

VICTORY #6

INSIDER





Vietnam Errata

Counters

The U.S. Armored Cavalry battalions designated 1/1 and 2/1 are independent units; they are not associated with the 1st Division.

Charts and Tables

The Terrain Key lists incorrect Combat Modifiers for three terrain types. The correct values are: Mountains: -3, Forested Hills: -2; Cultivated - (RF)

Coastal hexes lightly outlined in yellow are landing beaches (see rule 3.4).

VC Supply conduits cost 0 personnel points (the value given on the NLF Player's Chart and Table Sheet is incorrect). The map is correct.

U.S. riverine points cost 1 U.S. commitment point each (the value given on the U.S. Player's Chart and Table Sheet is incorrect). The map is correct.

The Population Control Sheet has incorrect identifier codes for three regions: Vinh Binh (pop. 8) should have code IV-8, Yihn Long (pop. 11) should have code IV-6, and Kien Hoa (pop. 12) should have code IV-7.

Rules

(3.3) Units employing strategic movement *can* be forced into incidental attacks just like any other units.

(4.2 and 5.6) The Combat Modifier for population centers is not cumulative with other terrain in a hex; the defender must choose which type of terrain he will receive the defensive benefit for, if there is more than one type of terrain in a hex.

(5.4) A defending stack has a minimum ground combat strength of 1, *plus* any relevant Regional Forces (e.g. an artillery unit by itself in a town would have an effective ground combat strength of 3 on defense).

(7.4) U.S. naval units may never be used during NLF operations, for any purpose.

(11.1) Ineffective ARVN stacked with effective units do contribute to the combat odds if an incidental attack is forced upon units passing through their hex.

(12.0) Segment 4C incorrectly states that the SVN draft level influences SVN morale. The draft level has no effect on morale.

(12.0) Delete the reference to "Pacification Programs" in Segment 5A of the Seasonal Interphase. It refers to a rule that does not exist in the current version of the game.

(17.2) The rules refer to the Thai RTA (Royal Thai Army) division. This division was also called the "Black Panther" division, and the counters bear the designation "BP."

(17.5) Newly created VC units may be placed on the borders of

the regions in which they are created; the production capacities of two (or more) regions may thus be combined to form a unit on borders.

(17.5) The heading "Placing VC Units" states that newly-created VC units can be placed in any hex not occupied by enemy units. This is true, with the proviso that regional maximums (described earlier in 17.5) must also be observed.

(17.5) Sea transport of VC supplies is uneconomical (and virtually never undertaken) using the ratio of NVN commitment: VC supplies listed in the rules. Adopt the following correction: calculate the amount of VC supply that gets through the U.S. blockade normally, per the procedure given in the rules, then add 2 VC supply for each NVN commitment expended to determine how much supply is actually received.

(17.6) If 2 or more regiments in an NVA HQ are augmented, consider the division's HQ augmented (at no additional cost). Once augmented, an NVA HQ moves at mechanized movement costs, its values do not change, however.

(18.0) NLF may not be set up in enemy-occupied hexes in any of the scenarios.

In *The Battle for I Corps* scenario: ARVN 1.1 was incorrectly listed in the set up as ARVN 2/1. Also, U.S. 1/2/1C was incorrectly listed as 2/2/1C. Play begins with the 1st turn of spring, 1968 (not 1967). A special rule for this scenario was omitted: there is no Strategic Movement Phase during the first turn of the scenario.

In the *Tet* scenario, U.S. starting artillery listed as 8 155mm should be 8 105mm.

The total population of South Vietnam is 360 (not 350 as the rules incorrectly indicate in a few places). Starting SVN population in the *Battle For South Vietnam* campaign scenario is 217. Starting VC population is 143. Starting SVN population controlled in the *After Tet* scenario is 239; VC population should be 121.

Add the following special rules to the *After Tet* scenario:

a) Begin play with the Unit Status Phase of the Seasonal Interphase of Spring 1968 (not with the 1st game-turn, as scenario instruction #9 incorrectly reads). Since phases 1-5 of the Interphase are skipped, there can be no coups, bombing, or reinforcements during this Interphase. Future Seasonal Interphases are played normally.

b) On Game-turn 1 of Spring 1968, skip the Strategic Movement Phase; on all future turns, this phase occurs normally.

NLF morale is modified only during the Politics Phase of the Seasonal Interphase, never during the season (the NLF record sheet erroneously provides a line for morale modifications during the seasons).

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All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Subscriptions to *The General* are \$12.00 for one year; \$18.00 for two years. Address changes must be submitted at least 6 weeks in advance to guarantee proper delivery. Paid advertising is not accepted.

