaign Impact track, with effects ranging from **-2** to **+2** at the Infiltration sequence (see 4.13).

Example: *The Air Force player has destroyed 4 bridges and 1 railway target (white), earning a total of 6 points. The Navy player has destroyed one Supply Storage target (black: worth 0 points) and inflicted 3 damage on an airfield, also totaling 6 points. The combined score for both players is 12 points. As a result, two additional impact points will*

be recorded on the Campaign Impact track at the end of the season.

Both tracks are reset to 0 at the Clean Up phase (see 5.0).

4.9 Production & Recruitment

During the Production and Recruitment Phase of each Season, certain North Vietnamese sources on the map will generate cubes, if they have escaped destruction.

4.9.1 North Vietnamese Production

Each (undestroyed) black Objective produces one black cube. Place the cube anywhere within the Objective's Region.

4.9.2 Foreign Aid

During the Vietnam War, China provided North Vietnam with troops, weapons, and infrastructure support, while the Soviet Union supplied advanced weaponry, such as aircraft and missiles, along with extensive economic aid and training for military personnel. Both nations increased their support as the war progressed, significantly bolstering North Vietnam's war efforts.

During the 1966, 1967 and 1968 turns, one black cube is placed in each the China - East Box and the China - North Boxes.

In addition, during the 1967 and 1968 turns, one black cube is added in the Soviet Union Box (near Haiphong).

4.9.3 The Production Matrix

The production matrix records the progressive degradation of North Vietnam's industrial infrastructure due to the bombardment of key targets and its subsequent impact on military supplies production.

As long as the first line of the Matrix is not completed with cubes, Hanoi and Haiphong generate one extra black cube during each Production Phase.

When the first line is completed but the second is not, only Hanoi generates one extra cube.

When the first two lines are completed but the third is not, there is no extra cube generation.

For each subsequent line completed after that, players remove any one black cube from a production site (black objectives) of the map, including those generated by Foreign Aid.

4.9.4 NVA recruits *(Brown cubes and Red Cubes*

North Vietnam:

Each (undestroyed) brown Objective generates one brown cube. Place the cube anywhere within the Objective's Region.

Laos (Pathet Lao):

Laos automatically generates one red cube. Place one red cube in one box of the Pathet Laos area. If all three spaces are already occupied by a red cube, the Pathet Lao red cube is generated directly in the Ho Chi Minh Trail area.

4.10 ARMED RECON

The opportunity targets sought after by Armed Reconnaissance missions often included convoys, truck parks, depots, and barges. These missions required pilots to fly at low altitudes to facilitate spotting, making them prime targets for enemy anti-aircraft batteries.

4.10.1 ARMED RECON Deck

The Armed Recon Deck is a Combat Resolution Deck, used to determine both the success of the ARMED RECON attack and the intensity of the Anti-Aircraft fire it is subject to. Starting in 1966 and in each subsequent turn, a new card is incorporated into the Deck, representing both North Vietnam's increasing anti-aircraft capabilities and the augmented lethality of ARMED RECON attacks due to technological improvements.

Each card is divided into an upper section, which indicates whether the mission is targeted by a SAM attack or AAA fire, and a lower section, which indicates if the mission can destroy a certain type of target.

Upper half: damage

If the upper section of the card displays a SAM attack and a cloud, the attack is only effective if the weather in the region is Overcast or Monsoon.

If the upper half is marked "Hidden!" the attack cannot be countered by SUPPRESSION squadrons.

Lower half: Effect

If the lower section displays a cube, the active player may choose to destroy any cube within the Region, or a Truck Parks Counter.

If the lower section displays a Truck icon, the active player may only destroy a Truck Parks Counter if there is one within the Region.

