



A Scenario for The Operational Art Of War III

VIETNAM COMBAT OPERATIONS

VOLUME 1: DEFENSE CAMPAIGN

Emergency in South Vietnam

8 MARCH 1965 TO 31 JULY 1965



SCENARIO MANUAL



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(Version 11.08)

1.0 SCENARIO DATAS:

1.1 Scenario Parameters:

Map Scale: 4km per hexagon (5km in editor)
Map Size: 250 x 178 (1000km x 712km)
Unit size: company/battalion
Units in theater: 773
Turn length: Full week
Number of turns: 21
Weather zones: 2

1.2 Unit Color Code:

United States Army:



United States Air Force:



United States Navy:



United States Marine Corps:



Australia:



New Zealand:



Republic of Korea:



Royal Thai Army:



Philippines:



Special Forces:



Republic of Vietnam:



People's Army of Vietnam:



Viet Cong Regulars:



Viet Cong Main Force:



Viet Cong Local Force:



2.0 SCENARIO BRIEFING & OPTIONS:

This volume is the first in a planned series of 24 scenarios trying to recreate in detail the various campaigns of the Vietnam War between 8 March 1965 (the landing of the first two US ground battalions) and 30 April 1975 (The Fall of Saigon). It has been designed to be played as the MACV/RVNAF/FWA player vs the PO only. It is short (21 turns), has a reasonable amount of units in play and is a good introduction to the series. The human player will earn VPs by capturing objective flags on map but also by fulfilling a number of missions during the game (for example by conducting combat operations, securing certain areas, establishing bases and CIDG camps etc...). A chronology of events has been included in this manual, it serves both as a guideline for the player and to explain the missions the player will have to conduct to earn VPs.

2.1 What's new in Volume 1:

- Corrected a missing river connection at Chau Doc.
- Mission VPs are now received when the operation is initiated, not terminated.
- Updated abbreviations and glossary

2.2 Recommended Game Options:

Advanced Rules:

- Command & Control: **ON**
- Scenario Variability: **OFF**
- Fog of War: **ON**
- Environment: **ON**
- Active Disengagement: **OFF** (1)
- Air Staff Assistant: **OFF**
- No Borders: **ON** (2)
- High Supply: **OFF**

(1) This is to simulate the high fluidity of the Vietnam battlefield and the frustrating ability of the VC/NVA to easily disengage.

(2) See In Game Options

In Game Options:

To reinforce Fog of War, I highly recommend turning **Possession view** and **Supply view** to **invisible** in the Control Panel at the start of Game Turn 1.

3.0 HOUSE RULES:

I've tried to limit the number of house rules to a minimum but some are necessary to give more realism to the game:

3.1 Air rules:

-**No** MACV/RVNAF/FWA air units can be placed on **Air Superiority** or **Interdiction** missions (Air Superiority is useless as there is no PAVN/PLAF air units and the only interdiction campaign of the War occurred over the Ho Chi Minh Trail which is outside the scope of the game)

-**No more than 10%** (rounded down to a minimum of 1) of MACV/RVNAF/FWA air units can be placed on **Combat Support** mission on any given turn, all other air units can be used in direct support only. Also, **no B-52 units can ever be placed on Combat Support**, they must be used in direct strikes (Arc Light raids) or direct support for ground combat.

-To better simulate the adverse effects of Monsoon weather, the MACV/RVNAF/FWA player will suffer from a **75% air shock** penalty during Monsoon turns.

3.2 Airlift and Airmobile rules:

Due to the extensive use of air and helicopter transport during the War I had to make a number of counter modifications to give new or previously ground-bound units an airlift and/or airmobile capability (See Units Notes & Modifications for a detailed list of mods).

The following unit type can now use air transport:

- US Airmobile Infantry
- US Airmobile Cavalry
- US Airmobile Artillery
- US Airmobile Engineer
- US & ARVN Marine Infantry
- US Marine Recon
- BDQ (ARVN Rangers)

The following unit type can now use airmobile transport:

- US, ARVN & ROK Marine Infantry
- US Marine Recon
- BDQ (ARVN Rangers)
- CIDG (Civilian Irregular Defense Group)
- RF (Regional Forces)
- BDR (ARVN Border Rangers)

Note: **These are in addition to previously eligible unit types.**

All modified HQ icons retain of course both airlift and airmobile capacity.

Important rule: All **non-airborne** units that can use air transport can only do so from one friendly airfield/airport to another, they can never be airdropped (the only exception to this are the US Marine Force Recon units and Special Forces, who were trained for parachute insertions).

3.3 Airborne rules:

Only the following unit types are considered airborne-capable in this game:

- Airborne and Parachute Infantry (1)
- Special Forces (2)

(1)HQs are **not** considered airborne-capable in this scenario (even HQs of an airborne formation like the 173d Airborne Brigade or the ARVN Airborne Division).

(2)This apply only to units with the SF symbol (crossed arrows), not to all units of the 5th SFGA (CIDG units for

example can't be air-dropped)

Important rule: Airborne units can be dropped on any type of hex **except Mountains**.

-For more realism, you might want to restrict airborne operations in Volume 3 to South Vietnamese and Special Forces only (Historically, the US conducted only one major airborne assault during the War in February 1967 using a battalion of the 173d Airborne Brigade).

3.4 Borders:

The MACV/RVNAF/FWA player can never enter or attack (even with air or artillery) an hex located in the DMZ(1), Democratic Republic of (North) Vietnam, Laos and Cambodia. ZOCs can extend into such hexes, however. I could have enforced this rule with the event editor but I chose to rely on the player's good faith instead, only the PAVN VP hexes located outside SVN and the DMZ are "protected" (see section 5.0)

(1) The DMZ is the strip of land between North and South Vietnam extending from 104,10 to 88,13

3.5 Air Units Basing:

TOAW has only one type of airfield which is a pain to represent all the different kinds of air facilities that existed in Vietnam, from the remote dirt strips used to resupply isolated camps to the multi-runways jet-capable airbases along the coast, and there is no way to prevent the player to base his air units wherever he feels like, yet, for a more closer description of reality you might want to follow these simple guidelines:

As a general rule, air units at start or entering as reinforcements appear on the historical bases from where they operated during the War and players should leave them there. If you still wish to move them, you should try to restrict jet units to Airports only (marked as **AP** on the map).

Similarly, air units appearing in off-map boxes should remain there and not be re-based in South Vietnam.

