TONKIN

Version 2.4a (changes are printed in red)

Introduction

Tonkin covers the war between France and Viet Minh (*Vietnamese nationalists*) in French Indochina. It started soon after the return of France in 1945 and escalated in 1950 after the communists took over China and began to supply Viet Minh. The game starts with the first major Viet Minh offensive in late 1950. The map covers northern Vietnam and Laos where most of the fighting took place. This part of Vietnam was the region of Tonkin, but I will in the rules, for the sake of clarity, refer to Tonkin as Vietnam.

One player is the Viet Minh and the Pathet Lao (*Laos*). The main Viet Minh force is on regimental level, where some are independent and some are organized in divisions. Both will be referred to as regiments unless specified as independent or divisional. Some Viet Minh units are called Tieu Doan. They, as well as the Laotian Pathet Lao, represent independent and regional battalions. All these units will be referred to as VM units.

The other player is France and her colonial troops. The French force here consists mostly of battalions. Some units changed their unit name during the war or were dissolved and transferred into a new unit. But, to avoid unnecessary rules, I have stayed with one of them, usually the first unit. Some non-present units are included in the brigade-size Groupe Mobile units (*GM*). All units belonging to the French player will be referred to as FEF units (*French Expeditionary Force*).

Welcome to Tonkin

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1.0 Basics

1.1 Abbreviated Expressions

ZoC	=	Zone of Control (*rule 1.3*)
DG	=	Disorganized (*rule 6.14*)
OoS	=	Out of Supply (*rule 7.5*)
VM	=	Viet Minh
FEF	=	French Expeditionary Force
SD	=	Supply Dump
mp	=	Movement point
VP	=	Victory Point(s) (*rule 1.9*)
DRM	=	Die-Roll Modifier
VP-hex	=	A community in a shaded hex that has a square with a VP-Number in it
HQ	=	Headquarters (*if you wish, you can use the alternative FEF HQ with yours truly on*)

1.2 Units
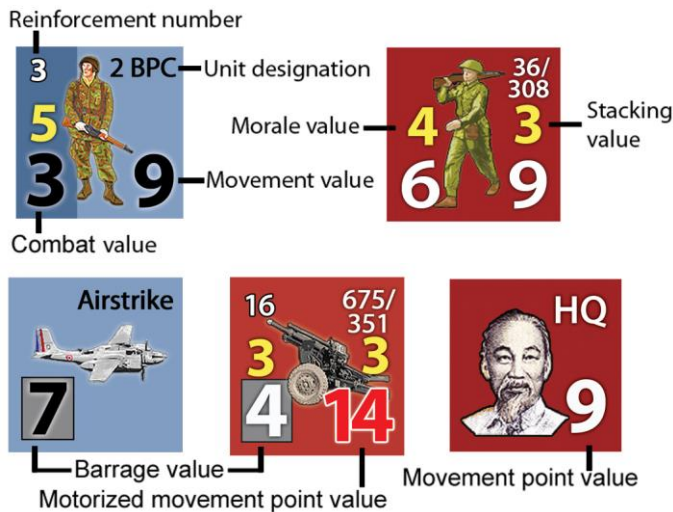
Reinforcement-Number corresponds with the number on the Turn Track, showing which Game Turn a unit will arrive. It can also be seen on the Reinforcement Chart.

Movement Value shows how many movement points a unit has. A unit is motorized if it is colored red.

Barrage Value / Combat Value: A Barrage Value has a gray box behind the number.

Stacking Point Value (*rule 1.5*).

Morale Value (*rule 6.10*).

VM units are red and the horizontal color bars are:

White: Tieu Doan (*Vietnamese regional battalions*)
Black: Pathet Lao (*Laotian regional battalions*)
Gray: Independent regiments
No bar: Divisional regiments

FEF units are blue and the vertical color bars are:

Blue: Paratroopers
Sand: Vietnamese national army
Gray: Laotian national army
Brown: Thai auxiliary units
Green: GCMA (*special anti-VM guerrilla units*)
No bar: Colonial troops

1.3 Zone of Control (ZoC)

A unit's ZoC extends into its 6 surrounding hexes. A ZoC can affect movement (*rule 3.2*), Air Transport, Airdrop (*rules 3.5 & 4.0*), and when determining whether a community is friendly or not (*rule 1.8*). But a unit does not have a ZoC into a hex if the …

- Hex is in China

- Unit belongs to France and the hex in question contains forest or mountain terrain

- Unit is DG (*rule 6.14*)

- Unit is an HQ, SD, Airstrike, or a Navy unit (*an SD or HQ still controls its own hex, though*)

1.4 Tracing and to be Within Range

You often need to be within range of an HQ, SD, or a Supply Center (*withdrawal, supply, replacements etc*), or to trace along a road or river (*VM replacement, Truck Transport, River Supply*). Enemy ZoC does **not** cut this trace. But the trace may not start, pass, or end in impassable hexes/hexsides or enemy occupied hexes (hexes in China are considered "enemy occupied hexes" for any FEF trace). Two exceptions:

- VM may, during setup or when Tieu Doans are mobilized, set up within 2 hexes of a Mobilization Center even if the center or the hex in between is FEF-occupied

- VM receives its extra "Thai Binh-replacement point" even if there are FEF unit(s) in Thai Binh and/or in a hex between Thai Binh and any VM unit (*rule 2.2-A*)
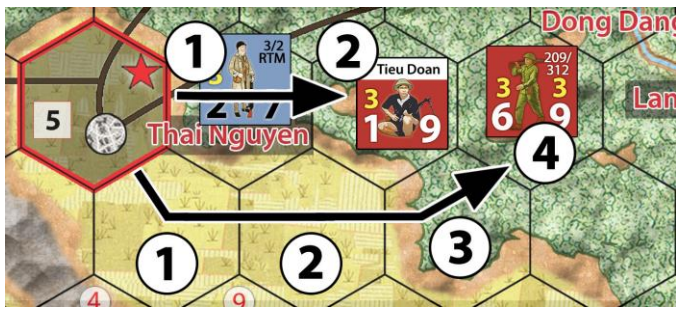
Example: A Tieu Doan that is mobilized within 2 hexes of Thai Nguyen, is allowed to be placed across a FEF unit (*or even if the FEF unit occupies Thai Nguyen*). But the VM divisional regiment must trace its 3 hex supply route around the FEF unit. In this case, it is Out of Supply. Always trace towards the unit.

1.5 Stacking

Each unit has a Stacking Point Value. If there is no printed Stacking Point Value on the unit, then default value is "1" (*this includes HQ and SD*). You may not have more than **13 Stacking Points** in total in a hex. This is enforced at the end of each Phase or Operation Point. If you overstack, remove any exceeding steps (*adjust Regiment Step-Marker and/or VP-Marker, if necessary*).

The order of stacking from top to bottom must be: HQ - Political Objective - SD - Trench - Units. Place any OoS and/or DG-Marker on top of the concerned unit. Place any Step Loss-Marker beneath the concerned unit.

⇨ VM may view all units and markers in FEF stacks. France may view down to the top VM unit only (one with a combat/barrage Value) in VM stacks.

1.6 Map

The map has a hexagon grid to facilitate movement and tracing. Each hexagon (or just "hex") is 20 kilometers (*12,5 miles*) across. The Terrain Effect Chart shows four terrain types: clear, rough, forest, and mountain. The defining terrain in a hex is the one that is the most expensive to move into

Features like rivers, roads and communities are not considered terrain. Some features, like rivers, add a movement cost. Some, like roads, replace the terrain movement cost (*some have their historical names. "RC" means "Route Coloniale"*). The island chain hexes from Haiphong to Tien Yen are also considered coastal hexes.

French Units' Designations	
Paratroopers	
RCP	*Chasseur Parachute Regiment*
BEP	*Foreign Legion Parachute Battalion*
BPVN	*Vietnamese Parachute Battalion*
BPC	*Colonial Parachute Battalion*
BPL	*Laotian Parachute Battalion*
BPCP	*Chasseur Parachute Battalion*
Mechanized	
RICM	*Moroccan Colonial Infantry Regiment*
RCC	*Light Armored Regiment*
REC	*Foreign legion Armored Regiment*
GM	*Groupe Mobile*
Artillery	
RALP	*Light Airborne Artillery Regiment*
RAC	*Colonial Artillery Regiment*
RACM	*Moroccan Colonial Artillery Regiment*
Infantry	
REI	*Foreign Legion Infantry Regiment*
DBLE	*Foreign legion Half Brigade*
RIC	*Colonial Infantry Regiment*
BMI	*Indochinese composite battalion*
BVN	*Vietnamese Battalion*
BCL	*Laotian Light Infantry Battalion*
RTS	*Senegalese Rifle Regiment*
ACF	*French Central Africa*
BMTS	*Senegalese Rifle Battalion*
RTM	*Moroccan Rifle Regiment*
RTA	*Algerian Rifle Regiment*
BTA	*Algerian Rifle Battalion*
Thai	*Thai Battalion*
Special units	
DNA	*Naval Assault Division*
GCMA	*Commando Group*

Supply Centers: Hexes with a red outline are VM Supply Centers. Those with a blue outline are FEF Supply Centers. If a Supply Center is enemy-occupied, it will stop function as such as long as it remains so.

Mobilization Centers are hexes with red stars.

Cities, Towns and Villages: Cities are represented by a picture of a building. Town symbols look like small urban areas seen from above. Villages are black dots. All three will be referred to as communities.

Airstrips are represented by an airplane symbol.

Harbors are represented by an anchor symbol. Hex A24 represents the harbor city of Vientiane by the Mekong River further south. Hex A24 is a harbor in any sense and so is Saigon (*the blue circle at sea*).
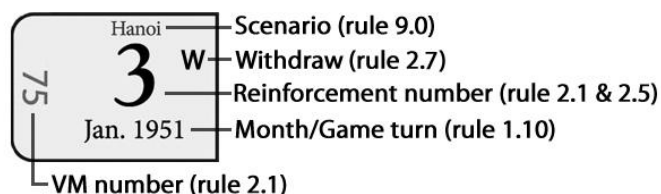
VP-Hexes are shaded hexes that have a white box with a VP-Number in it.