4.10.2 ARMED RECON Procedure

Each player assigns their ARMED RECON/SUPPRESSION squadrons to regions within their respective Route Packages, deciding which side of the squadron counter (ARMED RECON or SUPPRESSION) is shown face up. Both players are permitted to place squadrons in Hanoi and Laos. Each "Experienced Pilot" counter, if available, is then assigned to a region with at least one ARMED RECON Squadron. No more than one Pilot counter may be placed per Region, except in Hanoi and Laos, where Pilot markers of both forces may co-exist.

There is no limit to the number of ARMED RECON squadrons that may be assigned in a region.

ARMED RECON missions are resolved Region by Region, in any order players see fit (including alternating between players).

To resolve an ARMED RECON mission in a Region, the active player must draw a number of ARMED RECON cards equal to the number of ARMED RECON squadrons present in that Region. The cards are then revealed and placed visibly in front of the player. Even if all targets can be destroyed before all cards are drawn, the full number of cards must still be drawn.

- For each cube displayed on the lower section of the cards, you may choose to destroy any cube (if brown and black cubes co-exist in the region, you choose which), or a Truck Parks Counter (see 4.10.4).

- For each Truck icon, displayed on the lower section, you may only destroy a Truck Parks Counter if there is one within the Region (see Truck Parks).

- For each SAM/AAA attack displayed on the upper card, you suffer one crew loss. If a Cloud is displayed alongside the SAM/AAA attack, the attack is only effective if the weather in the Region is Overcast or Monsoon. Otherwise, treat it as No Effect.

Each SUPPRESSION squadron present in the Region negates one SAM/AAA attack, with the exception of the SAM/AAA marked "Hidden!", which can never be countered (except Experienced pilot). In Hanoi, one player's SUPPRESSION squadrons can negate crew loss results suffered by for the other player's ARMED RECON squadrons.

4.10.3 Experienced Pilots.

Each Experienced Pilot counter may then be used to either ignore a MISS result on the lower section, or a SAM/AAA/Hidden! result on the upper section: draw one Armed Recon card and apply the new result (the other section of the card is ignored). You must decide which result (upper or lower section) you will replace before drawing the card.

4.10.4 Attacks Effects

• **Military Supplies / Troop Convoys (cubes).** The targeted cube is removed from the game. The ARMED RECON Hits marker (white cube) is advanced one box on the corresponding player's Experience Dial (see 4.10.6).

• **Truck Parks #.** If the targeted Truck Parks Counter is annotated with a transport icon (**#**):

1- The ARMED RECON Hits marker (white cube) is advanced one box on the

corresponding player's Experience Dial.

2- A cube (player's color) is placed on the Transport Matrix (see 4.11.1) and the Destroyed Truck Parks Counter is placed in the Destroyed TP box (**#**).

• **Truck Parks #/•.** If the targeted Truck Parks Counter is annotated with a Transport and Production icons (**#/•**):

1- The ARMED RECON Hits marker (white cube) is advanced one box on the corresponding player's Experience Dial.

2- A cube (player's color) is placed on the Transport OR Production Matrix (player's choice). If the cube is placed on the Transport Matrix, the destroyed Truck Parks Counter is placed in the Destroyed TP Box (**#**). If the cube is placed on the Production Matrix, the destroyed Truck Parks Counter is placed in the Destroyed TP Box (**•**) (It does not count as a modifier for the movement of brown cubes). In both cases, when a "**+1**" colored box is reached, immediately add one Impact point to the Campaign Impact track.

4.10.5 Hanoi and Laos

Both players can deploy ARMED RECON and SUPPRESSION squadrons in these areas. The order of attacks is decided by the players, allowing them to choose who attacks first and second. SUPPRESSION squadrons can cancel losses for either player at the squadron owner's discretion, but each squadron can only cancel one loss.

Example: Laos: The Navy player places one ARMED RECON squadron. The Air Force player places one ARMED RECON and one SUPPRESSION squadrons. The Navy player attacks first and draws a SAM card, resulting in a potential loss. The Air Force player can choose to cancel that loss using their SUPPRESSION squadron but forfeits the ability to cancel any loss during their own subsequent attack.

