

Viet Cong Army, Vietnam War (1968)

<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 (Local Guerrillas)	Recce	15	1/45*	6	-	30 [30]	
6	Infantry Unit (Regional Guerrillas)	Infantry	15	2/45*	6	-	25 [150]	
5	Infantry Unit (Regulars)	Infantry	15	3/45*	6	-	30 [150]	
2	Infantry Upgrade (RPG-2)	Upgrade	-	3/30H	-	-	15 [30]	
1	Sniper Team (Sniper)	Infantry	45	1/75*	1	-	25 [25]	
1	Support Unit (HMG)	Infantry	15	4/90*	5	-	50 [50]	

* 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)
- 3 x Booby Trap AT (150 points)

Summary

- Breakpoint 5
- 1015 points spent of 1000 points available (1000 points selected)
- Add 15 to your casualty points at the end of the game