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Cold War Design Analysis

By John Prados

Cold War is exactly what it set out to be; a game mirroring the intense competition of international relations. Played by two to four persons, *Cold War* is a game in which the players vie with each other to take over the world. It is a multi-player game involving global scope, fascinating strategy, and simple game mechanics. It is a game of initiative, diplomacy, and political, military and economic control over regions of the world. The game includes no dice, combat results tables, or other accoutrements of the standard wargame.

Players represent the superpowers: the Soviet Union, China, Western Europe and North America. Each player has diplomats and agents which he may send to various regions of the world to build a controlling faction or to eliminate an opponent's influence. Action cards and strategic points are spent to initiate or counter the different play actions, from establishing a factory to going for military control. Opponents can play other cards and use points to counter the attempted actions. Each player has certain vital regions of interest to him. The winner is the player with the largest amount of political, military and economic control.

The original design came from an effort with co-designer Lenny Glynn to build upon the game system we created for a pre-World War II espionage game. We wanted to retain the intrigue element of the game, but add power politics and a modern element. We also wanted to focus on diplomacy and not allow major warfare. This enabled us to steer clear of combat resolution and the whole simulation question. The simulation content in *Cold War*, instead, centers on the ebb and flow of international competition that has characterized the post-World War II era.

In addition to establishing political, economic or military control, there are two personages that players deploy throughout the world: diplomats and agents. Each has their strengths and limitations.

Diplomats execute political functions. They allow players to build a faction in a region where they are present. Diplomats also enable the players to spend strategic points, for example, in return for playing an action card. Depending upon the event in effect during each turn, the presence of a Diplomat may entitle the player to draw additional Action cards.

Agents are used for more nefarious schemes. They may engage in economic warfare, assassinate members of the opposition, destabilize an opponent's control, establish insurgencies and carry out coups.

The central design feature of *Cold War* is that there is a *hierarchy* of possible controls. There is economic, political and military control. Political control is the highest degree of the three and requires three stages to achieve, unlike the two needed for the others.

Politically, once the player has a faction in the region, he may make

investments there by building a factory. The player's strategic point (SP) growth at the end of the turn is based upon the point values of the regions where he has factories. These investments can be built up to the level of economic control of a region, which provides greater SP returns.

Having a faction in a region means that the player has built a certain amount of support there. These factions can be increased into a political alliance, and from there into political control. Likewise, establishing a military presence in a region can allow you to end up with military control.

The events of each *Cold War* game will revolve around the attempts to establish control in your regions, and destabilize the regions of your enemies. Establishing control not only means accumulating SP's (and therefore the power to expand control into other areas), but determine victory in the end. Each type of control is worth a certain number of SP's, with the winner having the most.

Also, certain types of actions are not allowed in regions where the opponent has achieved specified kinds of control.

Cold War is not difficult to learn, and it is quick and exciting to play. Players will come away with many ideas for subsequent rematches.

Strategies and Tactics

Most actions require spending Strategic Points. Therefore, the supply of SP's is a critical factor in determining your strategy. The player should use the pre-game setup phase to establish factories in SP-rich regions. *Always* try for factories or even economic control in your vital regions, since this doubles the SP income.

Concentrate on building up income during the initial turns. Undertake agent actions only if they do not impede your growth. Be sure to make at least one action designed to increase income on *every* turn unless the tactical situation is very critical. On an endgame turn, however, forget about growth and focus on control of all kinds; building up your own and breaking your opponents'.

Action cards are important in determining the capabilities of your agents. Each player holds a hand of seven, and may expend cards either to initiate or to counter actions. A card may be drawn in two ways: at the end of the turn and as a result of an event card. Event cards say that players with diplomats in certain regions are eligible to draw action cards. Thus, if you was to replenish your hand during the turn, attention must be paid to establish Diplomatic presences. *Always* occupy at least two of the three possible embassies, especially the Soviet Union.

Also, most action cards require spending SP's when played. Keep in mind your SP's, especially at the end of your player-turn, where you

How To Fight The Cold War

This is a brief description of how Cold War plays. It's not meant to be an exhaustive summary of the rules, and some areas will be glossed over to provide an accurate picture of just what this game is about.
WEP

Cold War is played on a map that is divided into regions, not hexes. There are four Home Countries (North America, Western Europe, the Soviet Union, and China); six sea zones and 27 regions. Some of the regions are countries (Israel, Yugoslavia, Brazil) while others are not (Central America, Andean Nations, and Southeast Asia). Each region has a set number of strategic points that is paid each

turn to the player controlling it. It is worth extra points if that region has been denoted as that player's vital region by the other players at the start of the game.

