



GAME SPECIFIC RULES

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GAME SPECIFIC RULES

1.0 Introduction

These rules extend the Series Rules and add nuance as they apply to the situation between the People's Republic of China (PRC) and the Socialist Republic of Vietnam (SRV). Unless otherwise specified, Game Specific Rules apply to both the Standard and Advanced Game and take precedence over any of those rules that they may contradict.

1.1 Components

Your copy of *Next War: Vietnam* should contain the following:

- 1 22" x 34" map depicting the border area between the PRC and SRV
- 1 22" x 34" Strategic Display
- 1 Standard & Advanced Game Series Rules booklet
- 1 Game Specific Rules (GSR) booklet (this one)
- 4 sheets of 9/16" Counters
- 8 Play-aids and charts (six 8½" x 11" & two 11" x 17")
- Two 10-sided dice (0-9)

1.2 Designations

For all purposes where the terms are referenced in rules and charts, the SRV, and nationalities intervening on its behalf, are "Allied" and the PRC, and nationalities intervening on its behalf, are "non-Allied". Indonesia, Malaysia, Thailand, and the Philippines begin Neutral and may enter the war during setup or play.

2.0 Terrain

[8.0 Standard/Advanced]

2.1 Installations/Hardened Targets

The following are Hardened Targets: Ballistic/Cruise Missile markers, the PH BrahMos Cruise Missile battery, and SAM battery counters.

2.2 Friendly Map Edges

The friendly map edges on the Operational Map are:

Allied: All southwest edge hexes.

Non-Allied: All northeast and northwest edge hexes.

Play Note: Please note the compass rose in the top left corner of the map as several setup instructions refer to northeast, southwest, etc. To be clear, the top of the map is northeast, the bottom of the map is southwest, left is northwest, and right is southeast.

2.3 Jungle

Next War: Vietnam introduces a new in-hex terrain type to the system, Jungle, that modifies the underlying terrain, i.e., Flat, Rough, or Highland, as noted in the Terrain Effects Chart (TEC). As summarized on the TEC, regardless of the underlying terrain no Paradrrops are allowed, Armor and Mechanized units are halved attacking into it, Light Infantry earns a DRM attacking or defending, and all Leg units (Leg, Light Infantry, and Motorized Infantry in Combat) are doubled on defense.

Design Note: Technically, the terrain in the northern highlands (and in the central highlands, too) of Vietnam is generally referred to in most places as "densely forested". I want to call it jungle to differentiate it from "woods", and, also, because I can.

2.4 Invasion Hexes and Beaches

There are only two usable beaches for Amphibious Assault on the *Next War: Vietnam* Operational Map: 4319 and 4320. They are marked with a light blue coloring. There is only one All-sea hex that can be used for AMPHs conducting an Amphibious Assault: 4420. It is outlined in dark blue.

Design Note: This part of the Vietnamese coast includes a lot "mud flats" making true, over the water amphibious assaults problematic.

2.5 Laos

Hexes in Laos can be entered by either side.

2.6 Clearing Operations

When conducting Clearing Operations in the SRV, apply an additional -1 DRM to the roll. This is noted on the Clearing Operations chart on the Standard & Advanced Game Tables Player Aid Card.

Design Note: The People's Self Defense Forces referenced below are a physical representation of a concentrated effort. This DRM represents their general presence across Vietnam.

2.7 All-Sea Hexes

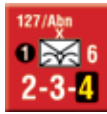
As an exception to 8.3.1.11, hexes 4510 and 4610 are considered all-sea hexes and can be entered by Naval Units.



3.0 Units

[2.0 Standard/Advanced]

3.1 Airborne Units



The following Airborne units can conduct Airmobile/Airborne Movement/Paradrop Movement: the brigades and HQ of the US 82nd Airborne Division and 4/25, the Malaysian Airborne battalions, and the non-mechanized brigades and HQ of the PRC Airborne Corps.

The mechanized brigades of the PRC Airborne Corps can utilize Airborne Movement/Paradrop; i.e., they cannot use Airmobile Movement.

Design Note: Unlike their Russian counterparts, the PRC mechanized Airborne units cannot utilize Airmobile Movement, however, they can be Paraded. This is both a doctrine and an equipment issue. The PRC doesn't have either, in terms of air mobility, for their mechanized units.

3.2 SRV People's Self Defense Force



The People's Self-Defense Force is Vietnam's local militia system organized through their provincial military command and able to draw on up to 5 million highly patriotic reserves. Though lacking in mobility and heavy firepower, the PSDF is an important backstop to Vietnam's armed forces, providing garrison forces, easily replaceable manpower, and the core of a local resistance movement. The following rules are meant to reflect these roles for the PSDF.

3.2.1 PSDF Counter Characteristics

Each side of the counter represents a different mode. The front side of each PSDF counter represents it as a normal, Leg ground unit in Garrison mode; it's in its home area, dug in, and defending familiar ground with a defense strength but no attack strength or movement allowance. The reverse side represents the counter in "Resistance" mode. In Resistance mode, it has the following special capabilities:

- Provides a -1 DRM to any PRC Clearing Operation.
- Is a "friendly ground unit" for automatic detection [21.1].

Design Note: The -1 DRM above is in addition to the general DRM for Clearing Operations in the SRV [GSR2.6].

3.2.2 Deployment

All PSDF counters have a Military Region with which they are associated (upper left). At the beginning of the game, all PSDF counters are placed in an opaque container (the "PSDF Draw Cup"). When instructed by scenario rules (generally during setup or in the reinforcement phase), counters are drawn randomly from the PSDF Draw Cup and placed in a Town, Airfield, Installation, City, or Urban hex in their Military Region in Garrison mode. Only one PSDF counter can be in any given hex.

A counter can be placed into a hex in Resistance mode that is enemy occupied but not enemy controlled.

If there is no eligible hex for placement, remove the counter from play and add two SRV Replacement Points to the General Information Display.

3.2.2.1 Deployment Areas & Military Regions: The Military Regions are marked on the map with dashed lines and the labels 1MR, 2MR, & 3MR. These deployment areas are also used for setup purposes. The Hanoi PSDF unit can be placed in any Urban hex in Hanoi.

3.2.2.2 Reconstitution: As an exception to the normal Reconstitution rules [27.9.3], if no parent or superior HQ is available, the friendly City or Urban hex must be within their Military Region. If no such hex is available in its Military Region, the unit can be placed in any Military Region as per the above. Any time a PSDF unit is reconstituted, it is placed in Garrison mode.

3.2.3 PSDF Retreats & Resistance Mode



If a PSDF counter in Garrison mode is not chosen as a step loss and suffers a Retreat result in combat that is not ignored [9.8.3], it may roll less than or equal to its ER to flip to Resistance mode. If it fails, it is eliminated, and one SRV Replacement Point is added to the General Information Display.

A PSDF counter may voluntarily go into Resistance mode when an enemy unit moves adjacent. The enemy unit can continue moving.

To go into Resistance mode, flip the PSDF counter to its -1 Clearing Operation marker side. It cannot flip back. PSDF counters can only go into Resistance mode in a hex that requires a Clearing Operation.

3.3 PRC Amphibious Units



For the purposes of Series rule 8.5.8, these units can conduct Amphibious Assaults and/or Sea Landings. They may only embark on an AMPH in the PRC Holding Box or an Island Land Area's Inshore Box.

4.0 Weather

[4.0 Standard/22.2 Advanced]



Before a scenario begins, the non-Allied player may choose whether it is the Dry or Wet season.

The different seasons have effects on the Weather Die Roll [4.0].

Weather DRMs:

Dry -2
Wet +3

Play Note: On-Map Weather Table is Clear 0-5 / Overcast 6-7 / Storm 8-9. Players may, optionally, determine the season randomly in any mutually acceptable fashion.

Design Note: The seasons in Vietnam are more extreme than in any other country in the series thus far, and the impacts of weather are one-sided. The rainy season makes Vietnam much more defensible and removes much of the PRC advantage in airpower. Why offer it as a choice then? Because the PRC might welcome Storms to blunt the effect of Allied airpower.

5.0 Movement

[8.0 Standard/Advanced]

5.1 Multi-national stacking

If other nation's units stack with SRV or PRC units, each of the units' Efficiency Ratings in the stack is reduced by one; e.g., US stacked with SRV.

5.2 Transport Limitations

5.2.1 Air Transport



In any allowable movement segment, the Allied side can use Air Transport for two stacking points and the non-Allied side can use Air Transport for four stacking points.

Both sides may have this increased via Reinforcements.

5.2.2 Sea Transport



The Allied player can transport two Stacking Points per eligible Movement Segment. The non-Allied player can transport five Stacking Points of units per eligible Movement Segment by Sea Transport.

The Allied limit may be increased as indicated by the arrival of reinforcements.

5.3 Airborne/Paradrop Movement Limitations



Unless modified by Scenario Special Rules, in any allowable Movement Segment, a nationality can use Airborne/Paradrop Movement as follows:

- Non-US Allied – one stacking point of airborne units
- US – four stacking points of airborne units
- Non-Allied – four stacking points of airborne units

Play Note: GSR 3.1 contains a listing of applicable Formations/units that can use Airborne/Paradrop movement.

5.4 Off-map Movement Lines

Moving along the off-map movement lines is always considered Primary Road movement for all purposes. Such movement lines are not subject to Interdiction. Units moving along movement lines *must* enter the map if they have enough MPs to do so. If they do not have enough MPs to do so, players can still utilize the movement line, but they must keep track of how many MPs have been used along the line.

If the on-map hex that connects a movement line to the map is occupied by enemy units, friendly units can stack off-map immediately adjacent to the hex. This stack is in a temporary,

imaginary hex for stacking purposes. The terrain of this hex is the same as the one to which it is adjacent. Such units operate as if they were on map for all purposes. If forced to retreat from this hex, units remain in the nominal hex; however, units can choose to retreat to the appropriate Holding Box instead.

5.5 Airmobile Points & Movement



Nationalities with Airmobile Point markers track those separately (SRV, PRC, US, PH). US Airmobile Points can move any Allied airmobile capable unit. Others can only move units of their own nationality.

6.0 Strategic Display

Next War: Vietnam builds on the expanded version of the naval rules that appeared in *Next War: Taiwan*. The following rules are in addition to and sometimes override the Series rules.

Design Note: Although this game depicts a conflict between the PRC and Vietnam, an altered Strategic Display is included in case players want to play a combined game or the PRC wants to try and earn some extra VP—albeit at a cost of potentially expanding the war.

6.1 Strategic Display

The Strategic Display contains a representation of a portion of the Pacific Ocean. It depicts four types of locations: Holding Boxes, At Sea Boxes, Inshore Boxes, and Island Land Areas. Holding Boxes represent abstract home country areas of the major participants. At Sea Boxes are represented as areas or zones, and they may contain Inshore Boxes and/or Island Land Areas. Inshore Boxes represent the littorals of specific portions of the At Sea Box. Island Land Areas are hexagonal in shape and represent an abstraction of some significant collection of islands which is not represented with a full map.

Important: Although we provide the entire Pacific Theater naval display, the only At Sea Boxes players consider for Control when playing *Next War: Vietnam* are the Gulf of Tonkin, the South China Sea, and the Spratly Islands. These are all marked with the “Air Superiority” graphic in SRV colors. These are the only At Sea Boxes the PRC player can enter with Naval and/or Ground units.

6.1.2 At Sea Boxes/Areas

At Sea Boxes on the Strategic Display are represented as areas. All the rules that apply to Sea Zones [7.1] apply to those areas as well.

6.1.3 Inshore Boxes

Inshore Boxes are contained within At Sea Boxes. Naval units in an Inshore Box can provide Combat Support to ground Combat occurring in the associated Island Land Area (see below) when no enemy Naval Units are present. Marine ground units in an Island Land Area can embark on, or disembark from, AMPHs in the associated Inshore Box. Two boxes are sometimes shown to differentiate stacking between players; they are the same location.

6.1.4 Island Land Areas

Some At Sea Boxes also contain Island Land Areas depicted as single large dual-colored hexes. Although there are two sides to the hex, this is to facilitate stacking; both sides represent a single location. In addition to Sea Transport, Island Land Areas can also be entered according to the rules below. Island Land Areas can be entered via Amphibious Assault from the associated Inshore Box per those rules. Specific capabilities per Island Land Area are:

6.1.4.2 Paracels: Airmobile Movement and Helicopter Strikes/CS are permitted to/from the PRC Holding Box, the Philippines, and Vietnam Holding Boxes.

6.1.4.3 Spratlys: Airmobile Movement and Helicopter Strikes/CS are permitted to/from Malaysia, Indonesia, Vietnam, and the Philippines Holding Boxes.

Design Note: Why no Airborne movement? Because most of the islands are very small and mass airborne drops would end up with a lot of drowned soldiers.

6.1.4.4 Attack Helicopter Rebasing: When Rebasing on the Strategic Display, Attack Helicopters can follow two of the helicopter movement lines on the display, e.g., Indonesia to Spratly's to SRV Holding Box. An intermediate location does not have to be friendly Controlled.

Design Note: This represents the ferry range of the helicopter.

6.2 Holding Boxes

Holding Boxes may contain Ports and, in most cases, Airbases. The Holding Boxes have special rules. Ports and Airbases in Holding Boxes can be attacked (GSR6.2.5).

6.2.1 Holding Boxes

There are multiple Holding Boxes for *Next War: Vietnam* on the Strategic Display in both the Air Superiority area as well as the Naval Display: US, Indian Ocean, PRC, SRV, Philippines, Malaysia, Indonesia, and Japan.

The PRC Holding Box on the Operational Map represents the same location as the one depicted on the Strategic Display.

The Holding Boxes can be used to receive and hold reinforcements [GSR 8.0]. Only ground and naval units of the appropriate side can enter that side's Holding Boxes.

Regardless of Strike or Destroyed markers present on Airbases, Airfields, or Ports in a Holding/Basing Box, they are assumed to have an undamaged Airbase and Port enabling the use of Airmobile Movement, Air Transport, Airborne Movement, or Sea Transport.

6.2.2 Ground Unit Movement

Units in the SRV Holding Box can enter the Operational Map in one of the following hexes: 4023, 4223, and/or 4423. Units in the PRC Holding Box can enter the Operational Map in any hex along the northeast edge of the map containing a road that leads off the map. Transitioning between the Operational Map and the Holding box costs 1 MP.

6.2.3 Airmobile Movement, Attack Helicopters, and the Operational Map

Helicopter movement is traced from a Holding Box to the Operational Map and vice versa by expending 7 MP. Such movement can only be traced as follows:

PRC Holding Box – to/from the Operational Map between hexes 3801 and 4901.

SRV Holding Box – to/from the Operational Map between hexes 3722 and 4423.

Attacker Helicopters can base in an Airbase/Airfield in the Holding Box.

Attack Helicopters can Rebase between an Operational Map Holding Box and any friendly Airbase/Airfield/City/Urban Hex on the Operational Map.

See Island Land Areas (GSR6.1.4) for Helicopter movement on the Naval Display.

6.2.4 Air Transport & Airborne Movement

Players can utilize Air Transport to/from a Holding Box from any friendly Airbase/Airfield on the Operational Map. Airborne Movement/Paradrop can be conducted to any eligible hex from a Holding Box.