Setup-Numbers are the numbers in white circles, and are used in some scenarios.

"Large Force" boxes are there to facilitate play. If you have a large stack of units, then you can replace them with a "Large Force"-Marker and move the units to the corresponding box on the map.

The Highlands and the Delta: The border between the Highlands (*minority peoples*) and the Delta (*Viet people*) is the "border" between rough and clear (*it can be seen even if both have forest*). The Highlands consist of all hexes in Vietnam and Laos that have mountain, rough, or rough/forest terrain. The delta is the rest of Vietnam.

The Turn Track:

Hanoi — Scenario (rule 9.0)
75   3   W — Withdraw (rule 2.7)
      — Reinforcement number (rule 2.1 & 2.5)
Jan. 1951 — Month/Game turn (rule 1.10)
— VM number (rule 2.1)

1.7   Rain Season

The Rain Season is from June through September each year. It has the following effects:

- There is a +1 mp cost (*rule 3.1*)

- Airstrikes are not allowed (*rule 6.6*)

- There is a -1 combat DRM when attacking

- A unit which is Out of Supply (OoS) will lose 1 step during the Supply Check Phase (*rule 7.1*)

1.8   Communities

A community immediately becomes friendly to you if …

- Occupied by you

- In your ZoC, and not enemy-occupied (*this only applies to VM. FEF ZoC do not have this effect*)

- Not occupied by anyone, nor in VM ZoC, and its name has your color (*blue for France, red for VM*)

1.9   Victory Points (VP) and Victory

Victory Point Track shows the progress of victory. If a VP is added, no matter by whom, the VP-Marker will move towards "100" – towards French victory. If either player deducts a VP, it will move towards "0" – towards VM victory. VP are added or deducted immediately. VP are added when a VM-friendly VP-Hex becomes FEF-friendly, or deducted if a FEF-friendly VP-Hex becomes VM-friendly. The current amount of VP is the **VP-Level**. A scenario's starting VP-Level is printed on the side of the Victory Point Scale on each Scenario Card (*VP-Markers have a negative back side, should the VP-Level fall below 0*).

A) Political Objective-Markers
The back sides of these two Markers show which one is the real Political Objective and which one is the "Rumour". They are placed by VM on two FEF-friendly VP-Hexes. One of the markers (*VM's secret choice*) is placed on the VP-Hex noted in Scenario Setup. The other one is placed …

- At least 4 hexes from any VM regiment, <u>or</u> …

- In a hex, occupied by at least 4 steps of FEF units (*steps, not Stacking Points. Do <u>not</u> count HQ or SD*)

France may not check them before the end of each scenario. If the VP-Hex with the real Political Objective is VM-friendly at the end of a scenario, deduct 5 extra VP for the marker, otherwise add 5 VP.

VM may, by adding 5 VP, remove both of them during any Replacement & Reinforcement Phase and then place them again on any two VP-Hexes according to the placement rules above.

If you play a campaign (*several scenarios in a row*), remove the markers and add/deduct 5 VP after the end of <u>each</u> scenario that you reach. VM then places both of them for free on any VP-Hexes, according to the placement rules above. At this stage, you are not forced to place one of the markers in any specific hex.

B) VP are also awarded in the following situations:

- **10 VP** are immediately deducted if and when VM has 10 friendly communities in the Delta. If, later on, VM has less than that, then 10 VP are added (*and deducted again if the conditions are met, and so on*). Use Delta-Markers to indicate VM-friendly communities in the Delta

- **10 VP** are immediately deducted if and when VM has 20 friendly communities in the Highlands. If, later on, VM has less than that, then 10 VP are added (*and deducted again if the conditions are met, and so on*). Use Highlands-Markers to indicate VM-friendly communities in the Highlands

- **5 VP** are added each time 10 VM regiment steps has been eliminated due to any reason

- **1** or **2 VP** are deducted for each FEF unit (*with few exceptions*) that is eliminated due to any reason

- **1** or **2 VP** are deducted for each FEF unit that arrives as reinforcement

- **3 VP** are deducted if France fails to withdraw a unit

All VPs above are already factored into the starting VP-Level of each scenario.

C) Victory

Check the Victory Point Scale on the Scenario Card after the "End of the Game" Sequence (*rule 8.0*) to see who has won, or if it is a draw.

➡ **But the game ends immediately if** …

- France eliminates VM HQ (*French Strategic Victory*)

- VM occupies Hanoi (*VM Strategic Victory*)

1.10   Game Turn Phases

A Game Turn has six phases, executed in the order below.

1) Replacement & Reinforcement Phase (*rule 2.0*)

2) VM Player Movement Phase (*rule 3.0*)

3) FEF Player Movement Phase (*rule 3.0*)

4) Attrition Phase (*rule 5.0*)

5) Operation Phase (*rule 6.0*)

6) Supply Check Phase (*rule 7.0*)

 End of the Game Sequence (*rule 8.0*)

When Supply Check Phase is complete, reset the Phase-Marker to Replacement & Reinforcement Phase. Move Month-Marker to the next month on the Turn Track. If it is the last Game Turn in the scenario/campaign that you play, do the End of the Game Sequence instead.

2.0   Replacement & Reinforcement Phase

Both players bring in reinforcements during this phase. VM must reach a certain VP-Level to receive any. France must decide whether to bring them in now, and pay VP, or wait. Both players will also receive a mix between Replacement Points and SD. Conduct the phase in the same order as the rules are laid out below.

2.1   VM Reinforcements

VM reinforcements arrive according to Reinforcement Chart. Place units that will arrive after the start of your scenario on the Turn Track. The arrival of any VM reinforcement depends on the current VM-Number, which is printed both on Reinforcement chart and on the Turn Track. A VM-Number is "current" until replaced by a new one on the Reinforcement Chart / Turn Track.

When the Month-Marker reaches a slot on the Turn Track that has VM reinforcements, then they will arrive, but only if the VP-Level on the Victory Point Track is equal to or less than the current VM-Number. If the VP-Level is higher, then the units are postponed until the Game Turn when, during this phase, the VP-Level is equal to or less than the current VM-Number.

Any motorized VM reinforcement arrives at a VM Supply Center in China. Other VM regiments arrive in any VM Supply Center. Tieu Doans are placed in Tieu Doan / Pathet Lao Box 2. Truck Transport and Replacement Points are always received regardless of VP-Level. Adjust the tracks when they arrive.

2.2   VM Replacement Points & Supply Dumps (SD)

VM will now receive SD and/or Replacement Points, regardless of VP-Level (*this is not to be confused with the extra replacements that sometimes arrive as reinforcement*).

A) VM chooses to receive underline either …

- 2 SD, or …

- 2 Replacement Points and 1 SD, or …

- 4 Replacement Points

Place any SD on any VM Supply Center. VM may have no more than 9 SD on the map at the same time.

VM will also receive during the game ...

- Replacement Points as Reinforcements

- **2** Replacement Points for each FEF SD that any VM unit moves onto, or that is airdropped and which falls into VM hands (*rule 3.5*).

- **1** Replacement Point if VM attacks and receives the combat result **Ex-DL** or **2DL**, <u>and</u> advances into the defender's hex

- **1** Replacement Point if VM, during this phase, occupies at least <u>4 hexes</u> that are all within 3 hexes of Thai Binh (*W-18*)

- **-1** Replacement Point (*deduct 1 point or remove a step from any VM unit*) if VM occupies no more than <u>1 hex</u> that is within 3 hexes of Thai Binh

B) VM Replacement Points

They are used during this phase for replacing steps and rebuilding eliminated VM regiments. No more than 8 VM Replacement Points can be saved between Game Turns on the Viet Minh Replacement Points Track. Points in excess are lost. Use the VM RP-Marker to keep track. The cost for replacing a step:

- **1** Replacement Point replaces 1 regiment step

- **2** Repl. Points replace 1 motorized regiment step

To receive a Replacement Point, a regiment ...

- May <u>not</u> be marked with an OoS-Marker, and it must be within 3 hexes of either a VM HQ or a VM Supply Center, <u>and</u> ...

- If motorized, it must have a trace of undestroyed road hexes and/or Road-Markers that leads from a VM Supply Center in China, to the unit or to a hex adjacent to the unit.

⟹ A regiment may not replace more than 2 steps at a time (*through points and/or Tieu Doans, rule 2.3*).

VM regiments from the Eliminated Box may be rebuilt. If so, it will return in full strength. Use ...

- **4** Replacement Points to rebuild a regiment

- **8** Repl. Points to rebuild a motorized regiment

⟹ Place the rebuilt regiment in a slot, three Game Turns ahead on the Turn Track. It will then be available as reinforcement.

2.3   Tieu Doan as Regiment Replacement

Non-motorized regiments that are either in Vietnam or just 1 hex outside of Vietnam, may replace 1 step by removing a Tieu Doan that is no more than 2 hexes away. A regiment will not become DG if it absorbs a Tieu Doan that is DG, and a regiment will not get rid of its own DG if it absorbs a Tieu Doan that is not DG. Absorbed Tieu Doans are placed in the Tieu Doan / Pathet Lao <u>Box 1</u>.

2.4   Tieu Doan & Pathet Lao Mobilization

After absorbing, you may mobilize any Tieu Doan from Tieu Doan / Pathet Lao <u>Box 2</u> (*regardless of VP-Level*). VM may mobilize an equal amount of Tieu Doan as the number of VM-friendly VP-Hexes in <u>Vietnam</u>, divided by 2 - rounded up. But never more than the number of Tieu Doans in Box 2, of course (*5 VM-friendly VP-Hexes would mobilize 3 Tieu Doan, if any*). Place them all in Vietnam, each one within 2 hexes of a <u>separate</u> Mobilization Center in Vietnam.

If there are more VM-friendly Mobilization Centers in Laos than there are Pathet Lao units on the map, then you may Mobilize 1 Pathet Lao from <u>Box 2</u>, if any. Place it on any VM-friendly Mobilization Center in Laos. When all mobilization is done, then all Tieu Doan and Pathet Lao that are in Box 1 are moved to Box 2.

2.5   FEF Reinforcements

FEF reinforcements arrive according to Reinforcement Chart. Place units that will arrive after the start of the scenario on the Turn Track, together with any reinforcements shown on the Scenario Card. When the Month-Marker on the Turn Track reaches a slot that has FEF reinforcements, then none, some, or all of these units will enter the map if you **deduct** ...

