

## RULES OF PLAY

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# TONKIN



These are living rules version 2.0c. The clarifications are written in blue.

**Introduction:** Tonkin covers the war between *Viet Minh* (*Vietnamese nationalists/communists*) and France. A war that started soon after the French return to Indochina in 1945. The war escalated in 1950 after the communists had taken over in China and began supplying the *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 in the rules I will, 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. There is a chart below showing the different units. 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 *Groupe Mobile* units (*GM*). All units belonging to the French player will be referred to as FEF units (*French Expeditionary Force*).

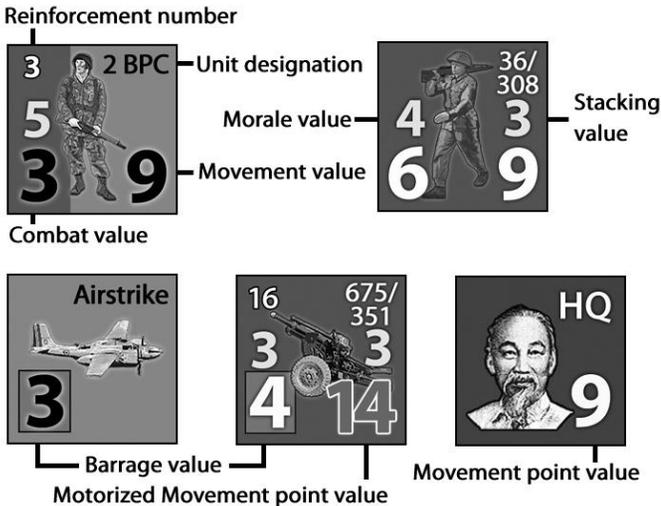
**BASICS 1.0**

The 1st edition was published in 2006 and when the opportunity came to make a 2nd edition I wanted to address several issues. Many rules have been changed so read these set of rules as if they are new. The game is not difficult but there are things that are different. Among basics, read the sections about ZoC and tracing and victory points carefully.

**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.
- VP** = Victory Point (rule 1.9).
- VP hex** = A community in a shaded hex and with 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**



The *Game Turn* entry number corresponds with one of the numbers on the *Turn track* as well as on the *Reinforcement chart*. It helps you to see which game turn a unit will show up.

Many units have several steps (see rule 6.13). A dark bar across the waist of the counter shows that the unit has lost a step/steps. *Barrage value* is shown by a grey box behind it. Black *Movement point value* is normal movement and red is motorized. SD and Headquarters - HQ show only their *Movement point value* (FEF HQ shows also its game turn entry).

All these values may be modified due to rules. Whenever a certain value is used it's always the modified value. HQ and SD do not have a ZoC (rule 1.3) but they control the hex they are in.

Some units have color bars to indicate which category they belong to.

VM units are red and the horizontal color bars are:

- White:** Tieu Doan (*regional battalions*)
- Black:** Pathet Lao (*Laotian guerrilla*)
- Grey:** 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 units (*special anti guerrilla units*)
- No bar:** Colonial troops

<b>French Units' Designations</b>	
<b>Paratroopers</b>	
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
<b>Mechanized</b>	
RICM	Moroccan Colonial Infantry Regiment
RCC	Light Armored Regiment
REC	Foreign legion Armored Regiment
GM	Groupe Mobile
<b>Artillery</b>	
RALP	Light Airborne Artillery Regiment
RAC	Colonial Artillery Regiment
RACM	Moroccan Colonial Artillery Regiment
<b>Infantry</b>	
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
<b>Special units</b>	
DNA	Naval Assault Division
GCMA	Commando Group

### 1.3 Zone of Control - ZoC

Most units have a ZoC which extends into the 6 hexes surrounding the hex a unit occupies. HQs and SDs as well as the Airstrike and Navy units have no ZoC.

In the following situations ZoC does not exist:

- Across the Chinese border.
- FEF units into forest or mountain hexes.
- Units that are DG (remember this!).

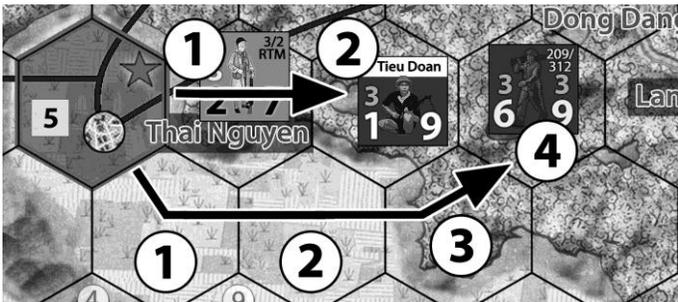
ZoC can affect movement (*rule 3.2*), air transports and airdrops (*rule 3.5 and 4.4*) and in determining whether urban areas are friendly or not (*rule 1.8*).

### 1.4 Tracing and to be Within Range

You often need to be within range of a HQ, SD or supply center (*withdrawals, supply, replacements etc*), or trace along a road or river (*VM replacement, truck transport, river supply*). This line may not pass, start or end in impassable hexes/hexsides or enemy occupied hexes. Enemy ZoC does not cut this 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.
- There may be FEF units in Thai Binh and/or between it and the VM units (*rule 2.2-g*).



This example shows that a *Tieu Doan*, which is mobilized within 2 hexes of *Thai Nguyen*, is allowed to be mobilized across a FEF unit (*or even if the FEF unit was actually occupying Thai Nguyen*) according to the exception above.

This example also shows that the VM divisional regiment must trace its 3 hex supply route around the FEF unit and is therefore Out of Supply.

Trace towards the unit that is withdrawn or needs supply, transport or replacement. Regard the hex where you start to count (*an SD, HQ, DNA, supply center, mobilization center etc*) as number "0". For example, when a *Tieu Doan* is set up within 2 hexes of *Thai Nguyen*, you start counting with *Thai Nguyen* as "0". You may therefore place the *Tieu Doan* in *Thai Nguyen* or in one or two hexes from the town.

### 1.5 Stacking

You may stack 13 stacking points in a hex. This is enforced at the end of each *Movement phase* and operation point. If you overstack, remove steps until you only have 13 stacking points left (*adjust the regiment step marker and VP marker, if necessary*). Stacking order from top to bottom must be: HQ - Political objective - SD - Trench - Units. Place *OoS* and *DG markers* on top of the units concerned. Place step loss markers below each concerned unit. VM may view what is in FEF stacks. FEF may not view what is in VM stacks except the top VM unit (*top VM unit with a combat/barrage value, that is*).

*The Stacking value for a unit* is the number shown on the counter (*see Terrain chart*) and tells how many stacking points that unit "weighs". If there is none (*this includes HQ and SD*) then the value is 1.

### 1.6 Map

Each hex is 20 kilometers (*12,5 miles*) across. The *Terrain chart* shows 4 terrain types. These are clear, rough, forest and mountain. The most expensive terrain, movement cost wise, defines the terrain in a hex. Features like rivers, roads and communities are not considered as terrain. Some features, like rivers, might add movement cost. Some, like roads, might replace the terrain movement cost (*some roads have historical names. "RC" means "Route Coloniale"*). The island chain from *Haiphong* to *Tien Yen* is also considered as coastal hexes.

**Supply centers:** Hexes with a red outline are *VM supply centers* and those with a blue outline are *FEF supply centers*. They are not supply centers if they are occupied by enemy forces and will stop function as such (*like no FEF truck transport, see rule 3.4*).

**Mobilization centers** are hexes with red stars (*rules 2.4 and 9.0 - 2*).

**Cities, towns and villages:** Cities are shown by a picture of a building. Towns look like urban areas seen from above. Villages are black dots. All three of them will be referred to as communities.

**Airstrips** are shown by an airplane symbol (*rule 3.5*).

**Harbors** are shown by an anchor symbol (*rule 3.7*). Hex A24 represents *Vientiane* by the Mekong river further south. Hex A24 is a harbor in any sense and so is *Saigon* (*the blue circle at sea*).

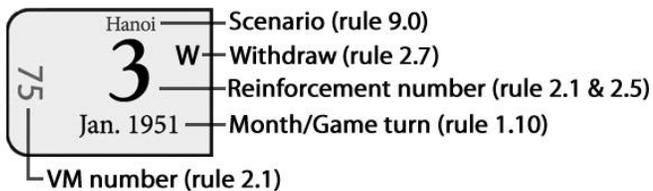
**VP hexes** are those shaded hexes. They all have a VP number in a white square in the hex (*rule 1.9*).

**Setup numbers** are the numbers in white circles. Setup numbers are used in some scenarios (*rule 9.0*).

**Three "Large force" boxes** are located on the map. If you have a large stack of units you can replace it with a "Large force" counter and move the units to the box.

