

# THE PEOPLE'S LIBERATORS

OFFICIAL BRIEFING

TIỂU ĐOÀN ĐỊA PHƯƠNG QUÂN  
VIETNAMESE PEOPLE'S LIBERATION ARMED FORCES  
LOCAL FORCE BATTALION



*By Phil Yates*



**FLAMES OF WAR.**  
THE WORLD WAR II MINIATURES GAME

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UNDER  
REVIEW



# NATIONALIST LOCAL FORCES

## THE LOCAL FORCE VIET CONG

The media portrayal of the Vietnam War focuses almost exclusively on the guerilla operations of the Local Forces and the seemingly endless patrolling by the Free World forces operating against them. While *Tour Of Duty*, the *Flames Of War* handbook on the Vietnam War focuses on the larger-scale operations, this Intelligence Briefing looks at the Local Force battalions that fought the daily war against the US, ANZAC, and ARVN forces.

During the Indochina War, the Nationalist forces operated as guerrillas against the Japanese and then the French, gathering in large forces for big battles, then melting back into the population to avoid retaliation. When the Geneva Accords of 1954 created separate North and South Vietnams, the People's Republic of Vietnam in the north formed a regular army, the People's Army of Vietnam (PAVN), while continuing to support the struggle being fought in the south against the Republic of Vietnam by the guerillas of the People's Liberation Armed Forces (PLAF) of the National Liberation Front (NLF).

By 1965, the PLAF's successes against the Army of the Republic of Vietnam (ARVN), led to the commitment of PAVN regulars intent on overthrowing the Republic of Vietnam and unifying their country. The United States and other Free World forces responded by sending armed forces of their own to prop up the Republic of Vietnam, starting the Vietnam War (or the American War as the Vietnamese nationalists called it).

With the decision to move towards a general insurrection in 1965, many of the separate PLAF Local Force battalions were grouped into Main Force regiments and divisions, supplemented by the PAVN regiments that had marched south down the *Hồ Chí Minh* Trail. Regardless of origin, they were known to the South Vietnamese as VC or *Việt Cộng*, a contraction of *Việt nam Cộng sản* (Vietnamese Communist).

Many new Local Force battalions were formed from scattered companies and new recruits to replace those joining

the Main Force. One of these was D445, the *Bà Rịa* Battalion formed in the *Bà Rịa* area encompassing *Phước Tuy* and *Long Khánh* provinces. While the Main Force formations were intended for major operations across the whole region, the Local Force Battalions were expected to remain in their areas, recruiting, harassing the enemy, and assisting any local Main Force operations.

Like most Local Force battalions, D445 gained an intimate knowledge of their area of operations and the opposing forces there. They had a 'live and let live' relationship with most of the ARVN forces in the area, neither side attacking or provoking the other. This did not apply to the ANZAC forces opposing them, and clashes were numerous, occasionally breaking out into larger scale battles such as the fight at *Long Tân* on 18 May 1966. There, D445 fought alongside the 275<sup>th</sup> Main Force Regiment, having taken part in the bombardment of the ANZAC base at *Núi Đất* several nights prior to the battle.

In the ten years of its existence, D445 suffered 1000 casualties (it only fielded around 300 soldiers at any point in time!), and claimed to have 'wiped out more than 10,000 enemy soldiers' (a claim not supported by the known losses to Free World forces). While not as effective in battle as they believed themselves to be, the Local Forces did tie down forces that would otherwise have been hunting down the Main Force and PAVN troops, and contributed significantly to the eventual victory by the nationalist forces.

## MAIN FORCE DIVISIONS OF THE B2 (SAIGON) FRONT

It can be very hard to find information on Nationalist units, so I have summarised the main force divisions of the People's Liberation Armed Forces (PLAF) fighting under B2 Front around Saigon. In late 1969, the Front also commanded three (4<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup>) *đặc công* (special tasks or sapper) battalions, several independent regiments, two rocket regiments, an anti-aircraft battalion, and numerous local forces battalions. By this stage PLAF manpower was waning after twenty four years of war, including three years of fighting the Free World forces, and the losses in the Tet offensive, and many of the soldiers in PLAF main force units were People's Army of Viet Nam (PAVN) soldiers from the north rather than locals from the south.

### Sư Đoàn 5 (5<sup>th</sup> Division)

Formed Sep 1965. Operated in the Mekong Delta. Rebuilt with PAVN regiments after Tet offensive. These regiments had been formed for the First Indochina War against the French.