6.2.5 Strikes Against Installations in a Holding Box

[Advanced]

Installations and Airfields in a Holding Box (including SAM and Cruise Missile batteries) can be the target of Strikes and SOF Missions. They can receive Strike and Destroyed markers. These Installations are:

- in Rough Woods terrain for all purposes.
- within two hexes of an HQ unit for Detection and Air Defense Fire.
- for SOF Raids they are “occupied, but by less than a brigade” and generate a +1 Raid DRM.

Exception: The U.S. and Indian Ocean Holding Boxes cannot be attacked.

6.2.6 US and Indian Ocean Strategic Display Holding Boxes

No air missions can be flown by air units based on a carrier in either of these boxes.

6.2.7 Naval Retreat

In the Standard Game, a Naval Unit can retreat to a Holding Box Port if it's adjacent to the Sea Zone from which the unit is retreating rather than being removed from the game [7.2.1].

In the Advanced Game, a unit can always retreat to the nearest friendly Holding Box.

6.2.8 Japan

The Japan Holding and Basing Box exists solely to support setup, reinforcements, and naval retreats. Units placed there or entering it will have to Rebase or move out to be effective. It cannot be attacked or used for any other purpose unless playing a Combined Game.

6.3 Sea Control

Unless playing a Combined Game, the Allies always have Control of the Northern Approaches and Marianas. The Celebes Sea, Philippine Sea, Central Approaches, Taiwan Straits, Ryukyu Islands, East China Sea, and Sea of Japan are always Contested.

In addition, the status of US intervention will influence Sea Control.

6.3.1 Inshore Boxes

Regardless of US intervention, if the associated At Sea Box is controlled, make a Sea Control roll for any Inshore Boxes in play that are either Contested or controlled by the side that does not control the associated At Sea Box.

6.3.2 At Sea Boxes

In all scenarios, the PRC begins with control of the South China Sea, Spratly Islands, and Gulf of Tonkin At Sea Boxes.

6.3.2.1 Advanced Game (US Intervention Level 0 or 1): In the Advanced Game, if the US has intervened at Level 0 or 1, the PRC automatically controls those boxes and all others remain Contested for the duration of the game unless US intervention is increased to Level 2 or higher.

6.3.2.2 Standard and Advanced Game (US Intervention Level 2+): In the Standard Game and if the US intervenes at Level 2 or higher in the Advanced Game, unless automatically Contested [7.2.2] always roll for Sea Control in the Spratly Islands, South China Sea, and Gulf of Tonkin At Sea Box. These are all marked with the “Air Superiority” graphic in SRV colors.

The PRC player may affect Sea Control die rolls by expending Cruise Missile Points [GSR14.1.4.1].

Design Note: The intent is to portray the ebb and flow of control and the importance of both an actual presence of naval units and the ability for air units and cruise missiles to affect control.

6.4 Naval Detection



Each At Sea Box contains DRMs for Naval Detection rolls. The number to the left of the symbol (in red) applies to non-Allied Naval Detection attempts; the number to the right (in blue) applies to Allied Naval Detection Attempts. This applies in both the At Sea and any associated Inshore Box.

7.0 Combat

[9.0 Standard/Advanced]

7.1 Mixed Nationalities in Combat

When units of multiple nations attack together, they incur a DRM per additional nationality; i.e., if the US, FR, and SRV attack together, there is a +2 DRM. This is in addition to any applicable multiple Formation DRM. The applicable DRMs are listed on the Combat Results Table.

For this rule, the US and CW are treated as a single nationality.

8.0 Reinforcements & Replacements

[10.0 Standard/Advanced]

8.1 Reinforcements

During the Reinforcement Phase, players may receive ground unit reinforcements. Some scenarios will describe the location or method of entry for units, otherwise, use the rules here.

Air units, Naval units, Supply Points, Missile/Cruise Missile Points, and Special Operations Forces may also be specified.

Note that Reinforcements are listed in the turn they arrive. In other words, if a given reinforcement is listed for GT2, then in the Reinforcement Phase of GT2, it is pulled from the appropriate location and placed in accordance with the rules below.

The Allies have a Reinforcement Schedule that details either specific units that are arriving or random draws.

In the Advanced Game, if the Intervention Level increases during the game, see 17.3.2.6 for handling set up and reinforcements.

8.2 Ground Unit Reinforcements

In general, ground unit and Attack Helicopter reinforcements not specified as arriving on the Operational Map must be placed into a friendly Holding Box.

Reinforcements arriving in a map edge hex can stack as desired in the designated hex. Units may be placed on off-map movement lines [GSR 5.4] behind their designated entry hex as desired and enter during a friendly Movement Segment.

If enemy ground units occupy all a unit’s possible arrival hexes, that reinforcement unit may either be placed in the appropriate Holding Box or any other hex on the same map edge that contains a road leading off the map.

If placed in a Holding Box, it can subsequently enter either the Operational Map or Strategic Display per normal movement rules.

Units specified as arriving on the Operational Map by Airmobile Movement or Air Transport can only do so if that side had some level of Air Superiority for the turn; otherwise, place them in an appropriate Holding Box.

8.2.1 International Reinforcements

In general, unless otherwise specified, units being placed as reinforcements prior to the start of or during the game are placed as outlined below.

8.2.1.1 Motorized and Mechanized: These units (of any size); i.e., non-Leg, arrive only by sea in any friendly port hex not in an enemy ZOC subject to Port Capacity [8.3.1.9]. If no Ports are available on the Operational Map, units must arrive in a friendly Holding Box.

8.2.1.2 Leg Reinforcements: All Leg units arrive in a friendly airbase by Air Transport. They are placed in any friendly airbase (not airfield) that is not Destroyed, does not have a Strike 2

marker, and is not in an enemy ZOC. If no Airbases are available, such reinforcements arrive in a friendly Holding Box.

8.2.1.3 Attack Helicopter Reinforcements: In any non-Storm turn, Attack Helicopters can arrive at any friendly Airbase/Airfield that is not Destroyed, does not have a Strike 2 marker, and is not in an enemy ZOC. Otherwise, they arrive in a friendly Holding Box.

8.3 International Allied Naval and Marines

Allied Naval Unit reinforcements arrive in either the US or Indian Ocean Box [GSR 8.3.1] (see Strategic Display).

Units that are being placed as reinforcements prior to the start of the game (i.e., in the Tactical Surprise or Extended Buildup scenarios) are placed as follows:

- Allied SAGs – Any At Sea Box.
- CVN BG/CV BG/AMPH – Indian Ocean and/or US Box, or the Celebes Sea, Philippine Sea, or Central Approaches At Sea Box.

USMC units are placed either in the Japan Holding Box or embarked on an AMPH if one is arriving as part of the same reinforcement group or as part of setup.

Non-USMC Allied marine units are placed in any friendly Port or Holding Box.

8.3.1 Ocean Box Arrival

For reinforcements arriving during the game (i.e., not during setup) the Allied player rolls a die for arriving Allied CVN/BG, CVBG, SAG, AMPH, and USMC ground and attack helicopter units that are part of the same Reinforcement group. If the roll is less than the R# listed on the Master Allied Reinforcement Table, it arrives in the Indian Ocean Box instead of the U.S. Box.

USMC units that arrive in the Indian Ocean Box without an AMPH must use Sea Transport to move out (or an AMPH can come pick them up).

Exception: The Allied player may choose to have USMC Reinforcements marked “B” arrive in the Japan Holding Box.

Allied units arriving in the US Box and/or Japan move across the full naval display; remember entering some of those is a Contested Sea Move [GSR6.3.2.2].

8.4 Air Units

[Advanced]

Both sides’ air units are placed in the appropriate Ready Boxes in the Strategic Display.

8.4.1 USAF/CW/FR

The Allied player must place Unlimited Range USAF units in the USA/Guam Basing Box; all USAF/CW/FR units are placed in the Philippines, Japan, or Thailand Basing Box. Thailand is only available per GSR 17.4.3. Philippines is only available if the Philippines has entered the war on the Allied side. CW/FR units may be placed in Vietnam. There are supply considerations for basing in Vietnam [GSR11.6].

Play Note: The USAF is deliberately left out of directly reinforcing (or setting up) in Vietnam. USAF units will have to arrive elsewhere and Rebase to Vietnam if allowed.

8.4.2 USMC

Place in the same manner as USAF units, except that USMC F-35Bs may opt to base in a US Carrier box (when CVBG/AMPH present) [see also GSR 16.13]. Units placed as reinforcements prior to the start of the game in the Extended Buildup scenario may be placed in the Vietnam Basing Box.

8.4.3 USN Carrier Air Wings

Place in the appropriately numbered Carrier Basing Box.

8.4.4 Allied Carrier Air

Place in the appropriate Carrier Basing Box.

8.5 Supply Points, Supply Depots, Missiles, Special Forces Counters, etc.

All such reinforcements for either side are added to the Game Information Display using the appropriate marker.

8.6 Air Unit and Helicopter Replacement [27.9.3.1]

The US can use this process only for the following air unit types: A-10, F-15C, F-15E, F-16, F/A-18, F/A-18E, F/A-18F, F-35A, and AH-64. [See also GSR 16.6]

The PRC can use this process for J-7, JH-7, J-8, J-10, H-6, J-11, JF-17, and Zhi-10.

The SRV, Indonesia, Thailand, Malaysia, Philippines, and Wild Weasel (WW) units cannot use this process.

CW and FR can use this process only for the following air unit types: F/A-18 (including F/A-18E), Rafale (but not Rafale-M), and Typhoon [GSR11.5].

8.7 Replacements

Only the PRC, SRV, US, and CW receive Replacement Points.

8.8 Using the Master Allied Reinforcement Chart

This chart shows the order of arrival for all Allied International reinforcements. Use only the Standard column for the Standard Game; use all columns for the Advanced Game. Some listings are in italics because those units are either optional or have special rules associated with them. If a Reinforcement Group includes counters that did not come with the game, ignore them unless otherwise instructed. See GSR 8.3.1 and 17.4.1 for how to use the “R#” column.

9.0 Subordination

[18.0 Advanced]

9.1 HQs

Only the Allied side has a Supreme HQ: Hanoi. Only SRV units can use the Supreme HQ for any purpose; e.g., non-SRV Allied units cannot trace to the Hanoi HQ to avoid Isolation.

9.2 Other Subordination

In addition to normal Subordination [18.1]:

1. All SRV units are subordinate to the Hanoi Supreme HQ.
2. US Marine units are subordinate to any US Marine HQ.
3. All US Army units are subordinate to any US Army HQ.
4. CW units [GSR 16.9.1] are subordinate to any US HQ.
5. FR units [GSR16.9.2] are subordinate to any US or CW HQ.

10.0 Isolation

[19.7 Advanced]

10.1 Isolation

10.1.1 Operational Map

In addition to Series Rule 19.7.1, units can avoid Isolation if they can trace a path of contiguous land hexes (of any length) free of enemy units or their ZOCs to a friendly map edge [GSR 2.2] hex that leaves the map along a road. Ignore enemy ZOCs in hexes that contain friendly ground units. Non-SRV Allied units can avoid Isolation by tracing such a path to a friendly controlled Port or Supply Source if the Gulf of Tonkin Inshore Box is friendly Controlled and the Gulf Tonkin At Sea Box is friendly Controlled or Contested.

10.1.2 SRV PSDF Units

These units are never Isolated.

10.1.3 Strategic Display

Units in an Island Land Area are isolated if they cannot trace a LOC through friendly-Controlled or Contested Inshore and At Sea Boxes to a friendly Holding Box or if the opposing side has Air Supremacy.

11.0 Supply

[19.0 Advanced]

11.1 Map Edge

Both sides can use any friendly map-edge hex [GSR 2.2] with a Highway or Primary Road leading off that edge as a Supply Source with a range of 6 MPs.

11.2 SRV Military Regions

SRV Military Region units (MR) can use any City as a Supply Source with a range of 6 MPs.

11.3 Ports

Either player can use friendly Controlled Ports in the SRV as a Supply Source with a range of 6 MPs if the Gulf of Tonkin Inshore Box is friendly Controlled and the Gulf Tonkin At Sea Box is friendly Controlled or Contested.

11.4 SRV PSDF Units

These units are never Out of Supply.

11.5 Sharing of Supply Points, MSUs, and Supply Depots

Unlike in other games in the series, Supply Points are collected and used for a nationality; i.e., they are PRC, SRV, or US, not Allied or non-Allied. A nationality's Supply Points can only be used on its units and affect its tracks; e.g., only SRV Supply Points can be used to increase the SRV Air Defense Tracks.

In addition, a nationality can only trace supply to an MSU or Supply Depot of its own nationality. A nationality without supply points (TH, PH, MA, IO) cannot use them for any purpose.

Exception: CW and FR units use US MSUs and Supply Depots. US Supply Points can be spent on them.

11.6 Air Unit Basing Costs

If air units from the US, CW, and/or FR are based in Vietnam, then Supply Points must be expended each turn during the Reinforcement & Replacement Phase to maintain them. The US must spend one Supply Point per turn if it has any air units based in Vietnam. If either or both FR and CW have air units in Vietnam, one Supply Point (either US or SRV) per turn must be spent. If an appropriate Supply Point is not spent, move that nationality's air units to the Flown Box.

Similarly, if the Philippines enters the war on the non-Allied side and the PRC Rebases air units there, the PRC must spend one Supply Point per turn during the Reinforcement & Replacement Phase to maintain them. Otherwise, move those air units to the Flown Box.


Design Note: This represents not having any in-place infrastructure already built.

11.7 Holding Boxes


Units in Holding Boxes are always in supply and never Isolated [19.7].

11.8 U.S. Mobile Supply Units (MSU)

11.8.1 US Army MSU

 This MSU is placed when the US player spends two US Supply Points in any Supply Phase. It must be placed in a friendly-Controlled Port eligible to be used as a Supply Source [GSR11.3], the SRV Holding Box, or any hex on the southwest map edge containing a road leading off the southwest edge of the Operational Map.

11.8.2 USMC MSU

 This MSU can be placed into a Beachhead hex or Island Land Area whenever the USMC conducts an Amphibious Assault. It can also be placed in the same fashion as the US Army MSU, except it costs one US Supply Point. It can only provide supply to USMC units. If on the Operational Map, it must trace to a friendly-Controlled Port [GSR 11.3] or any hex on the southwest map

edge containing a road leading off the southwest edge of the Operational Map.

Play Note: Yes, any hex on the southwest map edge includes Laos which is, by design, slightly different than the Port's case below.

11.9 Haiphong Port

The Port in Haiphong (4311) cannot be used as a Supply Source if either 4411 or 4412 are enemy occupied or Controlled.

12.0 Detection

[21.0 Advanced]

12.1 Electronic Detection

Each side receives three attempts. An additional attempt can be made for that side per nation that intervenes at Level 1 or higher on its behalf.

13.0 Airpower

[6.0 Standard/22.0 Advanced]

13.1 Weather Capabilities

[Standard]

When rolling for Air Points in the Standard Game in Overcast or Storm weather, both sides have Limited All-Weather Capability. [4.1.2/4.1.3]

13.2 Air Superiority

13.2.1 Standard Game



When calculating Air Superiority, add eight to the number of Air Points rolled for the PRC. These are not usable as actual Air Points and should not be marked on the Game Information Display.

Design Note: This represents all the dedicated air superiority air frames the Chinese have.

