

American Army, Vietnam War (1966)

<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	90	3/45	6	6	90 [90]	
2	HQ (CV8)	Command	60	2/45	4	6	45 [90]	
1	Recce Unit (Scouts)	Recce	15	2/45*	6	-	35 [35]	
9	Infantry Unit (US Conscripts)	Infantry	15	3/45*	6	-	30 [270]	#1
3	Infantry Unit (Special Forces)	Infantry	15	4/45*	6	-	60 [180]	#2
1	Infantry Upgrade (M20 Bazooka)	Upgrade	-	3/30H	-	-	15 [15]	
1	Infantry Upgrade (M72 LAW)	Upgrade	-	4/30H	-	-	20 [20]	
1	Support Unit (Mortar, 81mm)	Infantry	15	3/180*	5	-	40 [40]	
2	IFV Unit (M113 ACAV)	IFV	38	4/75*	4	6	60 [120]	#3 A
2	Tank Unit (M48 Patton, 90mm)	Armour	30	4/150	5	4	110 [220]	IR

* 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. IFV Unit (M113 ACAV)

- Air-portable

Summary

- Breakpoint 9
- 1080 points spent of 1100 points available (1000 points selected)
- Add 80 to your casualty points at the end of the game

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