*Trung Đoàn 4* (4<sup>th</sup> Regiment) until Apr 1968  
Name: 'Đồng Nai' (Name of province)

*Trung Đoàn 33* (33<sup>rd</sup> Regiment) from Jul 1968  
Formed from 101B and 101C, 325<sup>th</sup> Division  
Name: 'Trần Cao Vân' (Anti-French leader)

*Trung Đoàn 5* (5<sup>th</sup> Regiment) until Jun 1970  
Known to US as 275<sup>th</sup> Regiment

*Trung Đoàn 3* (3<sup>rd</sup> Regiment) from Jul 1970  
Formed from 1<sup>st</sup> Battalion, 5<sup>th</sup> Regiment

*Trung Đoàn 88* (88<sup>th</sup> Regiment) from Sep 1967 to Sep 1968. Previously 88A, 308<sup>th</sup> Division  
Name: 'Tu Vũ' (Name of battle)

*Trung Đoàn 174* (174<sup>th</sup> Regiment) from Oct 1968  
Previously 174A Regiment, 316<sup>th</sup> Division  
Name: 'Cao Bắc Lạng' (1949 campaign)

### Sư Đoàn 7 (7<sup>th</sup> Division)

Formed Jun 1966. Operated south of the Mekong Delta. Created from 312<sup>th</sup> 'Victory' Division which then rebuilt its regiments as 141B and 165B.

*Trung Đoàn 12* (12<sup>th</sup> Regiment) Previously 165A Regiment, 312<sup>th</sup> Division  
Name: 'Lao Hà Yên' (Name of province)

*Trung Đoàn 14* (14<sup>th</sup> Regiment) Previously 141A Regiment, 312<sup>th</sup> Division  
Name: 'Ba Vì' (Mountain range)

*Trung Đoàn 16* (16<sup>th</sup> Regiment) until late 1967  
Previously 101A Regiment, 325A Division  
Name: 'Trần Cao Vân' (Anti-French leader)

*Trung Đoàn 52* (52<sup>nd</sup> Regiment) Sep to Nov 1967  
Previously with 320A Division  
Name: 'Tây Tiến' (Western Progress)

*Trung Đoàn 209* (209<sup>th</sup> Regiment) from Jan 1968  
Previously 209A Regiment, 312<sup>th</sup> Division  
Name: 'Sông Lô' (Lô River)

### Sư Đoàn 9 (9<sup>th</sup> Division)

Formed Sep 1965. Operated in the Iron Triangle. First division formed in the south. Created from independent regiments. Suffered heavy casualties in Operation Junction City.

*Trung Đoàn 1* (1<sup>st</sup> Regiment) Previously 812<sup>th</sup> Regiment, then 271A Regiment or Q761 of B2 Front  
Name: 'Bình Giả' (Name of battle)

*Trung Đoàn 2* (2<sup>nd</sup> Regiment) Previously 272A Regiment or Q762 of B2 Front  
Name: 'Đồng Xoài' (Name of battle)

*Trung Đoàn 3* (3<sup>rd</sup> Regiment) until Sep 1968  
Previously 3<sup>rd</sup> or 273<sup>rd</sup> Regiment of B2 Front

*Trung Đoàn 3B* (3B Regiment) from Oct 1968 to Sep 1969. Previously 88<sup>th</sup>, 5<sup>th</sup> Division  
Name: 'Tu Vũ' (Name of battle)

*Trung Đoàn 3* (3<sup>rd</sup> Regiment) from Oct 1969  
Previously 95C Regiment, 325C Division  
Name: 'Nguyễn Thiện Thuật' (Revolutionary)

PAVN divisions and regiments had a confusing variety of names. In part this was caused by the need to send reinforcements south to rebuild destroyed regiments. Regiments could be rebuilt with the letter B (or C or even D in some cases) after their number, or simply replaced with another regiment. As a result 33/7, 101/7, 101B/325, and 101C/325 all refer to the same regiment, which might also be referred to as 4/7 after the regiment it replaced. The Vietnamese also deliberately caused confusion by referring to units by code names, such as *Công Trường 9* (Construction Site 9) for the 9<sup>th</sup> Infantry Division.

## FIELDING MAIN FORCE UNITS

Local Force battalions often cooperated with Main Force regiments in major operations. The *Bộ Binh (Infantry) Company* support option can represent either part of a Main Force battalion supporting your Local Forces battalion, or later in the war, part of a regular PAVN battalion operating with your Local Forces. The Main Force wore the same peasant clothing as the Local Forces at the start of the war, but as time passed and the supply line from the north down the *Hồ Chí Minh* Trail improved, they started to wear standard military uniforms, becoming indistinguishable from the regulars of the PAVN sent from North Vietnam.

If you want to field your Local Forces in support of a Main Force or PAVN battalion rather than the other way around, you can use the *Tiểu Đoàn Bộ Binh (Infantry Battalion) Intelligence Briefing* from *Tour Of Duty*. This gives a core of heavily-armed and well-trained regular soldiers supported by up to two Local Forces companies, allowing you to tackle the Imperialist invaders head-on.