13.2.2 Advanced Game: Air units can only fly Air Superiority missions if their range allows them to reach the Vietnam Operational Map or the Gulf of Tonkin, the South China Sea, or the Spratly Islands At Sea boxes (as shown by the Air Superiority symbol on the Strategic Display) from their Basing Box.

13.3 Air Unit Ranges

[Advanced]

The range of each air unit (the letter in the upper left corner of the counter – S = Short, M = Medium, L = Long, U = Unlimited) determines how far an air unit can fly missions from its Basing Box. Air units can fly any mission they are eligible to fly under Series Rule 22.2/3.

Air unit range limitations are listed on the Strategic Display. See 24.1 for requirements for attacking ADF tracks. To Strike a Holding Box, the Striking air units must be able to reach the Land Area the Holding Box represents.

Design Note: Unlimited range units are using all available tanker support assets.

13.3.1 Thailand

This Basing Box, and associated Holding Box, are Range 1 from the Vietnam Operational Map and Range 2 from the PRC Holding Box, Gulf of Tonkin, South China Sea, and Spratly Islands At Sea Boxes. However, Short range air units can fly missions from Thailand onto the Vietnam Operational Map.

13.4 Carrier Air Wings (CAW)

[Advanced]

13.4.1 Definition

Each US CVN BG hosts a CAW consisting of 1 x F/A-18E, 2 x F/A-18F, and 1 x EA-18G. [See also GSR 16.1 for Optional Rules.]

The PRC CV BG unit can operate a single J-15. [GSR 16.7.1]

The CW CV BG unit operates a single F-35B.

The FR CV BG unit operates a single Rafale-M.

Important: CAW air units are never included with the USN or PRC air units as part of any setup instructions. They always arrive when their carrier arrives. Individual air units are drawn randomly within an aircraft type; e.g., F/A-18F.

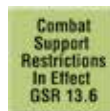
13.5 Air Mission Coordination

[Advanced]

Only US, CW, and FR air units can coordinate; i.e., fly Strike or Combat Support missions together.

13.6 Combat Support Missions

[Advanced]



Air units providing Combat Support for a stack of ground units that does not include at least one unit of their nationality, halve their Combat Support value (rounded down).

Design Note: This isn't NATO where the equipment and doctrine for coordination is in place, and has been in place, for decades. If allied forces are present, it's a scratch force.

13.7 Air Basing Limitations

[Advanced]

Unless otherwise specified, units can base only in their own country. Air units are restricted as to which Basing Boxes, if on the same side, they can use as follows:

- US Air Force – US/Guam, Thailand [17.4.3], SRV, Philippines [17.4.2.1], or Japan.
- US Navy – U.S. Carrier boxes.
- US Marines – US/Guam, Japan, SRV, Philippines [17.4.2.1], or US Carrier boxes.
- Commonwealth and French units [GSR 16.9] – US/Guam, Thailand [17.4.3], SRV, Philippines [17.4.2.1], or Japan.
- PRC – Philippines [17.4.2.1] or Thailand [17.4.3]

- Indonesia – Malaysia or SRV
- Malaysia – Indonesia or SRV
- Thailand – PRC or SRV

Thailand, Malaysia, Indonesia, and the Philippines are not always available [GSR 17.4.2/3].

13.7.1 SOP Designated Bases

[Advanced]

For the purposes of Steps 1a and 1b of the Air/Naval Phase, designated bases are those in Vietnam and the PRC and any Holding/Basing Box with Strike or Destroyed markers.

Non-SRV Allied air units based in Vietnam can only be chosen in steps 1a and 1b if the Airbase/Airfield(s) are in the SRV Holding Box.

13.7.2 Collateral Damage and Airmobile Points

[Advanced]

Airmobile Points can only be destroyed if the Collateral Damage is against an Airbase/Airfield as follows:

SRV: in Vietnam (either Operational Map or Holding Box)

non-SRV Allied: in Vietnam or Thailand (if Air Units are basing in Thailand)

Non-SRV Allied air units based in Vietnam can only be chosen as Collateral Damage if the Airbase/Airfield generating the damage is in the SRV Holding Box.

13.8 Lack of Runways

If all of a nation's Airbases/Airfields on the Operational Map *and* in its Holding Box are marked with either a Strike 2 or Destroyed marker during the Check for Holding Box Airbase Destruction Effects Step of the Reorganization Phase, the player must move one-half (round up) of all available air units in that Ready Box to the Flown Box.

Design Note: Some airbases represent the significant off-map military infrastructure for Vietnam. While in theory all of a nation's airbases can be "destroyed" in the game, we assume that air operations can continue at backup sites and at reduced levels at the major bases.

While a lack of runways condition is in effect for a Basing Box, ignore sub-steps "a", "b", & "c" of the Air Superiority Step in the Air/Naval Phase as they pertain to the appropriate Basing Box.

If all the Airbases/Airfields in a Holding Box are marked with either a Strike 2 or Destroyed marker during the Check for Holding Box Airbase Destruction Effects step of the Reorganization Phase *and* international air units are based in that nation's Basing Box, that player must move one-half (rounded up) of those air units from the Ready Box to the Flown Box.

13.9 S-300 SAMs



The range of SAMs in the PRC make the abstract nature of the Series Rules "border-based" air defense system problematic. To address that, the non-Allied player has two S-300

SAM counters printed in the PRC Holding Box on the Operational Map. While both are operating (i.e. not Destroyed) they allow the non-Allied player to use Normal [24.1] or Local [24.2] ADF (Detection and SAMs only for both forms of ADF), as applicable, against Allied missions anywhere on the Operational Map when they are conducting Strike, Combat Support, Air Transport, Airborne/Paradrop, or Airmobile Movement as if the Allied mission was in an enemy country.

13.10 Holding Box Air Defenses & Suppression

Some Holding Boxes have permanent, non-reducible Air Defense values as marked.

During the SOF Phase and Strike Phases, a player can conduct Raids or Strikes against any Holding Box ADF values to suppress them. For Strikes, designate all the Holding Box targets normally; i.e., ADF Values or Installations. Conduct the Holding Box ADF Values Strikes first and apply any results immediately as temporary reductions to the values during this turn. Players will need to devise a method of tracking the temporary reduction.

14.0 Theater Warfare Assets

[26.0 Advanced]

Design Note: Missile attacks represent roughly ten missiles each individually targeted and programmed to fly different courses to the target. They are flying at very low altitude with terrain following capabilities providing a high degree of protection from detection or attack.

14.1 Cruise Missiles



The US and PRC are assigned Cruise Missile points at the beginning of a scenario and/or receive such points as reinforcements. All methods for launching Cruise Missile attacks have range restrictions [GSR

14.1.3].

If available, each H-6, B-52, B-1, and B-2 unit in the Ready Box can use one Cruise Missile point per game turn. Move the unit immediately to the Flown (PRC) or Recovery (US) Box of its Basing Box, no Interception or ADF is allowed.

Each US and PRC CV/CVN BG, SAG, or AMPH unit not in Port has the capacity to use one Cruise Missile point to launch one Cruise Missile Strike per Strike Phase.

In addition to the above, and if Cruise Missile Points are available, the PRC can launch land-based Cruise Missile Points without requiring a specific unit.

14.1.2 Site-Busting

Only the PRC Cruise Missile marker can be targeted for site busting. It is a Hardened Target.

14.1.3 Range Restrictions

Unless using an air or naval unit, the PRC can allocate Cruise Missile Strikes only against targets in the following locations: the Operational Map, SRV Holding Box, the Thailand Basing Box, and South China Sea and Spratly Islands At Sea Boxes.

If the Philippines enters the war on the non-Allied side, then the range of PRC Cruise Missiles is increased to include the Guam Basing Box.

If the Philippines enters the war, its BrahMos cruise missiles may fire into any adjacent At Sea Box.

When using an air unit, the Cruise Missile Strike may be made in any At Sea Box or into Land Area/Holding Box in or adjacent to such an area the air unit can reach with its range.

When using an appropriate naval unit [GSR 14.1] to launch a Cruise Missile Strike, the Strike may be made into the naval unit's own or any adjacent At Sea Box or into Land Area/Holding Box adjacent to it.

14.1.4 PRC A2/AD (Anti-Access/Area Denial)

The PRC player may elect to spend one Cruise Missile Point, within range [GSR 14.1.3] for anti-access/area denial purposes.

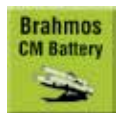
14.1.4.1 Affecting Sea Control: The PRC player can expend a Cruise Missile Point to affect Sea Control DRMs (both At Sea and associated Inshore Boxes). See the Sea Control Chart for the DRMs applying to specific locations.

14.1.4.2 Affecting Naval Movement: When the Allied player attempts to move Naval Units or use Sea Transport, the PRC player can expend a Cruise Missile Point. This has two effects: (1) the move attempt is automatically resolved as Contested Sea Movement, and (2) the Allied player incurs an additional +1 DRM to the Contested Sea Movement die roll.

When not playing a Combined Game, the non-Allied player applies this DRM in the Taiwan Straits without expending a PRC Cruise Missile point. The player can apply another +1 DRM by expending a PRC Cruise Missile point.

Design Note: This "free" shot simulates the operational commanders in the straits using "their" missile supply to interdict Allied movement.

14.1.5 Philippines BrahMos Cruise Missile Battery



This counter represents the BrahMos cruise missiles purchased by the Philippines. If the Philippines enter the war, that side places the battery counter in the Philippines and places the Filipino Cruise Missile Points marker on the 2 space. It can be used to cause a Contested Sea Movement roll for the opposing player, just as the PRC can [GSR 14.1.4.2], whether Allied or non-Allied.

The battery must be Detected by Electronic Detection or SOF Recon before it can be attacked by Strikes or SOF Raids.

The battery is a Hardened Target. It cannot fire if it has a Strike 2 marker on it. It is removed from the game if it is Destroyed.

14.2 SCUDs/Ballistic Missiles

[Advanced]



Each Advanced Game scenario assigns each side SCUD/ Ballistic Missile points. Each side can use up to 5 ballistic missiles per Strike Phase if available.

14.2.1 Site-Busting

Each player can target the other side's Missile marker with appropriate Strikes. It is a Hardened Target.

14.2.2 Range Restrictions

Ballistic missiles can only be used against targets on the Operational Map.

14.3 Tactical Nuclear Weapons

[Advanced]

14.3.1 Nuclear Weapon Release

In *Next War: Vietnam* the non-Allied player begins with nuclear weapon release and can use nuclear weapons in any Strike Phase.

If the US has intervened and not Withdrawn [GSR 14.4], the Allied player is automatically granted nuclear weapon release in the following circumstances:

1. In the same Strike Phase that the non-Allied player successfully resolves [GSR 14.3.3.2] his first Nuclear Attack.
2. In the Strike Phase immediately following the non-Allied player's first use of Chemical Weapons [GSR 16.12].
3. In the Strike Phase immediately following the non-Allied player's first roll on the Automatic Victory table.

Once the Allied player has nuclear weapon release, they can use nuclear weapons in any Strike Phase.

14.3.2 Nuclear Weapon Points



Both players start with a specified number of Nuclear Weapon Points (*NWP*), as given by the scenario allocations. These points are never replenished.

Design Note: While both nuclear armed powers are estimated to have hundreds if not thousands of individual nuclear warheads, this rule assumes that many of these weapons will be held in "strategic reserve". This rule also assumes that both sides will wish to avoid a large-scale exchange and use the weapons very sparingly. Also, given GSR 14.3.8, you won't need that many anyway.

14.3.3 Nuclear Weapon Attacks

14.3.3.1 Placing a Nuclear Attack Marker: In either Strike Phase, prior to all other Strikes, each player (alternating, non-Allied first) can place Nuclear Attack markers. If the Allied player initiates the use of nuclear weapons, in that Strike Phase only, the Allied player places first.

A side can place as many Nuclear Attack markers per turn as it wishes. Decrement the player's Nuclear Weapons Points marker by one for each Nuclear Attack marker placed.

- 1 The non-Allied player can place a Nuclear Attack marker in any hex on the Operational Map containing Detected [21.0] Allied units, an Allied-controlled Installation/Airfield in Vietnam or a Holding Box, or any Detected Naval Unit in an At Sea/Inshore Box.

A marker placed in the Japan Holding box incurs a -2 DRM for the Global Thermonuclear War die roll [GSR 14.3.8]; increases the US Intervention Level to 4 (even if previously

Withdrawn [GSR 14.4]; i.e., the US re-enters the war), and no Allied nation will Withdraw.

- The Allied player can place a Nuclear Attack marker in any hex on the Operational Map containing Detected [21.0] non-Allied units, a non-Allied Installation/Airfield in Vietnam, China, or any Detected Naval Unit in an At Sea/Inshore Box. The Allied player cannot place such a marker in Urban/City hexes. A marker can be placed on an Installation in the PRC Holding Box. Doing so incurs an additional -2 DRM for the Global Thermonuclear War die roll [GSR 14.3.8].
- Either side can place a Nuclear Attack marker in any Island Land Area on the Strategic Display.

14.3.3.2 Resolving a Nuclear Attack: Once all markers are allocated to target hexes, and after rolling for Global Thermonuclear War [GSR 14.3.8], resolve each Nuclear Attack marker by rolling one die:

- On a 0-8 the attack result is “full yield”. Each enemy unit, Supply Depot, or MSU in the target hex or Island Land Area loses one step (one step units are eliminated). Any surviving units receive a Strike 2 marker. All Fortifications, Installations, and Airfields in the hex are marked destroyed. All bridge hexsides are destroyed. An attacked naval unit is destroyed. VP and Collateral Damage are assessed normally.
- On a roll of 9, roll again. If the roll is even (0, 2, 4, 6, 8), treat it as “full yield” as above. If the roll is odd (1, 3, 5, 7, 9) the attack result is “malfunction”. Remove the Nuclear Attack marker. No enemy units take losses. Installations/Airfields and bridges are not damaged.

14.3.4 Nuclear Weapon Attack Markers



Once successfully resolved (i.e., “full yield”), a Nuclear Attack marker is never removed. In addition, it has the following effects:

14.3.4.1 Efficiency Rating Penalty: The ER of a unit is affected by proximity to the hex as follows:

14.3.4.1.1 Ground Zero: Any non-Allied or SRV unit in a hex or Island Land Area with a Nuclear Attack marker has its efficiency reduced by 4 while in the hex. All other units have their efficiency reduced by 3. This effect does not apply to non-Island Land Areas.

14.3.4.1.2 Fallout: Any unit in a hex adjacent to or in the Land Area containing the Nuclear Attack marker has its efficiency reduced by 2. This effect does not apply to Island Land Areas.

14.3.4.2 Movement Penalty: Leg or light infantry class units can only enter such a hex using Ground Movement by spending their entire movement allowance. Motorized or mechanized class units spend an additional +4 MPs to enter such a hex. This does not apply to Island Land Areas.

14.3.4.3 Supply Path Effects: No Line of Communication [19.2] can be traced into/through a hex containing a Nuclear Attack marker for determining supply. Units in a hex with a Nuclear Attack marker can still trace out of the hex to a potential supply source. This does not apply to Island Land Areas.

14.3.4.4 At Sea/Inshore: There is no lingering effect in At Sea/Inshore Boxes. The marker remains on the Strategic Display, however, for Global Thermonuclear War [GSR 14.3.8] determination purposes.

14.3.5 Nuclear Weapon Facilities

Destroying Nuclear Weapon Facilities has no effect on the number of Nuclear Weapon Points available for a side. Destroyed Facilities do count for Victory Points.