Beginning with a pool of Strategic Points (SP's), each player purchases factions, alliances, factories and military presence markers, and places them in any region. In addition, seven diplomat/agent markers are placed by each player. Since one marker is on the reverse of the other, deciding early how much emphasis to put on each is important. You can turn agents into diplomats, and vice versa, but it takes time.

Basically, there are seven different types of control a player can have over a region. They are separated into three areas: military (from establishing a Presence to Military Control), political (starting a Faction, building it into an Alliance and from there

to Political Control) and economic (starting with a Factory and ending with Economic Control). Players spent SP's to place these markers, or use their agents to perform assassination, economic warfare, destabilization, coups or insurgency.

Event cards are drawn each turn, giving players a chance to acquire SP's or action cards, cause a power vacuum in a region, or end the game.

In addition, action cards are accumulated and used to counter another player's action card, destabilize a region, or oppose an attempt to establish control.

The game lasts from 7 to 12 turns, depending upon the appearance of the "Game Ends" event card. Each player totals the number of SP's he has, and receives more SP's for having economic, military and political control of a region. The player with the most points, wins.

may need to play action cards to counter attacks by your opponents. As a rule of thumb, retain as many SP's as would be required to play all the defensive cards you have. This rule may be broken if you want to expand your SP growth investments during the initial turns.

A third point: on the *Cold War* rules summary sheet, there is a "Chinese Restaurant" menu where you may play one action from Column A (establishing various types of control) and one from Column B (actions against other players). These columns can be played in either order. Thus, with the right pieces already established in a region, you could, for example, eliminate an opponent's political control, and then establish control of your own. You could then *Expropriate* the opponent's factory or economic control and make it your own! The Chinese Restaurant gambit allows a number of dynamic possibilities.

Although you should keep an eye on the SP track, do not become mesmerized by it. It is true that the player ahead in SP's has an apparent lead, but the control situation may completely eliminate the lead. It is not unusual for a player to be ahead by thirty or more SP's at the beginning of the last turn and still lose the game. It tends to happen that the leader becomes the target by everyone during the last turn. Since his action card supply is soon exhausted, the leader is incapable of defending his worldwide control. Conversely, the safest strategy for the leader is to hold back all his defensive cards, spending SP's only to improve control.

Additional Cold War Options

The following are five variants that may be used in any combination for playing *Cold War*. Any or all the variants may be used subject to agreement among the players before the beginning of the game. A variant cannot be used if any player objects, and no variant may be introduced after the game begins.

The Dummy Player

Playing *Cold War* by three persons can be more fun if the fourth Superpower is played as a dummy. Any country can be selected to be the dummy. During the game setup, players take turns placing the pieces for the dummy player, and expending SP's for placing factions and factories. Vital region markers for the dummy are then placed in accordance with the regular rules. The action cards dealt to the dummy are placed face-up where the player for the dummy would sit.

During the game, players again alternate in a clockwise fashion taking the player-turn for the dummy. The player may take any action with the dummy that is possible under the rules. For defensive card play, any action in the dummy hand that could oppose an action must be played. In cases where the dummy hand shows more than one card that could oppose an action, the two players who are not moving on the player-turn in progress must decide.

Vital Region Free Placement

Much conflict and competition is avoided under the regular rules be-

Not only can a *Cold War* game end sooner than expected, but the game can also be lengthened! This results from the fall of events cards and may happen anytime up to the last player-turn of the last turn. Thus, endgame play may suddenly become useless or even detrimental. Because of this, players should become aware of the temptation to launch "kamikaze" offensives, even on the apparent last turn of the game. "Kamikaze" strategies can be very effective, but they cannot be used without risk except for the very last player to move in the game.

The Middle East region has special significance. Should *any* of the players gain control, all other players must, in effect, pay him tribute. No matter how bad diplomatic relations and hostility may be present, they have a common interest in preventing any enemy from getting the upper hand in this area. A related item is the other vital regions, which are unique to each player. Again, the other players must pay tribute to opponents who gain control of them. Work hard, and defend hard your vital regions.

Potentially murderous in its impact is a Power Vacuum in a region. These are moderated by the event cards, and may force players to bid against each other in an effort to gain sudden control of the area. Don't start bidding in a power vacuum situation unless you have sufficient SP's both to win the contest and to keep on playing. It does not good to win a region, only to lose it because you don't have the SP's to defend it.

cause no two players may have vital regions in the same zones. Thus, this element is added by allowing a freer placement of vital regions. Players still take turns placing the markers as before, but may place them on any region *except* the Middle East.