# TIỂU ĐOÀN ĐỊA PHƯƠNG QUÂN LOCAL FORCE BATTALION (INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Tiểu Đoàn  
Địa Phương Quân HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Địa Phương Quân  
(Local Force) Company

## INFANTRY



Địa Phương Quân  
(Local Force) Company

## INFANTRY



Địa Phương Quân  
(Local Force) Company

## SUPPORT PLATOONS

### INFANTRY



Bộ Binh (Infantry)  
Company

Đặc Công (Special Tasks)  
Company

### INFANTRY



Bộ Binh (Infantry)  
Company

### ARTILLERY



Front Artillery Company

Front Jet-artillery  
Company

### CIVILIANS



Local Resistance

### FORTIFICATIONS



Booby Traps

### FORTIFICATIONS



Minefields



### MOTIVATION AND SKILL

Local forces were determined to free Vietnam from Saigon's puppet forces, American imperialist aggressors, and their Australian vassals. They also recognised the folly of tackling heavily-armed troops head on and were willing to retreat if necessary. A Tiểu Đoàn Địa Phương Quân (Local Force) Battalion is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

## HEADQUARTERS

### TIỂU ĐOÀN ĐỊA PHƯƠNG QUÂN HQ

#### HEADQUARTERS

Battalion HQ 25 points

#### OPTIONS

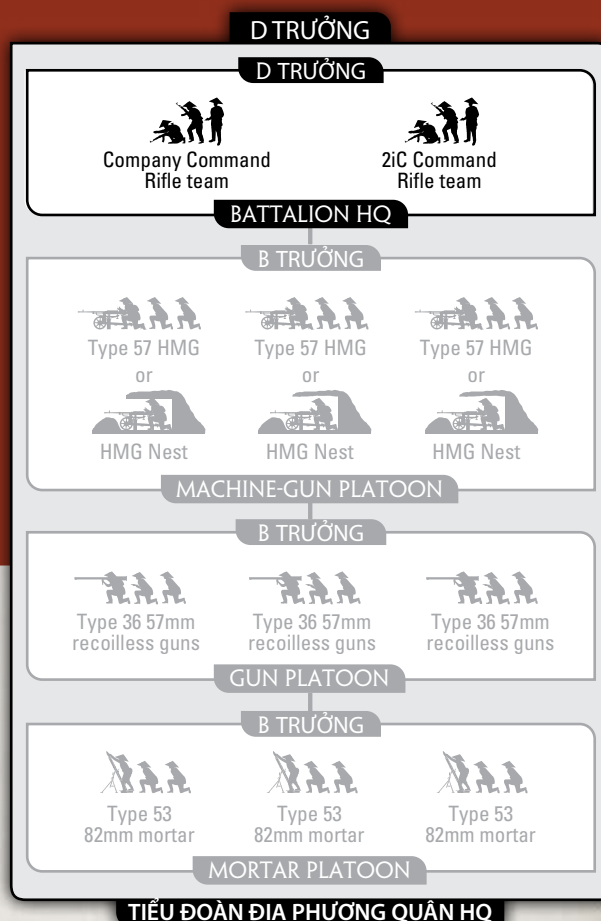
- Add Type 57 HMG teams for +20 points per team or HMG Nest bunkers for +60 points per nest.
- Replace one Type 57 HMG team with a Type 54 12.7mm AA MG for +5 points.
- Add Type 36 57mm recoilless guns for +15 points per gun.
- Add Type 53 82mm mortars for +15 points per mortar.
- Add up to three Sniper teams for +50 points per team.

A Tiểu Đoàn Địa Phương Quân (Local Force) Battalion uses the *Born in the North to Die in the South* special rule on page 11, the *Guerrilla Reserves* special rule on page 14, and *Local Forces* special rule on page 15.

