

# Viet Cong Army, Vietnam War (1967)

<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]	
1	HQ (CV8)	Command	40	2/30	4	6	45 [45]	
1	Recce Unit (Local Guerrillas)	Recce	10	1/30*	6	-	30 [30]	
9	Infantry Unit (Regional Guerrillas)	Infantry	10	2/30*	6	-	25 [225]	
9	Infantry Unit (Regulars)	Infantry	10	3/30*	6	-	30 [270]	
3	Infantry Upgrade (RPG-2)	Upgrade	-	3/20H	-	-	15 [45]	
1	Support Unit (RR, 75mm)	Infantry	10	3/40H	5	-	40 [40]	#1
1	Support Unit (Mortar, 82mm)	Infantry	10	3/120*	5	-	40 [40]	
1	Artillery Unit (RL, Single Launcher)	Artillery	-	4	3	-	40 [40]	

\* 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)
- 2 x Booby Trap AP (50 points)
- 3 x Artillery HE (30 points)

## Note 1. Support Unit (RR, 75mm)

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

## Summary

- Breakpoint 10
- 1005 points spent of 1000 points available (1000 points selected)
- Add 5 to your casualty points at the end of the game