Free-wheeling Cold War

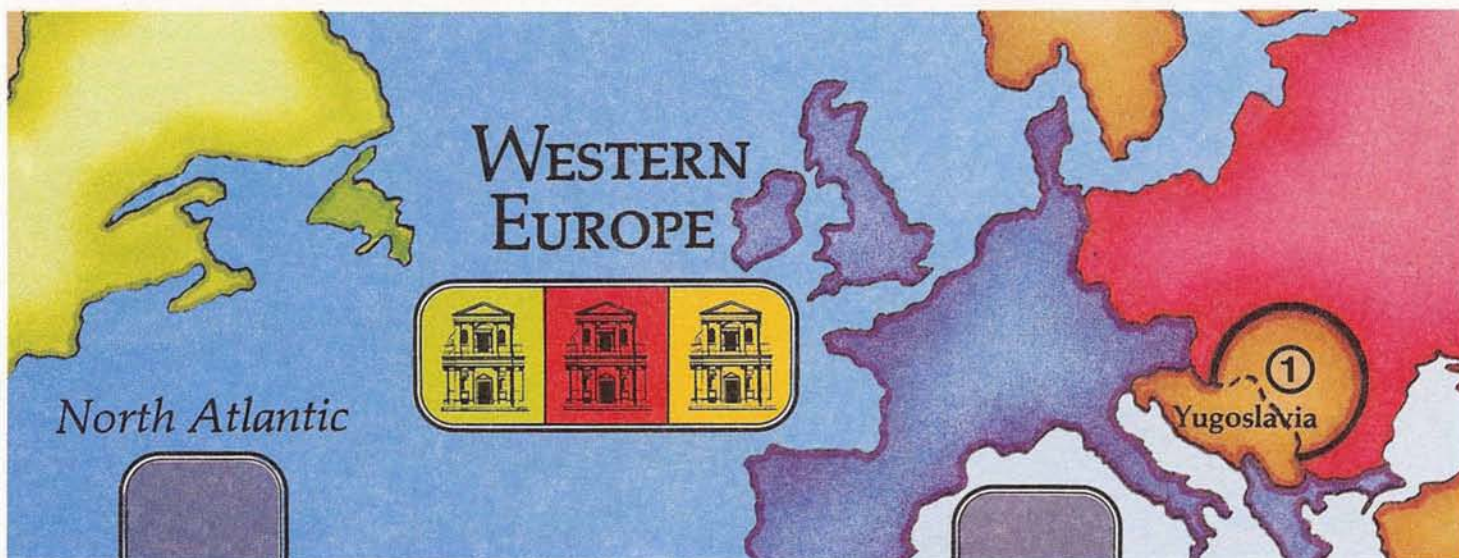
Diplomatic agreements between players allow trade or aid only through the exchange of Strategic Points. Under this variant, players who maintain diplomatic links with each other may also trade or buy action cards from each other, under any agreement set by the players.