**The highlands and the delta:** The border between the highlands (*inhabited by minority peoples*) and the delta (*inhabited by the viets*) is the border between rough and clear terrain. Be aware of that you have forest terrain in both regions. You can see that they are slightly separated. The highlands therefore consists of all hexes in Vietnam and Laos which have mountain or rough terrain or the forest terrain which is within rough terrain. The delta consists of all hexes in Vietnam which have clear terrain or the forest which is within clear terrain.

#### The Turn track:



### 1.7 Rain season

The rain season occurs each year during the months of June through September with the following effects:

- There is a +1 movement point cost (*rule 3.1*).
- There are no airstrikes (*rule 6.6*).
- There is a -1 combat die roll modifier (*rule 6.8*).
- A unit which is out of supply will lose 1 step during the *Supply check phase* (*rule 7.1*).

### 1.8 Communities

A community is a city, town or village and is friendly to you if...

- You occupy it (*with a unit, HQ and/or SD*).
- It is in VM ZoC and it's not occupied by FEF (*FEF ZoC do not have this effect*).
- It is not occupied nor in VM ZoC and its name has your color (*blue for FEF, red for VM*).

### 1.9 Victory Points (VP) and Victory

The progress of both players towards victory is tracked on the *Victory point track*. If a VP is added, no matter by whom, the *VP marker* will move towards "100" which is towards FEF victory. If either player deducts a VP it will move towards "0" which is towards VM victory. All VPs are added / deducted immediately. The current amount of VPs is called the *VP level* (*rule 2.1*).

**Victory Points** are added when a VM friendly *VP hex* becomes friendly to FEF, or deducted if a FEF friendly *VP hex* becomes friendly to VM. If you leave a *VP hex* (*or if your unit in a VP hex is eliminated*) and the *VP hex* becomes friendly to your opponent by default, then your opponent will add/deduct those VPs. If it is friendly to you by default then nothing happens.

**Note:** *VP track markers have a positive side as well as a negative side should the VP level fall below 0.*

**Both political objective markers** are placed by the VM player on two FEF friendly *VP hexes*. One of the markers is placed on the *VP hex* noted in the scenario setup. The other one is placed according to this rule...



**Place a political objective marker** on a FEF friendly *VP hex* which is...

- At least 4 hexes from any VM regiment, or...
- Occupied by at least 4 steps of FEF units (*4 steps, not stacking points. Do not count HQ or SD*).

The back sides show which one is the real political objective and which one is the "rumour" marker. FEF may not check them before the end of each scenario. If the *VP hex* with the real political objective marker is friendly to VM at the end of a scenario then deduct 5 VP, otherwise add 5 VP.

If you play a campaign (*several scenarios in a row*), remove the markers and add/deduct 5 VP after the end of each scenario that you reach (*see rule 9.0*). VM then places both of them for free on any *VP hexes*. At this stage, you are not forced to place the markers in any specific hex other than according to the rules above (*option "a" or "b"*).

VM may, by adding 5 VP, remove both of them during a *Replacement/Reinforcement phase* before the end of a scenario. Place them immediately on two *VP hexes* according to the rules above (*option "a" or "b"*) (*in a solo play, place them face down so you don't know which one is which*).

VP are also awarded in the following situations:



a) 10 VP are deducted if 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 conditions are met, a.s.o.*). Use the 10 *Delta* markers to denote VM friendly communities in the Delta.



b) 10 VP are deducted if 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 conditions are met, a.s.o.*). Use the 20 *Highlands* markers to denote VM friendly communities in the Highlands.

- c) 5 VP are added for each 10 VM regiment steps that are eliminated, **due to combat or attrition** (rule 5.0 & 6.13).
- d) 1 or 2 VP is deducted per eliminated FEF unit, **due to combat or attrition** (rule 5.0 & 6.13).
- e) 1 or 2 VP is deducted per FEF unit/reinforcement (rule 2.5).
- f) 3 VP are deducted if FEF fail to withdraw a unit (rule 2.7).

All VP mentioned above are factored into the VP level at the start of each scenario. Do not adjust this level before you actually start to play.

**The game ends immediately** if FEF eliminates the VM HQ (*strategic victory*) or if VM occupies Hanoi (*strategic victory*). Otherwise, check the Victory point scale on the scenario card after the *End of the game sequence* (rule 8.0) to see if and who has won.

### 1.10 Game Turn Phases

A game turn has six phases which are executed in the order you see below. When the *Supply Check* phase is complete reset the *Phase marker* to the *Replacement/Reinforcement* phase and move the *Month marker* to the next month (*a new game turn*) on the *Turn track*. Except if it was the last game turn you played in which case you do the *End of the Game sequence* instead.

- 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)

## REPLACEMENT / REINFORCEMENT PHASE 2.0

*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 VPs, or wait. Both players will also receive replacements and decide the mix between Replacement Points and SDs.*

### 2.1 VM Reinforcements

VM reinforcements of all kinds arrive according to the *Reinforcement chart*. There are VM numbers on that chart and on the *Turn track*. The VP level on the *Victory point track* must be equal to or less than the current VM number in order for VM to receive any rebuilt units or reinforcement. The VM number is valid until a new one is written on the *Reinforcement chart / Turn track*. If the VP level is higher, then postpone the reinforcement or rebuilt units until a game turn when, during this phase, the VP level is equal to or below the VM number.

VM reinforcement numbers appear at game turns between the scenarios, so you don't have to bother about them if you play a single scenario. But if you play a campaign with several scenarios in a row then the VM player must fight and conquer in order to receive new units.

Motorized regiments are placed in any *VM supply center* in China. Other VM regiments are placed in any *VM supply center*. *Tieu Doans* are placed in the *Tieu Doan/Pathet Lao Box 2*. Adjust tracks when truck transport and Replacement Points are received.



### 2.2 VM Replacement Points & Supply Dumps



VM now receives Replacement Points and SDs (*regardless of VP level*). Place an SD on any *VM supply center*. The maximum number of VM SDs allowed is 9.

VM chooses to receive **either...**

- a) 2 SDs or...
- b) 2 Replacement Points and 1 SD or...
- c) 4 Replacement Points.

**VM can also receive...**

- d) Replacement Points as Reinforcements (*if VP level is low enough*). See the *Reinforcement chart*.
- e) 2 replacement points if a VM unit moves onto a FEF SD, or if a FEF SD is airdropped and falls on VM *anti aircraft unit* (rule 3.5). Remove the SD (*it is 2 points per SD*).
- f) 1 replacement point if VM attacks and FEF receives the combat result **Ex-DL** or **2DL** and VM advances into the defender's hex.
- g) 1 replacement point if, during this phase, at least 4 hexes are occupied by VM units within 3 hexes of *Thai Binh* (W-18) (*there may be FEF units in Thai Binh or between it and the VM unit*). If only 1 hex or less is occupied by VM units within 3 hexes of *Thai Binh* then deduct 1 replacement point instead or a VM step (*from any VM unit*).

**VM replacement points** replace steps and rebuild eliminated VM regiments during this phase. No more than 8 VM replacement points can be saved and accumulated on the *Viet Minh replacement points track*. Use the *VM RP marker* to keep track. Points in excess are lost. 1 point replaces 1 step except that 2 points replace 1 motorized regiment step.

**To receive a Replacement Point a regiment must be...**

- a) Not marked with an *OoS marker* and **it must be** within 3 hexes of *VM HQ* or a *VM supply center*
- b) And, if motorized, within 1 hex of a continuous trace of undestroyed road hexes or *Road markers* leading to a *VM supply center* in China.

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...

- a) 4 replacement points to rebuild a regiment.
- b) 8 replacements points to rebuild a motorized regiment.

Place it on a slot 3 game turns ahead on the *Turn track*. It will return as reinforcement.

**2.3 Tieu Doan as Regiment Replacement**

Non-motorized regiments may **replace** 1 step anywhere in Vietnam or within 1 hex of Vietnam, by removing a *Tieu Doan* within 2 hexes of the regiment.

A regiment will not become DG if it absorbs a *Tieu Doan* which is DG, and a regiment will not get rid of its DG if it absorbs a *Tieu Doan* which is not DG (rule 6.14). Absorbed *Tieu Doans* are placed in the *Tieu Doan/Pathet Lao Box 1*.

**2.4 Tieu Doan & Pathet Lao Mobilization**

After absorbing *Tieu Doans*, you may mobilize *Tieu Doans* from the *Tieu Doan / Pathet Lao Box 2* (*regardless of VP level*). VM may mobilize an equal amount of *Tieu Doans* as the number of VM friendly VP hexes in Vietnam divided by 2 (*rounded up*). So, 5 VP hexes would mobilize 3 *Tieu Doans* (*but you can never mobilize more Tieu Doans than there are in Box 2*). Place them in Vietnam within 2 hexes of separate *mobilization centers* in Vietnam (rule 1.4).



You may Mobilize 1 *Pathet Lao* from box 2 if there are more VM friendly *mobilization centers* in Laos than there are *Pathet Laos* there. Place it on a VM friendly *mobilization center* in Laos. You don't remove them unless they are killed.