3.6 Helicopters of the Special Landing Force:

The 7th Fleet's Assault Ready Group/Special Landing Force was a combined USN/USMC formation capable of striking along the length of the South Vietnamese coast and far inland. The Marine component consisted of an embarked medium helicopter squadron (HMM) and an infantry battalion landing team (BLT). To represent the embarked helicopter squadron I used a modified air unit symbol (see Units Modifications):

-The ARG/SLF helicopters cannot be used for any type of air missions, but only to provide airmobile transport to friendly units within range.

-They can be based only at the following locations: Okinawa (173,16), The SLF holding box (147,27) or aboard the ARG (Task Group 76.5).

3.7 ARVN Divisions activation:

According to the allied combined plans for the early years of the war, US units were supposed to conduct offensive operations against major enemy units and base areas while ARVN divisions were, for the most part, confined to pacification duties. To reflect this, ARVN infantry divisions (Su Doan) and regiments (Trung Doan) are on garrison

status during most of the game but will sometimes be activated for offensive operations. The player will be warned of any changes in ARVN formation orders in the recent news window. This does not apply to ARVN airborne, marines and to corps formations, which are always activated, and to regional forces, which are always on garrison status. The following table shows turns during which ARVN formations are activated:

Unit	Game turns available
Su Doan 1	-
Su Doan 2	9
Su Doan 5	11-18
Su Doan 7	-
Su Doan 9	-
Su Doan 10	-
Su Doan 21	4-7
Su Doan 22	12-14, 20+
Su Doan 23	-
Su Doan 25	-
Trung Doan 48	16-20
Trung Doan 51	21+

4.0 VICTORY POINTS:

The MACV/RVNAF/FWA player will earn victory points in several ways during the game:

4.1 On-map Victory Points:

There are two types of VPs on map, sanctuary VPs and Population VPs. Sanctuary VPs are located outside South Vietnam and represent PAVN/PLAF base areas in NVN, Laos or Cambodia. They are off-limits for the human player and trying to capture them will automatically end the game with a victory for the PO. Population VPs are the objective hexes located within the border of South Vietnam and represent the population of each province of the country. Each points roughly equals 10,000 people and there are 1800 such VPs (for a total south vietnamese population of 18 million people). At the start of game, the South Vietnamese government controls 1094 of these VPs (or 10,940,000 people) while the Viet Cong controls 706 of them (or 7,060,000 people).

(For those of you familiar with it, these numbers come from the venerable *Vietnam 1965-75* by Victory Games)

4.2 Mission Victory Points:

Each mission that the human player fulfills will earn him victory points, the exact number will appear in the Recent News panel.

4.3 Victory Points for destroyed enemy HQs:

Each destroyed enemy HQs will earn the human player VPs as follows:

- Theater HQ (Region 5 and COSVN): 30 VPs
- PAVN Front HQ: 20 VPs
- VC Military Region HQ: 10 VPs
- Divisional HQ: 5 VPs

4.4 Programmed Opponent Victory Points:

The PO will receive additional VPs as follow:

- 10 permanent VPs for each CIDG camp captured
- For each Provincial Capital, Autonomous Municipality and Saigon (marked in BOLD on map) captured, the PO will

receive a number of permanent VPs equal to three times the objective value marked on map, even if the objective is subsequently recaptured by the MACV/RVNAF/FWA player.

- 10 VPs for each South Vietnamese divisional HQ destroyed
- 20 VPs for each US divisional HQ destroyed
- 30 VPs for each South Vietnamese Corps HQ destroyed
- 50 VPs for each US Corps HQ destroyed

4.5 Automatic Victory:

-If the MACV/RVNAF/FWA player captures an objective hex located in NVN, Laos or Cambodia, the game will end immediately with a PAVN/PLAF victory.

-If the COMUSMACV or JGS HQs (both located in 89,183) are destroyed the game will end immediately with a PAVN/PLAF victory.

5.0 HISTORICAL BACKGROUND:

As 1965 began the Viet Cong had entered a new phase of their insurgency against the South Vietnamese government. The Communists departed from their usual hit and run guerrilla tactics and engaged the armed forces of the Republic of Vietnam (RVNAF) near the village of Binh Gia, 40 miles east of Saigon, in a pitched battle which lasted from 28 December 1964 until 1 January 1965. During the struggle for Binh Gia, two regiments from the 9th VC Division ambushed and virtually destroyed two battalions of South Vietnamese troops, including the 4th Battalion, Vietnamese Marine Corps, and inflicted heavy casualties on relieving armored and mechanized forces. According to General Westmoreland, Commander, US Military Assistance Command, Vietnam, Binh Gia marked the start of the final Communist offensive, "it meant the beginning of an intensive military challenge which the Vietnamese government could not meet with its own resources".

On 7 February 1965, the Viet Cong attacked the US compound at Pleiku in the Central Highlands, a provocation that altered the entire course of the war. In the early morning of the 7th, the Viet Cong attacking force laid down a mortar barrage on the advisors' quarters and airfield, killing 9 Americans, wounding 128 others, and damaging or destroying 18 aircraft. At the urging of the Joint Chiefs of Staff and with the concurrence of Ambassador Taylor, President Lyndon B. Johnson ordered retaliatory air strikes against North Vietnam. Addressing the nation later that day, the President announced the withdrawal of U.S. dependents from Vietnam and warned that the United States might take further actions. He declared: "I have ordered the deployment to South Vietnam of a HAWK air defense battalion. Other reinforcements, in units and individuals, may follow".

Although chances of air retaliation by the small North Vietnamese Air Force were slim, the U.S. Government considered that the deployment of the HAWK missiles in conjunction with the air strike, code named FLAMING DART, on 7 February, would convince Hanoi of American determination to support South Vietnam. The Communists, nevertheless, continued attacks against U.S. installations. On 10 February, the Viet Cong destroyed a U.S. enlisted billet in the coastal city of Qui Nhon, killing 23 U.S. soldiers and wounding 22 others. Once more, President Johnson, on the recommendation of the Joint Chiefs, ordered U.S. aircraft to bomb the north in retaliation. On 11 February, more than 100 Navy carrier planes struck at military targets in North Vietnam.

