

# Viet Cong Army, Vietnam War (1964)

<b>Quantity</b>	<b>Troops</b>	<b>Arm</b>	<b>Move</b>	<b>Attacks</b>	<b>Hits</b>	<b>Save</b>	<b>Cost</b>	<b>Notes</b>
1	CO (CV9)	Command	60	3/30	6	6	90 [90]	
2	HQ (CV8)	Command	40	2/30	4	6	45 [90]	
1	Recce Unit (Local Guerrillas)	Recce	10	1/30*	6	-	30 [30]	
9	Infantry Unit (Regional Guerrillas)	Infantry	10	2/30*	6	-	25 [225]	
3	Infantry Unit (Regulars)	Infantry	10	3/30*	6	-	30 [90]	
1	Support Unit (HMG)	Infantry	10	4/60*	5	-	50 [50]	
1	Support Unit (RR, 57mm)	Infantry	10	3/30H	5	-	40 [40]	
1	Support Unit (Mortar, 82mm)	Infantry	10	3/120*	5	-	40 [40]	
1	Support Unit (Mortar, 120mm)	Infantry	10	4/200*	4	-	70 [70]	#1

\* 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

- Guerilla tactical doctrine (30cm initiative distance)

## Special Rules

- No counter-battery capability
- No air superiority
- Stubborn: Troops on foot may fall-back up to 15cm without being knocked-out
- Tank Fright: Troops on foot -1 attack when assaulted by APCs or tanks prior to 1964
- Night Fighting: No command penalty for fighting at night
- VC Battalion: HQ, Recce, Sniper, Sapper, MG, Mortar, RR, AA, 3 Companies each 3 Platoons of 3 Squads

## Assets

- 3 x Ambush (150 points)
- 4 x Booby Trap AP (100 points)
- 1 x Booby Trap AT (50 points)

## Note 1. Support Unit (Mortar, 120mm)

- Slow Moving: May only carry out one move action per turn

## Summary

- Breakpoint 7
- 1025 points spent of 1000 points available (1000 points selected)
- Add 25 to your casualty points at the end of the game