When mobilization is done, move all *Tieu Doans* and *Pathet Laos* from *Box 1* to *Box 2*.

**2.5 FEF Reinforcements**

FEF reinforcements arrive according to the *Reinforcement chart*. Set them up, together with eventual reinforcements shown on the scenario card, on the *Turn track* at the start of the scenario.

When the month marker on the *Turn track* reaches a slot with units, then you may move one or more units from there onto the map if you...

- a) Deduct 1 VP per unit with stacking value of 1 or 2
- b) Deduct 2 VP per unit with stacking value of 3 or 4

Airstrike unit and air transports must be brought onto the map/tracks. There are no VP costs for them. Pay 2 VP to bring in the navy after being withdrawn (rule 2.7).

**Place units** onto the map in this manner:

- A *Thai* unit in a FEF friendly "blue" village in the Highlands in Vietnam (*on and west of Red river*).
- A *GCMA* within 2 hexes of a FEF friendly community in the Highlands (*one per community*).
- A *Laotian* unit in a *FEF supply center* in Laos.
- A *BVN* or *BVN garr* in a *FEF supply center* in Vietnam.
- Any other FEF unit in a harbor (*including Saigon and hex A24*).
- A new air transport is shown by adjusting the *Air transport marker*. Airstrike reinforcements are shown either by flipping an existing one to its stronger side or replacing it with the other counter.

**If you do not wish** to bring a unit in or if you can't place it, then it is moved to a slot on the *Turn track* 6 game turns ahead of the current game turn (*they are used elsewhere and will return as future reinforcement unless the scenario ends before that*).

## 2.6 FEF Replacement Points & Supply Dumps



FEF now receive some replacement points and SD. Place SD on any *FEF supply center*. The maximum number of FEF SD allowed is 9.

**FEF chooses to receive either...**

- 2 Replacement Points and 2 SDs or...
- 4 Replacement Points and 1 SD or...
- 6 Replacement Points.

**FEF replacement points** replace steps or rebuild destroyed FEF units during this phase. No more than 8 FEF replacement points can be saved and accumulated on the *French replacement points track*. Use the *FEF RP marker* to keep track. Points in excess are lost. 1 point replaces 1 step except that 2 points replace 1 motorized unit step.

**To receive a Replacement Point a unit must be...**

- ! Not marked with an *OoS* marker and within 3 hexes of *FEF HQ* or a *FEF supply center*.

**The FEF HQ** may be used if the HQ is either...

- On an airstrip, not in VM artillery ZoC, or...
- In a hex with clear or rough terrain and if the unit receiving the replacement is a para unit, or...
- Able to draw river supply (*rule 7.4*), or...
- Within 3 hexes of a *FEF supply center*.

Each replacement point equals 1/2 stacking point if sent by air (*options "a" and "b"*). The replacement point's "*Stacking value*" may be tripled (*rule 3.3*). No more than 3 stacking points can be sent. Deduct 1 air transport (*or 2 air transports, see rule 3.5*).

**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 with a Stacking value of 1 or 2.
- 8 Replacement Points to rebuild a unit with a Stacking value of 3 or 4.

Place it on a slot on the *Turn track*. It will return as reinforcement (*with a VP cost to bring them in, see rule 2.5*). Place it...

- 1 game turn ahead if it has a Morale value of 3 or less, or if it is the *HQ*.
- 2 game turns ahead if it has a Morale value of 4 or 5.

## 2.7 FEF Withdrawals

FEF must occasionally withdraw units (*see the Reinforcement chart. It is also marked as "W" on the Turn track*). It can be any unit or a specific unit like para, REI or Navy. The unit must be within 3 hexes of a *FEF supply center*. Place it on the *Turn track* 6 game turns ahead of the current game turn. They will return as reinforcement (*with a VP cost to bring them in, see rule 2.5*). You may not withdraw a unit that is not of the correct type and you may not withdraw a unit missing any steps. If you fail to withdraw a full strength unit of the correct type then deduct 3 VP.

## PLAYER MOVEMENT PHASE 3.0

*Movement is conducted with first a VM and then a FEF Movement phase. All units may move, either on their own or by transport. Transport is simply a way of moving units by sea, air or truck. Some transports are limited and are deducted when used.*

### 3.1 Movement

Both sides conduct a *Movement phase* each. You can move your units from hex to hex and units may also overrun (*rule 6.4*). You pay the movement cost for the most "expensive" terrain in a hex plus cost for river, if any. Total cost may not exceed the unit's *Movement point value*. You may always move 1 hex, even if it is an overrun (*exceptions: Motorized which is OoS and FEF SD cannot move except by transport, see rule 3.3 and 7.5-c*). The movement cost is different for FEF and VM units, except for motorized units, when moving in rough and forest terrain.

**Movement along road** has its own cost regardless of other terrain (*including rivers*), even if the road ends in a hex and does not cross it. If you follow a road across a hexside then the hex you enter will cost 1 movement point per hex in clear terrain and 2 movement points elsewhere.

**Note:** Roads can be constructed by the VM. See rule 4.5 regarding Road markers and their movement cost.

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

**If you enter a river hex** you pay an additional movement cost (*see Terrain chart*) unless you move by road or along the river. A few rivers end at a hexside. Movement across that hexside is considered "along the river".

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

**River valleys** were often the only flat route to take. If you move along a river anywhere except in clear hexes, then deduct 1 movement point cost per hex, but never down to 1 point (*minimum are 2 points*). So, forest would cost 2 points for VM and 3 for FEF. The deduction does not apply in clear terrain and neither does the minimum movement cost of 2 points.

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

- You make an airdrop **with paratroopers** (rule 6.4).
- You enter a hex with only HQ and/or SD.

### 3.2 Double Move

A unit or transport has double *Movement point value* if it doesn't start, pass or end its movement in enemy ZoC (*some units don't have ZoC, see rule 1.3*). A unit may not use double move if it makes an overrun (*even if the defender doesn't have a ZoC*) or if it's DG or OoS.



### 3.3 Transports

Units (*except DNA, see rule 3.6*) can be moved by transport instead of moving normally. FEF SD (*spending or not*) can only be moved by transport. There are truck, air, river and ship transports. Units in the same stack which are about to move can use different transports. SD and motorized units have their Stacking values multiplied by 3 when transported.

**You only have a limited amount** of VM truck and FEF air transports during the entire game turn. They can not be saved for another game turn. At the start of each game turn (*before any reinforcements*) reset these transport markers at the rightmost slot that you had during the previous game turn.

**You may use any transport...**

- During your movement phase. Units using a single transport can start in different hexes (*except DNA, see rule 3.6*) and end in different hexes (*two units in Haiphong and one at Saigon which are about to move can share a single ship transport*).
- When you spend an operation point to move. Units using a transport have to stack together when they start since you activate a single hex, but they can end in different hexes.

A unit may not combine different transports during a single movement phase or during an operation point. Move the marker 1 slot to the left on its track each time VM uses 1 truck transport or when FEF uses 1 air transport.

### 3.4 Truck Transport



VM has a number of truck transports according to the scenario (*the dates on the Viet Minh Truck transport track show when new truck reinforcements show up*). A truck transport can move 3 stacking points 14 motorized movement points if the units or SD start within 1 hex of a continuous trace of undestroyed road hexes or *Road markers* leading to a *VM supply center*. You may only use 1 truck transport **in total** during a *Movement phase* or during an operation point.

FEF has no truck transport limit. All units and SD which start within 1 hex of a *FEF supply center* or a *FEF HQ* (*if the HQ itself is within 3 hexes a FEF supply center*) may move 14 motorized movement points instead of their normal FEF movement.

### 3.5 Air Transport

FEF has a number of air transports according to the scenario (*the dates on the Air transport track show when new air reinforcements show up*). An air transport can move 3 stacking points between two FEF friendly airstrips. You may only use 1 air transport **in total** during a *Movement phase* or during a single operation point.

*If you use an air transport, then...*

- No takeoff or landing is allowed unless the airstrip is occupied by a FEF unit.
- No takeoff or landing is allowed within the ZoC of VM artillery or the VM *anti aircraft unit*.
- You may airdrop para units or SD on any hex with no forest or mountain.

*If you airdrop on or within the ZoC of the VM anti aircraft unit* then, as exception, deduct 2 air transports when moving up to 3 stacking points. If you airdrop an SD within such ZoC, roll a die. It falls on VM instead on a roll of 5-6. Remove the SD and give VM 2 replacements points.

### 3.6 River Transport – DNA



DNA units (*Dinassauts*) can only move and retreat along major rivers or coastal hexes. A DNA can transport 3 stacking points 14 movement points (*even if the DNA has*

*lost 1 step*). DNA only pays 1 movement point for each hex it enters. A DNA can not itself be transported. Units, if transported, must stack with the DNA at the beginning of the move but may be dropped off along the way. A DNA may pass through, but not stop in, a hex with a VM unit if it is moving between two coastal hexes.