Following the Qui Nhon attack, on 11 February the Joints Chiefs of Staff forwarded to the Secretary of Defense a program of reprisal actions to be taken against Communist provocations. The chiefs observed that the retaliatory air raids against North Vietnam had not achieved the intended effect. They recommended in its place a "sustained pressure" campaign to include continuing air strikes against selected targets in North Vietnam, naval bombardment, covert operations, intelligence patrols and cross-border operations in Laos, and the landing of American troops in South Vietnam. On 13 February, President Johnson approved a "limited and measured" air campaign against North Vietnam, which took the code name ROLLING THUNDER. The ROLLING THUNDER campaign was delayed until 2 March because of a combination of bad weather and the instability of the South Vietnamese political situation.

Confronted with both a deteriorating political and military situation, General Westmoreland directed his deputy, Lieutenant General John L. Throckmorton, to determine what American ground forces were needed for base security. After completing his survey, Throckmorton recommended the deployment of a three-battalion Marine expeditionary brigade to Da Nang because of the vital importance of the base for any air campaign against the north and "the questionable capability of the Vietnamese to protect the base".

On 22 February, General Westmoreland forwarded this request to Admiral Sharp who in turn informed the JCS that he agreed with Westmoreland's assessment of the situation. Although expressing strong reservations about sending any American ground forces to Vietnam, Ambassador Taylor, in a message to the State Department on 22 February, agreed to placing one Marine BLT at Da Nang "in view of General Westmoreland's understandable concern for the safety of this important base".

(Taken from *U.S. Marines in Vietnam. The Landing and the Buildup*, 1965 by Jack Shulimson and Maj Charles M. Johnson, Washington, DC: History and Museums Division, Headquarters U.S.M.C., 1978)

6.0 CHRONOLOGY:

This chronology serves both as an historical guideline and to list all the missions (indicated as **MISSION**) the player can choose to fulfill to earn additional VPs. None are mandatory and you can decide to do only a part of them or none at all.

Color code:

MISSION: United States

MISSION: Republic of Vietnam Armed Forces

MISSION: Free World Allies

MARCH 1965:

-----Turn 1-----

8 Mar. MISSION: "Land the landing force!" BLT 3/9 and the 9th MEB HQ aboard the ships of the Special Landing Force (147,27) will land across Red Beach (135,35) then proceed to Da Nang airbase (137,37) to secure it. At the same time, 1/3 Marines will be flown directly from Okinawa (176,16) to the air base where an HAWK battalion and an helicopter squadron are already deployed.

11 Mar. Market Time patrols begin off the South Vietnamese coast

14 Mar. 24 South Vietnamese Air Force planes, led by Vice-Marshal Nguyen Cao Ky and supported by U.S. jets, bomb the barracks and depots on Con Co Island, 20 miles

off the coast of North Vietnam. The next day, 100 U.S. Air Force jets and carrier-based bombers struck the ammunition depot at Phu Qui, 100 miles south of Hanoi. This was the second set of raids in Operation Rolling Thunder and the first in which U.S. planes used napalm.

14 Mar. MISSION: The 3rd ARVN Airborne Battalion at An Khe (151,95) will conduct a POW rescue mission called Operation QUYET THNAG 127 on the village of An Ninh (158,91) where intel reports the presence of a POW camp.

-----Turn 2-----

15 Mar. Gen. Harold K. Johnson, Army Chief of Staff, reports on his recent visit to Vietnam to President Lyndon B. Johnson and Secretary of Defense Robert McNamara. He admitted that the recent air raids ordered by President Johnson had not affected the course of the war and said he would like to assign an American division to hold coastal enclaves and defend the Central Highlands.

21 Mar. South Vietnamese fighter-bombers escorted by U.S. fighters bomb the North Vietnamese military base at Vu Con, 15 miles north of the 17th Parallel.

-----Turn 3-----

24 Mar. McGeorge Bundy reports "a pleasantly quiet week" both militarily and politically in South Vietnam.

-----Turn 4-----

30 Mar. A bomb explodes in a car parked in front of the U.S. Embassy in Saigon, virtually destroying the building and killing 19 Vietnamese, 2 Americans, and 1 Filipino; 183 others were injured. Congress quickly appropriated \$1 million to reconstruct the embassy. Although some U.S. military leaders advocate special retaliatory raids on North Vietnam, President Lyndon B. Johnson refuses.

31 Mar. MISSION: Operation QUYET THANG 512. The 5th ARVN Airborne Battalion (5th TDND) will conduct a search and destroy operation between Tam Ky (146,50) and Tien Phuoc (140,52) in Quang Tin Province.

Arrival:

8 Mar.	9 th MEB HQ, 1/3 Marines, 3/9 Marines Co A, 3d Recon Bn
9 Mar.	HMM-162
16 Mar.	ROK Dove Unit
24 Mar.	716 th MP Bn

Status:

9th MEB HQ located at Da Nang
1/3 Marines located at Da Nang
3/9 Marines located at Da Nang
HMM-162 located at Da Nang
716th MP Bn located at Saigon
ROK Dove Unit located at Bien Hoa

APRIL 1965:

-----Turn 4 (Cont.)-----

1 Apr. USAF begins operation Steel Tiger in Laos over the Panhandle and the DMZ. Goals of the operation are to locate and destroy enemy forces and materiel being moved southward at night into South Vietnam.

3 Apr. Dean Rusk informs the embassy in Saigon that more units have been approved to go to Vietnam and that the mission of the Marines is to be expanded.

3-9 Apr. MISSION: The VNMC Task Force B at Hoai Nhon (162,81) will begin Operation QUYET THANG 131 to clear Route 1 all the way to the Quang Ngai border at Tam Quan (163,77).

4-6 Apr. MISSION: Orders are given to the 21st ARVN Division to begin a search and destroy operation called DAN CHI 129 with its 33rd Regiment (minus one Bn), 1/31, 2/31 and the 42nd and 44th Ranger Battalions near the northern edge of the U-Minh Forest 10km southwest of Kien Long (46,218). The VC Military Region 3 headquarters is reported to be in the area.

-----Turn 5-----

5 Apr. MISSION: A new CIDG camp opens at Tan Linh (121,174), secure the site and build the camp for detachment A-311.

5 Apr. MISSION: A new CIDG camp opens at Suoi Da (76,166), secure the site and build the camp for detachment A-322.

5 Apr. MISSION: A new CIDG camp opens at Tuyen Nhon (74,186), secure the site and build the camp for detachment A-415.

5 Apr. MISSION: A new CIDG camp opens at Cai Cai (53,179), secure the site and build the camp for detachment A-431.

6 Apr. The passive defense mission is shelved as President Johnson authorizes the Marines at Da Nang to move out and engage Viet Cong and North Vietnamese forces in combat.