14.3.6 Collateral Damage DRM

If a Nuclear Attack is successfully resolved [GSR 14.3.3.2] in a hex with an enemy Airbase or Airfield, the Collateral Damage [27.7.4] roll incurs a -2 DRM.

14.3.7 Nuclear Weapon Attack VP

For both players, successful resolution [GSR 14.3.3.2] of a Nuclear Attack awards the other player three VP. This is added directly to their VP total and not to the “VPs This Turn”. If a Nuclear Attack marker is placed in an enemy Urban or City hex, an additional ten VP (for a total of 13VP) are awarded to the other player. In addition, all VP that result from a Nuclear Attack (eliminated enemy units, Installations, Collateral Damage, etc.) are added directly to VP totals and not “VPs This Turn”.

14.3.8 Global Thermonuclear War (aka Lighter Fluid Rule, aka, Would You Like to Play a Game?; aka Game Over, Man, Game Over)

After placing all Nuclear Attack markers, but before rolling to resolve any [GSR 14.3.3.2], that player rolls a die. Apply a -2 DRM for Allied rolls if either player has used Chemical Weapons [GSR 16.12]. If the die roll is less than or equal to the total number of Nuclear Attack markers (resolved and unresolved) currently on the map, the game immediately ends in Global Thermonuclear War.

Technically, the player placing the marker loses the game.

Design Note: You Grogards out there should recognize this rule...

14.4 Withdrawal Check

Use of PRC nuclear weapons may cause Allied nationalities to Withdraw if they have Intervened.

At the end of the first Strike Phase in which a Nuclear Attack is successfully resolved [GSR 14.3.3.2] by the PRC player, roll a die. On a roll of 4 or more, CW and FR forces withdraw from the conflict. On a roll of 5 or more, US forces withdraw from the conflict. Any nation that does not Withdraw increases its Intervention Level. If any of its units were affected by the attack, set its Intervention Level to 4; otherwise, increase it by two.

Design Note: The US and Europe are not interested in getting into an all-out nuclear exchange. Not for Vietnam at least. However, if they do stay, then, in the words of veteran play-tester, Dan Stueber, they're going to “double down and try to take China out of the equation.”

When the forces of a nation withdraw, that nation's ground units, air units, Cruise Missile points, Supply Depots, SOF mission markers, and Airmobile Points are moved to Japan (US only)

or removed from the game as follows in the rules below, and future reinforcements for that nation do not arrive.

For all purposes, for that nation, the intervention level is set to Level 0 - No Intervention.

Exception: Any VPs awarded at the start of the game to the opposing player under the intervention level selection rules [GSR 17.3.2] are retained.

The rules below outline what certain types of the withdrawing nation's units can do for the remainder of the turn during that a Withdrawal is triggered:

14.4.1 Ground Units

They cannot conduct any attacks and defend normally.

14.4.2 Air Units

They cannot conduct any Air [23.4.1] or Cruise Missile [26.0] Strikes. They can conduct Combat Support missions [23.5], but only in support of defending friendly ground units of the same nationality. If in the Air Superiority box, they can conduct Interceptions [24.4].

14.4.3 Attack Helicopters

They cannot conduct any Helicopter Strikes [23.4.2]. They can conduct Combat Support missions [23.5], but only in support of defending friendly ground units of the same nationality.

14.4.4 Naval Units

They cannot conduct Cruise Missile Strikes or Naval Surface Combat. They can conduct Combat Support missions, but only in support of defending friendly ground units of the same nationality.

14.4.5 Game Information Display

A nation's markers (including SOF Mission markers), if any, remain on the display but cannot be used.

14.4.6 Disposition of Units

At the end of the Victory Determination Phase of the turn when the withdrawal is triggered, remove all units of that nation from the map or Holding Boxes. US units are placed in Japan.

Play Note: US units may come back [GSR 14.3.3.1 #1].

15.0 UN Resolution & Automatic Victory

15.1 UN Resolutions



The PRC may always veto the Resolution. If that player chooses not to do so, then the Allied player may veto the Resolution if the U.S. has Intervened and not Withdrawn [GSR 14.4].

Design Note: While probably not technically correct, this is simulating the diplomatic efforts being waged to stop the shooting war through "peaceful" political discourse.

15.2 Automatic Victory

To be eligible to roll, a side must meet the conditions for Automatic Victory [12.2] and control at least one hex in Hanoi. If the non-Allied player is eligible to make an Automatic Victory [12.2] roll, apply a positive DRM equal to the number of Urban hexes in Hanoi that are Allied Controlled; e.g. if the SRV controls all three hexes, then the DRM is +3.

Play Note: The Automatic Victory table is on the Advanced Game Tables Player Aid Card.

16.0 Optional Rules

16.1 USN F-35Cs

[Advanced; +5 to +15 VP non-Allied]



The Allied player may replace any one F/A-18E or F/A-18F per Carrier Air Wing [GSR 13.4] with one of the optional F-35Cs (there are more CAWs than F-35Cs). The non-Allied player gets +5VP for each optional aircraft added.

16.1.1 USMC F-35C



There is a single USMC F-35C in *Next War: Vietnam*. This F-35 may replace any USN F/A-18E/F as above for no cost in VP but only if both the USMC F-35 and USN F-18 are arriving as a reinforcement at the same time.

16.2 Allied Combat Support Restrictions Lifted

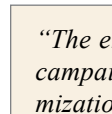
[Advanced; +10 VP non-Allied]



The Allied player may choose to remove the Combat Support restrictions. Allied air units conducting Combat Support missions for a combat do not have to include at least one ground unit of its nationality to use its full Combat Support value. [GSR 13.6]

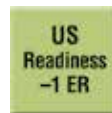
16.3 US Readiness

[Advanced; +12 VP Allied]



"The end of the Cold War and the conduct of a ten-year campaign in Afghanistan understandably led to the optimization of Alliance armies for the prosecution of counter-insurgency operations, not for inter-state, high-intensity conflict against a symmetrical opponent."

John W. Nicholson, "NATO's Land Forces: Strength and Speed Matter"



The Allied player reduces US ground unit Efficiency Ratings by one for the duration of the scenario except when conducting Clearing Operations.

Design Note: This represents NATO forces having concentrated on COIN (Counterinsurgency) operations to the detriment of force readiness training.

16.4 Additional US Wild Weasels

[Advanced; +5 VP non-Allied]

US F-22 and F-35 units use the “Wild Weasel” column when conducting Strikes against the Detection and SAM Tracks.

16.5 AH-1Z Wild Weasels

[Advanced; +3 VP Non-Allied]

USMC AH-1Zs can carry ARMs (Anti-Radiation Missiles). The Allied player may use this option to allow AH-1Zs to conduct a “Wild Weasel” Strike mission against the Detection and SAM tracks using the Wild Weasel column if based on the Operational Map or from the Gulf of Tonkin Inshore Box.

16.6 F-22 Air Unit Replacement

[Advanced; +10 VP Non-Allied]

In addition to the unit types listed in GSR 8.6, the US player can also replace F-22 air units. The cost to replace F-22s is three Supply Points per step instead of two.

16.7 PRC Air Power

16.7.1 PRC Carrier Air Units

[Advanced; +3 VP Allied]



Because the PRC doesn't currently operate its carriers in the same fashion that the U.S. does and is using them for trials and training, their CV does not act as a base for any air units. This option allows the PRC player to simulate having a “fully” functioning carrier rather than glorified SAGs. When using this option, the PRC player may base one of the optional J-15 air units on each CV.

16.7.2 PRC Stealth Air Units

[Advanced; +10 VP Allied]



The PRC J-31 does not have a firm projected in-service date. The PRC player may choose this option to include both J-31 air units. If only one begins in play, the other is placed with the remaining PRC air units to be drawn randomly as a reinforcement.

16.8 UN Mandate

[Advanced; +10 VP non-Allied]

The Allied player may choose to use this option at the instant a UN Resolution is passed. Every time the non-Allied player Vetoes [28.1] a UN Resolution or Refuses to Obey a Ceasefire [28.2], increase the US, CW, and FR Intervention Levels by one. The non-Allied player earns VP each time this option is exercised.

16.9 Coalition of the Willing

Unless the optional rules below are implemented, the CW and FR start the game at Intervention Level 0.

16.9.1 Commonwealth Intervenes

[Standard: +14 VP non-Allied/ Advanced: Variable]



The Allied player may choose to have the Commonwealth intervene. Commonwealth units arrive per the Master Allied Reinforcement Chart.

In the Standard Game, all Commonwealth (UK, CA, AU) units are available, and the Allied player receives an additional 6 Air Points each turn.

In the Advanced Game, the Allied player chooses the Intervention Level and VP cost as follows:

Level 1 = +4/+8VP to non-Allied

Level 2 = +10/+20VP to non-Allied

Level 3 = +16/+32VP to non-Allied

Level 4 = +20/+40VP to non-Allied

Use the VP cost to the left if the US has intervened at Level 2+, otherwise use the one to the right.

16.9.2 France Intervenes

[Standard +10 VP non-Allied/Advanced: Variable]



The Allied player may choose to have France intervene. French units arrive per the Master Allied Reinforcement Chart.

In the Standard Game, all French units are available, and the Allied player receives an additional 2 Air Points each turn.

In the Advanced Game, the Allied player chooses the Intervention Level and VP cost as follows:

Level 1 = +2/+4VP to non-Allied

Level 2 = +6/+12VP to non-Allied

Level 3 = +12/+24VP to non-Allied

Level 4 = +16/+32VP to non-Allied

Use the VP cost to the left if the US has intervened at Level 2+, otherwise use the one to the right.

16.9.3 UN Mandate Effect

If UN Mandate [GSR 16.8] is being used, subtract half of the VP cost for CW and/or FR intervention from the non-Allied VP Total the first time the non-Allied player Vetoes a UN Resolution or Refuses to Obey a Ceasefire.

16.10 Coup de Main Scenario Start

[Standard/Advanced; varies]

As an alternative start for the Standard Game Campaign scenario and all Advanced Game scenarios, the non-Allied player may choose to use this option to begin the game in control of the Spratlys and/or Paracels.

Place a non-Allied Control marker and at least two units in each chosen Island Land Area. These units must be either PRC Marines or PRC Leg Airborne units. In the Advanced Game, the PRC Airborne HQ may be placed with any unit from its Formation and does not count as one of the required units.

The Allies receive 10 VP for the Paracels and 20 VP for the Spratlys. If either is chosen, automatically increase the US Intervention Level by one at no cost in VP.

In the Advanced Game, after increasing the US Intervention Level, check for Philippine, Malaysian, Indonesian, and then possibly Thai, intervention [GSR17.4.2/3].

16.11 Ready Escorts

[Advanced; +0 VP]

If both players agree, Escorts and Defense Suppression can be flown from the Ready Box; i.e., they do not have to be in the Air Superiority Box.

Design Note: Although optional, it's highly recommended that players use this rule to make full use of any US air.

16.12 Chemical Weapons

[Standard/Advanced; variable VP]



The PRC and SRV can use Chemical Weapons. An HQ can place a Chemical Weapons marker to support an attack. Each use of a marker provides the other player with 5 VP. Any VP earned is added directly to the VP total and not to the "VP This Turn".

To determine how many CW Points each side has, roll two dice for the PRC and add them together; roll one die for the SRV.

Design Note: There are no known chemical weapons programs for either side. China's program was dismantled and verified by international inspections. What do I think? I think they have them.

16.13 USMC F-35B AMPH Basing

[Advanced; +0 VP]



At the Allied player's option, one USMC F-35B may base on a USN AMPH. Use the US Carrier/AMPH Basing Box with the appropriate number for the AMPH; remember that the USMC F-35B is operating separately from the CV BG.

For games without the updated Carrier/AMPH Basing Box, the player should show air unit readiness as:

Ready – by placing it on the AMPH;

Flown – by placing it under the AMPH;

Abort – by placing it under the AMPH and rotating it 180°.

Play Note: Make sure you look at the counters closely. One of the USMC F-35s is a C model [GSR16.1.1].

16.14 Diplomacy

[Advanced; varies]

If both players agree, as an option, when making die rolls to determine entry for the South China Sea War [17.4.2], both sides secretly determine how many VP from their VP Total they wish to spend to influence the die roll. A player can spend more VP than they have and enter negative VP. For every 3VP (non-Allied) or 2VP (Allied) allocated, apply a +/- 1 DRM, as appropriate, to the roll.

16.15 Refugees (Internally Displaced Persons)

[Standard/Advanced; +0 VP]



Both players may agree to play with this rule. In effect, the road net on the Operational Map is clogged with people fleeing the battle area. The effects are as follows:

GT	Invader	Defender
1&2	Non-road movement point costs are x1½ (round up) Primary Roads are treated as Secondary Roads Highways are treated as Primary Roads	Non-road movement point costs are doubled Primary Roads cost 1½ MPs Highways are treated as Secondary Roads
3&4	All costs normal	Non-road movement point costs are x1½ (round up) Primary Roads are treated as Secondary Roads Highways are treated as Primary Roads
5	All costs normal	All costs normal

Double the cost in Storm turns. "Invaders" are defined as whichever side starts the scenario with Initiative.

16.16 Allied Port LOC

[Advanced; +0 VP]

A Port in the SRV [GSR11.3] must be able to trace an LOC either through Contested or friendly-Controlled Inshore and At Sea Boxes to either the Indian Ocean Holding Box, U.S. Holding Box, Philippines (if it has entered the war on the Allied side), or Japan OR via a LOC of unlimited length that uses Highway and/or Primary Roads and exits the map between 4023 and 4423. In this case, the Port acts as a Supply Source for all purposes for any US MSUs, Supply Depots, or non-SRV Allied units and HQs.

16.17 Storm Turns

[Standard/Advanced; +0 VP]



For each previous, consecutive Storm turn, modify the weather die roll by -1; e.g., if the previous turn was Storm, the DRM would be -1; if there had been two Storm turns in a row, the DRM would be -2; if there had been a Storm turn, a Clear turn, and a Storm turn, the DRM would be -1.

“Scenario Development is the artistic and quasi-scientific process of producing succinct and persuasive stories about trends in an unreal state of future conflict to enable analysis.”

Alec Barker, “Fight the Scenario”, CASL Lectures on Strategic Gaming

17.0 Scenarios

Scenarios are divided into two types: Standard and Advanced. Standard scenarios generally examine smaller actions within only a portion of the map, use fewer playing pieces, and are shorter, although there is also a full map, full game scenario. They are intended to be played with only the Standard Game Rules. Advanced Scenarios involve the entire map, use all the pieces (potentially), and will take longer to play.

Where not specified, Game Length of each scenario is 16 Turns (approx. 8 weeks).

17.1 Standard Scenarios

Standard Scenarios are played using the Standard Rules except where noted in the Scenario Special Rules (SSRs).



17.1.1 Déjà Phu

No one knows why they did it, but the PRC decide to parachute into Dien Bien Phu. Perhaps it's to show the world that they're better than the French. Maybe they just got lost. Whatever the reason, they're now dug in and facing attacks from all sides.

This scenario is a purely hypothetical one (I know...in a hypothetical game) which recreates the siege of Dien Bien Phu. Only this time, it's the Chinese who are surrounded by the Vietnamese and fighting for their lives.