4.10.6 ARMED RECON Hits Marker. In all cases, when ARMED RECON Hits marker (white cube) completes a full rotation, advance the yellow cube forward by one space (see 6.0).

4.11 NVA Movement

The United States Joint Chiefs of Staff believed that the systematic targeting of North Vietnam's industrial infrastructure and transportation network would cripple the country and effectively cease the supply flow of arms and personnel to South Vietnam. This assumption proved erroneous, as the flow of supplies continued largely uninterrupted despite extensive destruction.

To minimize the risk of confusion, it is recommended to proceed as follows:

During the North Vietnamese movement phase, players maneuver the cubes on the map towards the Mountain Pass boxes, which serve as exit points into the Ho Chi Minh Trail.

Black cubes travel exclusively along the black routes and must exit at Ban Karai Pass. If the Ban Karai Mountain Pass area has reached its stacking limit of 6 cubes, black cubes must stop their movement and enter and must remain in Dong Hoi Region.

Brown cubes travel exclusively along the brown routes. Brown cubes must exit in priority at Nape Mountain Pass (displaying a "1" for "Priority 1"). If Nape Pass has reached its stacking limit of four cubes, brown cubes must proceed southward and enter Mu Gia Pass (Priority 2), If Mu Gia has also reached its stacking limit of four cubes, they must proceed southward and enter Ban Karai Pass (Priority 3). If the Ban Karai Mountain Pass area has reached its stacking limit of 6 cubes, they must stop their movement and remain in Dong Hoi region.

To minimize the risk of confusion, move all Black cubes first, from the southernmost Region to the northernmost. Then, move all brown cubes, from the southernmost Region to the northernmost.

4.11.1 Black cubes - Transportation Matrix

The Military Supplies represented by black cubes are loaded onto trains and travel through the railway routes towards the South.

The Transportation Matrix indicates the current movement allowance (MA) of all black cubes. At the start of the game, this MA is set to 9. Each time a line is fully completed with cubes, the MA drops by 1.

4.11.2 Brown Cubes – D6

> *The military units of various sizes, represented by brown cubes, travel by truck, bicycle, or on foot, taking multiple routes, including roads, paths, and rivers, to reach their destination.*

The MA for brown cubes is determined by a die roll (D6), with the corresponding results ranging from 6 to 4, as indicated on the Transportation Matrix. Each **Truck Parks** Counter (annotated **#**) in the Destroyed Truck Parks Box subtracts **1** from the die roll.

4.11.3 Movement Costs

Each cube spends **1** Movement Point (MP) to:

Enter a North-Vietnam Region from a China and Soviet Union Boxes.

Enter a Region or Mountain Pass area without crossing a bridge or by crossing a bridge with no Destroyed Bridges Counters on it.

Each cube spends **2** MPs to:

Enter a Region or Mountain Pass area through a Destroyed Bridges location that contains **one or more** Destroyed Bridges Counters.

Example: Vinh. There are 2 Destroyed Bridges Counters on the main road (black) and no Counters on the road (brown) leading to the Nape pass area. Black cubes on the main road will have to pay a +1MP to exit to the adjacent Ha Tinh region. Brown cubes will move at no extra cost to exit towards the pass.

If a cube has spent all its MPs, or does not have enough points to cross an area with a destroyed bridge counter, it stops its movement in the area.

4.12 SAC (Strategic Air Command)

> *The B-52 Stratofortress, with its formidable payload and extensive range, was integral to American aerial bombardment strategies. General William C. Westmoreland's appeal for an increased bombing effort was driven by his belief that continuous and intensive aerial bombardment could significantly disrupt North Vietnamese supply routes and troop movements. Operation Steel Tiger, in particular, focused on interdicting infiltration along the Ho Chi Minh Trail. Despite their formidable destructive capacity, the bombers frequently fell short of the desired impact due to the North Vietnamese dispersing their movements along numerous concealed paths and the dense jungle terrain providing natural cover. Moreover, these bombing campaigns inflicted considerable collateral damage, disproportionately affecting civilian populations and infrastructure.*

4.12.1 B-52 Counters

B-52 counters are used to destroy or delay cubes in the Mountain Pass areas or the Ho Chi Minh area during each seasonal B-52 phase. They cannot be used elsewhere. The B-52s are not affiliated with the Air Force or Navy; their use is determined jointly by the players. In the event of a disagreement among the players regarding their use, the player holding the initiative has the authority to make the final decision.