DNA can attack while transporting units/SD. Those units can join it in combat. A DNA can only attack or overrun an enemy unit in a hex along the same major river or coast.

They can also keep units in supply (*rule 7.4*).

### 3.7 Ship Transport

FEF may transport 12 stacking points between two FEF friendly harbors by ship. Ship transports between coastal harbors and *Vientiane* - hex A24 (*in both directions*) 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

These units have limitations regarding where to move and attack (*which includes overrun*). Remember that option **a**) overrules the other options:

- Only VM units may enter and retreat into China. No combat or overrun **or barrage** may occur across the Chinese border.
- Tieu Doan* and *Vietnamese national army* may only attack and retreat into or end their movement within 1 hex of Vietnam.
- Pathet Lao* and *Laotian national army* may only attack and retreat into or end their movement within 1 hex of Laos.
- GCMA* and *Thai* units may only attack and retreat into or end their movement within the Highlands.
- Other VM and FEF units may attack, enter, retreat and airdrop anywhere in Vietnam and Laos.

### SPECIAL UNITS 4.0

*There were indeed special units in this war. France had their iron fist in their tanks. But they also had units that could move easily in the river Delta as well as units that could stay in the Highlands like the enemy. VM, in addition to their artillery, needed something to protect them from the French air force and they needed engineers to build roads.*

#### 4.1 1 REC

The *1 REC* unit can enter river hexes without paying the extra movement cost for the river. It can only move in clear terrain. VM units defending against an attack including the *1 REC* will not benefit from any river die roll modifier (*rule 6.9*).



#### 4.2 1 RCC, RICM & DNA

A tank company (*1 RCC or RICM*) or a DNA which is not DG will increase the morale of all other FEF units stacked with it with +1 (*even if the other unit is also a tank/DNA unit*). This will modify combat die rolls as well as barrage and DG die rolls. More than one tank company and/or 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 the tank company or DNA take the second hit (*if a DNA/tank unit leads the attack, rule 6.10, it will take both the first and second hit*). VM units defending against a DNA attack will not benefit from any river die roll modification (*rule 6.9*).

### 4.3 GCMA



GCMA were guerrilla units fighting against VM. They can retreat before combat (*rule 6.5*) they can't be ambushed (*rule 6.11*) and they don't become DG as easily (*rule 6.14*).

### 4.4 Anti Aircraft Unit



The VM *anti aircraft unit* does many things if not DG. It shuts down airstrips and makes it hard for FEF to airdrop paras and SD in its hex or within its ZoC (*rule 3.5*). It also gives FEF a -2 barrage die roll modifier when FEF makes a barrage with an airstrike (*with or without participating FEF artillery*) in its hex or within its ZoC. The "3" in parenthesis is its Combat value and is used in defense only.

### 4.5 Engineer unit



VM player may place a *Road marker* under the engineer instead of moving the unit during the Movement phase or when it is activated for movement by spending an operation point. Place the *Road marker* after all movement has been done. If all *Road markers* have been used then pick one which is already on the map and place it in its new position (*old roads deteriorate*). The "4" in parenthesis is its Combat value and is used in defense only.

When you enter a hex with a *Road marker* you can either just pay the normal terrain cost (*ignore the marker*) or you can use the *Road marker*. If you use it, then...

*The movement cost is 3 movement points (regardless of terrain and regardless of if you are VM or FEF or mechanized) when...*

- The unit enters the hex with a *Road marker*, from any direction.
- The unit exits a hex with a *Road marker*, if it enters a hex with a printed road (*regardless of terrain and of which hexsides the road enters and exits*).

If VM chooses to remove *Destroyed Road markers* (*rule 6.3 - a*) with the engineer then VM may remove such markers in the engineer's ZoC as well as in its own hex (*but not more than 3 markers in total, of course*). If a *Road marker* receives a *Destroyed road marker* on it (*rule 6.6*), do not remove the *Road marker*. Treat it as any road on the map.

## ATTRITION PHASE 5.0

*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.*

**A unit with an OoS marker** (*rule 7.5*) will lose 1 step, unless it's now able to draw supply (*rule 7.0*). Do not remove the *OoS marker* during this phase if able to draw supply. It will only avoid suffering attrition. Both sides check supply before applying any losses. Only units with an *OoS marker* check supply during this phase, no one else.

Regard attrition losses as "combat losses" when it comes to awarding VP (*rule 6.13*).

## OPERATION PHASE 6.0

*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. You will not know if you will have one, two or three points to spend in a row. Another aspect is when your units become DG.*

### 6.1 Operation Points

Both players receive 10 operation points. The VM player rolls a die and divides 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. Move the *VM OP marker* on the *Viet Minh operation points track* from 10 towards 1 (*place the Operation stop marker where the VM OP marker has to stop*). When those points are spent the FEF player rolls the die to get 1-3 points, using the *FEF OP marker* on the *French operation points track*. After they are spent it is VM's turn to roll the die again followed by the FEF player and so on. When either player reach zero, the opponent's remaining points are spent in a row.

### 6.2 Activation

After receiving the 10 points but before spending any, both players decide whether or not to spend an SD (*VM decides first*). This is the only SD you may spend during a game turn. If you spend one, flip it over and don't remove it until the end of the Operation phase or if an enemy unit moves onto it.

If VM decides not to spend an SD then you may remove any VM SD on the map instead and place it in the hex where the VM HQ is.

! All 10 points on both sides are gone and there will be no Operation phase if neither player spends an SD.

### 6.3 Activation options



If you spend an SD (*it may be DG, rule 6.14*) then you may choose one of the seven options (*a - G*) each time you spend an operation point. If you don't spend an SD then you can only choose between the first five options: (*a - e*). (*VM can't do option "d"*). If the spending SD is destroyed by an enemy unit then you can only choose between the first five options when spending your remaining points.

*Each and every point allows you to either...*

- a) **Remove up to 3 DG and/or Destroyed road markers** from hexes **anywhere** containing one of your units (*exception, rule 4.5*) (*a stack of units which all are DG is still considered as only one DG*). If you remove both a DG and a Destroyed road marker from a single stack it is considered as 2 removed markers from the eligible 3 markers. You may instead remove up to 6 DG markers (*only DG*) if all hexes with your units which are DG are adjacent to each other (*a "chain" of hexes*).
- b) **Exchange an SD for 3 trench markers** (*do not pick a spending SD*). Place them on **up to 3** hexes with friendly units (*you must place on at least 1 hex*). All units in a hex with a trench are entrenched. You can't place or keep a trench in a hex which is unoccupied **or occupied only by DNA, SD and/or HQ** or occupied by the enemy.

Choose one option below (*you may not mix*).

FEF places up to 3 white trenches on FEF units in....

- 1) Airstrip hexes, if the SD is on an airstrip. Deduct 1 air transport (*don't bother about VM ZoC of any kind*), or...
- 2) Hexes in the Delta which are in supply, if the SD is in a *FEF supply center* in the Delta, or...
- 3) Hexes within 3 hexes of the removed SD.

Choose one option below (*you may not mix*).

VM places up to 3 black trenches on VM units in....

- 1) Hexes within 3 hexes of any *VM supply center* if the SD is in a *VM supply center* (*the SD doesn't have to be within 3 hexes of the trenches*).
  - 2) Hexes within 3 hexes of the removed SD.
- c) **Move some or all units in a hex**. Each unit can choose whether to move normally or by transport. Units may also overrun (*rule 6.4*). Units in a stack may move in separate directions.
  - d) **Barrage one hex with airstrike and/or navy**. Target hex has to be within 1 hex of a FEF unit (*rule 6.6*).
  - e) **Destroy a road** (*rule 6.7*).

F) **Barrage one single hex with artillery units** which all are within 3 hexes of the SD being spent. You may also add airstrikes and/or navy (*rule 6.6*).

G) **Attack one single hex with troops** which all are within 3 hexes of the SD being spent (*rule 6.8*).

### 6.4 Overrun

**All units can overrun**. Units that wish to do so must stack together at the beginning of their move and stay stacked until the overrun is done (*units in a stack may split up and overrun separate victims*). All units in a stack that intends to overrun have to pay the same movement cost for each hex as the unit among them which pays the most. Units that will not participate in the overrun must first complete their movement before you move the part of the same stack that will overrun (*stacks in different hexes may, of course, move in any order you wish*).

It is resolved like any combat (*rule 6.8*). Halt adjacent to the enemy and then pay what the movement cost would be if you entered the enemy's hex. Exceptions: Do not include roads when you do this, and a DNA, transporting units or not, pays only 1 movement point for the terrain. Then pay 2 extra movement points for the overrun itself, even if the enemy retreats before combat (*rule 6.5*) and even if the enemy dies because of an ambush (*rule 6.11*) and even if the defender is just an SD and/or HQ. If you don't have movement points left for this then you can't overrun (*exception, see rule 3.1*).