This scenario exists solely to teach new players how the combat system works, and, to be honest, to indulge in some weird alternate history fiction “nostalgia” on my part.

Game Length: 2 Turns.

Play Area: Dien Bien Phu and the three hexes surrounding it.

Exception: Helicopter units can base in any Airbase/Airfield on the map.

Initial Setup:

The PRC player sets up first.



Allied Scenario Specifications:

Allocations: None

ASW Level: N/A

Replacement Points: 2 on GT1

Setup:

SRV
Units & Locations
308/I Mech Inf, A Marines, and all units of III Corps [4 units] in any hex adjacent to Dien Bien Phu. 1 x Mi-24 anywhere in Vietnam.

Reinforcement Schedule:

Turn	Units
GT1	395/3MR in either 1721 or 1921. VN-B Marines in any hex adjacent to Dien Bien Phu.



Non-Allied Scenario Specifications:

Allocations: None

Submarine Threat Level: N/A

Replacement Points: None

Setup:

PRC
Units & Locations
127 & 128/Abn in Dien Bien Phu.

Reinforcement Schedule:

Turn	Units
GT1	Reaction Movement Segment: 130/Abn via Paratroop [SSR 6].

Scenario Special Rules:

1. Initiative: The Allied player has the initiative for GT1 and GT2. The scenario starts with the Allied Initiative Combat Segment.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: None.

5. Weather: Clear for the scenario. Optionally, Clear on GT1, roll for GT2.

6. Air Points (Air Superiority is in []):

GT	Non-Allied	Allied
1	3 [Contested]	3
2	3 [Contested]	3

7. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses.

8. Dug-In: Treat the Dien Bien Phu hex as a Fortification. The non-Allied player can roll to ignore Retreats as normal, but they must suffer a step loss if they fail as there is nowhere to retreat.

9. PRC Reinforcements: As an exception to the normal rules, Paradrops are allowed into Dien Bien Phu's Jungle terrain in this scenario. When rolling on the Paradrop table, use a +1 DRM on the Rough Woods column.

Victory Conditions:

The VP chart is not used for this scenario. Instead, the side that controls Dien Bien Phu at the end of GT2 wins.

17.1.2 Third Indochina War, Redux

This scenario covers just the invasion route from the Northeast to drive on Hanoi using the same path the PRC used in 1979.

Game Length: 4 Turns.

Play Area: Southeast of 27xx.

Exception: Helicopter units can base in any Airbase/Airfield on the map.

Initial Setup: Allied player sets up first.



Allied Scenario Specifications:

Allocations: 1 Airmobile Point; 2 Combat Outposts

ASW Level: 1

Replacement Points: 1 per turn on GT1-2, 2 on GT3

Setup:

SRV	
Units & Locations	
1 x Mi-24 in any Airbase/Airfield in Vietnam. All Vietnamese Marine units [3 units] set up in any SRV Port hex. Hanoi Division in any hex in Hanoi.	
All I Corps [4 units] – within 5 hexes of Hanoi or within 2 hexes of Haiphong	
All II Corps [4 units] – In 1MR	
All 1MR & 3MR non-PSDF units [2 units & 4 units] – Anywhere in their Military Region .	

Reinforcement Schedule:

Turn	Units
GT1+	Draw and place 3 x PSDF counters [GSR 3.2]
GT2	All III Corps [4 units] (any road hex entering the southwest edge)
GT3	All IV Corps [4 units] (any road hex entering the southwest edge)



Non-Allied Scenario Specifications:

Allocations: 4 Airmobile Points

Submarine Threat Level: 2

Replacement Points: 4 per turn on GT2+

Setup:

PRC	
Units & Locations	
2 x AMPHs, 1 x SAG, 1 x CVBG in the PRC Holding Box.	
All 83GA [8 units] – on or northeast of the PRC border, southeast of 34xx, and northwest of 41xx	
All 74 GA [8 units] – on or northeast of the PRC border, southeast of 41xx	
1 & 2 Marine and All Airborne [6 units] – PRC Holding Box	
Attack Helicopters set up in any Airfield, Airbase, or the PRC Holding Box.	
All units that setup on the Operational Map must set up on a Highway or Primary Road, or in a Flat terrain hex.	

Reinforcement Schedule:

Turn	Units
GT1	All 81GA [8 units] (3100 or 3900)
GT3	1 x CVBG

Scenario Special Rules:

1. Initiative: The non-Allied player has the initiative for GT1-3. GT4 is Contested.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: All non-Allied attacks on GT1 receives a bonus of one column shift to the right.

5. Weather: The non-Allied player chooses the season and weather for GT1. After that, roll for weather normally.

6. Air Points: Roll for Air Points normally.

7. Air Point Loss: Track Air Point losses normally.

8. Pre-Game Movement: After non-Allied setup, but before the start of GT1, the Allied player may move each ground unit in I Corps & II Corps up to half (rounded up) of its ground movement allowance. Units moved cannot build/destroy bridges or use Airmobile/Air Transport/Airborne Movement. Units cannot enter an enemy country. ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

Victory Conditions:

The VP chart is not used for this scenario. Instead, the side that controls more Urban hexes in Hanoi at the end of the game wins.



17.1.3 Eastward, Ho!

This scenario covers just the invasion route from the Northwest to drive on Hanoi.

Game Length: 4 Turns.

Play Area: Northwest of 38xx.

Exception: Helicopter units can base in any Airbase/Airfield on the map.

Initial Setup:

Allied player sets up first.



Allied Scenario Specifications:

Allocations: 1 Airmobile Point; 1 Combat Outposts

ASW Level: 1

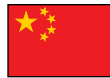
Replacement Points: 1 per turn on GT1-2, 2 on GT3

Setup:

SRV
Units & Locations
1 x Mi-24 in any Airbase/Airfield in Vietnam. All Vietnamese Marine units [3 units] set up in any SRV Port hex. Hanoi Division in any hex in Hanoi.
All I Corps [4 units] – within 5 hexes of Hanoi or within 2 hexes of Haiphong
All 2MR & 3MR non-PSDF units [3 units & 4 units] – Anywhere within their Military Region

Reinforcement Schedule:

Turn	Units
GT1+	Draw and place 3 x PSDF counters [GSR 3.2]
GT2	All III Corps [4 units] (any road hex entering the southwest edge)
GT3	All IV Corps [4 units] (any road hex entering the southwest edge)



Non-Allied Scenario Specifications:

Allocations: 4 Airmobile Points

Submarine Threat Level: 2

Replacement Points: 4 per turn on GT2+

Setup:

PRC
Units & Locations
All 75GA [8 units] – on, north or northwest of the PRC border and northwest of 22xx.
All Airborne [6 units] – PRC Holding Box
Attack Helicopters set up in any Airfield, Airbase, or the PRC Holding Box.
Except for 32/75GA, all units that setup on the Operational Map must set up on a Highway or Primary Road or in a Flat hex.

Reinforcement Schedule:

Turn	Units
GT2	All 71GA [8 units] (1009)

Scenario Special Rules:

1. Initiative: The non-Allied player has the initiative for GT1 and GT2.

2. Initiative VPs: N/A

3. Automatic Victory VPs: N/A

4. Surprise: All non-Allied attacks on GT1 receives a bonus of one column shift to the right.

5. Weather: The non-Allied player chooses the season and weather for GT1. After that, roll for weather normally.

6. Air Points: Roll for Air Points normally.

7. Air Point Loss: Track Air Point losses normally.

Victory Conditions:

The VP chart is not used for this scenario. Instead, the side that controls more Urban hexes in Hanoi at the end of the game wins.



17.1.4 The Gates of Hanoi

Tensions between the People’s Republic of China and the Socialist Republic of Vietnam have reached a boiling point. After provocations on land and on sea from both sides, the PRC has decided that the time has come to chastise their southern neighbor. A swift invasion to take Hanoi and install a pro-Chinese regime will ensure hegemony over South-East Asia, but it must succeed: the looming prospect of Vietnam’s warming relations with the United States threatens to lock China out of the region permanently.

Even without foreign assistance, however, the People’s Army of Vietnam will not go down easily. Having won the long struggle to unify Vietnam in 1975 and defeating a three-pronged Chinese invasion once already, in 1979, the PAVN has succeeded against more powerful foes before. And while China has modernized its armed forces for a lightning campaign, Vietnam is still very much committed to a “people’s war.” If its five million reservists are given time to mobilize and dig in, the PAVN has shown that it can grind down any aggressor.

Game Length: 16 Turns. This is the Standard Game Campaign Game.

Play Area: Both the Operational Map and Strategic Display are in play.

Initial Setup:

Allied player sets up first.



Allied Scenario Specifications:

Allocations: 1 Airmobile Point; 3 Combat Outposts

ASW Level: 1

Replacement Points:

SRV: 1 per turn on GT1-2, 2 per turn GT3-4, 3 per turn GT5+

US: 1 per turn GT4-7, 2 per turn GT8+

CW: 1 per turn GT5+

Setup:

SRV
Units & Locations
1 x Mi-24 in any Airbase/Airfield in Vietnam.
All Vietnamese Marine units [3 units] set up in any SRV Port hex.
Hanoi Division in any hex in Hanoi.
All I Corps [4 units] – within 5 hexes of Hanoi or within 2 hexes of Haiphong
All II Corps [4 units] – In 1MR
All 1MR, 2MR, & 3MR non-PSDF units [2 units, 3 units, & 4 units] – Anywhere in their Military Region

Reinforcements:

Turn	Units
GT1+	Draw 3 x PSDF counters until none are left to draw [GSR 3.4]
GT2	All III Corps [4 units] (any road hex entering the southwest edge)
GT3	All IV Corps [4 units] (any road hex entering the southwest edge)



International Setup and Intervention Reinforcement Schedule

Setup:

United States
Units & Locations
USN - 1 x CVN BG; 1 x AMPH [GSR8.3]
USA - All 82 Abn Div [4 units] [GSR8.2.1]
USMC – 1/4, 1/3, 2/3, 3/3, 3-LAR, 1 x AH-1Z [GSR8.3];
ASW Level +2
Commonwealth [GSR16.9.1]
Units & Locations
All 1st Australian Div [3 units], 2 Gurkha [GSR8.2.1]

Reinforcement Schedule:

The Allies have already received Reinforcement IDs A-D from any countries that have intervened (see above).

Turn	Reinforcement ID
GT2	E
GT3	F & I
GT4	G
GT5	H
GT6	J
GT7	K & L
GT8	M
GT9	N & O
GT10	P & Q
GT11	R
GT12	S & T
GT13	U
GT14	V

**Non-Allied Scenario Specifications:**

Allocations: 4 Airmobile Points

Submarine Threat Level: 2

Replacement Points: 3 per turn on GT2-4; 4 per turn GT5+

Setup:

PRC
Units & Locations
2 x AMPHs, 1 x SAG, 1 x CVBG in the PRC Holding Box.
All 83GA [8 units] – on or northeast of the PRC border, southeast of 34xx, and northwest of 41xx
All 74GA [8 units] – on or northeast of the PRC border, southeast of 41xx
All 75GA [8 units] – on, north or northwest of the PRC border and northwest of 22xx
Attack Helicopters set up in any Airfield, Airbase, or the PRC Holding Box.
1 & 2 Marine and All Airborne [6 units] – PRC Holding Box
Except for 32/75GA, all units that setup on the Operational Map must set up on a Highway or Primary Road or in a Flat hex. Units may set up over-stacked, no more than three non-HQ/Arty units per hex, but such hexes are not considered over-stacked until after the Initiative Movement Segment of GT1.

Reinforcement Schedule:

Turn	Units
GT1	All 81GA [8 units] (4000 or 4801)
GT3	All 71GA [8 units] (2001, 1007, or 1009); +2 Air Transport; 1 x CVBG

Scenario Special Rules:

1. Initiative: The non-Allied player has the initiative for GT1 and GT2.

2. Initiative VPs: 15

3. Automatic Victory VPs: 70

4. Surprise: All non-Allied attacks on GT1 receives a bonus of one column shift to the right.

5. Weather: The non-Allied player chooses the season and weather for GT1. After that, roll for weather normally.

6. Air Points: Roll for Air Points normally.

7. Air Point Loss: Track Air Point losses normally.

8. Pre-Game Movement: After non-Allied setup, but before the start of GT1, the Allied player may move each ground unit in I Corps & II Corps up to half (rounded up) of its ground movement allowance. Units moved cannot build/destroy bridges or use Airmobile/Air Transport/Airborne Movement. Units cannot enter an enemy country. ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

Victory Levels:

Overwhelming	65+
Decisive	50-64
Substantive	35-49
Marginal	20-34
Draw	0-19

If no player has won an automatic victory by the end of GT16, the game ends and the difference in final VP determines the winner in accordance with the Victory Levels chart. Alternatively, players can continue to play until a clear winner, in their mutual judgment, emerges.

17.2 Advanced Scenarios

Advanced Scenarios are played with the Advanced Rules. To set up an Advanced Game scenario, players should perform these steps in this order:

- Choose a scenario.
- Determine Intervention Level for the US. [GSR 17.2.1]
- Determine Thailand status. [GSR 17.4.3]
- Agree on or choose Optional Rules [GSR 16.0] and adjust VP by adding to the VP total accordingly.
- Set up all available units in the order listed, Allied first.
- Follow any pre-game Special Scenario Rules.
- Begin play with the Weather Phase.

17.2.1 Intervention Level Determination

Use the following rules to determine the intervention level for the United States and adjust play balance through VP awards.

17.2.1.1 Intervention Level Selection: Before starting an advanced scenario, the Allied player chooses the Intervention Level for the US.

17.2.1.2 Intervention Level VP Awards: After selecting the intervention level for the US, the Allied player reveals his choice.

Level 0 = +0VP to non-Allied [UN +3]

Level 1 = +8VP to non-Allied [UN +2]

Level 2 = +28VP to non-Allied [UN +1]

Level 3 = +34VP to non-Allied [UN +1]

Level 4 = +44VP to non-Allied [UN +0]

The PRC adds the VP above directly to its VP total before the scenario begins. They are not counted for “VP This Turn” for GT 1.

17.2.1.3 Intervention Level UN Mod: After revealing intervention levels, the players note the UN resolution DRM in brackets. This DRM will be used for the UN resolution die roll each turn.

17.3 Intervention Levels

The various levels of intervention correspond to the amount of force each nation is willing to risk in the conflict as determined by their posture and their surprise (i.e., the scenario). Each level comprises its own items plus those in lower levels. Intervention levels are nationality specific; e.g., if the US intervenes at Level 2 and the CW at Level 3, only the non-US portions of Level 3 apply to the CW.

17.3.1 Level 0 – No Intervention: The nationality in question is not involved in the conflict in any fashion.

17.3.2 Level 1 – Supplies, Intel, Special Operations Forces: Unless otherwise stated, the nation provides one Supply Point per turn. The Supply Point can be allocated to the SRV or to the US. This is in addition to any Supply Points arriving from the Master Allied Reinforcement Chart. In addition, the side can make use of the intervening nation’s Electronic Detection attempts [GSR12.1]. The intervening nation’s SOF markers are available as reinforcements.

17.3.3 Level 2 – Naval & Air: Naval and some Air Units can be used. USN, CW, and FR Naval Units and USAF, USN, CW, and FR Air Units are available for setup and as reinforcements [GSR8.3 & 8.4]. AMPHs may enter on their SAG side if desired but cannot later be converted back to AMPHs.