1965: Players have 2 x B-52 counters per Phase.

1966, 1967, **1968**: Players have 3 x B-52 counters per Phase.

"Intensive Bombing" Request: When the "Intensive Bombing" request is selected, players receive one additional B-52 counter: the "Intensive Bombing" counter.

4.12.2 Bombardment procedure

1- B-52 counter placement.

Players decide how to distribute the available B-52 counters, between the Mountain Pass areas and the Ho Chi Minh Trail area. Players may choose to assign no counters to any area,

with a maximum of two counters assigned to any one area.

2- Bombardment of the Passes

For each pass that contains at least one B-52 counter, roll 1d6 and apply the following modifiers on the SAC bombing table:

+1 per cube in the Pass area

+2 if it contains two B-52 counters

Results:

- **2-3:** No effect.
- **4:** 1D
- **5-6:** 2D
- **7-9:** 1E / 1D
- **10-11:** 1E / 2D
- **12-13:** 2E / 2D
- **14-15:** 3E / 3D

E=Number of cubes eliminated.

D (Delayed) = Number of cubes delayed. The cubes are moved to the Delayed Box.

3 - Movements to the Ho Chi Minh Trail

All undelayed cubes in the passes are moved to the Ho Chi Minh Trail.

4 - Bombardment of the Ho Chi Minh Trail

If the Ho Chi Minh Trail contains at least one B-52 counter, roll 1d6 and apply the following modifiers:

+1 per cube in the Ho Chi Minh Trail area

+2 if it contains two B-52 counters

Results:

- **2-4**: No effect.
- **5-6**: 1D
- **7-9**: 1E
- **10-11**: 2E
- **12-13**: 3E
- **14-15**: 3E
- **16+**: 4E

E = Number of cubes eliminated.

1D = (Delayed) 1 cube is moved to the Delayed box.

Example: There are 2 brown cubes in the Nape pass and 5 black cubes in the Ban Karai pass. Three B52s are available.

- ***Step 1**: One B52 is assigned to Ban Karai, while two B52s are allocated to the Ho Chi Minh Trail.*
- ***Step 2**: Bombardment of Ban Karai. Result: A D6 roll of 3, plus 5 (for cubes), yields a total of 8 (resulting in 1E and 1D). Consequently, one cube is eliminated and one is delayed. The remaining three cubes are moved to the Ho Chi Minh Trail. Since Nape was not targeted, its two cubes proceed to the Ho Chi Minh Trail, resulting in a total of five cubes on the trail.*
- ***Step 3**: Bombardment of the Ho Chi Minh Trail. Result: A D6 roll of 4, plus 5 (for cubes) and an additional +2 (for 2 B52s), gives a total of 11 (resulting in 2E). Thus, two cubes are eliminated.*

4.13 Infiltration

This Phase is carried out in 3 steps:

1. Move All undelayed cubes on the Ho Chi Minh Trail to the "South Vietnam" area.

2. Transfer one "Delayed" cube from each pass, if present, to the Ho Chi Minh Trail area. Additionally, move the "Delayed" cube from the Ho Chi Minh Trail, if present, out of its Delayed box.

3. Move any remaining "Delayed" cubes in the Passes out of their Delayed boxes into their respective Passes.

4.13.1 Campaign Impact Adjustment

This Phase is carried out in two steps:

1. **Infiltration Effect:** For each cube in the "South Vietnam" area, shift the Campaign Impact marker one space left on the track. If the marker reaches either end of the track, further movement is disregarded. Finally, remove all cubes from the "South Vietnam" area from play.