If the defender retreats or is eliminated, all attacking units must advance into the hex (*remove any enemy SD in that hex*) and may, if possible, continue moving. All or some of the units can stay together and overrun again if they have enough movement points left. All or some of them can also split up and move in different directions (*where perhaps some intend to overrun again and some do not. Those that do not, have to move first*). If the defender's hex does not become vacant then the attacker may not move and/or overrun any further.

**Para units airdropping onto a VM unit** is making an overrun. This kind of overrun will not cost an extra 2 movement points (*since it is an air transport being used*). If the VM unit is still in the hex after combat, the FEF units must retreat 1 hex.

**There is a -2 combat die roll modifier** if a unit, which has stopped in front of an enemy and is about to overrun a hex, is not within 3 hexes of a friendly SD (*Any SD, not necessarily a spending SD. Para units airdropping on VM units always get a -2, even if the airdrop takes place within 3 hexes of an SD*).

If you overrun an SD and/or HQ only 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, see rule 6.5*).

### 6.5 Retreat Before Combat

A Tieu Doan, Pathet Lao, GCMA or VM HQ, which is not DG, may retreat 1 hex before combat when defending (*but they may not retreat when they are barraged*). If so, the attacker may advance into the hex or recalculate the odds if other units are left there. Tieu Doan and Pathet Lao may not combine this option with ambush (*rule 6.11*). A unit may neither ambush nor retreat before combat if it is facing the same unit overrunning it a second (or third..) time during the same movement (*it may ambush or retreat before combat the first time, though*).

### 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, when choosing option **F**) units must be adjacent to that hex. Total the Barrage value of all artillery units and, if participating, the navy and/or airstrike. Consult the *Barrage table* and find the row which fits your total Barrage value. Roll 2 dice and consult the *Barrage die roll modifiers table* for any die roll modifiers, which are all cumulative. The modified result will fall within one of the spans.

*Unless you miss, the result will be...*

- a) "DG" = All defenders become DG (*rule 6.14*).
- b) "DG & DL" = All defenders become DG and the defender will lose 1 step (*per stack only*).

A die roll of 2 is always a miss and a 12 is always a "DG & DL", regardless of any modifications.

"All defenders" - this 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.** It starts with a Barrage value of 3 which becomes 5 through reinforcement (*flip the counter*). It increases to 7 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. A barrage with a participating airstrike receives a -2 barrage DRM if the target hex contains or is in the ZoC of the VM AA unit (*rule 4.4*).

**Note:** *There are no airstrikes during rain seasons.*

**FEF has the navy.** It can barrage a VM unit which is within 1 hex of a coastal hex (*e.g. Thanh Hoa*). If it makes a barrage, place it in the hex which is being barraged which is within 1 hex of a FEF unit.

### 6.7 Destroy roads



You can destroy a road if you spend an operation point and choose option **e**). If you do and succeed, place a *Destroyed road marker*. Neither side may then use the road in that hex. Either side can remove a *Destroyed road marker* through option **a**) when spending an operation point.

**FEF may try to destroy the road** in a hex (*not in China*) through airstrike barrage. It does not have to be within 1 hex of a FEF unit. An airstrike against a road will not affect VM units in the hex. Unless it's a miss, mark the hex with a *Destroyed road marker*.

**VM can destroy the road** in 3 hexes. Just mark them 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 units if you spend an operation point and choose option **G**). All participating attacking units must be adjacent to that hex. If you wish, move units to the **Battle board** and place the *Battle marker* in the defender's hex.

*Follow this procedure:*

1. Declare the attack/overrun (*pay for the overrun*).
2. Defender retreats before combat (*rule 6.5*).
3. Defender makes an ambush (*rule 6.11*).
4. **Both sides choose their leading units** (*rule 6.10*).
5. Declare Bolshevik spirit (*rule 6.12*).
6. Roll 2 dice to get a combat result (*rule 6.13*).
7. Roll dice to check for DG (*rule 6.14*).
8. Defender retreats or stands fast (*rule 6.15*).
9. Apply any losses (*rule 6.13*).

Add all participating attacking Combat values (*no Barrage values*). Compare the total with the total of all defending Combat values and Barrage values. Calculate the odds (*rounded down*). Odds less than 1-2 use the row for 1-2 with a die roll modifier of "-1". Odds more than 5-1 use the row for 5-1 with a die roll modifier of "+1".

**Roll 2 dice and modify the result by...**

- a) Adding or subtracting the difference between the leading attacking and defending units' Morale value (*rule 6.10*).
- b) Adding eventual Bolshevik Spirit (*rule 6.12*).
- c) Consulting the *Terrain chart*.
- d) Consulting the *Combat die roll modifiers table*.

All modifications are cumulative but the end result is adjusted to be no more than "+3" or less than "-3". Consult the *Combat table*, find the row containing your odds and see which column contains the span which covers the modified die roll result (*a result of "-1" is regarded as "0"*). A combat result is shown at the top of that column (*rule 6.13*). Check if anyone becomes DG (*rule 6.14*).

**If you attack a hex with only an SD and/or HQ** then no die roll is needed. Just advance into the hex and remove the SD and/or HQ (*but remember, the VM HQ may retreat before combat*).

## 6.9 Rivers

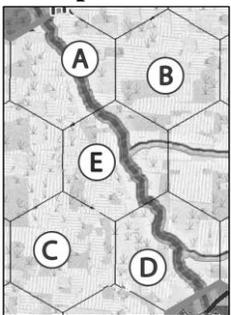
The attacker's combat die roll, as well as the die roll for becoming DG, is modified if the defender's hex has a river. But, the river will not give any modification if the attack comes...

- Along the same river (*which includes across the hexsides where some rivers have their sources*).
- From the air as an airdrop.
- From both sides of the river.
- From a DNA or the *I Rec* (*rule 4.1*).

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, there might still be a modifier thanks to the other river.

It can be confusing to decide whether or not the defender will receive a river die roll modification. Try to 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 E will receive no modification.

2) B and C are attacking E. They are attacking from both sides of the major river, therefore no major river modification. But there will be a minor river modification because there is a corner in the defender's hex, thanks to the minor river, that neither B nor C can reach. The same effect if A and B are attacking, or if C and D do it.

## 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 (*which may include artillery*). The following units may not be chosen if there is any other unit to choose: GCMA; *Engineer unit*; AA unit; Tieu Doan; Pathet Lao (*units with its combat value in parenthesis or that can retreat before combat*). The difference between the two units' Morale values becomes a die roll modifier benefiting the unit with the higher Morale value. The first step loss must be taken from the chosen unit. Unit Morale value may be reduced (*rule 6.14*) or increased (*rules 4.2, 6.12 & 6.13-c*) and it is always the modified unit morale that counts in every occasion.

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

## 6.11 Ambush

All defending VM units which are not DG, may make an ambush before combat or overrun and before any leading units are chosen. You can make one ambush per defending stack, not per unit. After choosing a VM unit to make the ambush the VM player selects one full strength attacking FEF unit, or any unit if there is no full strength unit. A die is rolled. The FEF unit will lose a step if the die roll result is equal to or higher than the FEF unit's *Morale value* (*this might cause the odds to be recalculated*). It will also become DG (*just the unit*) unless it is eliminated. If the VM player rolls a "6", the chosen VM unit loses a step as well. If this makes the defending hex vacant then FEF may advance into it without rolling any dice for combat. VM can't ambush GCMA or DNA (*units transported by DNA may be ambushed*) or airdropping units.

## 6.12 Bolshevik Spirit

VM can receive a positive die roll modifier when overrunning or attacking by letting the unit leading the attack lose an extra step after combat (*but before any advance after combat*). The leading unit which is using Bolshevik spirit must have at least 3 steps. VM may declare this after both sides have chosen their leading units (*rule 6.10*) but before rolling the combat die roll. If declared, roll an extra die and the result is a positive die roll modifier to be used in the coming combat die roll (*but the end result is adjusted to be no more than +3, see rule 6.8*).

### 6.13 Combat Results

*Combat results are:*

- 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 (rule 6.14) and after the defender has retreated or stood fast (rule 6.15), apply all losses:

- a) *Tieu Doan, Pathet Lao, Thai, BCL detachment and GCMA* each have 1 step. Remove them when they lose it.
- b) Other units with *Stacking 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.
- c) A unit with a *Stacking 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 value*. When the second step is lost remove the marker and flip the unit over. When it loses its third step place the *-1 marker* on the flipped unit (*1 less in the values mentioned here*). 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 in a stack that did not participate in the attack. Place all eliminated units in the *Eliminated Box*, except *Tieu Doan* and *Pathet Lao* which are placed in the *Tieu Doan/Pathet Lao Box 2*.

**Advance after combat:** If the defender's hex is vacant because all defending units have retreated or been eliminated then one or more of the participating attacking units may advance into the hex (*they must advance, if it is an overrun*). **Eliminate** any defender's SD in the hex if the attacker advances.