- **1 VP** per unit, if it has a Stacking Point Value of 1 or 2

- **2 VP** per unit, if it has a Stacking Point Value of 3 or 4

Airstrike unit and Air Transports must be brought onto the map and track. There are no VP costs for them. Deduct 2 VP if you wish to bring in the navy as reinforcement.

Place any ...

- Thai unit in a FEF-friendly "blue-name" village in the Highlands in Vietnam

- GCMA within 2 hexes of any FEF-friendly community in the Highlands (*one per community*)

- Laotian unit in a FEF Supply Center in Laos

- BVN or BVN garr in a FEF Supply Center in Vietnam

- Other FEF unit in any harbor

- New Air Transport by adjusting the Air Transport-Marker. Airstrike reinforcements are shown either by flipping an existing one to its stronger side or by replacing it with the stronger counter (*displaying its "7 Barrage Value" side*)

If you do not wish to bring in a unit or if you cannot place it, it is returned to the Turn track. Place it in a slot six Game Turns ahead (*used elsewhere*). When available again, you must once again decide whether to deduct VP and bring it in, or to postpone it another six months.

2.6   FEF Replacement Points & Supply Dumps (SD)

France will now receive SD and/or Replacement Points.

A) France chooses to receive either ...

- 2 Replacement Points and 2 SD, or ...

- 4 Replacement Points and 1 SD, or ...

- 6 Replacement Points.

Place any SD on any FEF Supply Center. France may have no more than 9 SD on the map at the same time.

B) FEF Replacement Points
They are used during this phase to replace steps and to rebuild eliminated FEF units. No more than 8 FEF Repl. Points can be saved between Game Turns on the French Repl. Points Track. Points in excess are lost. Use the FEF RP-Marker to keep track. The cost for replacing a step:

- **1** Replacement Point replaces 1 step

- **2** Replacement Points replace 1 motorized step

To receive a Replacement, a unit may not be marked with an OoS-Marker, and it must be within 3 hexes of either a FEF HQ or a FEF Supply Center.

The FEF HQ may be used to offer replacements to units if the HQ itself is in a hex ...

- With an airstrip, not in the ZoC of a VM artillery or a VM Anti-Aircraft unit *, or ...

- With no forest or mountain terrain, and if the unit receiving the replacement is a Paratrooper *, or ...

- Where it can trace River Supply (*rule 7.4*), or ...

- Within 3 hexes of a FEF Supply Center

* If a unit is only able to receive replacements through one of the top two options, then France has to deduct 1 Air Transport (*2 Air Transports in one case, rule 3.5*). If France deducts 1 Air Transport due to above reason, then up to ...

- **6** Replacement Points can be sent by air, or ...

- **2** Replacement Points for a motorized unit can be sent by air.

FEF units from the Eliminated box may be rebuilt. If so, it will return in full strength. Use ...

- **2** Replacement Points to rebuild a unit that has a Stacking Point Value of 1 or 2.

- **8** Replacement Points to rebuild a unit that has a Stacking Point Value of 3 or 4.

Place it on the Turn Track. It will be available as reinforcement (*with a VP cost, if brought in*). Place it ...

- **One** Game Turn ahead, if it has a Morale Value of 3 or less, or if it is the FEF HQ

- **Two** Game Turns ahead, if it has a Morale Value of 4 or 5

2.7   FEF Withdrawals

France must occasionally withdraw units (*marked "W" on the Turn Track. See also Reinforcement Chart*). It can be any unit or a specific unit (*like Paratrooper, REI or Navy*). The unit must be within 3 hexes of a FEF Supply Center. Place it in a slot on the Turn Track, six Game Turns ahead, when it will be available as reinforcement (*with a VP cost, if brought in*).

⇨ You may not withdraw a unit of an incorrect type, or one that has any missing steps. If you fail to withdraw a full strength unit of the correct type, deduct **3 VP**.

3.0   Movement Phase

There are two Movement Phases, a VM and then a FEF one. All units may move, on their own or by transport. Some transports are limited and deducted when used

3.1   Movement

Both sides conduct a Movement Phase each. You may move your units from hex to hex. Units may overrun while moving. No unit may move/retreat into an enemy -occupied hex *(exception: Airdrop, see rule 6.4).* Pay the movement point ("mp") cost for the most "expensive" terrain in a hex. The total movement cost of all hexes that a unit enters during a move may not exceed its Movement Value, except that a unit may always move one hex, even if it conducts an overrun *(exception: FEF SD and Motorized units that are OoS, cannot move, except by transport, see rules 3.3 and 7.5).* The movement costs for rough and forest terrain are different for FEF and VM units, except if motorized.

Roads

Movement along road has its own cost regardless of other terrain (*including rivers*), even if the road ends in a hex. If you follow a road across a hexside, then the hex you enter will cost 1 mp in clear terrain and 2 mp elsewhere *(Roads can be constructed by the VM engineer, see rule 4.0)*.

➡ All movement costs, including road and river, will cost **+1** mp during rain seasons.

Rivers

If you enter a river hex, you pay additional movement cost, unless you move by road or <u>along</u> the river. A few rivers end at a hexside. Moving into the river hex, across that hexside, is considered "along the river".

If you move along river and there is another one coming in from the side (*like hex U-14*), then you have to pay for the incoming river. You pay for one river only, regardless of the number of rivers in a hex. If there are both major and minor rivers in a hex and you do not move along either of them (*both "force you to pay"*), then you pay the major river movement cost only.

River valleys were often the only flat route to take. If you move along a river anywhere, <u>except</u> in clear, **deduct 1 mp** per hex from the terrain cost, but never below a cost of 2 mp. So, Rough terrain, for example, would still cost 2 mp for VM and but <u>only</u> 2 mp for FEF. The deduction does not apply in clear terrain and neither does the minimum movement cost of 2 mp.

The only times when you may share the hex with an enemy unit, are when you ...

- Make an airdrop with Paratroopers (*rule 6.4*)

- Enter a hex that contains <u>only</u> HQ and/or SD

3.2 Double-Move

A unit or transport may double its Movement Point Value (*a "Double-Move"*) during a Movement Phase or during an Operation Phase, <u>unless</u> it ...

- Is DG

- Has an OoS-Marker

- Begins in, or will enter an enemy ZoC (*remember, some units do not have ZoC*)

- Is making an Overrun (*even if defender has no ZoC*)

3.3   Transports

All units (*except DNA*) can be moved by transport instead of moving by itself. FEF SD (*spending or not*) can <u>only</u> be moved by transport. There are Truck, Air, River and Ship Transports. Separate units in the same stack, which are about to move, can use different transports.

➡ SD and motorized units have their Stacking Point Values <u>multiplied by 3</u> when transported.

You have a limited amount of VM Truck and FEF Air Transports during the entire Game Turn. They cannot be saved for another Game Turn. At the start of each Game Turn (*before any reinforcements*), reset both Transport-Markers to their slots that correspond with the current amount of transports available.

You may use any transport ...

- During your Movement Phase. Units using a single transport can start in different hexes and end at different hexes (*two units in Haiphong and one at Saigon = 1 ship transport*)(*exception: DNA, rule 3.6*)

- When you spend an Operation Point for movement. In his case, units using a transport must stack together when they start, since you activate a single hex, but they can end at different hexes

A unit may not combine different transports during a single Movement Phase or Operation Point. Deduct 1 on its track when VM uses 1 Truck Transport or when France uses 1 Air Transport.

3.4 Truck Transport

VM has a number of Truck Transports shown in each scenario (*the dates on its Track show when a new Truck arrives as reinforcement*). A VM Truck Transport enables an SD or up to 3 Stacking Points of unit(s) to move 14 motorized Movement Points. To use a VM Truck Transport, a unit/SD must, at the beginning of its move, have a trace of undestroyed road hexes and/or Road-Markers that leads from a VM Supply Center in China to the unit/SD in question, or to a hex adjacent it.

⇨   VM may only use 1 Truck Transport in total during a Movement Phase or a single Operation Point.

FEF has no Truck Transport limit. All units and SD which begin in or adjacent to a FEF Supply Center or the FEF HQ (*if the HQ itself is within 3 hexes a FEF Supply Center*), may move 14 motorized Movement Points.

3.5 Air Transport

FEF has a certain number of Air Transports shown in each scenario (*the dates on its Track show when a new Air Transport arrives as reinforcement*). An Air Transport enables an SD or up to 3 Stacking Points of units to move from a FEF-friendly airstrip to another such airstrip, or to a hex where it/they are airdropped.

⇨   FEF may only use 1 Air Transport in total during a Movement Phase or a single Operation Point.

Paratroopers and SD may be airdropped on any hex that is <u>not</u> forest or mountain terrain. Only Paratroopers may be airdropped onto an enemy unit. If you airdrop on or in the ZoC of the VM Anti-Aircraft unit, deduct <u>2 Air Transports</u>. If you airdrop an SD in its ZoC (*even if dropped on a FEF unit*), roll a die. On a result of 5-6, the SD is grabbed by the VM. Remove the SD and add 2 VM Replacements Points.

Note that …

- No takeoff or landing at an airstrip is allowed unless it is occupied by a FEF unit

- No takeoff or landing at an airstrip is allowed within the ZoC of a VM artillery or VM Anti-Aircraft unit (*remember, if DG, then a unit has no ZoC*)

All this depends on VM declaring any artillery or Anti-Aircraft unit to be present. If VM chooses to keep them secret, there is no extra Air Transport cost, no die-roll for any SD misdrops, and no prohibition to use airstrips.

3.6 River Transport − DNA
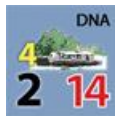
Dinassauts (*DNA*) can only move, retreat and attack along major rivers and/or along coastal hexes. A DNA can transport up to 3 Stacking Points 14 Movement Points (*even if the DNA has lost 1 step*). DNA pays only 1 mp for each hex it enters, regardless of terrain. A DNA cannot itself be transported. Units must stack with the DNA at the beginning of a move, to be transported, but may be dropped off along the way. A DNA may pass through a coastal hex with a VM unit, but may not stop in it.