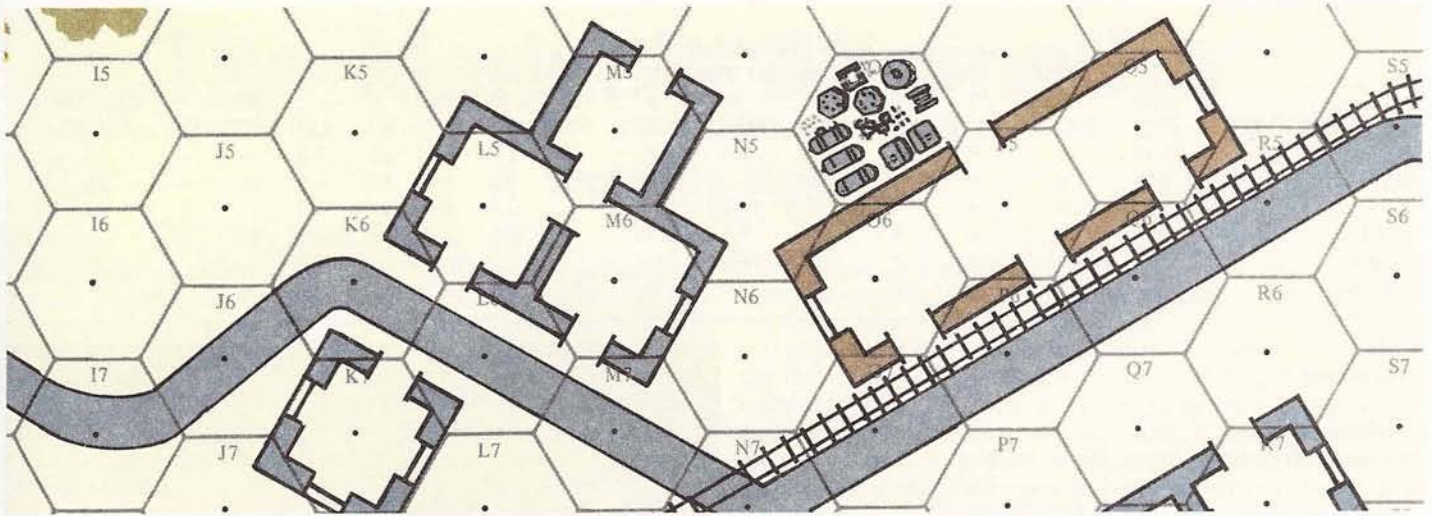
Wild-card Masterspy

Because of its steep cost, many players are deterred from using the Masterspy card, especially in the early stages of the game. Under this variant, the SP cost for playing the Masterspy action card is eliminated.

Action Card Purchase

Players are sometimes inhibited from using action cards for fear of ending up with a hand having so few cards that their capabilities are minimized. During the Joint Economic Growth Turn, players may purchase up to two Action Cards in addition to the one or two they are allowed to draw from the deck. Each action card costs 5 SP's. No player may hold more action cards than normally allowed. Players may discard action cards in order to purchase new ones.





His Majesty's Soldiers

Adding The British To Ambush

By Stephen Negrus

Did you know that, in addition to being a superb solitaire game, Ambush can also be played with two or more players? It's very easy to handle, and if there are any groups involved in this pleasant pastime, write an article telling us how you do it! We at the Insider are busily preparing a special Ambush issue, featuring a brand new scenario. It is so big, in fact, that there may not be much room for anything else other than the cover. In the meantime, let's whet your appetite with this special variant. WEP

Ambush is, with B-17, one of the first solitaire wargames to burst on the market and is rapidly becoming a phenomenon. It has often been compared by Victory Games to *Squad Leader*. Like its predecessor, it has a very large dose of expandibility which contributed so much to SL's success. Yet, this has not been carried to its furthest. As I look over *Move Out*, Ambush's expansion module, I am saddened to see that few new rules have been added.

To rectify this, I leave before you, gentle sirs, a variant that will add a new dimension to the game. He who has mastered the tactics of the American squad will have two new varieties of troops to choose from, plus a couple of new weapons to add to his armory as well.

The British

The British squad in WWII was renowned for its tendency not to break under fire. Therefore, during squad generation, the British squad is given five extra regeneration points. Its armament was generally lighter than the Americans, so subtract three from British weapon points. British forces did not have as much familiarity with motorized vehicles as the Americans, so subtract two from their driver skill die roll.

The British squad is allowed the following American weapons: grenades, satchel charges, medium (Vickers) machine guns, and pistols. All British ammunition is treated as American. In addition, since Thompsons were commonly used, the player has the option of taking this rather than the British model. They are also allowed the following new weapons which the American may utilize as well (see the end of the article): flamethrowers and mortars.

These weapons may be used exclusively by the British:

Bren Light Machine Gun

Cost: 8. It takes two port boxes. Requires one man to fire or move it, but after being moved, it requires preparation like a crewed weapon.

Piat

Cost: 6. Treat like a bazooka except as indicated on the weapons chart.

British Submachine Gun

Cost: 4. Takes one port box.

British Bolt Rifle

Cost: 2. Takes one port box.

In a scenario, when US troops are deployed through paragraph orders, substitute the following weapons for US weapons: British SMG for Thompson, British bolt rifle for SAR or carbine, Bren LMG for BAR, and PIAT for bazooka. No change is made in the attributes.

The Maquis

Another force that could be simulated in *Ambush* is the French underground force called the Maquis. Although these troops did not operate alongside U.S. forces, they made numerous raids and guerilla actions. These troops could be used in all scenarios but 4 and 8 with the following provisos.

Ignore all references to reinforcements. When a paragraph states that a U.S. soldier or vehicle appears, treat as no effect. The Maquis is not assigned jeeps. Any radio references are discarded. Before beginning scenario 3, read paragraph 1000.

The following additional steps are taken when using a Marquis squad. Eight additional points are given to the player to simulate the advantage of surprise the underground usually held over the Germans. Only one-half (rounded up) of weapon points assigned to a squad could be used. Halve the driving skill of any Maquisard in a captured vehicle, since they will not be given friendly vehicles.