10 Apr. MISSION: A third US Marine battalion, BLT 2/3, lands at Da Nang and two companies will be immediately helilifted to Phu Bai (121,27) to defend the airfield there.

-----Turn 6-----

13 Apr. The decision is made to deploy immediately the 173d Airborne Brigade to the Bien Hoa-Vung Tau area for security and counterinsurgency combat operations, and the Joint Chiefs so notify CINCPAC.

14 Apr. Two Marine enclaves are established when BLT 3/4 arrives and replaces BLT 2/3's companies at Phu Bai. By the end of the month, 8878 Marines will have landed.

15 Apr. For the first time, planes from the carriers Midway, Coral Sea, and Yorktown, which are at Dixie Station southeast of Cam Ranh Bay, attack VC forces in South Vietnam, targeting VC positions northwest of Saigon.

15 Apr. A joint operation by American and South Vietnamese tactical aircraft near Black Virgin Mountain is ineffectual, and General Westmoreland uses the incident to press more strongly for use of the idle B-52s on Guam.

17 Apr. Following a week-long visit to Moscow by the First Secretary of North Vietnam's Communist Party, Le Duan, the USSR and North Vietnam issue a joint communiqué in which the Soviet Union promises additional military assistance to North Vietnam.

-----Turn 7-----

20 Apr. A conference is held in Honolulu between Ambassador Taylor and senior US government and military officials where Ambassador Taylor apparently is "brought around" and everybody agrees that the bombing campaign will not achieve a decisive outcome, so an increase of US combat troops in Vietnam is needed. It's also decided that other countries should be solicited for aid, notably Australia, New Zealand and South Korea.

21 Apr. MISSION: A new CIDG camp opens at Phu Tuc (153,116), secure the site and build the camp for detachment A-224.

22 Apr. A patrol of Company D, 3d Recon Battalion accompanied by 38 ARVN troops encounters a VC force of approximately 105 men near Binh Thai, 9 miles SW of Da Nang. A company of the 1/3 Marines is helilifted into the area to reinforce.

24 Apr. A Marine recon platoon is attacked on a hilltop about 2 km S of Phu Bai by an undetermined number of enemy, results 2 VC and 2 USMC KIAs.

-----Turn 8-----

28 Apr. MISSION: A new CIDG camp opens at A Luoi (108,30), secure the site and build the camp for detachment A-102a.

28 Apr. MISSION: A new CIDG camp opens at Ha Thanh (148,63), secure the site and build the camp for detachment A-104.

28 Apr. MISSION: A new CIDG camp opens at Buon Ea Yang (140,129), secure the site and build the camp for

detachment A-233.

28-30 Apr. MISSION: A combined amphibious/airmobile operation called TIEN GIANG/19/65 will penetrate the southernmost part of Kien Hoa Province, unvisited by government troops for 15 months. The VNMC Task Force A with the 1st and 3rd Battalions will land southeast of Tien Ton (88,206) while two Ranger battalions will establish blocking positions to the west. The southvietnamese units will then search the peninsula between the Co Chien and Ham Luong Rivers.

30 Apr. The Dept. of Defense notifies the US Embassy in Saigon that "decision has been taken to deploy in early May, at your call, three battalion equivalents into Bien Hoa/Vung Tau and three battalion equivalents into Chu Lai".

Arrival:

8 Apr.	1/12 Mar (Art)
10 Apr.	2/3 Marines
10 Apr.	VMFA-531, VMA-311
12 Apr.	HQ 3d Mar Regt
14 Apr.	3/4 Marines

Status:

HQ 3d Mar Regt located at Da Nang
2/3 Marines located at Da Nang
3/4 Marines located at Phu Bai

MAY 1965:

-----Turn 8 (Cont.)-----

1 May MISSION: A new CIDG camp opens at An Lac (134,143), secure the site and build the camp for detachment A-234.

2 May MISSION: A new CIDG camp opens at Ta Bat (109,31), secure the site and build the camp for detachment A-401.

2 May MISSION: A new CIDG camp opens at Bong Son (161,82), secure the site and build the camp for detachment A-321.

-----Turn 9-----

3 May MISSION: A new CIDG camp opens at Dong Xoai (96,161), secure the site and build the camp for detachment A-342.

3 May MISSION: A new CIDG camp opens at Binh Thanh Thon (62,179), secure the site and build the camp for detachment A-413.

4 May The HQ of the 2nd ARVN Division is relocated from Da Nang to Quang Ngai.

5 May Navy operation Market Time begins.

6 May As it is reinforced by the landing of three more battalions at Chu Lai, the site of a projected airfield 55 miles south of Da Nang, the 9th MEB is transformed into the III Marine Expeditionary Force, which the next day becomes the III Marine Amphibious Force (III MAF), consisting of the forward elements of the 3rd Marine Division and the 1st Marine Aircraft Wing.

6-13 May The 173d Airborne Brigade lands in Vietnam. The bulk of the brigade will secure the Bien Hoa airbase and build a basecamp there except for 1/503 Abn and a battery of 3/319 Art that will help protect the port of debarkation at Vung Tau.

7 May MISSION: The 4th Marines RLT from Okinawa (172,17) with the 3d Recon Battalion opconed will land at Chu Lai (152,54) to establish a third Marine enclave and secure the area for the construction of a jet-capable airfield.

-----Turn 10-----

10 May LBJ calls for the first bombing halt in Rolling Thunder. He asks the Soviets to act as intermediary but they refuse. Two messages intended for the North Vietnamese, one to their embassy in Moscow and the other through another government, are returned without comment. After eight days, the President orders the

bombing resumed.

11 May MISSION: The 2/3 Marines conducts a clear and secure operation around the hamlet of Le My (133,34) in Quang Nam province.

16 May A bomb is accidentally detonated at Bien Hoa Airbase. Twenty seven people are killed and 95 others wounded. Forty aircraft are destroyed.

16 May First US gunfire support in Vietnam by USS Tucker.

16 May The 10th ARVN Infantry Division is organized with headquarters at Xuan Loc to control the 43rd, 48th and 52nd Regiments.

-----Turn 11-----

19-20 May MISSION: The 173d Airborne Brigade conducts its first combat operation, 2/503 Abn is to air-assault 25km north of Bien Hoa (vicinity of 95,173) and conduct a two-day search and destroy operation there.