⇨   DNA can overrun while transporting units/SD. Units being transported can join the DNA in its overrun. DNA can also keep units in supply (*rule 7.4*).

3.7 Ship Transport

France may transport 12 Stacking Points between two FEF-friendly harbors by ship. A Ship Transport between any coastal harbor and Vientiane - hex A24 (*either direction*) must first move to Saigon (*the blue circle at sea*). Next time you transport by ship, you may, if you wish, move units from Saigon to either Vientiane or to any coastal harbor. There is no stacking limit at Saigon.

3.8 Where You May Move and Attack

Many units have limitations regarding where to move (*including retreat*) and attack (*including overrun and barrage*). If a unit ends up in a hex where it is not permitted to be in, it is eliminated. The limitations are:

- Only VM regiments (independent and divisional), VM SD, and VM HQ may attack and move anywhere on the map, except that no combat, overrun, or barrage may occur across the Chinese border (movement and retreat is allowed though)

- Tieu Doan and Vietnamese National Army may only attack and <u>end</u> their movement in a hex in Vietnam, or a hex in Laos adjacent to the Vietnamese border

- Pathet Lao and Laotian National Army may only attack and <u>end</u> their movement in a hex in Laos, or a hex in Vietnam adjacent to the Laotian border

- GCMA and Thai units may only attack and <u>end</u> their movement in a hex within the Highlands

- Remaining FEF units and FEF SD may attack, move, and airdrop anywhere in Vietnam and Laos only

4.0   Special Units

There were indeed special units in this war. France had their tanks as well as units that moved easily in the River Delta. They also had units that could stay in the Highlands like the enemy. VM had their Anti-Aircraft unit and their engineers that built roads

1 REC

The 1 REC can enter river hexes without paying extra movement cost. But it can only move in clear terrain. A FEF attack/overrun that includes the 1 REC, against a VM unit in a river hex, will not get any negative combat DRM or any DG DRM for the river (*rule 6.9 & 6.14*).

1 RCC, RICM & DNA

A Tank company (*1 RCC or RICM*) or a DNA unit, that is not DG and that participates in combat, will increase the morale of all other FEF units stacked with it by **+1** (*even if the other unit is also a Tank or DNA unit*). This increase of morale will affect combat and barrage as well as DG die-rolls. More than one Tank/DNA will not give you more than +1.

A combat result of **Ex-DL** or **2DL** when defending, or **Ex-AL** or **2AL** when attacking, will make a participating Tank company or DNA unit take the second hit. If a Tank/DNA unit leads the attack (*rule 6.10*), then it will take both the first and the second hit (*unless there is another Tank/DNA to take the second one*).

A FEF attack/overrun that includes a DNA, against a VM unit in a river hex, will not get any negative combat DRM or any DG DRM for the river.

GCMA

GCMA were anti-VM guerrilla units. They can retreat before combat (*rule 6.5*), they cannot be ambushed (*rule 6.11*), and they do not become DG as easily.

Anti-Aircraft Unit

If not DG, then the VM Anti-Aircraft unit can close airstrips and make it hard for FEF to airdrop Paratroopers/SD (*rule 3.5*). It also gives FEF a **-2** barrage DRM when making an airstrike (*rule 6.6*). The "3" in parenthesis is its Combat Value, used in defense only.

Engineer Unit

VM player may during a Movement Phase or when spending an Operation Point for movement, place a Road-Marker under the engineer instead of moving the unit. Place the Road-Marker after all other units have been moved. If all Road-Markers have been used, pick one that is already on the map and place it in its new position (*old roads deteriorate*). The "4" in parenthesis of the Engineer is its Combat value, used in defense only.

You pay **3 mp** (*regardless of terrain and regardless of whether you are VM or FEF or motorized*) when you enter a hex with a …

- Road-Marker (*from any direction*), or …

- Printed road, while exiting from an adjacent Road-Marker (*regardless of which hexsides the printed road enters and exits*)

You are free of course, to ignore the two options above and just pay the normal terrain cost instead.

In order to create a continuous road when it comes to tracing, a Road-Marker connects with all adjacent printed roads as well as other adjacent Road-Markers.

If VM chooses to remove Destroyed Road-Markers (*rule 6.3*) with the engineer, then remove any Destroyed Road-Markers adjacent to the Engineer as well as any in its own hex (*but not more than 3 markers in total*). If a Road-Marker receives a Destroyed Road-Marker (*rule 6.6*), do not remove the Road-Marker, just place a Destroyed Road-Marker on top of it.

5.0   Attrition Phase

If you are out of supply at the end of the previous Game Turn, then you only have the Movement Phase to fix it. If not, then you will suffer attrition now

Both sides check supply for each unit that has an OoS-Marker (only them) (*rule 7.0*). If unable to trace supply, it will lose 1 step. Do not remove any OoS-Markers during this phase, even if a supply trace is established.

6.0   Operation Phase

This is the main phase. You can move, fight, build trenches etc. Each Operation Point enables you to do one thing. You must decide whether or not to spend an SD to get a wider set of options.

6.1   Operation Points

Both players receive **10 Operation Points**. The VM player begins by rolling a die and divide the result by 2, rounded up. This is the amount of Operation Points that may be spent in a row. You must spend at least one point. Use the VM OP-Marker on the Viet Minh Operation Points Track to keep track on how many points that have been spent and how many that you have left. When VM has spent its point(s), then the FEF player rolls the die to get 1-3 points, using the FEF OP-Marker on the French Operation Points Track in the same fashion as VM. After FEF has spent its point(s), it is VM's turn to roll the die again, followed by the FEF player and so on. When either player reaches zero, then the opponent spends all its remaining points in a row.

⇨   Both players should use the Operation Stop-Marker to indicate where on the track the OP-Marker stops when the current amount of Operation Points have been spent (*it is strange how easy it is to forget what you have left to spend of your points*).

6.2   Activation

After receiving 10 points but before spending any, both players decide whether or not to spend an SD (*VM decides first*). This is the only SD that you may spend during a Game Turn. If you spend one, then flip the chosen SD. Do not remove it from the map until either the end of the Operation Phase, or if an enemy unit moves onto it. VM may, instead of spending an SD, take any VM SD on the map and place it in the hex where the VM HQ is. FEF does not have this option.

⇨   **If neither player spends an SD**, then all 10 Operation Points on both sides are gone and there will be no Operation Phase this Game Turn. If so, go directly to the Supply Check Phase.

6.3   Activation Options

If you do spend an SD (*it may be DG*), you may choose one of the seven options (*a* - *G*) each time you spend an Operation Point. If you do not spend an SD (*but your opponent has*), you can only choose between the first five options (*a* - *e*). If your spending SD is destroyed by an enemy unit, then you can only choose between the first five options for your remaining Operation Points.

Each point allows you to do one option below:

a) **Remove up to 3 markers: DG and/or Destroyed Road** from any hexes containing one of your units (*see also rule 4.0 - Engineer*). A stack with several DG units is considered as only one DG-Marker. Removing both a DG and a Destroyed Road-Marker from the same hex is considered as two removed markers. You may remove up to 6 DG-Markers instead, if you only remove DG-Markers and if all 6 hexes are adjacent to each other (*a "chain"*).

b) **Remove an SD** (*not a spending SD*) **to get 3 Trench Markers**. If France does it, place up to 3 white Trench Markers on FEF units in any ...

- Airstrip hexes, if the removed SD itself was on any airstrip. Deduct 1 air transport (*don't bother about VM ZoC*), or ...

- Hexes in the Delta that are in supply, if the removed SD itself was in any FEF Supply Center in the Delta, or ...

- Hexes within 3 hexes of the removed SD

If VM does it, place up to 3 black Trench Markers on any VM units within 3 hexes of ...

- A VM Supply Center, if the removed SD itself was in any VM Supply Center, or ...

- The removed SD

Only one option may be chosen and at least one Trench Marker must be placed. All units in a hex with a Trench Marker are entrenched. You cannot place a Trench Marker, or keep one at the end of any Phase or Operation Point, in an unoccupied hex, or a hex occupied only by a DNA, SD, and/or HQ, or an enemy unit.

c) **Move some or all units/DG in a hex**. Each unit/SD can choose whether to move normally or by transport. Units may also overrun. Units in an activated stack may move in separate directions.

d) Barrage one hex with Airstrike and/or Navy. Target hex has to be adjacent to a FEF unit. VM obviously cannot choose this option

e) Destroy a road (*rule 6.7*)

F) Barrage one hex with artillery. <u>All</u> participating artillery units must be within 3 hexes of the spending SD. You may also add the Airstrike and/or Navy (*rule 6.6*)

G) Attack one hex with troops. <u>All</u> participating units must be within 3 hexes of the spending SD (*rule 6.8*)

6.4   Overrun

Units that are not DG may overrun while moving, either during the Movement phase or Operation phase. Units that participate in the same overrun must stack together at the beginning of their move and stay stacked until the overrun is done (*units in a stack may split up if they overrun separate victims*). All units in the same overrun pay the same movement cost for each hex in their move towards the victim, as the unit among them that pays the most. Units in a stack that do not participate in any overrun must first complete their movement before you move the part of the stack that will overrun (*stacks in different hexes may move in any order you wish*).

It is resolved like combat (*rule 6.8*). Halt adjacent to the enemy and pay the movement cost for the defender's hex that you intend to overrun (*you may not use road in that hex*). DNA, transporting units or not, pays only 1 mp in that hex. Then pay 2 mp extra for the overrun itself, even if the enemy retreats before combat (*rule 6.5*), and even if the enemy is eliminated while conducting an ambush (*rule 6.11*). You cannot overrun if you cannot pay for the defender's hex and those extra +2 mp, unless you start your movement adjacent to the victim (*because you may always move one single hex*).

If the defender retreats or is eliminated, all attacking units must advance into the hex (*remove any enemy SD there*). They may continue moving and perhaps overrun again, if they have enough Movement Points left. The units can now stay together, or they can split and move in different directions (*where perhaps some overrun again and some do not. Those that do not, move first*). If the defender's hex does not become vacant, then the attacker may not move or overrun any further.