2. **JCS 94 Impact Effect:** Move the Campaign Impact marker left or right on the track, as indicated by the JCS 94 Impact track. If the marker reaches either end of the track, further movement is disregarded.

4.13.2 Automatic Defeat. If, after these two steps, the Campaign Impact marker reaches the leftmost box on the track, the game ends immediately in an **Automatic Defeat**: *Due to the glaring lack of success and increasingly unjustifiable losses, President Johnson, under pressure, decides to terminate Operation Rolling Thunder.*

4.13.3 Automatic Victory. If, after these two steps, the Campaign Impact marker reaches the rightmost box on the track, the game ends immediately in an **Automatic Victory**: *Crippled by the severe damage to their warfighting capabilities, North Vietnamese morale weakens, prompting their leaders to seek an end to hostilities through negotiations.*

5.0 Clean Up

1. Return all ARMED RECON/SUPPRESSION squadrons from the map, along with all CAP squadrons from the Airfields Table, to their respective Squadron Boards. Move the B-52 counters back to their SAC area. If the "Intensive Bombing" or "More Sorties" Request was selected, place the corresponding counters back on their Request boxes.

2. Reset JCS-94 Compliance Track and JCS-94 Impact Track to **0** (See 4.8.6).

A- If it's not the end of a year, start playing with season 2 with the Repair Phase.
B- If it's the end of a turn, advance the turn marker to the next turn (year), start playing with Yearly Interphase.
C- If it's the end of the last turn (1968), the game ends. Consult the Victory Conditions to determine the outcome of the Campaign.

6.0 Experience

As the campaign advanced, pilots became increasingly attuned to the war's demands, experimenting with and refining innovative tactics to more effectively confront the challenges before them.

Each player has an Experience Dial with two markers:

1- Yellow cube to track Experience gained through destroying Objectives (Raids).
2- White cube to track Experience gained through destroying cubes and Truck Parks (ARMED RECON Missions).

6.1 Bombardment Raids: Each time an Objective is destroyed (See 4.8.5.2), move the yellow cube on the active player's Experience Dial forward by the number of spaces indicated on the Target Counter. Each time a bridge or airfield is targeted by a Raid, move the yellow cube forward by the number of spaces corresponding to the result on the Strike Table.

6.2 ARMED RECON Missions: Each time a cube or Truck Parks is destroyed during an ARMED RECON mission (See 4.10.4), move the white cube on the active player's Experience Dial forward by one space. When the white cube completes a full rotation, advance the yellow cube forward by one space.

6.3 Experienced Pilots. Each time the yellow cube on the Experience Dial completes a full rotation, the player take one Experienced Pilot Counter and place it on the Active Reserve Air Base zone of their Squadron Board. Experienced Pilot counter can be assigned to Raids or ARMED RECON missions. For Raids, place the counter in the Raiding Pilots Box during the Raid Composition Phase (CAP, SEAD or STRIKE). For ARMED RECON missions, position it on the ARMED RECON squadron Counter on the map. After the raid or ARMED RECON missions concludes, move the Experienced Pilot Counter to the Committed Air Base zone to indicate that it is no longer available for the remainder of the season.

6.4 Experienced Pilots effects:

- **CAP:** Add +1 to the Raid's CAP value and +1 to the effectiveness roll (D6) of AIM-7/9 missiles.
- **SEAD:** Add +1 to the Raid's SEAD value and +1 to the effectiveness roll (D6) of Shrike and Std-ARM missiles.
- **STRIKE:** Add +1 to the Raid's STRIKE value and +1 to the effectiveness roll (D6) of EOGB munitions.
- **ARMED RECON:** Can be used to discard an unfavorable result and draw another Combat Resolution card for a chance at a better outcome.

7.0 Losses

The Air Force, Navy and Marine Corps lost approximately 1,000 aircraft. A similar number of airmen were killed, captured or reported missing.