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



After each combat dice roll but before the defender retreats or stands fast (*retreat as in rule 6.15*), both sides check if their units become DG. Beneath the *Combat result table* there are two rows, one for each side. Both players consult their respective row to find the number that corresponds with the combat result. Both sides roll one die each and check the *DG die roll modifiers table* (*a unit's morale can modify the result, but only for the stack where the unit is*) and the *Terrain chart* to modify the results. It is the terrain in the defender's hex that counts for both sides.

All modifications apply to both sides **with the exceptions that...**

- 1) *VM units* and *GCMA* do not get the "+2" from forest.
- 2) The "-1" from trench only applies to the entrenched defender.
- 3) The "+1" from major river only applies to the attacker who attacks such a hex (*with the exceptions explained in rule 6.9*).
- 4) The "+1" from defending artillery (*which is not DG*) only applies to the attacker.

If your result is equal to or higher than your number then all your participating units (*including SD and HQ, when defending*) become DG. Place a *DG marker* on them.

**A unit which is DG...**

- a) Has no ZoC.
- b) Has half (*rounded down*) Morale value. If it has a *-1 marker* on it, apply the "-1" first, then halve it. If it has +1 in morale (*RICM, RCC or DNA*), apply the "+1" first, then halve it.
- c) May not Ambush, double move, overrun or retreat before combat.
- d) Has all movement costs, including road and river, cost +1 Movement Point (*also if transported by truck*).
- e) Gets a +1 die roll modifier if barraged.
- f) Has 1 less in Barrage value, if an artillery unit

There is no additional effect for a unit which is DG to suffer another DG result. You can remove *DG markers* by spending an operation point (*rule 6.3-a*).

If the defender decides to stand fast and not retreat (*rule 6.15*) then both sides apply all losses now after the DG rolls.

### 6.15 Retreat After Combat

After rolling for DG the defender may retreat 1 hex, if possible, instead of taking 1 step loss received as combat result. Retreat and then both sides apply their step losses (*one loss less for the defender*). Units in a stack can retreat to different hexes. You may not retreat after a barrage.

Artillery units and SD can never advance after combat (*exception, the GM/35 RALP unit may advance*). Also, SD can never retreat. If you retreat after combat, all eligible units must retreat and the attacker may advance into the hex. Eliminate any defender's SD if the attacker advances.

*If the defender stands fast and does not retreat*, then the defender will lose an extra step (*per stack, not per unit*) if none of the participating attacking units are DG and some or all of the defending units are DG, and the defender has lost at least 1 step in this combat.

### 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 one of your units (*a para battalion for France and a divisional regiment for VM*). The lowest rank starts with 1 (*shown beside the rank*) and the highest is 4. The *mentioned marker* (*mentioned in despatches*) is placed on the replacement track. If rank 1 or 2 move the marker one slot towards 8 each time your unit...

- a) Participates in an attack and rolls a modified result of 10 or more.
- b) 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 get. Start with rank 1 in scenario *Cao Bang* and *Hanoi*, rank 2 in *Hoa Binh* rank 3 in *Plaine des Jarres* and *Dien Bien Phu*.

If rank 3 or 4 you will get two more para units (*France*) or the rest of the division (*VM*). Move the marker towards 8 each time one of your three units...

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

*You can be a true hero* and lead at the front. If the unit you are stacked with is leading the attack/defense (*rule 6.10*) then you yourself can decide to lead at the front. You will get a combat die roll modifier of +1 if attacking and -1 if defending.

*War is dangerous*. Each time you participate in combat, roll two extra dice. You have been killed if...

- a) You roll a12.
- b) You roll 11 or more, if you have been a true hero and your unit has received a step loss (*if you retreat instead then it is not a step loss*).

If your unit is eliminated and you are alive, remove your officer and attach yourself to a new unit the next game turn. Do the same if you are killed but start with rank 1 again and 0 mentioned in despatches.

## SUPPLY CHECK PHASE 7.0

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

### 7.1 Supply Check

All units 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 it is not in supply then mark it with an *OoS marker*. It will be out of supply until the next *Supply check phase* and it might suffer attrition (*rule 5.0*).

*During a rain season* a unit receives an *OoS marker* and lose 1 step during this phase if it is out of supply.

### 7.2 VM Supply

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

- a) In a trench.
- b) A *VM HQ* anywhere on the map.
- c) A *Tieu Doan* or an independent regiment anywhere in Vietnam.
- d) A *Pathet Lao* anywhere in Laos.
- e) Within 3 hexes of a *VM supply center* or SD (*remember, the spending SD has been removed*).

### 7.3 FEF Supply

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

- a) In a trench.
- b) A *GCMA* anywhere in the Highlands.
- c) A *Thai* unit within 3 hexes of a FEF friendly "blue" community in the Highlands in Vietnam.
- d) A *Lao* unit within 3 hexes of a FEF friendly community in Laos.
- e) Within 3 hexes of a *FEF supply center* or SD (*remember, the spending SD has been removed*).
- f) Drawing river supply (*rule 7.4*).

## 7.4 River Supply



FEF units may also trace supply up to 5 hexes along a major river and/or coastal hexes to a *FEF supply center* or an SD if...

- a) The trace along the major river is not cut by anything else than a *Tieu Doan* (*no VM unit can cut the trace along the coast*) and...
- b) There is a *DNA* placed either at the source of supply or stacked with the unit or somewhere along that trace between the unit and the source (*rule 3.6*). One *DNA* can supply several units as long as the conditions above apply. *DNA*, themselves, draws supply like any FEF unit, which includes river supply (*it doesn't need another DNA for this*).

## 7.5 Out of Supply – OoS



A unit which 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* which is in supply during this phase removes it.

### A unit which is out of supply...

- a) Has its Combat/Barrage value halved if it attacks (*rounded down*). If it gets a modified "0" value then it may not attack unless doing so together with another unit (*errata: The player aid says "-2". This is not correct*).
- b) May not Ambush, double move, overrun or retreat before combat.
- c) May not move, if motorized, except by transport (*which can include truck transport*). It may advance after combat or retreat, though.
- d) Will lose 1 step during the *Attrition phase*.
- e) Will lose 1 step during the *Supply check phase* if during the rain season (*rule 7.1*).

## END OF THE GAME SEQUENCE 8.0

The game is over and maybe your opponent has grabbed a VP hex during his last operation point. To avoid a strange victory result when the last game turn is done, you play three additional phases.

So, when everything is done and you have played the last game turn, then you will play three more phases. You start with removing 1 step from each unit with an *OoS marker* then you play two *Movement phases*. First a *VM Movement phase* then a *FEF one* (*overrun is your only combat option*). After that you play an *Attrition phase* after which the game finally ends.

Adjust the VP level if it has changed. See who has won by comparing the VP level with the different ranges in the *Victory point scale* on the scenario card containing the scenario you end with. If not a draw, it will be a marginal, substantial, or strategic victory for either side.

*Note: On each Victory point scale you will see what the historical result was. Even if you lose, you might have done better than your historical counterpart.*

During this sequence, you do not receive any new replacements, reinforcements, rebuilt units or any *Tieu Doan* or *Pathet Lao*. You may not use any Replacement Points. You are not allowed to use any transports.

## SCENARIOS 9.0

There are 5 regular scenarios and one training scenario to choose from. On each scenario card you will find the unit setup as well as the victory conditions. Compare the VP level when you end a scenario with that scenario's victory point scale to see who has won and how great the victory. 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 (*rule 1.6*). The VM setup numbers are red and the FEF are blue. Each place can be found with the help of letters and numbers along the map edges. To make it easier to recognize the units, take a look at the generic setup.

*Don't forget the Political goal markers* when you reach the month where a scenario ends, even if you intend to continue (*rule 1.9*). Read also the special "*End of the game sequence*" (*rule 8.0*). 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 don't spend an SD (*rule 6.2*).

*Generic setup*. If you want a quicker setup and the unit nomination is not that important to you then you could use the generic setup. At the "*Generic setup*" on each scenario sheet it can be written something like: "2-7". This 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 it is a para unit. The words follow either the color bars (*rule 1.2*) or inform if it is a special unit.

