

Viet Cong Army, Vietnam War (1966)

Quantity	Troops	Arm	Move	Attacks	Hits	Save	Cost	Notes
1	CO (CV9)	Command	60	3/30	6	6	90 [90]	
9	Infantry Unit (Regulars)	Infantry	10	3/30*	6	-	30 [270]	
3	Infantry Upgrade (RPG-2)	Upgrade	-	3/20H	-	-	15 [45]	
1	Support Unit (HMG)	Infantry	10	4/60*	5	-	50 [50]	
2	Artillery Unit (120mm Mortar)	Artillery	-	4	3	-	60 [120]	

* 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

- 2 x Ambush (100 points)
- 3 x Booby Trap AP (75 points)
- 1 x Booby Trap AT (50 points)
- 6 x Artillery HE (60 points)

Field Defences

- 3 x Trench section (15 points)
- 1 x Minefield, unmarked (30 points)

Summary

- Breakpoint 4
- 905 points spent of 900 points available (1000 points selected)
- Deduct 95 from your casualty points at the end of the game