7.1 Air Force & Navy Losses

At the start of the game, place one Navy cube and one Air Force cube near the Crew Losses track. Each time a loss is recorded, move the corresponding cube 1 space right on the track.

7.2 Cumulative Losses

Each time a loss is recorded (Navy or Air Force), move the cumulative losses marker 1 space right on the track. When the marker enters a box colored "**-1**", immediately move the Campaign Impact marker left on the track. If the cumulative losses marker reaches the end of the track, the game immediately ends in an Automatic Defeat.

Example: If the Navy has suffered 3 Losses and Air Force 2 Losses, the cumulative losses marker is on the 5th box of the track.

8.0 Automatic Victory / Defeat

8.1 Victory Impact. If, after any Infiltration Phase the Campaign Impact marker reaches the rightmost box on the track (see 4.13.1), the game ends immediately in an Automatic Victory: *Crippled by the severe damage to their warfighting capabilities, North Vietnamese morale weakens, prompting their leaders to seek an end to hostilities through negotiations.*

8.2 Defeat Impact. If, after any Infiltration Phase, the Campaign Impact marker reaches the leftmost box on the track, the game ends immediately in an Automatic Defeat: *Amid the evident failure of the campaign and the persistent resilience of North Vietnamese morale, President Johnson, losing confidence, decides to terminate Operation Rolling Thunder.*

8.3 Defeat Losses. If at any time, the Cumulative Losses marker reaches the "Abort" box of the Losses track, the game immediately ends in an Automatic Defeat: *As the rising losses of aircraft and pilots, without yielding any significant results, grow increasingly unjustifiable, President Johnson, facing mounting pressure, decided to bring Operation Rolling Thunder to an end.*

9.0 Medals

"Operation Rolling Thunder" is primarily a cooperative game, but players have the opportunity to distinguish themselves individually by earning medals.

JCS-94 Track: When a marker reaches or exceeds a "Medal" space on the JCS Compliance track, the owning player involved earns 1 medal (see 4.8.62).

Transport and Production: At the end of the game, each player totals all their cubes placed on the Transport and Production Matrices. Each player earns 1 medal for every 6 cubes of their color (rounded down).

Losses: At the end of the game, each player counts the number of spaces their Losses marker has advanced. Each player loses one medal for every six spaces covered.

10.0 Campaign Game (1965-1968)

Performance Level. The position of the Impact marker at the end of 1968 indicates the Performance level.

11.0 Short Game (1965-1966)

<u>Special Rules:</u> The scenario spans two turns, covering only the years 1965 and 1966. The position of the Campaign Impact marker at the conclusion of the game determines the Performance level, with the following adjustment: For each incomplete first and second row on the Production and Transportation Matrices, reduce the Performance level by 1.