Paratroopers may airdrop onto a VM unit. This is an overrun (*no extra cost of Movement Points since Air Transport is being used*). If the VM unit is still in the hex after the combat, the FEF Paratroopers must retreat 1 hex. If they cannot, they are eliminated.

There is a -2 combat DRM if a unit, that is about to overrun, is not within 3 hexes of a friendly SD (*any friendly SD will do*). Paratroopers airdropping on VM units will <u>always</u> get a -2 DRM, even if the airdrop takes place within 3 hexes of a friendly SD.

If you overrun a hex with only SD and/or HQ in it, then there is no combat. You may move by road and there is no extra movement cost. Enter the hex and eliminate the SD and/or HQ. (*VM HQ may retreat before combat*).

6.5   Retreat Before Combat

Tieu Doan, **Pathet Lao**, **GCMA**, **and VM HQ** may, if not DG, retreat 1 hex before combat when defending (*it may <u>not</u> retreat when barraged*). If so, the attacker may advance into the hex, or recalculate the odds if there are other units left there. Tieu Doan and Pathet Lao may not combine this option with ambush. A unit may only retreat before combat once against <u>the same</u> overrunning unit(s). No escape if the same unit(s) manages to overrun you for a second time.

6.6   Barrage

You may barrage one hex containing enemy units if you spend an Operation Point and choose option **d)** or **F)**. All participating artillery units must be adjacent to that hex. Total the Barrage Value of all participating units and consult the Barrage Attack Table. Find the row that fits your total Barrage Value. Consult the list below for any Barrage DRM (*which are all cumulative*). Roll 2 dice. The modified result will fall within one of the spans in one of the three columns in the table.

The result will either be …

- **Miss** = Nothing happens

- **DG** = All defending units become DG

- **DG & DL** = All defending units become DG and <u>one</u> of them will lose 1 step (*defender's choice*)

⇒ An <u>unmodified</u> die-roll of **2** is always a **miss**.
   An <u>unmodified</u> die-roll of **12** is always a **DG & DL**

"All defenders" includes both SD and HQ. If a target hex contains only SD and/or HQ, then remove them all if a "**DG & DL**" result occurs.

FEF has an Airstrike unit (*except during rain seasons*). It starts with a Barrage Value of 3, which becomes 5 through reinforcement (*flip the counter*). It increases to 7 (*replace the counter*), and then to 9. If it makes a barrage, place it in the hex being attacked, which has to be adjacent to a FEF unit. An airstrike barrage (*even if combined with artillery and/or the Navy*) receives a **-2** barrage DRM if the target hex contains, or is within the ZoC of the VM Anti-Aircraft unit.

FEF has the Navy. It can barrage a VM unit that is on or adjacent to a coastal hex (*e.g. Thanh Hoa*), and adjacent to a FEF unit as well. If it makes a barrage, place it in the hex that is being barraged.

6.7   Destroy roads

Both sides can destroy a road by spending an Operation Point and choosing option **e)**. If successful, place a Destroyed Road-Marker in the chosen hex. Neither side may then use the road in that hex. Either side can later remove a Destroyed Road-Marker by choosing option **a)** when spending an Operation Point. VM and France have different procedures when destroying roads:

France may try to destroy a road in a hex through an airstrike (*but not in China*). It does not have to be within 1 hex of a FEF unit. An airstrike that is declared to be against a road will not affect any VM units in the hex (*if VM unit(s) is the target, then roads are unaffected*). Roll on the Barrage Attack Table. Unless it is a miss, mark the hex with a Destroyed Road-Marker.

VM can destroy roads in 3 separate hexes. Just mark them all with Destroyed Road-Markers. It can be any hex in the Delta (*even if occupied by a FEF unit*) and/or any VM-occupied hex in the Highlands.

6.8   Combat

You may attack one hex containing enemy unit(s) if you spend an Operation Point and choose option **G)**. All participating attacking units must be adjacent to that hex. If you wish, you can move units to the **Battle board** and place the Battle-Marker in the defender's hex, to avoid counter congestion.

Follow the procedure in the order below:

1. Declare the attack (*or overrun, if option c)*). Both show what units are in participating stacks

2. Defender may retreat before combat, if allowed

3. Defender (*if VM*) may do an ambush (*rule 6.11*)

4. Both sides choose their leading units (*rule 6.10*)

5. Attacker (*if VM*) may declare Bolshevik spirit (*rule 6.12*)

6. Attacker rolls 2 dice to get a combat result

7. Both roll dice to check for any DG (*rule 6.14*)

8. Defender may retreat or stand fast (*rule 6.15*)

9. Both apply any losses (*rule 6.13*)

Add all participating attacking Combat Values (*but not Barrage Values*). Note that Combat Value is halved if unit is OoS (*rule 7.5*). Compare the attacking total with the total of all defending Combat Values and Barrage Values. Calculate the odds (*rounded down*). Any odds less than 1-2 use the row for 1-2 with a -1 DRM. Any odds more than 5-1 use the row for 5-1 with a +1 DRM.

Roll 2 dice and modify the result by ...

- Adding or subtracting the difference in Morale Value between the leading attacking unit and the leading defending unit. Note that Morale is halved if the unit is DG (*rule 6.14*).

- Adding Bolshevik Spirit, if any

- Consulting the Terrain Effect Chart

- Consulting the Combat DRM list

All modifications are cumulative, but the end result may never be more than "+3" or less than "-3". Consult the Combat and DG Results Table and find the row with your odds. Roll 2 dice and find the column that covers the modified dice roll result (*a result of "-1" is regarded as "0"*). A combat result is shown at the top of that column. If you attack a hex with only SD and/or HQ, then no dice roll is needed. Just advance into the hex and remove them (*VM HQ may retreat before combat, though*).
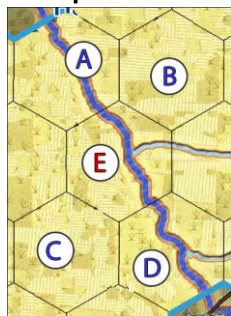
6.9   Rivers

The combat die-roll, as well as the attacker's DG die-roll, is modified by any river in the defender's hex. But the river will <u>not</u> give any modification if the attack ...

- Comes along the same river (*which includes across hexsides where some rivers have their sources*)

- Comes from the air in an airdrop

- Comes from both sides of the river

- Has a participating DNA and/or 1 REC

Please notice that some rivers "fork out" which creates a "Y". If the defender's hex has one and there is an attack along one of the rivers, then there is still a modifier due to the other river. Think like this: Is there a space in the defender's hex that none of the attacking units can reach without crossing a river?

Examples:

1) **A** and **D** are attacking **E**. Both are attacking along the major river and from both sides of the minor river. Therefore, there will be <u>no</u> river DRM at all.

2) **B** and **C** are attacking **E**. They are attacking from both sides of the major river. So, there will be no major river DRM. But there <u>will</u> be a minor river DRM because there is a corner in the defender's hex, thanks to the minor river, that neither **B** nor **C** can reach.

6.10   Unit Morale Value

In combat and overrun, one unit on each side will lead the attack and defense. First, the attacker chooses a unit among the attacking units. Then the defender does the same among the defending units. The attacker may not choose a leading unit among:

- **Artillery** - **Engineer** - **Anti-Aircraft** (<u>*never*</u> *these*)

- **Tieu Doan** - **Pathet Lao** - **GCMA** (*units that may retreat before combat*), if any other unit can be chosen

The defender may not choose:

- **Artillery** - **Engineer** - **Anti-Aircraft** - **Tieu Doan** - **Pathet Lao** - **GCMA** if any other unit can be chosen

The difference between the two units' Morale Values becomes a DRM benefiting the unit with the higher Morale Value. The first step loss on both sides must be taken from the chosen leading unit. A unit's Morale Value may be reduced (*rule 6.13, 6.14*) or increased (*rules 4.0, 6.12*). It is always the modified Morale Value that counts in each and every occasion.

⇒ **Due to bad quality and lack of material** during the early years (*up to ten different calibres were used*), French units in combat (*not barrage*) will, during the period <u>**Oct-50**</u> to <u>**May-52**</u>, suffer a combat DRM of <u>**-1**</u> when they attack, and <u>**+1**</u> in defense.

6.11   Ambush

A defending VM unit that is not DG, may ambush before any leading unit is chosen. An ambush is made per defending stack, not per unit. VM cannot ambush DNA (*units transported by DNA may be ambushed*), GCMA, any airdropping unit, or if it decides to retreat before combat. A VM unit may only ambush once (*the first time*) if it is overrun several times by the same attacker during a single Movement Phase/Operation Point.

If VM decides to ambush, then VM chooses a defending VM unit that will make it, and a full strength (*if possible*) attacking FEF unit as target. A die is rolled (*which is not modified*). The FEF unit lose a step if the result is equal to or higher than the FEF unit's Morale Value (*it may cause the odds to be recalculated*). The chosen FEF unit (*only*) also becomes DG if it loses a step (*it must still attack, even if DG, unless it is an overrun, rule 6.14*).

If VM player rolls a "6", then the chosen VM unit loses a step as well. If this makes the defending hex vacant, then any attacking FEF units may advance into the hex.

6.12   Bolshevik Spirit

VM can receive a positive DRM when attacking, by declaring a Bolshevik Spirit. It is done after both sides have chosen their leading units but before any dice are rolled for combat. The leading VM unit must have at least 3 steps to allow for a Bolshevik Spirit. If declared, roll a die. The result is a positive DRM to be used in the coming combat die-roll (*but the end result is adjusted to be no more than +3*). The leading VM unit will due to the Bolshevik Spirit, <u>lose an extra step</u> in addition to any combat results. Losses are taken before any advance is done (*rule 6.15*).