In order to simulate their capabilities, a modifier of +1 is given to any PC check performed by one, and a -1 modifier is applied to all activation checks conducted in a scenario involving the Maquis. In addition, the Maquisard's ferocity is simulated by allowing him to kill (automatically) any prisoner in the same hex as he, and by not allowing him to make assaults to capture.

New Weapons

Concussion grenades

These grenades are treated as exactly the same as normal grenades except that they have less effect on personnel, and more on vehicles and buildings. When used against unarmored targets, conduct fire in the same way, but only allow it to affect one target only. Against vehicles or buildings, roll normally to hit but treat the grenade as an explosive penetration weapon, with penetration being light on a roll of 4-7 and medium on a roll of 8 or 9.

Mortars

These depict the British 2" and the American 60mm mortars. They cost eight and take up two port boxes. Mortar rounds are treated the same as grenades with the exceptions that they may not be thrown and that any damage inflicted by them is always located on the "Grenade,

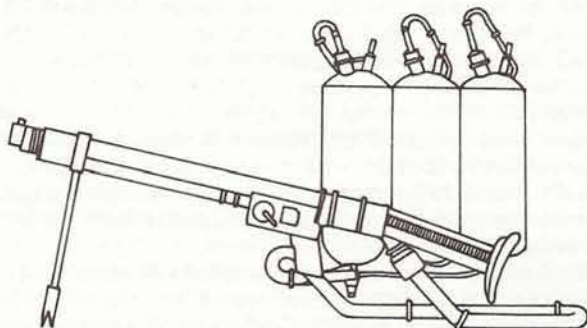
WEAPON TYPE	JAM (PC)	WEAPONS CHART						DAMAGE EFFECT (ONE DIE)						OUT OF AMMO	
		BASE		CHANCE TO HIT AT RANGE				PERSONNEL			PEN.				
		8 SAME	7 ASS.	6 ADJ.	5 SHT.	4 MED.	3 LONG	PNC	WND	INC	KL	LIT	MED		HVY
Brit SMG	05/10	•	•	•	2-4	5-8	9+	0-1	2-7	8	9	7-9	—	—	50
Brit Bolt	05	•	•	•	2-7	8-16	17+	0	1-5	6-7	8-9	6-9	—	—	25
Bren LMG	05/10	•	•	•	2-10	11-20	21-	—	0-3	4-6	7-9	4-9	—	—	50
PIAT	05d	•	•	•	2-3	3-6	7-12	—	0-1	2-3	4-9	0-6	7-8	9	A
Mortar	05d	•	•	•	1-9	10-20	21+	As grenade (inside)						A	
Flamethrower	—	1	•	2	4	5-6	0	1-2	2	4-9	5-8	9	—	A	

Inside" table.

Mortars require one action to fire and one action to prepare. They may not be snap fired. Anyone loading or firing a mortar must crouch. After being prepared, a mortar must be fired on the next turn without being moved. A mortar may be fired at any hex on the board with the following modifiers:

1. The mortar is firing at a hex out of sight: -3
2. The mortar is not being crewed by two people: -2
3. The firer's weapon skill
4. The mortar is being fired into a woods hex: -2
5. The mortar is being fired into a rough, cover, brush, or rubble/crater hex: -1

A mortar may not be fired into an interior hex. They may not fire concussion rounds. A mortar round that misses scatters like a grenade or satchel charge.



Flamethrowers

Flamethrowers cost 12, require the use of 1 person, and occupy 2 port boxes. One flamethrower shot requires the use of one weapon point. Any target fired upon by a flamethrower is considered, for calculating hit chances only, to be one hex closer than it actually is. Flamethrowers may not be fired inside its own hex. Everyone in the target hex is affected. Anyone killed, wounded, or incapacitated by fire while carrying a flamethrower must roll for explosion. This will occur on a roll equal to or less than 25 with percentile dice. These explosions kill the bearer and affect everyone in the hex like a grenade blast.

The following modifiers apply to flamethrower fire:

1. Firer is wounded: -1
2. Firing through non-adjacent aperture: -1
3. Snap fire: -2
4. User's weapon skill

In addition, houses and vehicles will be set ablaze by a flamethrower on penetration. Vehicles will explode at the end of the turn, killing all within and damaging all in the same hex with the equivalent of a grenade blast. Note that armored vehicles are only vulnerable at the rear, not at the tracks, to this form of attack. Anyone inside a burning house at the end of a turn will take damage as from a grenade, outside. Bunkers may not be set afire. Any German inside a burning house will immediately exit by evasive movement. If he does not possess evasive movement, than he will exit by the route which moves him farthest from enemy soldiers. Roll a die if there is a choice of hexes. No German will ever end his turn in a burning house. If he has MP's remaining to move to the hex beyond the house than he will do so. If not, he will lie prone that turn.