20 May A coup against President Quat fails and some 40 individuals are arrested.

20 May MISSION: A new CIDG camp opens at Lac Thien (136,138), secure the site and build the camp for detachment A-236.

-----Turn 12-----

24 May MISSION: The ARVN II CTZ receive instructions to conduct a limited search and destroy operation to re-open the road between Kontum (132,84) and Pleiku (132,94).

26 May MISSION: A new CIDG camp opens at Dak Sut (122,67), secure the site and build the camp for detachment A-218.

26-27 May MISSION: 1/503 (173d Abn Bde) is alerted to conduct a search and destroy operation 20km north of Vung Tau (vicinity of 102,189) in Phuoc Tuy Province.

29-30 May, Operation TU LUC 150. 51st ARVN Regiment (1/51, 2/51), 39th Ranger Battalion and 3rd VNMC Battalion relief of Ba Gia.

Arrival:

1 May	Co A, 1 st Avn Bn, Co A, 82dAvn Bn
3 May	VMO-2
6 May	HQ III MAF, HQ 3d Mar Div, E/17 Cav
7 May	HQ 173d Abn Bde, 1/503, 2/503 Abn Inf, HQ 4 th Mar Regt, 1/4 and 2/4 Marines
	3/12 Mar (Art), 3d Recon Bn, HMM-161
12 May	3/3 Marines, D/16 Armor, 173d Engr Coy
13 May	3/319 Art (173d Abn)
15 May	HMM-365
20 May	3d Engr Bn
25 May	1RAR

Departure:

6 May	9 th MEB HQ
15 May	HMM-162

Status:

HQ III MAF located at Da Nang
HQ 3d Mar Div located at Da Nang
HQ 4th Mar Regt located at Chu Lai
HQ 173d Abn Bde located at Bien Hoa
1/503 Abn located at Vung Tau until 19 Jun.
2/503 Abn located at Bien Hoa
HMM-161 located at Phu Bai
HMM-365 located at Da Nang
VMO-2 located at Da Nang
13th BS relocated to Tan Son Nhut (16 May)
Co A, 1st Avn Bn located at Ban Me Thuot
Co A, 82d Avn Bn located at Vung Tau
1RAR located at Bien Hoa
HQ 2d ARVN Division relocated to Quang Ngai

JUNE 1965:

-----Turn 13-----

1 Jun. A-4 Skyhawks land at Chu Lai, a Marine Corps

Short Airfield for Tactical Support (SATS), which is, in effect, an "aircraft carrier" on land, complete with catapult (from 1967 on) and arresting wires. Built by laying some 4000 feet of aluminum matting runways on highly unstable, sandy soil, Chu Lai was built in 24 days.

5 Jun. US officials in Saigon report that, after a two-month lull, main force VC units have returned to the battlefield in increasing numbers since early May.

-----Turn 14-----

7 Jun. MISSION: A new CIDG camp opens at Hai Yen (colocated with Binh Hung in 34,235), secure the site and build the camp for detachment A-411.

7 Jun. General Westmoreland reports that North Vietnamese troops are infiltrating South Vietnam and ARVN forces are reluctant to assume the offensive and in some cases their steadfastness under fire is coming into doubt. He asks for another 41,000 combat troops now and another 52,000 later.

-----Turn 15-----

17 Jun. Two Navy F-4 Phantoms down two MiG-17s south of Hanoi, the first MiG kills of the War.

17 Jun. Ambassador Taylor reports to Washington on the new coup in South Vietnam that has brought Generals Thieu and Ky to power.

18 Jun. 65 The USAF Begins Arc Light raids.

-----Turn 16-----

25 Jun US strength in South Vietnam is now at 125,000.

25 Jun. A day after Hanoi announces that an American POW, Sgt. Harold G. Bennett, has been executed, a VC bomb explodes in the My Canh floating restaurant in Saigon, killing 44 persons, including 13 U.S.

25-26 Jun. MISSION: Operation 1/65, 1 RAR will conduct a search and destroy operation 11 km SE of Bien Hoa, between the convergence of Routes 1 and 15 (vicinity of 98,179). The operation is also designed to clear a base area for the incoming 2d Brigade, 1st Infantry Division.

27-30 Jun. MISSION: Operation FRAG ORDER 1-11/2-65, the 2/503 (173d Abn), 1 RAR, 48th ARVN Regiment and 2 ARVN Abn Bns will launch an operation in the western part of the Tan Uyen area of War Zone D in the area between Tan Uyen (93,175), hex 96,171 and Hieu Liem (97,175)

Arrival:

1 Jun.	VMA-225, VMA-311
15 Jun.	VMFA-513
16 Jun.	1/9 Marines
18 Jun.	8 th BS
21 Jun.	VMA-214
22 Jun.	HMM-261
24 Jun.	307 th TFS

Departure:

15 Jun.	VMFA-531
17 Jun.	3/9 Marines
21 Jun.	13 th BS
30 Jun.	ROK Dove Unit

Status:

1/9 Marines located at Da Nang
1/503 Abn relocated to Bien Hoa (19 Jun.)
HMM-163 assigned to SLF duties
HMM-261 located at Da Nang
3960th Strat Wing activated at Andersen AFB, Guam
VMA-214 based at Chu Lai
VMA-225 based at Chu Lai
VMA-311 based at Chu Lai

JULY 1965:

-----Turn 17-----

1 Jul. The SLF with 3/7 as BLT lands at Qui Nhon to protect an enclave at the seaward end of Route 19, the main highway from Pleiku.

3 Jul. In the week ending July 3, 1965, the allies have lost

264 and the VC 881 KIAs as the monsoon offensive heats up.

-----Turn 18-----

6-10 Jul. MISSION: Operation 3/65, the 173d Airborne Brigade, 1 RAR and 48th ARVN Regt will conduct a search and destroy operation along the Dong Nai between Tan Uyen (93,175) and Xom Cat (98,173).

8 Jul. MISSION: 2/7 Marines is instructed to relieve the SLF battalion, BLT 3/7, in Qui Nonh, which is re-embarked in ARG shipping, and then establish a basecamp at Phu Tai (166,100).

-----Turn 19-----

12 Jul. Company A, 3d Reconnaissance Battalion, 3d Marines, is deep into enemy-controlled territory near Da Nang when it is attacked by up to 100 Viet Cong.

12 Jul. MISSION: 2/9, B/1/9 and D/3d Recon Marines are to conduct a cordon and search operation around Duong Son, Phong Le bridge (135,38)

12 Jul. The 1/18 Inf and B-1/7 Art (1st Inf) land at Cam Ranh Bay (168,151) to protect the port of debarkation.

14 Jul. MISSION: The bulk of the 2d Brigade, 1st Infantry Division lands at Vung Tau. It will then move by air to Bien Hoa to establish a basecamp at Long Binh Post (96,179)

17 Jul. First use of B-52s in support of ground operation when 30 aircrafts bomb a suspected VC area near Mang Yang pass.