6.13 Combat Results

Combat results are either:

2xAL   Attacker loses 2 steps

Ex-AL   Both players lose 1 step each and then the attacker loses 1 additional step

Ex   Both players lose 1 step each

Ex-DL   Both players lose 1 step each and then the defender loses 1 additional step

2xDL   Defender loses 2 steps

After rolling for DG and after the defender has decided whether to Retreat or Stand Fast (*rule 6.15*), apply all losses:

- Tieu Doan, Pathet Lao, Thai, BCL detachment and GCMA each have 1 step. Remove the unit if it takes a step loss (*no VP for the French units*)

- Other units with Stacking Point Values of 1 or 2 have 2 steps. Flip it over when it loses its first step (*the back side has a dark waist across the counter*) and remove it when it loses its second step. Deduct 1 VP when eliminated, if it is a FEF unit

- A unit with a Stacking Point Value of 3 or 4 has 4 steps. When it loses its first step, place a "-1 Marker" on it. It now has 1 less in Combat/Barrage, Morale and Stacking Point Value. When the second step is lost, remove the marker and flip the unit over, showing its dark bar across the waist. When it loses its third step, return the "-1 Marker" to the flipped unit (*1 less in the values mentioned above*). Remove the unit when it loses its fourth step. Deduct 2 VP when eliminated, if it is a FEF unit.

You may not satisfy losses by removing steps from units that did not participate in the attack. Place eliminated units in the Eliminated Box, except Tieu Doan and Pathet Lao that are placed in the Tieu Doan/Pathet Lao Box 2.

➡ **Each time a VM regiment takes a step loss**, move the Regiment Hit-Marker one slot towards "10". When it reaches "10" reset it back to "0" and add 5 VP. Losses among Tieu Doan and Pathet Lao do not count as regiment step losses.

6.14 Disorganized – DG

Both sides check after each combat dice roll to see if their units become DG. It is done <u>before</u> the defender decides whether to Retreat or Stand Fast (*rule 6.15*). At the bottom of the Combat and DG Results Table are two rows, one for each side. Both players consult their respective row. There is a number each where the rows correspond with the column of the just received combat result. Both roll one die each and check the DG DRM list (*a unit's morale will only modify its own stack*) and the Terrain Effect Chart (*it is the terrain in defender's hex that counts for both sides*) for any DRM. Note that ...

- VM units and GCMA do not get "+2" from forest

- The "-1" from a Trench-Marker only applies to the entrenched defender

- The "+1" from major river only applies to the attacker who attacks such a hex (*with the exceptions explained in rule 4.0, 6.9*)

All DRM are cumulative. If your modified die-roll result become equal to or higher than your "DG-number", then your participating unit(s) (*including SD and HQ, if defending*) becomes disorganized. Place a DG-Marker on them. Some unit's DRM modification will be better and some worse which may result in that some of your units will be DG and some will not.

A unit that is DG ...

- Has <u>no</u> ZoC

- Has half (*drop any fractions*) Morale Value. If it has a "-1 Marker" on it, apply the "-1" first, then halve it. If it has +1 in morale (*being stacked with RICM, RCC or DNA*), apply the "+1" first, then halve it

- May <u>not</u> Ambush, Double-Move, Overrun or Retreat before Combat

- Has all movement costs, including road and river, increased by +1 mp (*also if transported by truck*)

- Gets a +1 DRM if barraged

- Has 1 less in Barrage Value, if an artillery unit

There is no additional effect for a unit that is DG, to suffer another DG result. You can remove DG-Markers by spending an Operation Point and choosing option **a)**.

If the defender decides to Stand Fast and not retreat, then both sides apply all losses now after the DG rolls.

6.15   Retreat and Advance after Combat

After rolling for DG, the defender may retreat 1 hex, if possible, instead of taking 1 step loss. If you retreat, then all eligible units in the defending hex must retreat. They may retreat to different hexes. An SD can never retreat and no unit may retreat due to barrage. After a retreat, both sides apply their step losses (*one less for the defender due to the retreat*).

After a retreat and any step losses, the attacker may advance into the hex with one or more units (*they must all advance, if it is an overrun*). Eliminate any defending SD and remove any enemy Trench-Markers there, if the attacker advances.

⇨ Artillery units and SD may not advance after combat (*exception: GM/35 RALP may advance*), except in an overrun, when all units advance.

If the defender Stands Fast and does not retreat, then the defender will suffer the full combat result. Defender will lose an extra step (*per stack, not per unit*) if ...

- None of participating attacking units are DG, and ...
- Some or all of the defending units are DG, and ...
- Defender has lost at least 1 step as a combat result

6.16   Hero Optional Rule

Want to be a hero? Now is your chance to command your own troops. Place an officer counter (*you!*) on a Paratrooper battalion (*if France*) or on a divisional regiment (*if VM*). The lowest rank starts with 1 and the highest is 4 (*shown beside the rank*). The Mentioned-Marker (*mentioned in despatches*) is placed on the Replacement Track. If you have a rank 1 or 2, then move the marker one slot towards 8 each time your unit ...

- Participates in an attack and rolls a modified result of 10 or more, or ...
- Defends and the attacker rolls a modified result of 4 or less

When the marker reaches 8, set it again to 0 and flip/replace your officer to a higher rank. The fun is to see how many promotions and mentions in despatches that you will get.

Start with rank 1 in Scenarios Cao Bang and Hanoi. Start with rank 2 in Scenario Hoa Binh, and rank 3 in Scenarios Plaine des Jarres and Dien Bien Phu.

If you are/reach rank 3 or 4, then you will get two more Paratrooper units (*if France*), or the rest of the division (*if VM*). If you are rank 3 or 4, then move the marker towards 8 each time one of your three units ...

- Participates in an attack and rolls a modified result of 9 or more, and occupies the defender's hex, or...
- Defends and do not retreat, and the attacker rolls a modified result of 5 or less

You can be a true hero and lead from the front. If the unit that you are stacked with is leading the attack/defense, then you yourself can decide to lead from the front. You will add a combat DRM of +1 if attacking, or -1 if defending.

But war is dangerous. Each time you lead from the front, roll two extra dice. You have been killed if ...

- You roll a 12, or ...
- You roll 11 or more, and your unit has taken at least one step loss as an end result in combat

If your unit is eliminated and you are alive, remove your officer and attach yourself to a new unit (*one of your three, if you have rank 3 or 4*) the next Game Turn. Do the same if you are killed, but start with rank 1 again and 0 mentioned in despatches.

7.0   Supply Check Phase

Both sides trace supply from their own supply centers or SD, or by occupying a trench. In addition there are specific supply possibilities unique to VM and FEF

7.1   Supply Check (OoS)

All units on both sides check for supply during this phase. If a unit is in supply then it will stay in supply until the next Supply Check Phase. If not in supply, then it is Out of Supply and you mark it with an OoS-Marker. It will stay Out of Supply until the next Supply Check Phase and it might suffer attrition before that (*rule 5.0*).

⇨ **During Rain Seasons**: A unit that is Out of Supply during this phase will not only receive an OoS-Marker, it will immediately lose 1 step as well.

7.2 VM Supply

**A VM unit is in supply if it is** ...

- In a trench

- A Pathet Lao, Tieu Doan, independent regiment, VM HQ (*these are always in supply*)

- Within 3 hexes of a VM Supply Center or a VM SD (*remember, any spending SD has been removed*)

7.3 FEF Supply

A FEF unit is in supply if it is ...

- In a trench

- A GCMA (*always in supply*)

- A Thai unit within 3 hexes of a FEF-friendly "blue" community in the Highlands in Vietnam

- A Laotian unit within 3 hexes of a FEF-friendly community in Laos

- Within 3 hexes of a FEF Supply Center or a FEF SD (*remember, any spending SD has been removed*)

- Tracing river supply (*rule 7.4*)

7.4 River Supply
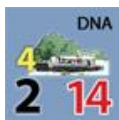
FEF units may also trace supply up to 5 hexes from a FEF Supply Center or a FEF SD, along major rivers and/or coastal hexes. A River Supply trace along ...

- Major river can only be cut by any VM regimental unit that occupy a river hex along supply route. Tieu Doan, VM HQ, or VM SD will not cut a River Supply trace

- Coastal hexes cannot be cut by any VM unit

In order to trace River Supply, there must be a DNA unit placed either at the supply source or stacked with the unit(s) receiving supply, or placed anywhere along that trace between the unit(s) and the supply source. One DNA can supply several units in different hexes, as long as the conditions above apply. DNA themselves, draws supply like any FEF unit, which may include river supply (*it does not need another DNA for this*).

7.5 Out of Supply – OoS

A unit that is out of supply during this phase is marked with an OoS-Marker, or keeps the marker if it already has one. A unit with an OoS-Marker that is able to trace supply during this phase removes its OoS-Marker.

A unit which is Out of Supply ...

- Has its Combat/Barrage Value halved, if attacking (*drop any fractions*). If it gets a modified "0" Value, then it may not attack unless doing so together with another unit

- May not Ambush, Double-Move, Overrun or Retreat before Combat

- May not move if motorized, except by transport (*which may include truck transport*). It may retreat or advance after combat, though

- Will lose 1 step during the Attrition Phase (*unless able to trace supply at that moment*)

- Will immediately lose 1 step, if during a Rain Season

8.0 End of the Game Sequence

The game is over. Maybe your opponent has grabbed a VP-Hex during his last operation point. To avoid a strange victory result, you will play three more phases

So, when everything is done and you have played the last Game Turn, you will play three more phases:

1) You start with removing 1 step from each unit with an OoS-Marker, then ...

2) You play two Movement Phases, where you are not allowed to use any transports. First a VM Movement Phase, then a FEF Movement Phase (*overrun is your only combat option*), then ...

3) You play an Attrition Phase, after which the game finally ends

Adjust the VP-Level whenever it is called for. Then check the Victory Point Scale on the Scenario Card that you end with (*if you play several scenarios in a row, it is the final one that you check*). Check the different VP ranges in the scale and see which one that covers the current VP-Level. If not a draw, then it will be a marginal or substantial or strategic victory for either side.

You can also see on the Victory Point Scale what the historical result was. Even if you lose, you might have done better than your historical counterpart.

9.0   Setting up the Game

There are five regular scenarios and one training scenario. On each Scenario Card you will find the unit setup as well as Victory Conditions. Have fun!

You can start any scenario and end with the same or any other later scenario. You can play a campaign and, for example, start with "Cao Bang" and end with "Dien Bien Phu". Compare your VP-Level with the Victory Point Scale for the scenario you end with. Each Scenario Card indicates which month (*Game Turn*) the scenario starts and ends with (*see also the Turn Track*). Each unit is set up in a community or in a hex with a Setup-Number. The VM Setup-Numbers are red and the French ones are blue. Each place can be found with the help of letters and numbers along the map edges.