SARGE SEZ . . .



FALL IN!

The Victory Insider is looking for a few good writers to fill the pages of the premier magazine about Victory Games, Inc. What's the best way to approach playing 1809? (From behind with a very large stick.) What should players look for when setting up units in Cold War? (The nearest fast-food joint.) And what about the British in Pax Britannica?

If you are willing to tell us the answers to these musical questions, we're willing to pay for the privilege: \$18 per page or \$27 in VG/AH games.

The Marine's Alternative

A Vietnam Variant

By Carlo Amato

Pacification was an elusive goal during the American involvement in Vietnam. Many programs were attempted and, for the most part, failed. One program that was never really given a fair chance was the CAP program, and this article will provide the rules and background to allow players of VG's *Vietnam* game to try it.

In June of 1964, when General William Westmoreland took over as COMUSMACV, he immediately came into conflict with Marine Corps leaders concerning the proper way to conduct the war. Westmoreland favored the "search and destroy" strategy with large numbers of troops scouring the countryside, seeking to engage enemy troops whenever and wherever possible.

Seeing the Vietnamese people as the true objective, the Marine Corps instituted the Combined Action Platoon program (CAP). One U.S. rifle squad and a medic would be attached to a South Vietnamese Popular Forces platoon of 38 men to provide village security. The CAPs lived with the villagers, providing around-the-clock security from the VC.

The marines and PF's complemented each other. The marines supplied the technical know-how to direct supporting fire and the backbone to rally the PF's to stand and fight (typically, these troops fled at the first sign of VC). The PF's in turn eased the interaction between the Americans and villagers. And the villagers, confident that the CAPs would protect them, cooperated with the troops.

Westmoreland recognized the virtues of the CAPs, but did not encourage their use outside of I Corps. He complained, "I simply had not enough numbers to put a squad of Americans in every village." However, arithmetic does not bear this out. In 1967, South Vietnam had approximately 2,500 villages. To put a squad in every village would require forty thousand combat troops. It is important to remember, though, that every American combat soldier had about 8 persons whose job was to keep him supplied. A nationwide commitment to CAPs would not have been cheap, but was well within U.S. capabilities.

Of course, Westmoreland stuck with the search and destroy tactic. But why not give the U.S. commander the CAP option? It can be used in the campaign game as well as a play balance tool in the scenarios between players of unequal skill.

The following rules should be used with the Marine Alternative:

1. Allow the U.S. player to institute a nationwide CAP program at a cost of 120 commitment points. The U.S. player could build one in

I Corps alone at a cost of 20 commitment points, and later start a nationwide program for 100 commitment points.

2. The effects of the CAP program are:

a) each cultivated hex will defend itself with a strength of 1 if an NLF unit chooses to attack it. Essentially, the marines are giving each hex's regional forces, rule 11.2, the incentive to fight.

b) an NLF unit or stack of units can move through cultivated hexes with no movement penalty, nor do they have to attack. Cultivated hexes cannot force incidental attacks.

c) the cultivated hex can call in air and artillery support fire, and U.S. or ARVN replacements may be used to fill combat losses. However, if the CAPs suffer more than two point losses, combat ends (the CAPs have been overwhelmed) and no replacements need be lost. If the CAPs lose one, the U.S. player may opt to use a replacement point and continue combat, or allow the CAPs to be overwhelmed by not filling the loss.

d) Rule 7.2, Limits to Artillery Support, applies to CAP combat as well.

e) CAPs may never be used to attack. They are strictly defensive.

f) VC supply conduits may not be built in cultivated hexes that have CAPs.