Below you can see the different kind of units in order to make it easier to recognize the units' designations:

Para units:



RCP  
BEP  
BPVN  
BPC  
BPL  
BPCP  
RALP (*is also an artillery unit*)

Tank units:



RICM  
RCC

Other mechanized units:



REC  
DNA  
GM

Foreign legion and colonial units (RIC):



REI  
DBLE  
RIC

Vietnamese units:



BMI  
BVN  
Thai

North African units:



RTM  
RTA  
BTA  
Tabor

African units:



RTS  
ACF  
BMTS

Laotian and highland units:



BCL  
GCMA

Artillery units:



RAC  
RACM  
RALP (*is also a para unit*)

VM artillery and special units (351 div):



Artillery  
Engineer  
Anti-Aircraft

VM regiments and battalions:



Divisional regiments  
Independent regiments  
Tieu Doan  
Pathet Lao

When setting up a scenario set up the units both according to rule 3.8 and according to the scenario. Set up a scenario in this order:

- 1) FEF player sets up all non-GCMA units. 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. Place the rest of the FEF units (*or at least those that will turn up in the scenario you intend to play*) on the Turn track according to the Reinforcement chart. The game turn entry number on the units will also correspond with a number on the Turn track.
- 2) VM sets up all regiments (*errata: VM regiment 138 is in every scenario set up within 1 hex of Hoa Binh, not 2 hexes*), Pathet Lao and any Destroyed road markers and Trenches. If it says "div" in the setup then 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 certain hex can be set up in different hexes. Place the remaining Pathet Laos in the Tieu Doan/Pathet Lao Box 2. Then set up all Tieu Doans, each one on any mobilization center in Vietnam. Only one per center. The VM player may now let each Tieu Doan stay at its center or move it to a new hex, 1 or 2 hexes away from its center (*it must move if the mobilization center is FEF-occupied*). It may be placed 2 hexes away even if the hex in between is FEF-occupied. Tieu Doans that can't find a hex are placed in the Tieu Doan/Pathet Lao Box 1.  
  
Place the rest of the VM units on the Turn track according to the Reinforcement chart. The game turn entry number on the units will also correspond with a number on the Turn track. 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.
- 3) FEF player sets up the GCMA within the Highlands, each one within 2 hexes of a FEF friendly community in the Highlands. Only one GCMA per community.
- 4) Place a Delta marker on each community in the Delta which is VM friendly. Do the same with the Highlands markers for the highland communities.

When setting up the scenario, “(-1)” or “(-2)” means that the unit, or any unit within the division, has previously lost 1 or 2 steps (*VM players choice*). Hexes with circles and numbers in them are setup hexes for some scenarios.

#### Set the...

- a) *FEF RP* marker on "0" on the *French replacement points track* and the *FEF mentioned marker* on "0" on the same track (*if you use the optional rule*) and the *FEF OP* marker on "0" on the *French operation points track*.

Set the *VM RP* marker on "0" on the *Viet Minh replacement points track* and the *VM mentioned marker* on "0" on the same track (*if you use the optional rule*) and the *VM OP* marker on "0" on the *Viet Minh operation points track*.

- b) *FEF Air transport* marker on the *French Air transport track* and the *VM truck transport* marker on the *Viet Minh Truck transport track*. Both according to scenario.
- c) *Victory point markers* on the *Victory points track* according to the *VP level* of the scenario (*the VP level is written on the side of the Victory point scale*). Set the *VM regiment step loss* marker on "0" on the *Viet Minh regiment step loss track*.
- d) *Month* marker on the *Turn track* according to scenario (*find the starting month, the name of the scenario on the Turn track*) and the *Phase* marker on *Replace/Reinforce* on the *Phase track*.

#### The scenarios are...

***Cao Bang, the disaster at RC4:*** The French reoccupied the Chinese border area in 1947 in the hope of strangling the Viet Minh's home area. Soon the French realised that garrisons were unable to do much. Supply convoys started driving up from *Lang Son* up to *Cao Bang* supplying the garrisons along the *Route Coloniale 4*, the *RC4*. The communists took power in China in 1949. Viet Minh suddenly had a very powerful friend indeed who started to supply and train the Viet Minh troops and upgrade them into regiments and divisions. The stage was set in late 1950 for the disaster at *RC4*.

***Hanoi, the fight for the delta:*** The French were struck by panic after their defeat at *RC4* and were talking about evacuating the delta. Paris sent them a new commander, *de Lattre*, who would have no such nonsense. He reinvigorated the troops and built a defensive line around the delta. The Viet Minh commander *Giap*, flushed by victory, decided to go for *Hanoi* and get it done with. He failed to realize, though, that chasing French soldiers lost in the jungle was not the same thing as facing them in the open, supported by tanks, artillery and airforce and with their backs to the wall. It was the fight for the delta.

***Hoa Binh, the empire strikes back:*** *Giap* tried three times to push into the delta and almost succeeded, but French might and flexibility turned them back each time. Viet Minh losses were horrendous and it nearly cost *Giap* his job. While *Giap* retreated into the hinterland, the *Viet Bac*, and learned his lessons, *de Lattre* took the opportunity in late 1951 to advance and reoccupy *Hoa Binh*. It was an important center for some minority people and could be reached by boat along the *Black river* as well as by road. *Hoa Binh* lay amidst mountains and forest which suited Viet Minh perfectly so *Giap* decided to pay the French troops there with a visit. Because when the empire strikes back the Viet Minh will respond.

***Plaine des Jarres, the invasion of the highlands:*** The French decided to pull out from *Hoa Binh*, which showed that they were unable to keep a supply route outside the delta. Having *Hoa Binh* but being unable to strike at the delta *Giap* turned westwards instead. In 1952 his division left the *Red river* to invade the highlands. The French responded by fortifying *Na San* and invading "little Mesopotamia", the area between the *Red* and *Clear river*, to force *Giap* to turn back. Being a cool cat he didn't and the French had to call it off. *Giap* failed to take *Na San* and decided in early 1953 to continue into Laos. To protect the royal capital *Luang Prabang* the French quickly airdropped several units on an open plain east of the city and the battle of *Plaine des Jarres* commenced, where the invasion of the highlands was to be stopped.

***Dien Bien Phu, the final showdown:*** *Giap* left Laos and his boss, *Ho Chi Minh*, were now pondering on what options there were left. Meanwhile the French saw that Viet Minh had great troubles with the French concept of a fortified base around an airstrip garrisoned by crack troops supported with artillery and airforce. These bases could therefore function as safe havens for anti Viet Minh guerrilla units which could roll back Viet Minh presence in the countryside. The best place for another base like this was the valley of *Dien Bien Phu*. In late 1953 para units occupied it and a large base was built and it was garrisoned by the best units France could muster. *Giap* saw this and knew they were trapped if he took out that airstrip. He understood that if *Dien Bien Phu* would fall and all those elite units were killed then France would loose the will to fight. He also understood that if he committed most of his entire battle force and it was wasted in front of those trenches he could well lose the war. It was indeed time for the final showdown.

***Na San, training scenario:*** a short scenario to help familiarize you with the basic structure of the game.

**EXAMPLE OF PLAY**

You will see an example of an overrun (*rule 6.4*) during an *Operation phase*. Two FEF units intend to overrun two VM units. The two FEF units must start and stick together until the overrun is done. When moving together, all units in the stack pay the same movement cost as the one which 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) They move down to *Hung Yen* which cost them 1 MP (*movement point*) since there is a road leading there. Without the road they would have had to pay +1 MP for the minor river, but not for the major river since they are moving along it.



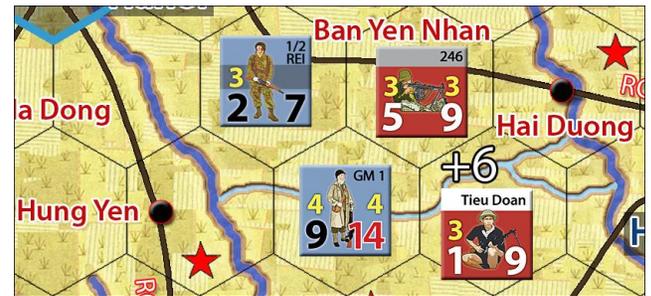
- 2) Facing the VM units they intend to overrun, they pay the movement cost they would have to pay if they entered the hex where the VM units are. This is 2 MP which is the cost for motorized units in clear terrain. They both pay this since they are conducting the overrun together. They don't have to pay for the minor river since they would move along it, but they have to pay an extra 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.



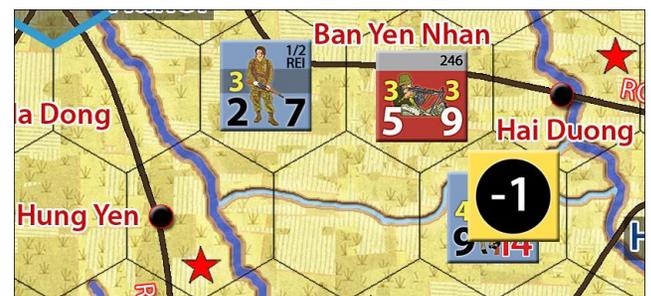
- 3) Odds are 2-1 with a +1 combat die roll modifier because FEF has one better in *Morale value* (*1/2 REI leads the attack*). The combat die roll result is 8 which becomes 9. The result is an Ex (*exchange*). 246 rgt decides to retreat instead of taking a step loss. *1/2 REI* can't do that and takes a loss. Both sides roll whether they become DG (*disorganized*). Both sides manage to stay sane. Both FEF units advance into the defender's hex.



- 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 stand and fight. 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 actual overrun. This is not a problem since *GM 1* has 14 in *Movement value* and has only spent 5 MP so far. 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 coming overrun and it decides to move one hex.