Example: *At the end of 1966, the Impact marker is on Good Performance. But the 2*nd *line of the Production matrix was not completed. The Good Performance is converted in Historical Performance.*
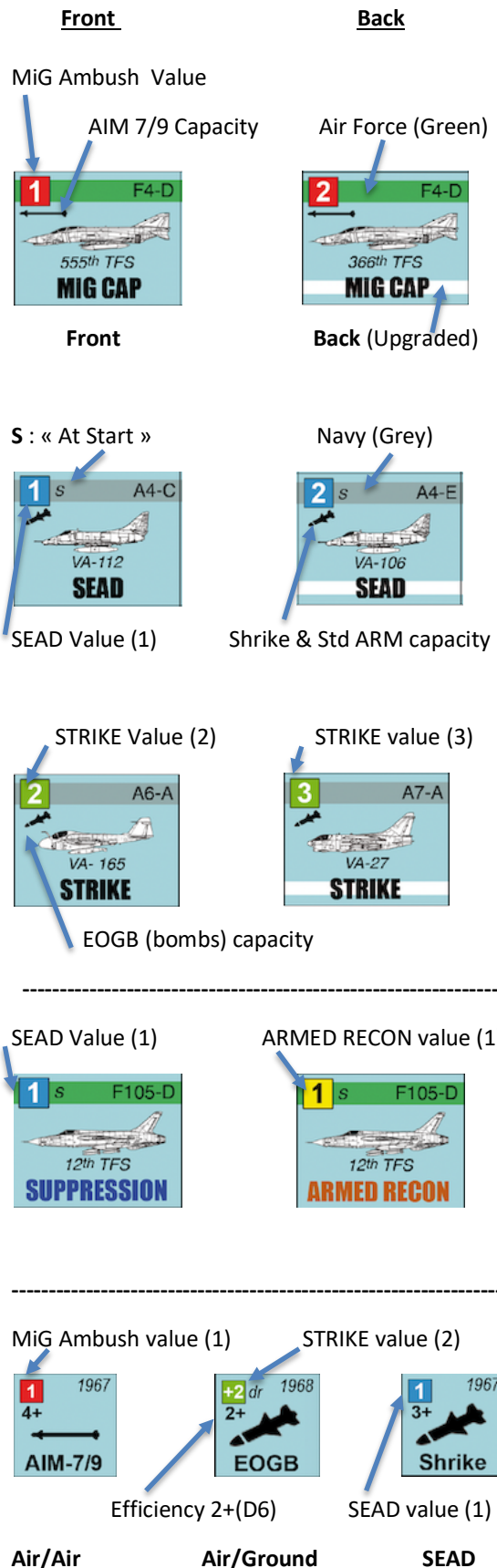
<u>In addition</u>: If at any time, the Cumulative Losses marker reaches the last box of the first line of the track, the game immediately ends in an Automatic Defeat.

12.0 Campaign Impact

Good management of Impact points is the heart of the game. Players must anticipate the future position of the Impact marker on the track. Here are the main actions that raise or lower the impact (orange boxes on Tracks and counters).
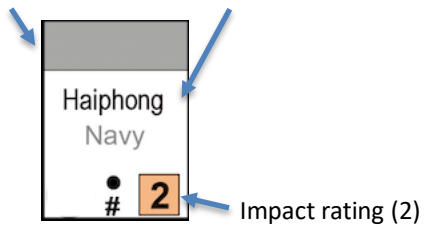
+1, +2: Destroyed Objectives
+1, +2: JCS Track
+ 1 Matrices (Transportation/Production)

- X: Infiltrated Cubes (south Vietnam)
-1, -2: JCS Track
- 1: Losses

Front   **Back**

MiG Ambush Value

AIM 7/9 Capacity   Air Force (Green)

Front   **Back** (Upgraded)

S : « At Start »   Navy (Grey)

SEAD Value (1)   Shrike & Std ARM capacity

STRIKE Value (2)   STRIKE value (3)

EOGB (bombs) capacity

SEAD Value (1)   ARMED RECON value (1)

MiG Ambush value (1)   STRIKE value (2)

Efficiency 2+(D6)   SEAD value (1)

Air/Air   **Air/Ground**   **SEAD**

Region counter (Haiphong)

Color (grey)　　/　　Map location (Haiphong)

Haiphong
Navy

•
　2

Impact rating (2)

• Production　# Transport

Traget counter (grey)

Color (grey)

Power Plant

6　•　2

Damage value (6)　　Experience value (2)
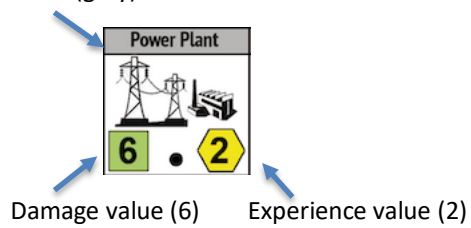
• Transport

Region = Viet Tri (Route Package V)

MiG Ambush value (4)　　　　Defenses value (3)

4　3

Viet Tri
RP V

Phuc
Yen

3

Airfield Location

"Destroyed bridges" location