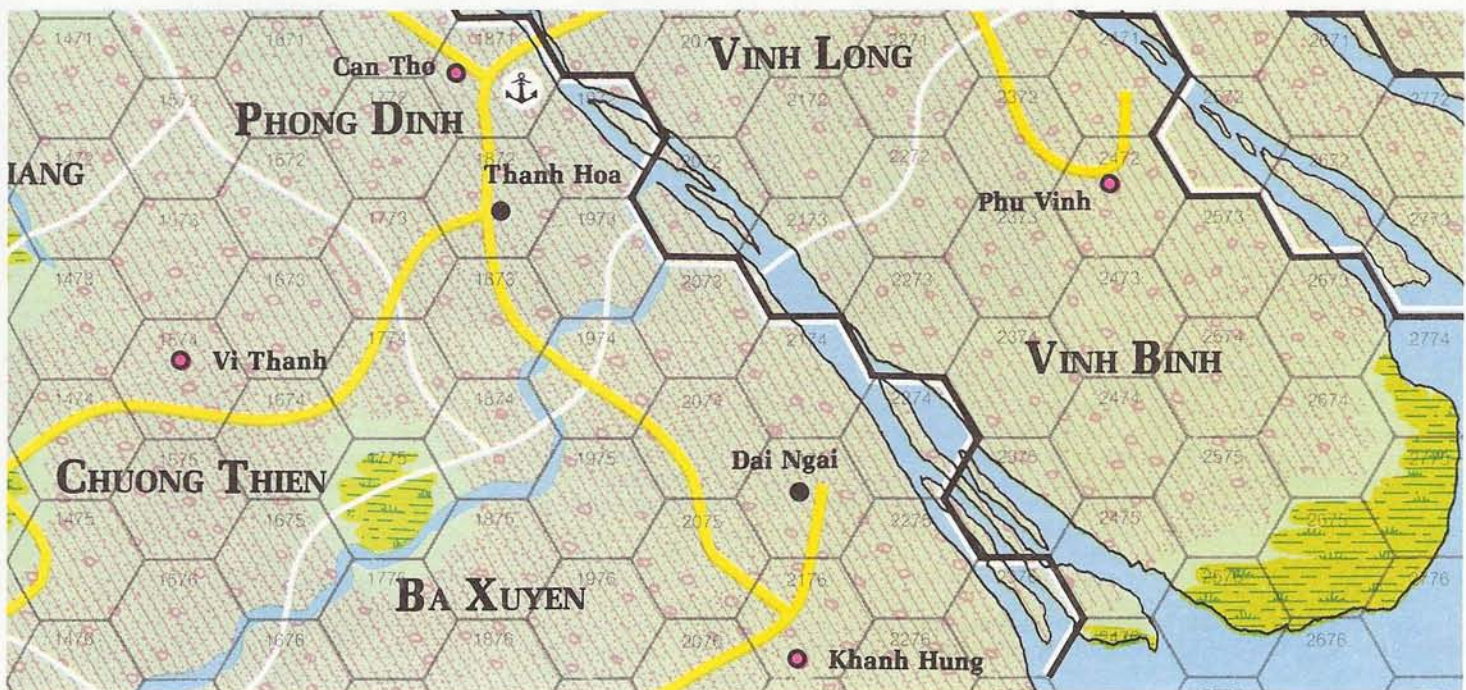
g) Regional forces may still be used by defending Allied units normally. However, if the Allied unit is destroyed, or retreats out of the hex, the CAP is considered destroyed as well.

h) A side record of the hex numbers that have had their CAPs destroyed should be kept. At the end of any seasonal interphase, the U.S. player may reinstitute CAPs in up to three of them for every U.S. replacement point expended. However, no NLF unit may occupy the hex at that time.

g) An NLF unit can be considered to occupy a cultivated hex for pacification purposes (in the campaign game) or victory point purposes (in the scenarios) only if the CAP has been eliminated.

h) Cultivated hexes on the border between two Corps zones are considered to have CAPs if one of the Corps has them.

i) The CAP program may be dismantled any seasonal interphase, but may not be rebuilt. The U.S. player regains the full commitment he spent if he dismantles the program. A CAP program must be dismantled for, or with, final withdrawal.



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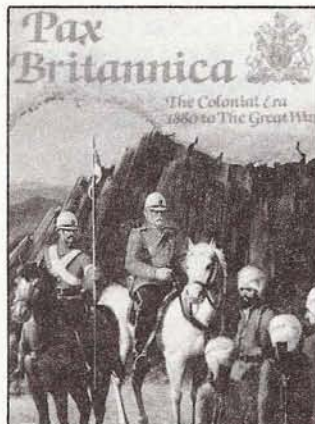
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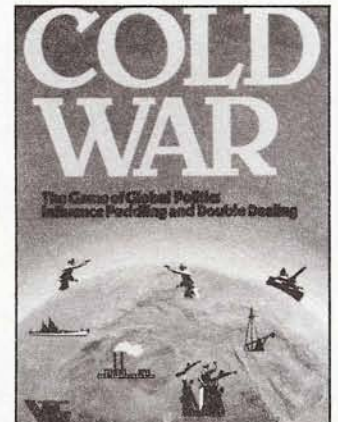
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