17 Jul. MISSION: Operation 4/65, orders are given to 1 RAR to conduct a one-day search and destroy operation 6 km NE of Ho Nai (97,178).

-----Turn 20-----

20-27 Jul. MISSION: Operation THAN PHONG begins. The 22nd ARVN Division, Task Force ALPHA of the VNMC and the 2nd Airborne TF, assisted by B-52 air strikes, are instructed to open the road from Qui Nhon (168,99) to Pleiku (132,94) for the movement of essential civilian and military cargo. The supplies are badly needed to relieve the shortages in the highland area caused by VC interdiction of routes.

-----Turn 21-----

28-29 Jul. MISSION: Operation LIEN KET 4 begins. The 2/4 Marines, 3rd TQLC Bn and the 3rd Battalion, 51st ARVN Regiment will conduct a search and destroy operation along the coast between Da Nang (137,36) and Hoi An (141,41) in Quang Nam Province

28 Jul.-2 Aug. MISSION: Operation OPORD 11-65, The 173d Airborne Brigade will launch a search and destroy operation to sever the supply route of the Vietcong between the Rung Sat Special Zone and Phuoc Tuy Province vicinity of Phu My (101,187).

29 Jul. The 1st Brigade, 101st Airborne Division lands at Cam Ranh Bay and will immediately move to Dong Ba Tinh to establish a basecamp there.

29 Jul.-3 Aug. MISSION: Operation 5/65, 1 RAR will conduct a patrolling operation 6 km NE of the Bien Hoa Airbase (95,177) to provide warning for and defence of the air base during the brigade operation in Phuoc Tuy province.

Arrival:

1 Jul.	3/7 Marines
6 Jul.	HQ 9 th Mar Regt, 2/9 Marines
7 Jul.	2/12 Mar (Art)
8 Jul.	2/7 Marines, 4/12 Mar (Art), 3d Tk Bn
9 Jul.	3d Antitank Bn
10 Jul.	VMFA-542
12 Jul.	1/18 Inf, 1st 8" Howizer Bty (III MAF)
14 Jul.	HQ 2d Bde/1st Inf Div, 2/16, 2/18
16 Jul.	429 th TFS
19 Jul.	3d AT Bn, 1st Amph Tractor Bn
21 Jul.	1 st Amph Tractor Bn
	NZ 161st Art Bty
29 Jul.	HQ 1st Bde/101st Abn, 1/327, 2/327,

2/502 Abn Inf, 2/320 Art (105H), A/326 Engr Bn, A/2/17 Cav
11th Avn Co

30 Jul.

Status:

HQ 1st Bde/101st Abn located at Dong Ba Thin
HQ 9th Mar Regt located at Da Nang

2/9 Mar located at Da Nang

2/16 Inf located at Bien Hoa

1/18 Inf located at Cam Ranh Bay

2/18 Inf located at Bien Hoa

1/327 Abn located at Dong Ba Thin

2/327 Abn located at Dong Ba Thin

2/502 Abn located at Dong Ba Thin

VMFA-542 based at Da Nang

429th TFS based at Bien Hoa

11th Avn Co based at Cam Ranh Bay

























NZ 161st Art Bty based at Bien Hoa

7.0 UNITS & TERRAIN MODIFICATIONS:

7.1 Units Mods:

This scenario uses quite a few units mods. Some are just for cosmetics and customizations but some others have a real impact on the game and were made to give previously ground-bound units the ability to use helicopter and/or air transport (see House Rules). The use of these counter mods is **highly recommended** otherwise the unit icons will be badly messed up in game.

Here's a list of all modifications that have been done:

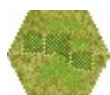
ORIGINAL ICON	MODIFIED ICON	ORIGINAL ICON	MODIFIED ICON
Headquarters 	MACV HQ 	Headquarters 	JGS (Joint General Staff) 
Parachute HW 	Amble Inf 	Airborne HW 	Marine Inf 
Airborne Recon 	Amble Cavalry 	Airborne Recon 	Biet Dong Quan (Ranger) 
Airborne Arty 	Amble Art 	Airmobile 	CIDG 
Airborne Engineer 	Amble Engineer 	Airmobile HW 	Regional Force 
Headquarters 	III MAF HQ 	Air Cavalry 	Border Ranger 
Parachute Inf 	Marine Inf 	Fixed Artillery 	Garrison 
Airborne Recon 	Marine Recon 	Headquarters 	ATF Headquarters 
Airborne Arty 	Amble Arty 	Headquarters 	RTA Headquarters 
Air 	Naval Helicopter 	Headquarters 	Queen's Cobras Headquarters 
Security 	Security Police Squadron 	Civilian 	Civic Action Group 
Headquarters 	5 th SFGA HQ 	Headquarters 	PAVN Headquarters 
Headquarters 	MIKE Force HQ 	Guerilla 	Infantry 
Amble Inf 	CIDG 	Headquarters 	PLAF Headquarters 
Headquarters 	ROK GHQ 	Guerilla 	Infantry 
Amble Inf HW 	ROK Marine 	Guerilla 	Infantry 

7.2 Note on unit reconstitution:

No units on either side can be reconstituted in this scenario except MACV/RVNAF/FWA air units, be very carefull with them.

7.3 Terrain Mods:

Minor modifications have been made to the terrain to give Vietnam a more tropical aspect and have no effect on play. They work best with the old ACOW graphics and ok with the new ones but I can't guarantee the result if you are using some other types of terrain mods:



Cultivated



Rice Paddy (treated as Bocage/Hedgerow)



Hills



Mountains



Borders

-The combination of Forest and Arid tiles has been used to represent Plantations (Rubber, Tea, Coffee, Palm...)

-Most Shallow Water hexes in the Mekong Delta area are navigable by riverine forces.

-Mangroves don't exist in TOAW and are represented by Marsh hexes

-Marsh hexes have also been used to show the inundable plain of the Dong Thap Muoi (Plain of Reeds)

-Light Forest represent both lightly wooded areas and elephant grass expenses.