17.3.4 Level 3 – Marines, Airborne, & Theater Weapons: The Allied player can use US Theater Weapons if the US intervenes at this level. All marine (including USMC Air Units) and Airborne units (including Attack Helicopters that are part of an airborne Formation; e.g., 82nd Airborne Division) are available at set up and as reinforcements.

17.3.5 Level 4 – Full Intervention: All of a nation’s forces, markers, etc. are available for use as indicated in the rules and any Scenario Special Rules. This generally means additional ground units not identified in Level 3 are available.

17.3.6 Intervention Level Increases: Should a nation’s intervention level increase during the game, in the next Reinforcement Phase place any of that level’s at start forces as reinforcements. The turn of intervention increase becomes turn one for the purposes of reinforcement schedules.

Play Note: Intervention increases and late entry [17.4.3] are difficult to write specific rules to enact in those cases, so use these as common-sense guidelines.

17.4 Wider Conflict

Various actions by the PRC player may widen the conflict and/or increase a nation’s intervention level.

17.4.1 The 2nd Korean War

Before the game begins, but after the Allied player reveals the US Intervention Level and after assigning the VP award, the PRC player may widen the conflict before the game begins, by encouraging and assisting a North Korean invasion of South Korea. Doing so will affect the schedule of U.S. reinforcements. Each Reinforcement box on the Master Allied Reinforcement Chart has a number. If the Allied player rolls less than or equal to this number, the reinforcements listed are diverted to Korea (including those that are part of scenario setup) and do not enter the game. Otherwise, they are available for use in Vietnam within the restrictions listed in these rules. This applies only to U.S., CW, and FR forces. The U.S. Intervention Level is automatically set to 4.

The Allied player may modify this die roll by expending Victory Points from the VP Total. For each 3 VP spent in this way, modify the DR by +1. The Allied player can make the determination to spend VP in this manner after seeing the die roll. If the PRC VP total is equal to or greater than double the Allied VP total OR the PRC player controls an Urban hex in Hanoi, the Allied player automatically receives the reinforcements for that turn.

17.4.2 South China Sea War

In each Reinforcement and Replacement Phase after the PRC enters either the Spratly Islands *or* Paracels Island Land Areas with ground units, the players will need to roll a die to check, per the rules below, if other regional nations join the war or

remain neutral [also see GSR 16.14]. The posture of each nation will be either Allied, non-Allied, or Neutral. The latter is the starting default status. If it remains Neutral, continue to check each turn. Once a nation has joined a side, its status is not checked again.

If the Philippines, Malaysia, Indonesia, and/or Thailand intervene, it does so at Level 4 (see GSR17.4.5). None provide Supply [GSR 17.3.2.2]; they do provide all other Level 4 capabilities.



17.4.2.1 Philippines: Roll a die and add the current US Intervention Level. On a 0-3, it enters the war on the non-Allied side (red unit type units); 4-6, it remains neutral; 7-9, it enters the war on the Allied side (blue unit type units).

Design Note: Why two different colored unit types? The Philippine population isn't all that enamored with the Chinese, even their own Filipino-Chinese people. Thus, they follow orders, but they do so with less enthusiasm, i.e., lower ER.

If the Philippines enters the war on the non-Allied side, apply the DRM listed to any Sea Control and/or Contested Sea Movement rolls in the South China Sea, Spratly Islands, or Celebes Sea At Sea Boxes and associated Inshore Boxes. In addition, increase the US Intervention Level by one.



17.4.2.2 Malaysia: Roll a die on a 0-2, it enters the war on the non-Allied side; on a 3-5, it remains neutral; and on a 6-9, it enters the war on the Allied side.



17.4.2.3 Indonesia: Roll a die; on a 0-1, it enters the war on the non-Allied side; on a 2-6, it remains neutral; and on a 7-9, it enters the war on the Allied side.

17.4.3 Thailand



Thailand has special rules for intervention that are assessed both during setup and play as follows:

17.4.3.1 Setup: If the US Intervention Level is 3 or 4, the Allied player may pressure Thailand to allow the US (and, optionally, CW/FR) to use its airbases. The non-Allied player adds an additional 6 VP to the total, and the Allied player rolls a die. If the result is 8-9, Thailand agrees, and Allied air units may base there. The Allied player can apply a +1 DRM to the roll for each additional 2 VP spent. Example: The Allied player chooses to guarantee Thai approval with +8 DRM (0+8=8). The non-Allied player adds an additional 16 VP to the total.

Design Note: Why is this so convoluted? Thailand is pretty cozy with China and getting more so. The previous strategic reasons for a close US-Thai alliance are fading, and, in fact, are often opposed to Thai strategic plans. So, it's unlikely that the Thai's would automatically allow US access to Utapao and other bases to wage war against the PRC without some serious diplomatic pressure.

17.4.3.2 During Play: If any nation enters the conflict per the South China Sea War [17.4.2], Thailand's entry and/or escalation is checked. Roll a die and determine Thailand's status per

the rules below depending on the Allies pressuring Thailand at setup:

If the Allies successfully pressured Thailand at setup, on a 7-9, it increases its commitment and provides ground and air units on the Allied side. Air units can only base in the Thailand Basing Box. Ground units are placed in the SRV Holding Box.

If the Allies didn't or failed to pressure Thailand at setup, on a 0-1, it enters the war on the non-Allied side; on a 2-6, it remains neutral; and on a 7-9, it enters the war on the Allied side. Air units are placed in the Thai Basing Box. If entering on the non-Allied side, ground units can be placed in any southwest map edge hex northwest of 36xx. If entering on the Allied side, ground units are placed in the SRV Holding Box and the Allies can use the Thai Basing Box.

17.4.4 Entering the War

Nations that enter the war after the game has begun have all their starting forces placed appropriately [GSR17.4.2] during the current turn's Reinforcement Phase. The turn of entry is considered GT1 for the purposes of Reinforcements arrival (note that this will only apply to the U.S.). A marker is provided for tracking this. Simply place the marker on the "1" space of the Game Information Display to track the turn of entry and advance it when the GT marker is advanced.

17.4.5 Orders of Battle

17.4.5.1 Philippines: 1 x FA-50PH; 1 x SAG, 1 x AMPH; 1 x Marine HQ, 4 x Marine infantry battalions, 1 x Marine armor battalion, 1 x SOF marker.

17.4.5.2 Malaysia: 1 x F/A-18D, 1 x MiG-29, 1 x Su-30; 1 x SAG; 1 x HQ, 3 x Airborne infantry battalions, 1 x SOF marker.

17.4.5.3 Indonesia: 2 x F-16, 1 x Su-30, 1 x SU-35; 1 x AMPH; 1 x Marine HQ, 2 x Marine infantry brigades, 1 x Marine armor battalion, 1 x AH-64.

17.4.5.4 Thailand: 2 x F-16, 1 x JAS-39, 1 x F-5; 1 x HQ, 2 x Infantry divisions, 1 x Armor brigade.

17.4.6 Automatic Increase of Intervention Level

17.4.6.1 US CVN Elimination: Each time a US CVN is sent to the Turn Track (i.e., eliminated), increase the US Intervention Level by one.

17.4.6.2 CV or SAG Elimination: Anytime a non-US CV/SAG is sent to the Turn Track (i.e., eliminated), increase that nation's Intervention Level to 4.

17.4.6.3 US Airbases Attacked: If Guam is targeted by Air and/or Missile Strikes, increase the US Intervention Level by one.

If Thailand is allowing Allied basing [GSR17.4.3.1] and is targeted by Air and/or Missile Strikes, the Allied player earns 1 VP added to its Total (not VPs This Turn) for each such strike.

Design Note: Why doesn't a Strike on Thailand increase the Intervention Level? Cold, hard reality. Those nations using Thai bases are already at war with the PRC, so hitting Thailand doesn't impact their political will like, say, hitting Japan would since there are bases there with permanent, civilian personnel and families.



17.5 Strategic Surprise

Absolute fury rocked the Central Politburo of the Communist Party of China as the news broke that a Vietnamese Coast Guard vessel had rammed and sunk a Chinese “fishing” vessel. The response was immediate, and the orders flowed down to units in their barracks: Attack!

This scenario assumes a PRC attack with minimal warning time as the nearest PRC units simply converge on the border and attack into Vietnam. The PAVN is caught relatively flat-footed, and they can only hope to delay the attackers and prevent them from reaching Hanoi.



Allied Scenario Specifications:

Allocations: 30 Supply Points; 2 Airmobile Points; 3 SRV SOF markers; 5 Combat Outpost markers; 1 MSU [19.4]; 5 SCUD Points

Air Defenses: Detection – 7; SAMs – 6; AAA – 2

ASW Level: 0

Replacements:

SRV: 1 per turn on GT1-4, 2 per turn GT5-6, 3 per turn GT7+

US (Level 3 or 4): 1 per turn GT5-8, 2 per turn GT9+

CW (Level 3 or 4): 1 per turn GT8+

Setup:

SRV	
Units & Locations	
1 x AMPH, 1 x SAG in any SRV Port.	
1 x Mi-24 in any Airbase/Airfield in Vietnam.	
All Vietnamese Marine units [3 units] set up in any SRV Port hex.	
Hanoi HQ, Hanoi Division – any Hanoi hex	
All I Corps [5 units] – w/i 5 hexes of Hanoi or w/i 2 hexes of Haiphong	
All II Corps [5 units] – In 1MR	
All 1MR, 2MR, & 3MR non-PSDF units [3 units, 4 units, & 5 units] – Anywhere in their Military Region	
All air units [8 units] in the SRV Ready Box.	

Reinforcements:

Turn	Units
GT2+	Draw 3 x PSDF chits [GSR 3.2] until none are left to draw
GT2	1 SRV SOF marker
GT3	All III Corps [5 units] (any road hex entering the south edge)
GT4	1 SRV SOF marker
GT5	All IV Corps [5 units] (any road hex entering the south edge)
GT7+ and each odd game turn thereafter	1 SRV SOF marker



International Setup and Intervention Reinforcement Schedule

Setup:

United States	
Level 1:	1 x US SOF marker
Level 2:	1 x B-1B, 1 x B-2A, 2 x B-52H in USA/Guam Recovery Box; 1 x F-22A, 1 x F-15C, 2 x F-16, 1 x A-10C in Japan Flown Box [GSR8.3]
Level 3:	15 Nuclear Weapon Points; Air Units may be able to set up in Thailand [GSR17.4.3]
Level 4:	None

Commonwealth [GSR16.9.1]	
Level 1:	None
Level 2:	None
Level 3:	None
Level 4:	None

France [GSR16.9.2]	
Level 1:	None
Level 2:	None
Level 3:	None
Level 4:	None

Reinforcement Schedule:

Turn	Units
GT2	B
GT3	A
GT4	C
GT5	D
GT6	E
GT7	F & I
GT8	G
GT9	H
GT10	J
GT11	K & L
GT12	M
GT13	N & O
GT14	P & Q & R
GT15	S & T
GT16	U & V



Non-Allied Scenario Specifications:

Allocations: 10 Nuclear Weapon Points; 40 Supply Points; 4 Airmobile Points; 6 PRC SOF markers; 1 Supply Depot and 1 MSU [19.4]; 35 Ballistic Missile Points; 19 Cruise Missile Points

Air Defenses: Detection – 6; SAMs – 7; AAA – 2; AWACS Advantage - 2

Submarine Threat Level: 2

Replacements:

PRC: 3 per turn on GT3-7; 4 per turn GT8+

Setup:

PRC
Units & Locations
2 x AMPHs, 1 x SAG, 1 x CVBG in the PRC Holding Box.
All 83GA [9 units] – on or northeast of the PRC border, southeast of 34xx, and northwest of 41xx
All 74 GA [9 units] – on or northeast of the PRC border, southeast of 41xx
All 75 GA [9 units] – on, north or northwest of the PRC border and northwest of 22xx
Attack Helicopters set up in any Airfield, Airbase, or the PRC Holding Box.
1 & 2 Marines and All Airborne [7 units] – PRC Holding Box
Except for 32/75GA, all units that setup on the Operational Map must set up on a Highway or Primary Road or in a Flat hex. Units may set up over-stacked, no more than three non-HQ/Arty units per hex, but such hexes are not considered over-stacked until after the Initiative Movement Segment of GT1.
The following air units in the PRC Ready Box: 6 x J-11, 3 x J-10, 1 x Su-35, 2 x Su-30MKK2, 3 x J-7, 3 x H-6, 2 x J-16, 1 x JH-7, 1 x J-20 (GSR 16.7.2: add 1 x J-31).

Reinforcement Schedule:

Turn	Units
GT2	All 81GA [9 units] (4000 or 4801), 3 & 4 Marine, 1 PRC SOF marker
GT3	Draw 3 x random air units
GT4	1 x CVBG; all 71GA [9 units] (2001, 1007, or 1009), 5 & 6 Marine, 1 PRC SOF marker; draw 3 x random air units
GT5+	2 x Supply Points per turn; draw 3 x random air units (until none remain)
GT6+ and each even game turn thereafter	1 x PRC SOF marker; if the US has intervened at Level 2 or higher, 2 x Cruise Missile Points

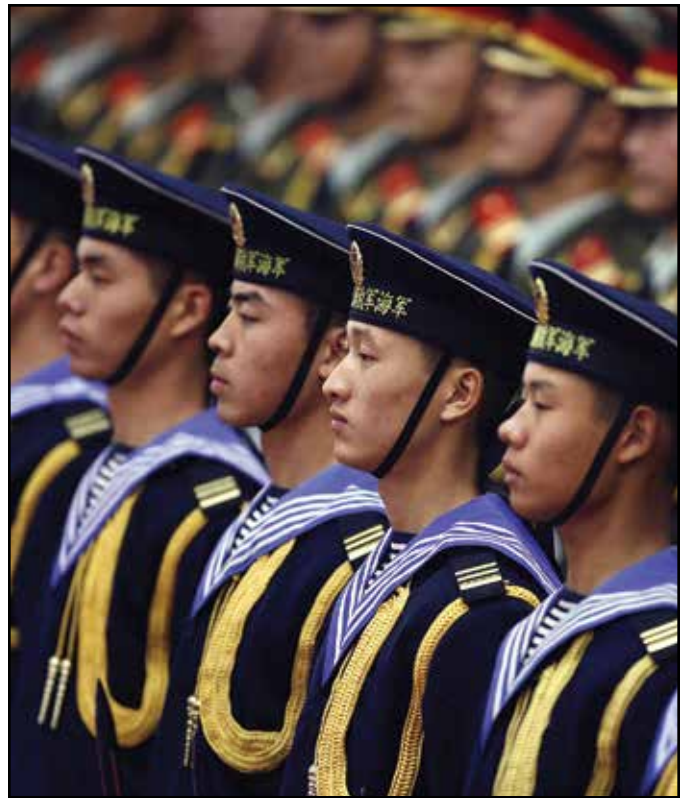
Scenario Special Rules:

- 1. Initiative:** The non-Allied player has the Initiative automatically on GTs 1 & 2.
- 2. Initiative VPs:** 13
- 3. Automatic Victory VPs:** 80
- 4. Surprise:** All non-Allied attacks on GTs 1 & 2 receive a bonus of one column shift right on the CRT.
- 5. Weather:** Non-Allied Player choice on GT 1.
- 6. Naval Detection:** Prior to the beginning of play, roll for Naval Detection.
- 7. PRC Cruise Missile/Missile Attacks:** Prior to the beginning of play, the PRC may conduct 10 Missile (either Cruise or Ballistic) attacks on any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1 and Collateral Damage is resolved immediately.
- 8. PRC SOF:** On GT1, during the First SOF Phase, the PRC player conducts two SOF Phases and allocate its Special Forces counters twice. Allocate all available counters, resolve the missions (do not roll for survival – all automatically survive), then re-allocate and resolve again. Roll for survival as normal.
- 9. Allied Air:** Prior to the beginning of play, the Allied player must choose half (rounded up) of each aircraft type (e.g., Su-30, Su-27, etc.), in the SRV Basing Box and place them in the Flown box. These are unavailable on GT1.
- 10. Allied SOF GT1:** Allied Special Operations Forces can only perform Air Defense Track Raids on GT1.

