

# American Army, Vietnam War (1965)

<u>Quantity</u>	<u>Troops</u>	<u>Arm</u>	<u>Move</u>	<u>Attacks</u>	<u>Hits</u>	<u>Save</u>	<u>Cost</u>	<u>Notes</u>
1	CO (CV9)	Command	60	3/30	6	6	90 [90]	
3	HQ (CV8)	Command	40	2/30	4	6	45 [135]	
1	FAO (CV8)	Command	30	-	4	6	45 [45]	
1	FAC (CV7)	Command	30	-	4	6	30 [30]	
2	Rece Unit (Scouts)	Rece	10	2/30*	6	-	35 [70]	
12	Infantry Unit (US Conscripts)	Infantry	10	3/30*	6	-	30 [360]	#1
4	Infantry Unit (Special Forces)	Infantry	10	4/30*	6	-	60 [240]	#2
2	Infantry Upgrade (M72 LAW)	Upgrade	-	4/20H	-	-	20 [40]	
1	Support Unit (Mortar, 81mm)	Infantry	10	3/120*	5	-	40 [40]	
1	Tank Unit (M48 Patton, 90mm)	Armour	20	4/100	5	4	110 [110]	IR
2	Artillery Unit (155mm)	Artillery	-	4	2	-	60 [120]	
1	Attack Helicopter (UH-1 Cobra)	Aircraft	-	4/50	3	5	70 [70]	
2	Aircraft Unit (F-4 Phantom II)	Aircraft	-	8	3	4	165 [330]	
3	Transport Unit (M113)	Transport	25	2/50*	4	6	40 [120]	#3 A
3	Transport Unit (Helicopter, UH-1 Iroquois)	Transport	-	2/50*	3	6	40 [120]	#4

\* No hits vs hard targets, # No hits vs soft targets, H: Howitzer, R: Restricted, O: Open, S: Stabilised, SL: Search Lights, IR: Infra-Red, TI: Thermal Imaging, A: Amphibious

## Tactical Doctrine

- Normal tactical doctrine (20cm initiative distance)

## Special Rules

- Full air superiority
- Counter-battery capability
- Accurate Fire-Support: Deduct one die when making a deviation roll for artillery and air support
- Danger Close: All your aircraft are available for two strikes each once during the game subject to a command roll from the CO
- FAO may request any number of artillery units without the -1 modifier
- Fire Support: Any command unit can request artillery or air support using the command value of the FAO/FAC
- Fire Support: Any infantry unit can request artillery or air support using the command value of the FAO/FAC, but with a -1 penalty
- Beehive: On-table artillery units under assault may fire double attacks and count the target as in the open (105-203mm)
- Fire-Fight: US Conscripts must use their initiative to fire at the enemy
- Reluctant: US Conscripts may only assault units that are suppressed
- RPG Screen: Increase cover by one category against RPG attacks when inside a perimeter defence from 1966
- May use booby traps when in defence
- Until 1965, the US involvement in Vietnam was to support the ARVN
- Infantry Battalion: HQ, Recce, MG, RR, Heavy Mortar, 4 Companies each Mortar, 3 Platoons of 3 Squads plus transport
- USMC Battalion: HQ, Recce, RR, Heavy Mortar, 4 Companies each MG, Mortar, 3 Platoons of 3 Squads
- Tank Battalion: HQ, Recce, 3 Companies each 3 Platoons of 3 tanks
- ANZAC Battalion: HQ, Recce, RR, Mortar, 4 Companies each MG, 3 Platoons of 3 Squads
- ANZACs used M113, M113 FSV, M125, Centurion and UH-1, plus had full American artillery and air support

### Note 1. Infantry Unit (US Conscripts)

- Conscript: May not use initiative to assault the enemy

### Note 2. Infantry Unit (Special Forces)

- Elite: No command penalty for assaulting the enemy and +1 attack in close assault
- Recce ability

### Note 3. Transport Unit (M113)

- Air-portable

### Note 4. Transport Unit (Helicopter, UH-1 Iroquois)

- Carrying capacity of 2 spaces
- All-round field-of-fire due to the positioning of the weapon systems

## Summary

- Breakpoint 11
- 1920 points spent of 2000 points available (2000 points selected)
- Deduct 80 from your casualty points at the end of the game

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