- 5) Odds are 9-1 which becomes 5-1 but with a +1 die roll modifier for having odds better than 5-1. FEF receives another +1 modifier for having one better in *Morale value*. The *Tieu Doan* 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 against "4" or higher the *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* (*errata: An ambush may not be done if the Tieu Doan has retreated before combat during the same operation point, rule 6.5. My mistake*). *GM 1* advances into the hex and decides to stay there although it has 3 MP left to spend.



## DESIGNER'S NOTES

Several years ago I had the chance to get my first game published with the French wargame magazine *VaeVictis*. It was a game about the French Indochina war and it was called *Tonkin*. It was a fine game although it unfortunately had some faults. Several years later I asked Randy Lein at Legion Wargames if he would like to publish a new version of *Tonkin* and he was very enthusiastic about the idea. This time I wanted to do it right. I kept the topic and the general system but that is all. In front of you, you have a game which is so different from the original *Tonkin* that it is really a different game all together.

*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 occupying those hexes. You must find a fine 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 a fight 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 some unique transport capabilities, but they were bound to roads and generally 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 in the rules for 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 the 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

Players will quickly realize that the *Viet Minh* and the French are completely different war machines.

### Playing the Viet Minh

*They move much faster* 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, and the anti aircraft unit will make it difficult for the French to airdrop and airstrike. The *Tieu Doans* can function as step replacements for the regiments. If you need them as replacements, stack some 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 and other difficult terrain.

*Learn from general Giap.* In a battle, fight until you win if you know you will win and if it is important. If not, refuse combat. If FEF is stronger, retreat and save yourself. If you fight, always ambush. This will drain the FEF. Attack weak single French units, you will usually force the FEF unit to retreat (*so not to become eliminated*) which will give you a replacement point. 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 often 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 FEF will only lose a VP if the unit is eliminated, not just flipped. Attack when your odds are good and the prize makes it worthwhile. Attack also 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 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 because the French gets a lucky airstrike.

## Playing the French

***They are weak but they get stronger.*** They fight a war on a shoestring during the early years but eventually, high quality units, supported with tanks, air force and artillery will make anyone who ventures out into the open very unhappy. They have a strong position in the delta with all those rivers and trenches. The paras are a very powerful tool. They can drop anywhere on the map where there is open or rough terrain. 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 paras 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 their 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 won't afford using them as replacements. Do this especially around Thai Binh in order to deny VM that extra replacement point. You have more reinforcements and replacement points coming in every game turn and therefore are 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 as long as possible an air transport and paras on an airstrip so that VM never feels secure.

***Reinforcements are tricky.*** For the French it means 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 can do in the short run but if you do it every game turn then you will have no more army.

***Zone of Control is basically non-existent.*** It will not cut supply and French units do not have ZoC into forest and mountains. Units that are DG don't have any ZoC at all. Don't forget this. Beware of becoming out of supply. You will only have one *Movement phase* before you will be struck by attrition. This is more a problem for FEF than for the VM. FEF units do not enjoy the availability of supply and speed of movement as VM units do. Beware also of losing your spending SD before the end of the *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 a supply dump will give you a negative die roll modifier. At the start of the *Operation phase*, why would you not spend an SD? Well, the VM may move an SD to where it might be most welcome. FEF does not get this option but does have the privilege of being able to skip the whole *Operation phase* in case VM does not spend an SD. If both players do not spend one then the phase is skipped which usually favors the FEF.

***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 their supply and replacements. The *Cao Bang* and *Hoa Binh* scenarios are just three months long. The longer ones had long pauses in the middle, historically.

***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 the *Attrition phase* to sort it out. See to it that you have some good stacks ready because overrun is the only option you have left to retake that *VP hex* you lost.

***For the sake of speed,*** try not to spend more than one minute per operation point. That 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 be no more than 45 minutes. If you do this then you will be able to play any scenario during one session.

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Eliminated box ( <i>rules 2.2, 2.6, 6.13</i> )	6, 7, 14	Stacking ( <i>rule 1.5</i> )	3
End of Game sequence ( <i>rule 8.0</i> )	16	Supply centers, FEF ( <i>rules 1.6, 2.5, 2.6, 2.7</i> )	3, 7
Engineer unit ( <i>rule 4.5</i> )	10	Supply centers, FEF ( <i>rules 3.4, 6.3, 7.3</i> )	8, 11, 15
Example of play	19	Supply centers, VM ( <i>rules 1.6, 2.1, 2.2, 7.2</i> )	3, 5, 6, 15
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GCMA ( <i>rules 1.2, 4.3, 6.5</i> )	2, 10, 12,	Supply, VM ( <i>rule 7.2</i> )	15
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HQ, FEF ( <i>rules 1.2, 2.6, 3.4, 6.4, 6.6, 6.8</i> )	2, 7, 8, 12, 13	Tieu D. Pathet L. box ( <i>rules 2.1, 2.4, 6.13, 9.0</i> )	5, 6, 14, 17
HQ, VM ( <i>rules 1.2, 1.9, 2.2, 6.4, 6.6</i> )	2, 5, 6, 12	Tieu Doan ( <i>rules 1.2, 3.8, 6.5, 7.2, 9.0</i> )	2, 9, 12, 15, 17
HQ, VM ( <i>rules 6.8, 7.2</i> )	13, 15	Tieu Doan as regiment repl. ( <i>rule 2.3</i> )	6
Heroes ( <i>rule 6.16</i> )	15	Tieu Doan, mobilization ( <i>rule 2.4</i> )	6
Highlands ( <i>rules 1.6, 1.9, 2.5, 3.8, 7.3</i> )	4, 5, 7, 9, 15	Tonkin - Vietnam ( <i>Intr</i> )	1
Lao units ( <i>rules 1.2, 2.5, 3.8, 7.3, 9.0</i> )	2, 7, 9, 16, 17	Towns ( <i>rule 1.6</i> )	3
Large force boxes ( <i>rule 1.6</i> )	4	Tracing ( <i>rule 1.4</i> )	3
Map features ( <i>rule 1.6</i> )	3 - 4	Transports ( <i>rule 3.3</i> )	8
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Movement ( <i>rules 1.2, 3.1, 3.8</i> )	2, 7 - 8	Turn track ( <i>rules 1.10, 2.1, 2.2, 2.5, 2.6, 2.7</i> )	5, 6, 7
Navy ( <i>rule 6.6</i> )	12	Turn track ( <i>rule 9.0</i> )	16 - 18
Operation points, options ( <i>rule 6.3</i> )	11	Units ( <i>rules 1.2, 9.0</i> )	2, 17
Operation points, receiving ( <i>rule 6.1</i> )	10	Victory points - VP ( <i>rule 1.9</i> )	4 - 5
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Overrun ( <i>rule 6.4</i> )	11 - 12	VM - Viet Minh ( <i>Intr, rules 1.2, 9.0</i> )	1, 2, 17
		VP hexes ( <i>rules 1.6, 1.9, 2.4</i> )	4, 6
		VP level ( <i>rules 1.9, 2.1</i> )	4, 5
		Withdrawals, FEF ( <i>rule 2.7</i> )	7
		Zone of Control - ZoC ( <i>rules 1.3, 1.8, 3.2, 3.5</i> )	3, 4, 8, 9

**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 (rule 9.0-2). 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 withdraws units (rule 2.6).
7. FEF decides on mix of SD and replacement points (rule 2.6). Units may receive replacements.

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

8. VM may move all VM units (rules 3.1, 3.8, 4.5, 6.14, 7.5). Units may 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, 4.1, 4.3, 6.14, 7.5). Units may double move (rule 3.2) use transports (rules 3.3 - 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 (rule 5.0).

**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 (rule 4.5).
  - 2) Exchange an SD for 3 trench markers.
  - 3) Move a stack of units (see number 8 above).
  - 4) Destroy roads (rule 6.7).

If an SD was spent then you may also choose to

- 5) Barrage with artillery (rule 6.6)
- 6) Attack with troops (rules 6.4, 6.7 - 6.15).

After the point/points are spent then it is FEF's turn.

13. FEF 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 (rule 4.5).
  - 2) Exchange an SD for 3 trench markers.
  - 3) Move a stack of units (see number 8 above).
  - 4) Barrage with airstrike/Navy (rule 6.6)
  - 5) Destroy roads (rule 6.7).

If an SD was spent then you may also choose to

- 6) Barrage with artillery (rule 6.6)
- 7) Attack with troops (rules 6.4, 6.7 - 6.15).

After the point/points are spent then it is VM's turn. VM and FEF take turns to spend operation points until both sides have spent ten 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 then it is marked with an *OoS marker* (rule 7.5).
15. Reset the *Phase marker*, the *VM truck transport marker*, the *FEF air transport marker* and move the *Month marker* and start at number 1 again (rule 1.10) **or**

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

16. If it is the last game turn then conduct the *End of the game sequence* instead (rule 8.0).

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