Victory Levels:

Overwhelming	100+
Decisive	80-99
Substantive	55-79
Marginal	35-54
Draw	0-34

If no player has won an automatic victory by the end of GT16, the game ends and the difference in final VP determines the winner in accordance with the Victory Levels chart. Alternatively, players can continue to play until a clear winner, in their mutual judgment, emerges.

**17.6 Tactical Surprise**

Tensions have slowly been rising after several clashes at sea by Chinese and Vietnamese vessels, both military and civilian, in the territorial waters of the South China Sea claimed by Vietnam. Both sides have started mobilizing and moving troops towards the border.

After weeks of secret deliberations, the Central Politburo of the Communist Party of China quietly sends word down to begin the attack. The PRC has decided that the time has come to chastise their southern neighbor. A swift invasion to take Hanoi and install a pro-Chinese regime will ensure hegemony over South-East Asia, but it must succeed: the looming prospect of Vietnam's warming relations with the United States threatens to lock China out of the region, and its rich resources, permanently.

**Allied Scenario Specifications:**

Allocations: 35 Supply Points; 2 Airmobile Points; 4 SRV SOF markers; 5 Combat Outpost markers; 1 Supply Depot [19.4]; 5 SCUD Points

Air Defenses: Detection – 8; SAMs – 7; AAA – 2

ASW Level: 1

Replacements:

SRV: 1 per turn on GT1-2, 2 per turn GT3-4, 3 per turn GT5+

US (Level 3 or 4): 1 per turn GT4-7, 2 per turn GT8+

CW (Level 3 or 4): 1 per turn GT5+

Setup:

SRV
Units & Locations
1 x AMPH in any SRV Port. 1 x SAG in any SRV Port or the Gulf of Tonkin Inshore Box.
1 x Mi-24 in any Airbase/Airfield in Vietnam.
All Vietnamese Marine units [3 units] set up in any SRV Port hex.
Hanoi HQ, Hanoi Division – any Hanoi hex
All I Corps [5 units] – within 5 hexes of Hanoi or within 2 hexes of Haiphong
All II Corps [5 units] – In 1MR
All 1MR, 2MR, & 3MR non-PSDF units [3 units, 4 units, & 5 units] – Anywhere in their Military Region
All air units [8 units] in the SRV Ready Box. [see SSR #9]

Reinforcement Schedule:

Turn	Units
GT1+	Draw 3 x PSDF chits [GSR 3.2] until none are left to draw
GT2	All III Corps [5 units] (any road hex entering the south edge)
GT3	1 SRV SOF marker
GT4	All IV Corps [5 units] (any road hex entering the south edge)
GT5+ and each odd game turn thereafter	1 SRV SOF marker



International Setup and Intervention Reinforcement Schedule

Setup:

United States	
Level 1:	4 x US SOF marker; 5 Supply Points
Level 2:	1 x B-1B, 1 x B-2A, 2 x B-52H in USA/Guam Ready Box; 2 x F-22A, 2 x F-15C, 1 x F-15E, 2 x F-16, 1 x F-16CJ, 2 x A-10C, 1 x F-35A in Japan Ready Box; 1 x CVN BG (1 x Carrier Air Wing), 1 x AMPH [GSR8.3]; ASW Level +2
Level 3:	15 Nuclear Weapon Points; 10 Cruise Missile Points; all 82 Abn Div [5 units] [GSR8.2.1]; USMC – 1/4, 1/3, 2/3, 3/3, 3-LAR, 1 x AH-1Z, 11 MEU HQ, III MEF HQ [GSR8.3]; USMC Air – 1 x F-35B, 1 x F/A-18 [GSR8.4]; Air Units may be able to set up in Thailand Ready Box [GSR17.4.3]
Level 4:	None

Commonwealth [GSR16.9.1]	
Level 1:	None
Level 2:	1 x F/A-18F, 1 x TYPH [GSR8.4]
Level 3:	Air Units may be able to set up in Thailand [GSR17.4.3]
Level 4:	1st Australian Div [4 units], 2 Gurkha [GSR8.2.1]

France [GSR16.9.2]	
Level 1:	None
Level 2:	None
Level 3:	None
Level 4:	None

Reinforcement Schedule:

The Allies have already received Reinforcement IDs A-D from any countries that have intervened (see above).

Turn	Reinforcement ID
GT2	E
GT3	F & I
GT4	G
GT5	H
GT6	J
GT7	K & L
GT8	M
GT9	N & O
GT10	P & Q
GT11	R
GT12	S & T
GT13	U
GT14	V



Non-Allied Scenario Specifications:

Allocations: 10 Nuclear Weapon Points; 45 Supply Points; 6 Airmobile Points; 6 PRC SOF markers; 1 Supply Depot and 2 MSUs [19.4]; 40 Ballistic Missile Points; 21 Cruise Missile Points

Air Defenses: Detection – 7; SAMs – 8; AAA – 2; AWACS Advantage - 2

Submarine Threat Level: 3

Replacements:

PRC: 3 per turn on GT2-4; 4 per turn GT5+

Setup:

PRC
Units & Locations
2 x AMPHs, 1 x SAG, 1 x CVBG in the PRC Holding Box or South China Sea At Sea Box.
All 83 GA [9 units] – on or northeast of the PRC border, southeast of 34xx, and northwest of 41xx
All 74 GA [9 units] – on or northeast of the PRC border, southeast of 41xx
All 75 GA [9 units] – on, north or northwest of the PRC border and northwest of 22xx
Attack Helicopters set up in any Airfield, Airbase, or the PRC Holding Box.
1 & 2 Marines and All Airborne [7 units] – PRC Holding Box
Except for 32/75GA, all units setup on the Operational Map must set up on a Highway or Primary Road or in a Flat hex. Units may set up over-stacked, no more than three non-HQ/Arty units per hex, but such hexes are not considered over-stacked until after the Initiative Movement Segment of GT1.
The following air units in the PRC Ready Box: 6 x J-11, 4 x J-10, 1 x Su-35, 2 x Su-30MKK2, 3 x J-7, 4 x H-6, 3 x J-16, 1 x JH-7, 2 x J-20 (GSR 16.7.2: add 1 x J-31).

Reinforcement Schedule:

Turn	Units
GT1	All 81GA [9 units] (4000 or 4801), 3 & 4 Marine, 1 PRC SOF marker
GT2	Draw 3 x random air units
GT3	1 x CVBG; all 71GA [9 units] (2001, 1007, or 1009), 5 & 6 Marine, 1 PRC SOF marker; draw 3 x random air units, +2 Air Transport
GT4+	2 x Supply Points per turn, 2 x random air units (until none remain)
GT4+ and each even game turn thereafter	1 x PRC SOF marker; if the US has intervened at Level 2 or higher, 2 x Cruise Missile Points

Scenario Special Rules:

- 1. Initiative:** The non-Allied player has the Initiative automatically on GTs 1 & 2.
- 2. Initiative VPs:** 15
- 3. Automatic Victory VPs:** 70
- 4. Surprise:** All non-Allied attacks on GT 1 receive a bonus of one column shift right on the CRT.
- 5. Weather:** Non-Allied Player choice on GT 1.
- 6. Naval Detection:** Prior to the beginning of play, roll for Naval Detection.
- 7. PRC Cruise Missile/Missile Attacks:** Prior to the beginning of play, the PRC may conduct 10 Missile (either Cruise or

Ballistic) attacks on any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1 and Collateral Damage is resolved immediately.

8. PRC SOF: On GT1, during the Special Forces Phase, the PRC player conducts two SOF Phases and allocate its Special Forces counters twice. Allocate all available counters, resolve the missions (do not roll for survival – all automatically survive), then re-allocate and resolve again. Roll for survival as normal.

9. Allied Air: Prior to the beginning of play, the Allied player must randomly choose three air units in the SRV Basing Box and half (rounded up) of all other air units, not by type, in each Basing Box and place them in the Flown box. These are unavailable on GT1.

Victory Levels:

Overwhelming	80+
Decisive	65-70
Substantive	39-64
Marginal	25-38
Draw	0-24

If no player has won an automatic victory by the end of GT16, the game ends and the difference in final VP determines the winner in accordance with the Victory Levels chart. Alternatively, players can continue to play until a clear winner, in their mutual judgment, emerges.

**17.7 Extended Buildup**

The Socialist Republic of Vietnam has been aggressively pursuing its claims over the South China Sea in both diplomatic arenas and physically in the South China Sea. Both the SRV and the People's Republic of China forces have been mobilizing, and both sides have conducted aggressive exercises and maneuvers.

A too close fly-by and an itchy trigger finger as a Vietnamese Su-27 downs a PRC J-10 results in both sides accusing each of other of starting a war, and it begins...



Allied Scenario Specifications:

Allocations: 40 Supply Points; 2 Airmobile Points; 5 SRV SOF markers; 5 Combat Outpost markers; 1 Supply Depot and 1 MSU [19.4]; 5 SCUD Points

Air Defenses: Detection – 8; SAMs – 8; AAA – 2

ASW Level: 2

Replacements:

SRV: 2 per turn GT1-4, 3 per turn GT5+

US (Level 3 or 4): 1 per turn GT2-6, 2 per turn GT7+

CW (Level 3 or 4): 1 per turn GT3+

Setup:

SRV
Units & Locations
1 x AMPH in any SRV Port. 1 x SAG in any SRV Port or the Gulf of Tonkin (Inshore or At Sea Box) or South China Sea At Box.
1 x Mi-24 in any Airbase/Airfield in Vietnam.
All Vietnamese Marine units [3 units] set up in any SRV Port hex.
Hanoi HQ, Hanoi Division – any Hanoi hex
All I Corps [5 units] – within 5 hexes of Hanoi or within 2 hexes of Haiphong
All II Corps [5 units] – In 1MR
All 1MR, 2MR, & 3MR non-PSDF units [3 units, 4 units, & 5 units] – Anywhere in their Military Region
Randomly draw and place 3 PSDF markers.
All air units [8 units] in the SRV Ready Box.

Reinforcement Schedule:

Turn	Units
GT1+	Draw 3 x PSDF markers [GSR 3.2] until there are none left to draw
GT1	All III Corps [5 units] (any road hex entering the south edge)
GT2	1 SRV SOF marker
GT3	All IV Corps [5 units] (any road hex entering the south edge)
GT3+ and each odd game turn thereafter	1 SRV SOF marker



International Setup and Intervention Reinforcement Schedule

Setup:

United States	
Level 1:	5 x US SOF marker; 11 Supply Points
Level 2:	1 x B-1B, 1 x B-2A, 2 x B-52H in USA/Guam Ready Box; 2 x F-22A, 4 x F-15C, 2 x F-15E, 4 x F-16, 2 x F-16CJ, 5 x A-10C, 2 x F-35A in Japan Ready Box; 2 x CVN BG (2 x Carrier Air Wing), 4 x AMPH [GSR8.3]; ASW Level +2
Level 3:	15 Nuclear Weapon Points; 28 Cruise Missile Points; all 82 Abn Div [5 units] [GSR8.2.1]; USMC – 1/1, 2/1, 3/1, 1-LAR, 1/4, 2/4, 4-LAR, 1/3, 2/3, 3/3, 3-LAR, 1/7, 2/7, 3/7, 2 x AH-1Z, 11 MEU HQ, III MEF HQ, 15 MEU HQ, 13 MEU HQ [GSR8.3]; USMC Air – 1 x F-35B, 3 x F/A-18 [GSR8.4]; Air Units may be able to set up in Thailand [GSR17.4.3]
Level 4:	All 101 Abn Div (Air Assault) [5 units] [8.2.1]

Commonwealth [GSR16.9.1]	
Level 1:	1 x CW SOF marker
Level 2:	1 x F/A-18E, 2 x F/A-18F, 2 x TYPH, 1 x F-35A [GSR8.4]
Level 3:	Air Units may be able to set up in Thailand [GSR17.4.3]
Level 4:	All 1st Australian Div [4 units], 2 Gurkha [GSR8.2.1]

France [GSR16.9.2]	
Level 1:	None
Level 2:	2 x Rafale [GSR8.4]; 1 x CV BG (1 x Carrier Air Wing) [GSR8.3]; ASW Level +1
Level 3:	13th Demi Bde (13 Demi), 2nd Marine Para Reg (2e RPIMa) [GSR8.2.1]; Air Units may be able to set up in Thailand [GSR17.4.3]
Level 4:	None

Reinforcement Schedule:

The Allies have already received Reinforcement IDs A-I.

Turn	Reinforcement ID
GT2	J
GT3	K & L
GT4	M
GT5	N & O
GT6	P & Q & R
GT7	S & T
GT8	U & V



Non-Allied Scenario Specifications:

Allocations: 10 Nuclear Weapon Points; 50 Supply Points; 8 Airmobile Points; 6 SOF markers; 2 Supply Depots and 2 MSUs [19.4]; 45 Ballistic Missile Points; 23 Cruise Missile Points

Air Defenses: Detection – 8; SAMs – 8; AAA – 2; AWACS Advantage - 3

Submarine Threat Level: 4

Replacements:

PRC: 4 per turn on GT1+

Setup:

PRC
Units & Locations
2 x AMPHs, 1 x SAG, 1 x CV in the PRC Holding Box or any At Sea Box.
All 83GA [9 units] – on or northeast of the PRC border, southeast of 34xx, and northwest of 41xx
All 75GA [9 units] – on, north or northwest of the PRC border and northwest of 22xx
All 74 GA [9 units] – on or northeast of the PRC border, southeast of 41xx
All 81 GA [9 units] – in either of 83GA or 74GA's setup areas
1, 2, 3, & 4 Marine [4 units] and All Airborne [7 units] – PRC Holding Box
Except for 32/75GA, all units setup on the Operational Map must set up on a Highway or Primary Road or in a Flat hex. Units may set up over-stacked, no more than three non-HQ/Arty units per hex, but such hexes are not considered over-stacked until after the Initiative Movement Segment of GT1.
All air units in the PRC Ready Box.

Reinforcement Schedule:

Turn	Units
GT1	1 PRC SOF marker; +2 Air Transport
GT2	All 71GA [9 units] (2001, 1007, or 1009), 5 & 6 Marine, 1 PRC SOF marker; 1 x CVBG
GT3+	2 x Supply Points per turn
GT4+ and each even game turn thereafter	1 PRC SOF marker; if the US has intervened at Level 2 or higher, 2 x Cruise Missile Points

Scenario Special Rules:

1. Initiative: The non-Allied player has the Initiative automatically on GT 1.

2. Initiative VPs: 18

3. Automatic Victory VPs: 55

4. Surprise: All non-Allied attacks in the Initiative Movement and Combat Phase of GT 1 receive a bonus of one column shift right on the CRT.