8.0 ABBREVIATIONS & GLOSSARY:

8.1 List of abbreviations used:

AA: Anti-Aircraft
Abn: Airborne
ACR: Armored Cavalry Regiment
ACS: Air Commando Squadron
ACW: Air Commando Wing
AF: Airfield
AFB: Air Force Base
AHC: Assault Helicopter Company
AML: Airmobile (Light)
Amph: Amphibious

AO: Area of Operation
AP: Airport
APC: Armored Personnel Carrier
ARG: Assault Ready Group
Arm: Armor/Armored
Art: Artillery
ARVN: Army of the Republic of Viet Nam
AS: Attack Squadron
ASHC: Assault Support Helicopter Company
AT: Anti Tank
ATF: Australian Task Force
Avn: Aviation
(AW): All-weather
AWC: Aerial Weapon Company
BB: Bo Binh (Inf)
BCD: Biet Cach Du (Abn Rgr)
BCH: Ban/Bo Chi Huy (HQ)
Bde: Brigade
BDQ: Biet Dong Quan (Rgr)
BG: Brigadier General
BLT: Battalion Landing Team
Bn: Battalion
Brig: Brigadier
BS: Bomb Squadron
BTL: Bo Thu Len (HQ)
BTTM: Bo Thong Tham Muu (JGS)
Bty: Battery
C: Combat
Cap: Capital
CAP: Civic Action Platoon
Cav: Cavalry
CIDG: Civilian Irregular Defence Group
CMAC: Capital Military Assistance Command
Cmd: Command
Co: Company
COL: Colonel
Comp: Composite
COMUSMACV: Commander, United States Military Assistance Command, Vietnam
CONUS: Continental United States
COSVN: Communist Office for South Viet Nam
CT: Cong Truong (Div)
CTZ: Corps Tactical Zone
CVA: Attack Aircraft Carrier
CVW: Carrier Air Wing
DD: Dai Doi (Co)
Det: Detachment
Div: Division
DKZ: Dai Bac Khong Zat (RCLR)
DMZ: De-Militarized Zone
DPQ: Dai Phuong Quan (RF)
DRAC: Delta Regional Assistance Command
Eng: Engineer
Exp: Expeditionary
FA: Field Artillery
FANK: *Forces Armées Nationales Khmères* (Khmer Army Forces)
FFV: Field Force, Vietnam
Fld: Field
FRAC: First Regional Assistance Command
FS: Fighter Squadron
FWA: Free World Allies
FWF: Free World Forces
GD: Giang Doan (River Group)
GDNC: Giang Doan Ngan Chan (RAID)
GDTL: Giang Doan Truc Loi (RMG)
GDTT: Giang Doan Tuan Tham (RPG)
GDXP: Giang Doan Xung Phong (RAG)
GEN: General
GHQ: General Headquarters
Grp: Group

GVN: Government of (South) Viet Nam
HAL: Helicopter Attack Squadron Light
HH: Heavy Helicopter
HHC: Headquarters & Headquarters Company
HHT: Headquarters & Headquarters Troop
HL: Huong Lo (Communal Road)
HMH: Marine Heavy Helicopter Squadron
HML: Marine Light Helicopter Squadron
HMM: Marine Medium Helicopter Squadron
How: Howitzer
HQ: Headquarters
HS: Helicopter Squadron
H&S: Headquarters & Service
HW: Heavy Weapons
Inf: Infantry
JGS: Joint General Staff
KB: Ky Binh (Cav)
KR: Khmer Rouge
(L): Light
LAAM: Light Anti-Aircraft Missile
LD: Lu Doan (Bde)
LDNN: Lien Doc Nguoi Nhia (Vietnamese Navy Seals)
LF: Local Force
LIB: Light Infantry Brigade
LLDB: Luc Luong Dac Biet (SF)
Log: Logistical
LRPD: Long Range Patrol Detachment
LRRP: Long Range Reconnaissance Patrol
LTG: Lieutenant General
LTL: Lien Tinh Lo (Inter-provincial Road)
LOC: Lines of Communications
LZ: Landing Zone
MACV: Military Assistance Command, Vietnam
MAB: Marine Amphibious Brigade
MAF: Marine Amphibious Force
MAG: Marine Air Group
Mar: Marine/Marines
MEB: Marine Expeditionary Brigade
Mech: Mechanized
MG: Major General
MGF: Mobile Guerilla Force
MH: Medium Helicopter
MIKE: Mobile Strike Force
Mil: Military
MP: Military Police
MR: Military Region
MSF: Mobile Strike Force
MSFC: Mobile Strike Force Command
Mtr: Mortar
Nat: National
NVA: North Vietnamese Army
NZ: New Zealand
Opcon: Operational Control
PACV: Patrol Air Cushion Vehicle
PAVN: People's Army of Vietnam
PHILCAGV: Philippines Civic Action Group, Vietnam
PLAF: People's Liberation Armed Forces
Pit: Platoon
PPL: Phao Phan Luc (Rocket)
Prov: Provisional
QC: Queen's Cobras
QD: Quan Doan (Corps)
QL: Quoc Lo (National Road)
QLVNCH: Quan Luc Viet Nam Cong Hoa (ARVN)
RAAF: Royal Australian Air Force
RAG: River Assault Group
RAID: River Assault Interdiction Division
RAR: Royal Australian Regiment
RCLR: Recoilless Rifle
Rcn: Recon
RF: Regional Forces