(Unfortunately, there is a misprint in special rule 4 in training scenario Na San. Referring to options e) and f) in the first sentence is incorrect. It should refer to the cases in "VM will also receive ..." (rule 2.2) where VM can get extra replacement point(s) by either capturing FEF SD, or by getting a combat result "Ex-DL or 2DL").

Don't forget the Political Goal-Markers when you reach the month where a scenario ends, even if you intend to continue. Read also the special "End of the Game Sequence". To win, you have to reach a certain VP-Level. In a campaign, there will be stretches of time between the scenarios (*or even within the scenarios*) when nothing much happens. You can rush forward if both of you do not spend an SD (*rule 6.2*).

Generic setup. If you want a quicker setup and the unit designation is not that important to you, then you can use the Generic Setup. See the "Generic Setup" column on each Scenario Sheet.

Example: A "2-7" means that you pick any unit which has no color bar and has a Combat Value of 2 and a Movement Point Value of 7. If the numbers are combined with a word, like "para 3-9", it means that in this case it is a Paratrooper as well. The words follow either the color bars or inform that it is a special unit.

Setting up a scenario
Set up the units according to the chosen Scenario Card and according to rule 3.8. Hexes with circles that contain numbers in them, are setup hexes for some scenarios. Set up a scenario in this order:

1) Both players find all their units that will arrive as reinforcements (*at least those that will turn up in the scenario you intend to play*) and place them on the Turn Track according to Reinforcement Chart. The Game Turn Entry-Number on the units will correspond with a number on the Turn Track.

2) France sets up all non-GCMA units. If there is a "T" in the Trench column, then there is also a Trench-Marker in the hex. Some units in the setup might be mentioned as reinforcements. Place them on the Turn Track (*these are previously withdrawn units, due to return as reinforcements*).

3) VM sets up all regiments, Pathet Lao, Destroyed Road-Markers, and Trench-Markers. If "div" is printed in the setup, it includes all regiments of the same division. Units, including those of the same division, that are set up 1 or 2 hexes within a hex can be set up in different hexes. "(-1)" or "(-2)" means that the unit, or any unit within the division (*not each unit in a division*), has previously lost 1 or 2 steps (*VM player's choice*). Place remaining Pathet Laos in the Tieu Doan/Pathet Lao Box 2.

VM then set up all Tieu Doans, each one on any Mobilization Center in Vietnam, but only one per center. VM may now let each Tieu Doan stay at its center or move it 1 or 2 hexes away (*it must move if the center is FEF-occupied*). It may be placed 2 hexes away even if the hex in between is FEF-occupied. Place all Tieu Doans that cannot find a hex in the Tieu Doan/Pathet Lao Box 1.

Place the Political Objective-Markers. Place one of them on the assigned VP-Hex and the other one on any VP-Hex according to the rules, not letting the French player know which one is which.

4) France now sets up all GCMA within the Highlands, each one within 2 hexes of a FEF-friendly community in the Highlands. But only one GCMA per community.

5) Place a Delta-Marker on each community in the Delta that is VM-friendly. Do the same with the Highlands-Markers for the VM-friendly Highland communities.

Set the …

- FEF RP-Marker on "0" on the French Replacement Points Track. Set the FEF Mentioned-Marker on "0" on the same track (*if you use the optional rule*), and FEF OP-Marker on "0" on the French Operation Points Track

  Set VM RP-Marker on "0" on the Viet Minh Replacement Points Track. Set the VM Mentioned-Marker on "0" on the same track (*if you use the optional rule*), and VM OP-Marker on "0" on the Viet Minh Operation Points Track

- FEF Air Transport-Marker on the French Air Transport Track and VM Truck Transport-Marker on the Viet Minh Truck Transport Track. Both according to scenario

- Victory Point-Markers on the Victory Points Track according to the VP-Level of the chosen scenario (*the VP-Level is written on the side of the Victory Point Scale*). Set VM Regiment Step Loss-Marker on "0" on the Viet Minh Regiment Step Loss Track

- Month-Marker on the Turn Track according to chosen scenario (*You will find the scenario name in one of the slots on the Turn Track, and in the header on the Scenario Card*) and Phase-Marker on Replace/Reinforce on the Phase Track

Example of Play

You will see an example of play where FEF units intend to overrun two VM units during an Operation Phase. The FEF units must start and stick together until the overrun is done. When moving together, all units pay the same movement cost as the one that pays the most. Any unit in the stack not participating will move first. An Operation Point is spent to activate the two FEF units.

1) The FEF units move down to Hung Yen which cost them 1 MP, since there is a road leading there. Without the road, they would have had to pay +1 MP for the minor river, but no extra for the major river since they are moving along it.
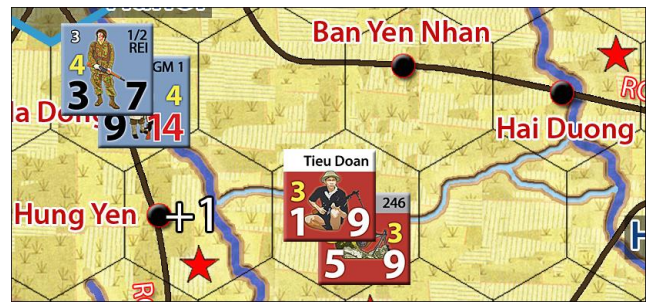
2) Facing the VM units they intend to overrun, they pay the movement cost of the terrain where the VM units are. This becomes 2 MP, which is the cost for motorized units in clear terrain. They both pay this since they are conducting the overrun together. They don't have to pay for the minor river since they would move along it. Then they pay a +2 MP for the actual overrun. They have now spent 5 MP so far. The Tieu Doan decides to retreat before combat leaving the regiment to fight alone.
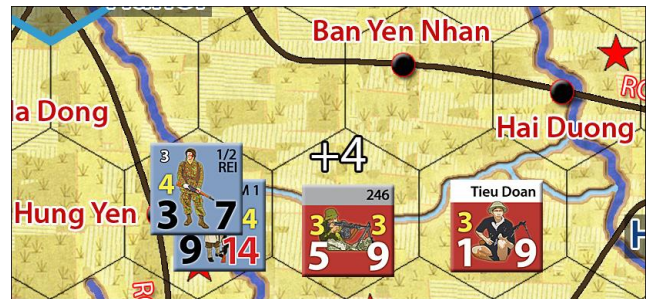
3) The combat odds are 2-1, with a +1 combat DRM because FEF has one better in Morale Value (*1/2 REI leads the attack*). The combat die-roll result is 8, which becomes 9. The result is an **Ex** (*exchange*). 246 rgt decides to retreat instead of taking a step loss. *1/2 REI* takes a loss. Both sides roll whether they become DG, and both sides manage to stay sane. Both FEF units must advance into the defender's hex, since it is an overrun.
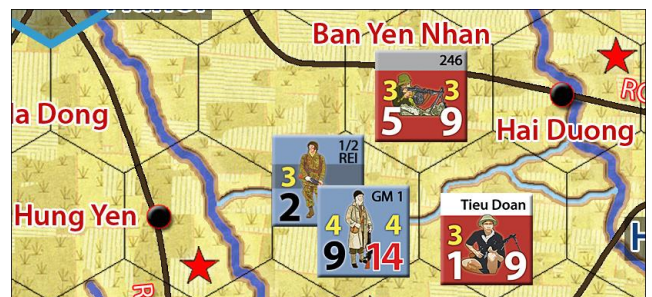
4) FEF wishes to continue overrunning against the Tieu Doan. The Tieu Doan may not retreat before combat twice against the same enemy units during the same movement, and therefore must stay and fight. But 1/2 REI has only 2 MP left to spend and has to abort. 1/2 REI will move first since it will not participate in the overrun and it decides to move one hex. The cost for GM 1 to overrun the Tieu Doan is 6 MP. It is 2 MP for clear terrain, 2 MP for the minor river coming in from the side and +2 MP for the overrun. This is not a problem since GM 1 has only spent 5 MP so far.
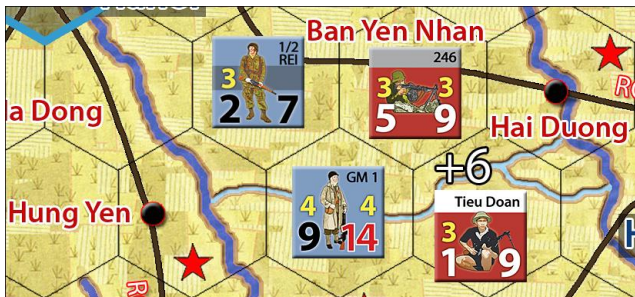
5) The combat odds are 9-1, which becomes 5-1 with a +1 DRM for having odds better than 5-1. FEF receives another +1 modifier for having one better in Morale Value. The Tieu Doan is <u>not</u> allowed to make an ambush since it has retreated before combat, but let's make one anyway just to show how it is done. So, VM decides to make an ambush before the combat die-roll. VM rolls against the Moral Value of a chosen victim among the attacking FEF units. If VM rolls "4" or higher, then GM 1 will lose a step. VM rolls a "6" which not only causes GM 1 to lose a step but the VM unit as well, which kills the Tieu Doan. GM 1 advances into the hex and decides to stay there although it still has 3 MP left to spend.
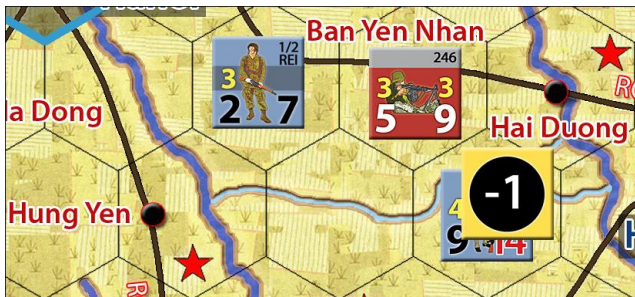
Tonkin is not an easy game to grasp initially. There are no frontlines and the enemy is all around you. You receive Victory Points for occupying certain hexes, but at the same time you seem to lose victory points when getting losses while trying to occupy these hexes. You must find a balance between losing and gaining Victory Points. Making your opponent lose points can be a better way to win than trying to get points yourself.