5. Weather: Non-Allied Player choice on GT 1.

6. Naval Detection: Prior to the beginning of play, roll for Naval Detection.

7. PRC Cruise Missile/Missile Attacks: Prior to the beginning of play, the PRC may conduct 10 Missile (either Cruise or Ballistic) attacks on any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT1 and Collateral Damage is resolved immediately.

8. PRC SOF: On GT1, during the Special Forces Phase, the PRC player conducts two SOF Phases and allocate its Special Forces counters twice. Allocate all available counters, resolve the missions (do not roll for survival – all automatically survive), then re-allocate and resolve again. Roll for survival as normal.

Victory Levels:

Overwhelming	60+
Decisive	50-59
Substantive	25-49
Marginal	10-24
Draw	0-9

If no player has won an automatic victory by the end of GT16, the game ends and the difference in final VP determines the winner in accordance with the Victory Levels chart. Alternatively, players can continue to play until a clear winner, in their mutual judgment, emerges.

18.0 Orders of Battle Notes

18.1 Ground Forces

This section provides details on any divergent but intentional changes in ground units or their values.

18.1.1 Philippines

There are two sets of ground unit counters for the Philippines. One set is used if they side with the Allies [blue unit type box], and the other if they enter the war on the non-Allied side [red unit type box].

18.2 Advanced Game Air OOB

The following details the Air Unit Orders of Battle available for each side. The mix of Pilot Skills, if there is variation, is listed in parentheses.

18.2.1 People's Republic of China (PRC)

5 x H-6 (2x-1, 2x0, 1x+1), 3 x J-7 (1x-1, 2x0), 3 x J-8 (2x-1, 1x0), 5 x J-10 (1x-1, 4x0), 6 x J-11 (3x-1, 2x0, 1x+1), 4 x J-16 (2x-1, 2x0), 2 x JH-7 (1x-1, 1x0), 2 x Su-30MKK2 (1x-1, 1x0), 1 x Su-35

18.2.1.1 Optional: 2 J-15 (1x-1, 1x0), 2 x J-20 (1x-1, 1x0), 2 x J-31 (1x-1, 1x0)

18.2.2 Socialist Republic of Vietnam (SRV)

3 x Su-30, 1 x Su-27, 4 x Su-22

18.2.3 United States of America (US)

US Air Force (USAF): 6 x A-10 (1x-2, 3x-1, 2x0), 2 x B-1B, 2 x B-2A, 4 x B-52H, 4 x F-15C (2x-1, 2x0), 4 x F-15E (2x-2, 1x-1, 1x0), 6 x F-16 (2x-2, 2x-1, 2x0), 4 x F-16DJ (2x-2, 2x-1), 2 x F-35A (1x-2, 1x-1), 2 x F-22

US Navy (USN): 4 x EA-18G (2x-2, 1x-1, 1x0), 8 x F/A-18F (3x-2, 3x-1, 2x0), 4 x F/A-18E (2x-2, 2x-1)

US Marine Corps (USMC): 3 x F/A-18 (2x-2, 1x-1), 2 x F-35B (1x-2, 1x-1), 1 x F-35C

18.2.3.1 Optional

USN: 3 x F-35C (2x-2, 1x-1)

18.2.4 Commonwealth (CW)

1 x EA-18G, 1 x F/A-18E, 2 x F/A-18F, 2 x F-35A (1x-2, 1x-1), 1 x F-35B, 2 x Typh

18.2.5 France (FR)

2 x Rafale, 1 x Rafale M

18.2.6 Philippines (PH)

1 x FA-50PH

18.2.7 Malaysia (MA)

1 x F/A-18D, 1 x MiG-29, 1 x Su-30

18.2.8 Thailand (TH)

1 x F-5, 2 x F-16, 1 x JAS-39

18.2.9 Indonesia (IO)

2 x F-16, 1 x Su-30, 1 x Su-35

19.0 Combining Next War: Vietnam, Next War: Taiwan, and Next War: Korea

When combining any *Next War* games, the non-Allied side consists of Russia, China, North Korea, and Pakistan and the Allied side consists of NATO, South Korea, Taiwan, India, Commonwealth (UK, Canada, Australia), Japan, and Vietnam.

Each individual game is considered a “Theater”: *NWK*, *NWT*, *NWIP*, *NWP*, *NWV*, etc. Intervention Levels for a nationality can be different in each Theater.

In general, use the counter-mix available in each game except as outlined below.

The following rules should be considered as guidelines rather than hard and fast rules. The basic underlying assumption is that players simply play any of games at the same time. There are some ramifications, however, regarding movement or usage between the theaters, that are detailed below.

You are going to need a big table...

19.1 Special Operations Forces Markers

During the Reorganization Phase, SOF markers can be redistributed among Theaters in which that nation is either a belligerent or has intervened at the appropriate level. Instead of moving from the Used Box to the Available Box, a redistributed SOF marker is placed in the Used Box of its new Theater. They can only conduct missions in the Theater in which they start the turn in that theater’s Available Box.

19.2 Ground Unit Considerations

Unless otherwise specified below, ground units can be used only in the Theater in which they appeared on the counter sheet.

19.2.1 Russia (RU)

RU Air Assault and Airborne units can be used in any Theater in which the Russians have intervened at the appropriate level. Other Russian ground units can be used only in the Theater in which their counter appears.

19.2.2 China (PRC)

PRC Airborne units can be used in any Theater in which the Chinese have intervened at the appropriate level. All other PRC ground units start in the PRC Holding Box associated with their theater. All PRC ground units can be used in the *NWK*, *NWT*, or *NWV* Theaters, except for the 47th Group Army, that can be used only in the *NWIP* Theater. To transfer between theaters, move the ground units to the next turn on the Game Information Track. At the end of that turn, they arrive as a reinforcement in that theater’s PRC Holding Box.

19.2.3 US, UK/CW, FR

Except for units that start already set up in a theater (e.g., 2ID units in *NWK*), the Allied player can send any units designated as a reinforcement (including during setup) to any Theater in which the nationality has intervened at the appropriate level.

19.3 Naval Unit Considerations

Use the Naval Display on the Strategic Display from *NWV* to represent the Pacific (*NWK*, *NWT*, and *NWV* Theaters) and the Naval Display on the Strategic Display from *NWP* to represent the Atlantic (*NWP* Theater). The Indian Ocean (*NWIP* Theater) simply uses the Carrier Basing Box and Indian Ocean Box in the Pacific.

Once in a Theater, naval units may transfer to another theater as described below.

CVN/CV BGs committed to the Pacific may transfer to the Indian Ocean once they move into the Indian Ocean Box on the Naval Display; move the carrier air units to the *NWIP* Carrier Basing Box and place the carrier aside.

CVN/CV BGs in the Indian Ocean (*NWIP* Theater) may, in any Movement Segment, move to the Indian Ocean Box on the Naval Display; place the CVN/CV BG in the Box and place its carrier air units in the *NWV* Strategic Display Carrier/AMPH Basing Box.

Naval units, unless restricted below, may transfer from the Atlantic to the Indian Ocean and/or Pacific and vice versa by being placed, in the Reorganization Phase, on the Game Turn

track two turns ahead (players should make a side note of their destination). During the Reorganization Phase of that turn, the naval units arrive in the pre-recorded destination; i.e., Indian Ocean, US Box, or the North Sea as appropriate.

19.3.1 Non-Allied Naval Units

Russian naval units can never leave the Theater in which they start or arrive as a reinforcement. Chinese naval units can only move to At Sea Boxes and associated In Shore Boxes/All Sea Hexes/Ports in the Pacific (*NWT*, *NWK*, or *NWV* Theaters).

19.3.2 Allied Naval Units

US, UK/CW, and FR Naval units can be committed to the Pacific (*NWK*, *NWT*, *NWV* Theaters), Indian Ocean (*NWIP* Theater) [only USN CVN BG or UK CV BG], or Atlantic (*NWP* Theater) when they arrive as a reinforcement according to any game's reinforcement schedule. If to the Pacific, they are placed in the US Box of the Naval/Strategic Display; if to the Indian Ocean, the carrier air units are placed in the Carrier Basing Box, and the CVN/CV BG is set aside; if to the Atlantic, they are placed in the North Sea.

No more than six USN CVN BGs (and their Carrier Air Wings) and six USN AMPHs (the rest use their SAG sides) can be in play. No more than one UK (or CW) CV BG and one AMPH (the rest use their SAG sides) can be in play. No more than one FR CV BG can be in play.

19.4 Air Unit Considerations

The following OOB limits specify how many of any one type of unit can be in play across all Theaters. Reinforcements in excess of the limit are ignored. Air units for a nationality can only enter a Theater in which it has intervened at the appropriate level. National restrictions for placing air unit reinforcements are described below.

19.4.1 Order of Battle Details

These rules will detail any considerations concerning the order of battle for a nationality including any unit type limits when applicable. If no limit is listed, then any number, up to the limit of the counter-mix can be used. Draw randomly from all available counters when determining which actual units are in play. It is recommended that player create the pool of available units prior to beginning setup.

USAF: 6 x B-52, 3 x B-2, 4 x B-1, 4 x F-22A, 6 x F-35A.

USMC: 6 x F/A-18, 4 x F-35B - at least two air units must be committed to a theater that contains a MEF HQ.

USN: 6 Carrier Air Wings (6 x F/A-18E, 12 x F/A-18F, 6 x EA-18G) Any optional F-35C replacements may be taken as appropriate. A maximum of three such replacements can be made for a Combined Game. Apply the VP for the non-Allied player in which the theater that carrier sets up or arrives as a reinforcement.

Japan: Use both sets of JPN air units from *NWK* (or *NWK2E*) and *NWT* (12 counters total).

RU Air Force: 1 x Tu-160, 5 x Tu-95, 5 x Tu-22, 4 x Su-35, 2 x Su-34.

PRC Air Force: 2 x J-15, 1 x Su-35, 3 x J-31, 2 x Su-30, 2 x J-20, 4 x J-16.

19.5 Holding and Basing Boxes

Unless otherwise specified, units follow the rules in a Theater as to which Holding and/or Basing Boxes they can use.

The Japan Holding and Basing Boxes exist in the *NWK*, *NWT*, and *NWV* theaters and refer to the same location. Units are free to move or fly missions from Japan within the rules of those theaters.

The Allied player always bases his US Long Range Bombers (B-1, B-2, B-52) in one of the US (sometimes labeled US/Guam) Basing Boxes. They can fly missions in any Theater in which the US has intervened at the appropriate level.

19.6 Theater Weapons

For the PRC, each "game" will get its full allocation of Cruise Missile points. However, ignore any references to PRC Cruise Missile reinforcements.

Both sides may transfer any number of Cruise Missile points between theaters during the Reorganization Phase.

19.7 Supply Points

Both sides may transfer any number of Supply Points between theaters during the Reorganization Phase.

19.8 Optional Rules

Assign VP for optional rules to that theater except when the rule applies across theaters; e.g., PRC J-15s need only be paid for once. In this case, apply the VP in the theater of your choice.

20.0 Designer's Notes

Next War: Vietnam isn't introducing anything ground-breaking in terms of the overall series, but, as in all the games, I hope to provide a new and engaging situation that seems fresh and different even through it's using the same rules as all the games in the series.

There are a couple of things we're adding to the overall series rules as well as some items unique to *NWV* itself. The first thing to note is the new in-hex terrain "Jungle." Since it's in-hex terrain, it modifies the underlying terrain; e.g., Flat becomes Flat w/ Jungle. As a side note, we made that change to the Terrain Effects Chart (TEC) a while ago to differentiate whole hex terrain from in-hex terrain; e.g. Urban from City. In-hex terrain modifies whole hex terrain where applicable according to the TEC. At any rate, as summarized on the TEC, regardless of the underlying terrain no Paradraps are allowed, Armor and Mechanized units are halved attacking into it, Light Infantry earns a DRM attacking or defending, and all Leg units (Leg, Light Infantry, and Motorized Infantry in Combat) are doubled on defense. If used correctly, the Allies can make the initial PRC drive from the northeast a slog.

Another thing players should note is that Clearing Operations will be more difficult in the SRV. Not only is there a general -1

DRM for Clearing, but the SRV has the People's Self Defense Force that can be used in one of two ways: in garrison mode that acts as a combat unit in all ways (albeit with a 0 movement allowance) or in resistance mode that provides an additional -1 DRM to Clearing. Furthermore, Hanoi itself has a -1 DRM for clearing. So, it's entirely possible that hex 3713 will have a cumulative -4 DRM; good luck if you pull a 6.

To further represent the difficulty the PRC would experience, Automatic Victory rolls are modified by +1 for each Hanoi hex (there are 3) controlled by the Allies.

The international intervention level is a lot more complicated. Many of the players in the region want both to cooperate with and oppose the PRC at the same time. Most are competing over the same resources in the South China Sea. Many of the regional players already have ties to the PRC in one or the other, and it would take a major diplomatic effort on the part of the US to sway them. This is represented primarily by die rolls that, optionally, can be modified by the expenditure of VP (representing the use of political capital on the world stage).

Next War: Vietnam completes the "China Trilogy," and it is meant to complement *Next War: Korea* and *Next War: Taiwan*. The aim is to provide not only an interesting standalone experience with its new terrain and operational puzzles but also an epic combined game experience that will see both sides struggling to find enough resources to allocate to the various theaters in which it suddenly must fight. To that end, I've included some Combined Game guidelines.

I sincerely hope you enjoy it!

Sea Control Summary

If both Allied and non-Allied Naval Units occupy an Inshore or At Sea Box, it is automatically Contested (do not roll).

Inshore Boxes: Regardless of US intervention, if the associated At Sea Box is controlled (by either side), make a Sea Control roll for any Inshore Boxes that are Contested, Controlled by the side which does not control the associated At Sea Box, or that contain a naval unit from the side that does not Control the Inshore Box.

At Sea Boxes: In the Advanced Game, if the US has not intervened, the PRC automatically controls all in play boxes, and all others remain Contested for the duration of the game unless US intervention is increased to Level 2 or higher. In the

Standard Game and if the US intervenes at Level 2 or higher in the Advanced Game, always roll for Sea Control in the Spratly Islands, South China Sea, and Gulf of Tonkin At Sea Box unless automatically Contested [7.2.2]. These are all marked with the "Air Superiority" graphic in SRV colors.

The PRC player may affect Sea Control die rolls by expending Cruise Missile Points. [GSR14.1.4.1]

Important: Although we provide the entire Pacific Theater naval display, the only At Sea Boxes players roll Control for when playing *Next War: Vietnam* are the Gulf of Tonkin, the South China Sea, and the Spratly Islands. These are all marked with the "Air Superiority" graphic in SRV colors. Unless playing a Combined Game, the Allies always have Control of the Northern Approaches and Marianas; the Celebes Sea, Philippine Sea, Central Approaches, Taiwan Straits, Ryukyu Islands, East China Sea, and Sea of Japan are always Contested. Allied units arriving in the US Box and/or Japan, still move across the full naval display; remember, though, entering some of those is a Contested Sea Move [GSR6.3.2.2]. The PRC can only enter the Gulf of Tonkin, the South China Sea, and the Spratly Islands At Sea Boxes.

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