Rgr: Ranger
Rgt/Regt: Regiment
Riv: Riverine
RL: Rocket Launcher
RMG: River Mine Group
RNZA: Royal New Zealand Artillery
ROK: Republic of Korea
ROKMC: Republic of Korea Marine Corps
RPG: River Patrol Group
RR: Recoilless Rifle
RTA: Royal Thai Army
RTAVF: Royal Thai Army Volunteer Force
RTAVR: Royal Thai Army Volunteer Regiment
RVN: Republic of Viet Nam
RVNAF: Republic of Vietnam Armed Forces
SAS: Special Air Service
SASR: Special Air Service Regiment
SD: Su Doan (Div)
SEAL: Sea, Air and Land
SEALORDS: South East Asia Lake-Ocean-River-Delta Strategy
Sec: Security
Sep: Separate
Serv: Service
SFGA: Special Forces Group, Airborne
SG-GD: Sai Gon-Gia Dinh
SLF: Special Landing Force
SLR: Self-Loading Rifle
SMG: Sub Machinegun
SOG: Studies & Observation Group
SOS: Special Operations Squadron
SOW: Special Operations Wing
Spec: Special
SPS: Security Police Squadron
Sqn: Squadron
SRAC: Second Regional Assistance Command
Strat: Strategic
STZ: Special Tactical Zone
Sup: Support
TAOI: Tactical Area Of Interest
TAOR: Tactical Area Of Responsibility
TD: Tieu Doan (Bn)
TFS: Tactical Fighter Squadron
TFW: Tactical Fighter Wing
TF: Task Force
TG: Tactical Group
ThD: Thiet Doan (Arm Sqn)
TK: Tiem Kich (Fighter)
TL: Tinh Lo (Provincial Road)
TQLC: Thuy Quan Luc Chien (Marine)
TRAC: Third Regional Assistance Command
TrD: Trung Doan (Rgt)
Trp: Troop
TT: Truc Thang (Helicopter)
TWCMN: Truc Uong Cuc Mien Nam (COSVN)
VB: Ve Binh (Gd)
VC: Viet Cong
VMF: Marine Fighter Squadron
VMFA: Marine Fighter Attack Squadron
VMO: Marine Observation Squadron
VNAF: Viet Nam Air Force
VNMC: Viet Nam Marine Corps
VNN: Viet Nam Navy
VNSF: Viet Nam Special Forces
Vol: Volunteer
WESTPAC: Western Pacific

8.2 Glossary of Vietnamese terms:

A, An, Ap: Hamlet
Ban: Village

Ban/Bo Chi Huy: Headquarters (Brigade and below)
Biet Cach Du: Airborne Ranger
Biet Dong Quan: Ranger (Mobile Troop)
Biet Khu: Special Tactical Zone
Bo Binh: Infantry
Bo Thong Tham Muu: Joint General Staff
Bo Thu Len: Headquarters (Division and above)
Cam: Village
Chien Doan: Task Force
Chu: Mountain
Co: Mountain
Cong Truong: Codename for PLAF divisions
Cu Lao: Island
Cua: Estuary
Dac Cong: Sapper
Dai Bac Khong Zat: Recoilless Rifle
Dai Doi: Company
Dai Phuong Quan: Regional Force
Dak: Stream
Dam: Lake, Marsh
Doan Hau Can: Rear Service Group
Doi Danh Du: Honor Guard
Dong: Hill, Mountain
Duyen Doan: Coastal Division
Gac Dinh: Palace Guard
Giang Doan: River Group
Giang Doan Ngan Chan: River Assault and Interdiction Group
Giang Doan Tuan Tham: River Patrol Group
Giang Doan Truc Loi: River Mine Group
Giang Doan Xung Phong: River Assault Group
Hon: Island
Huong: Village
Huong Lo: Communal Road
Ia: Stream
Khe: Stream
Khong Doan: Tactical Wing
Kinh: Canal
Krong: Stream
Ky Binh: Cavalry
Lang: Village
Lien Doc Nguoi Nhia: Vietnamese Navy Seals
Lien Doan: Group
Lien Tinh Lo: Inter-provincial Road
Lu Doan: Brigade
Luc Luong Dac Biet: Special Forces
Mui: Point, Cape
Ngoc, Ngok: Mountain
Ngon: Stream
Nhay Du: Airborne
Nui: Hill, Mountain
Phan Khu Nam: Southern Sector
Phao Binh: Artillery
Phao Cao Xa: Anti-Aircraft Artillery
Phao Phan Luc: Rocket Artillery
Phi Doan: Squadron
Phu: Village
Prek: Stream
Quan Doan: Corps
Quan Luc Viet Nam Cong Hoa: Army of the Republic of Viet Nam
Quoc Lo: National Road
Rach, Rao: Stream
Se, Song: River
Su Doan: Division
Suoi: Stream
Ten Lua: Missile
Tham Bao: Reconnaissance
Thanh: Village
Thi Xa: Autonomous Municipality
Thiet Doan: Armored Squadron

Thiet Ky: Armored Cavalry
Thon: Village
Thuy Quan Luc Chien: Marine
Tiem Kich: Fighter
Tieu Doan: Battalion
Tieu Khu: Sub-Region
Tinh: Province
Tinh Lo: Provincial Road
Toan: Team
Truc Thang: Helicopter
Truc Uong Cuc Mien Nam: Central Office for South Vietnam
Trung Doan: Regiment
Van: Village
Ve Binh: Guard
Vinh: Gulf or Village
Vung Duyen Hai: Naval Coastal Zone
Vung Song Ngoi: River Force
Xa, Xom: Village
Xe: Stream
Xuan: Village
Xung Phong: Assault

8.3 Glossary of Southvietnamese operation names:

The RVNAF had the habit to label their operations in series of the same name, using only a numerical designator to differentiate them. These names were specific to certain units, for example all LAM SON operations were conducted by the 1st Infantry Division. Here's a small glossary of the most common names and their translation:

AN DAN: Pacifying the People
BAC THIEN: Advancing North
BINH TAY: Conquering the West
CUU LONG: Vietnamese name for the Mekong River
DAN CHI: People's Will
DAN QUYEN: Civil Right
DUONG CUA DAN: People's Road
HUNG QUANG: Valiant Light
LAM SON: Blue Mountain
LE LOI: A Vietnamese emperor
LIEN KET: (Inter)Connection
PHI PHUNG: Flying Phoenix
QUANG TRUNG: A Vietnamese emperor (also known as Nguyen Hue)
QUYET CHIEN: Resolved to Fight
QUYET THANG: Resolved to Win
SONG THAN: Tsunami
TIEN BO: Progress
TOAN THANG: Complete Victory
TRAN HUNG DAO: A famous Vietnamese hero
TRUONG CONG DINH: Another famous Vietnamese hero
TRUY KICH: Pursuit Attack

8.4 Note of PAVN/PLAF unit designation:

Communist forces used a code-letter system to indicate the size of their military units during the war: **A** for squad, **B** for platoon, **C** for company, **D** for battalion, **E** for regiment and **F** for division. For example, D7/E66 means 7th Battalion, 66th Regiment. Unfortunately this system was far from being homogeneous and lots of units had different code letters. These designations are used for historical purpose only, and have no effect on play.

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Scenario Design:

Stéphane "Boonierat" Moutin Luyat

eMail: Stephane.Moutin-Luyat@wanadoo.fr

The Special Playtesting Force:

Silvain "Silvanski" Domen

Stefan "Telumar" Göhring

Christian "BigDuke66" Hecht

Improved equipment database:

Jo "Crazy Dutch" van der Pluijm

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REPUBLIC OF VIETNAM