The war was fought between two very different armies where both sides worked hard to acquire the abilities of the opponent. France had some very high quality units, superior firepower and transport capabilities, but they were bound to roads and generally got quite lost when they entered any forest. Viet Minh moved like quick shadows in the forest, were expert ambushers and could fight ferociously when needed, but they lacked firepower and experience when conducting major offensives. Eventually France built the *GCMA* units, basically anti-guerrilla guerrilla moving among the population as Viet Minh did. Viet Minh in their turn built an entire artillery division in order to get the last shot.

I designed this game to be as asymmetric as it was historically. When you view your forces, try to gather what your force is good at. Look at the specialities of your side and take a look at the Victory Points Table to see what you should avoid and what you should aim at. Don't fight the war on your opponent's backyard. See to it that the opponent fights the war on yours.

It can be said that this game will not reward you for playing well, but it will punish you for playing badly. Now, if I could just get that extra operation point ...

Enjoy the game and keep an eye on your supply dumps!

Kim Kanger

Player Notes

Playing the Viet Minh

VM moves much faster than FEF in bad terrain and can set up ambushes. They can fight ferociously even if it renders them extra losses and many units can retreat before combat. The downside is that in a campaign, what you see is basically what you have. There will be few reinforcements and they will not arrive unless the VP-Level is equal to or less than your VM-Number. You have to force FEF to bring in reinforcements while not losing too many steps. You must also increase the number of VP-Hexes friendly to you.

The Artillery and the Anti-Aircraft unit are the only ways for Viet Minh to deny the French any Air Transport. The Anti-Aircraft unit will also make it difficult for the French to airdrop and airstrike. The Tieu Doans can function as replacements for regiments. If you need them as such, stack some of them to rush to wherever they are needed. Destroying roads is a good way to block French mechanized movement. Building roads is necessary for VM to get supply and artillery across mountain ranges.

Learn from General Giap. In a battle, fight until you win if it is important and if victory is certain. If not, refuse combat. If FEF is stronger, then retreat. If you fight, always ambush. This will drain FEF. Attack weak single French units, usually forcing them to retreat (*to avoid being eliminated*) which will give you a replacement point when you advance. Causing hits among French units will force FEF to bring in reinforcements and pay Victory Points. It will also force FEF to choose replacement points before SDs.

Don't attack stronger FEF stacks just for fun. You will lose more steps than your opponent. Remember that you lose a half VP for every step you lose, even if the actual loss will not occur until you reach 10 lost steps, while France will lose a VP only if the unit is eliminated, not just flipped. Attack when you wish to attract the French player's attention from something else. See to it that you have one or two divisions far from the hotspot so that you can stab FEF forces in the back.

Have in mind not to lose more steps each Game Turn than you will receive replacements. You can do this in the short run but if you do it every Game Turn, then you will soon see your army disappear. Also, never ever leave the HQ on its own as you could lose the game just because the French gets a lucky airstrike.

Playing the French

They are weak but will get stronger. France fights a war on a shoestring during the early years. But high quality units, supported by tanks, air force and artillery will eventually make anyone who ventures out into the open very unhappy. France has a strong position in the delta with all those rivers and trenches. The Paratroopers are a very powerful tool. If a bunch of those drop somewhere followed up with supply there is not much Viet Minh can do except moving a major part of the battle force there. If the Paratroopers happen to be on an airstrip they can evacuate in front of their enemy unless Viet Minh can bring forward their artillery. The downside is FEF's slower movement outside the delta and how easy it is for the French to become disorganized in forest.

The French player should go for the kill. Hunt VM units and do this with strong stacks so that you will cause as many VM losses as possible. Try to kill as many Tieu Doans as possible each Game Turn so that VM will not afford using them as replacements. Do this especially around Thai Binh in order to deny VM that Replacement Point. You have more reinforcements and Replacement Points coming in every Game Turn and are therefore better suited for a war of attrition. Try to have at least two units in each stack so that you can stay put in a hex when attacked. This you will deny Viet Minh their extra replacement point received through combat. Keep an Air Transport and Paratroopers on an airstrip as long as possible, so that VM never feels secure.

Reinforcements are tricky. They are VP losses when brought in. You have to calculate if you need them or not. If you are in a good position and keep your mobile forces strong and stacked, then you might do with less reinforcement. This will put you on the better half of the Victory Point Scale which will put stress on VM. Like the VM player though, you should not lose more steps each Game Turn than you will receive replacements. It may do in the short run but if you do it every Game Turn then you will have no more army.

ZoC is basically non-existent. It will not cut supply and FEF units do not have ZoC into forest and mountains. Units that are DG do not have ZoC. Don't forget this. Beware of becoming out of supply. You will only have one Movement Phase before you suffer attrition. This is more of a problem for France than for VM. FEF units do not enjoy the abundance of supply and speed of movement as VM units do. Beware of losing your

spending SD before the end of Operation Phase. If you do, your offensive will hit the brakes.

Playing Either Side

Being disorganized (*DG*) does not seem be such a big deal for the attacker. Your unit's Combat Value is still full and you can always pick another unit to supply the morale. But remember the rule that says if any of the defenders are DG and all participating attackers are not, then the defender must retreat or suffer an additional step loss. So, if you include those DG units in the attack you will never benefit from this rule. But, if you do not include them, you might receive lower odds. Defenders being DG will certainly give the attacker an upper edge.

Outside the spending supply, the only way to fight is through overrun. This is the only way to make that stab "somewhere else". Have in mind that overrunning outside the range of any supply dump will give you a negative DRM. Is there any reason, at the start of the Operation Phase, why you should not spend an SD? Well, the VM may move an SD somewhere to where it might be more useful. FEF does not get this option but does have the privilege of being able to skip the whole Operation Phase, in case VM decides not to spend an SD, which may favor France.

For how long can you fight before catching your breath? Historically, there seemed to have been a three month limit before both sides had to pause and catch up with their supply and replacements. The Cao Bang and Hoa Binh scenarios are just three months long. The longer ones, historically, had long pauses in the middle.

When you reach the end of the game and your opponent has just snatched the victory then you have these last two Movement Phases and an Attrition Phase to sort it out. See to it that you have some good stacks at hand, because overrun is the only option you have left to retake that precious VP-Hex.

For the sake of speed, try not to spend more than one minute per Operation Point. This will keep the Operation Phase to about 20 minutes. If you can stay within 5 minutes per phase for the other phases (*perhaps a bit more for the first three ones, and a bit less for the Attrition Phase and the Supply Check Phase*), then the Game Turn will stay within 45 minutes. If you do this, then you will be able to play any scenario during one session.

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Extended Game Turn Sequence

Replacement & Reinforcement Phase (*rule 2.0*):

1. VM receives reinforcement, if the VP-Level is equal to or less than the current VM-Number (*rule 2.1*)

2. VM decides on mix of SD and Replacement Points (*rule 2.2*). Regiments may receive replacements

3. VM non-motorized regiments may replace steps by absorbing Tieu Doans within 2 hexes (*rule 2.3*)

4. VM may mobilize an equal number of Tieu Doans from Tieu Doan/Pathet Lao Box 2 as half the number of VM-friendly VP-Hexes. Place them within 2 hexes of a Vietnamese mobilization center. VM may place a Pathet Lao, from the same box, in a VM-friendly mobilization center in Laos if there are more VM-friendly centers in Laos than there are Pathet Laos. Finally, move all units from Box 1 to Box 2 (*rule 2.4*)

5. FEF receives reinforcement and pays VP, or places them on the Turn track (*rule 2.5*)

6. FEF decides on mix of SD and replacement points. Units may receive replacements (*rule 2.6*)

7. FEF withdraws units (*rule 2.7*)

VM Player Movement Phase (*rule 3.0*):

8. VM may move all VM units (*rules 3.1, 3.8, 4.0, 6.14, 7.5*). Units may conduct a Double-Move (*rule 3.2*) and use Transports (*rules 3.3, 3.4*). Units may overrun (*rule 6.4*)

FEF Player Movement Phase (*rule 3.0*):

9. All FEF units may move (*rules 3.1, 3.8, 4.0, 6.14, 7.5*). Units may do a Double-Move (*rule 3.2*) and use Transports (*rules 3.3, 3.5 - 3.7*). Units may overrun (*rule 6.4*)

Attrition Phase (*rule 5.0*):

10. All units with an OoS-Marker will lose 1 step each as attrition unless able to draw supply

Operation Phase (*rule 6.0*):

11. Both players receive 10 operation points and both decide whether to spend an SD or not (*rule 6.2*)

12. VM rolls to get 1, 2 or 3 operation points (*rule 6.1*). Each point (*rule 6.3*) allows you to either:

    1) Remove 3 DG / Destroyed Road-Markers
    2) Exchange an SD for 3 Trench-Markers.
    3) Move a stack of units (*rule 3.0, 6.4*)
    4) Destroy roads (*rule 6.7*)

    If an SD was spent then you may <u>also</u> choose to:

    5) Barrage with artillery (*rule 6.6*)
    6) Attack with troops (*rules 6.8 - 6.16*)

    After the point(s) are spent then it is FEF's turn.

13. FEF rolls to get 1, 2 or 3 operation points. Each point allows you to either:

    1) Remove 3 DG / Destroyed Road-Markers
    2) Exchange an SD for 3 Trench-Markers.
    3) Move a stack of units
    4) Barrage with Airstrike/Navy (*rule 6.6*)
    5) Destroy roads

    If an SD was spent then you may <u>also</u> choose to:

    6) Barrage with artillery
    7) Attack with troops

    After the point(s) are spent then it is VM's turn. VM and FEF take turns to spend Operation Points until both sides have spent 10 points each

Supply Check Phase (*rule 7.0*):

14. All units check for supply (*rules 7.1 - 7.4*). If a unit is not in supply, it is marked with an OoS-Marker (*rule 7.5*)

15. Reset the Phase-Marker, VM Truck Transport-Marker, FEF Air Transport-Marker. Move the Month-Marker and then start at number 1 again, **or** …

End of the Game Sequence (*rule 8.0*):

16. If it is the last game turn, conduct the End of the Game sequence instead