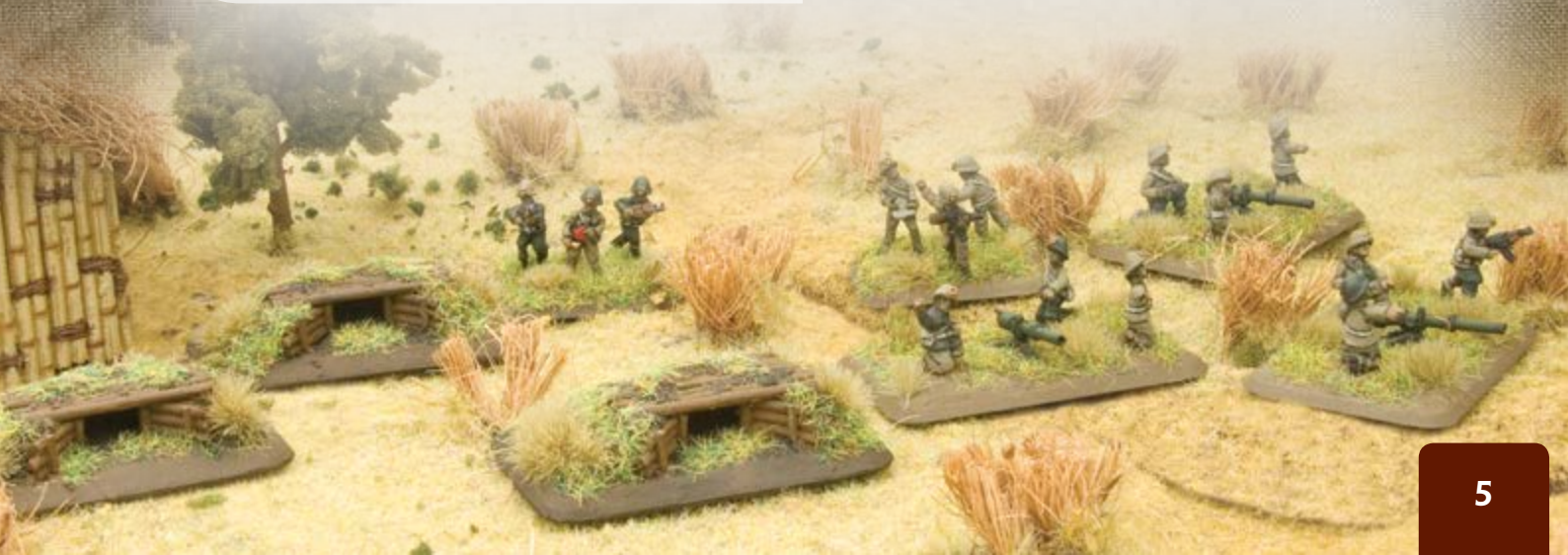
### VIETNAMESE BUNKERS

The Vietnamese built bunkers around their bases and in areas they planned on ambushing American forces. The bunkers were so well concealed that they could not be seen until they opened fire. While not as robust as concrete pill-boxes, the Vietnamese bunkers were still difficult to locate and knock out.

*HMG Nests from a Tiểu Đoàn Bộ Binh HQ are held in Ambush (see page 266 of the rulebook) rather than being placed at the start of the game. When revealed from Ambush, they may be placed in any part of the table, not just their Deployment Area.*



The *Địa Phương Quân* (pronounced *dya foo-ung kwun*), or Local Forces, were known as *Việt cộng*, or VC, by their enemies. The expression *Việt Cộng*, a contraction of *Việt nam Cộng sản*, (Vietnamese Communist), or alternatively *Việt gian Cộng sản* (Communist Traitor to Vietnam), first appeared in Saigon newspapers beginning in 1956, soon after the creation of the Republic of Vietnam.



## COMBAT COMPANIES

### ĐỊA PHƯƠNG QUÂN (LOCAL FORCE) COMPANY

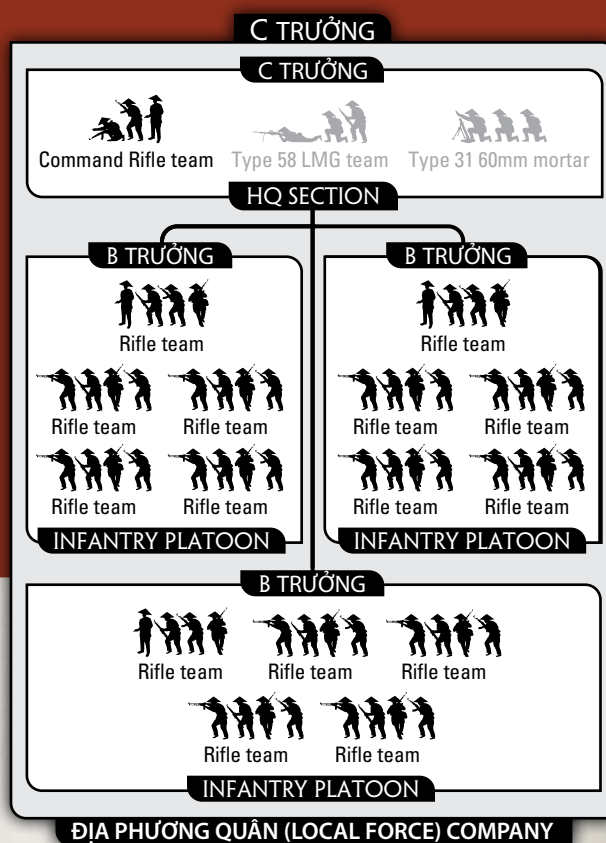
HQ Section with:

3 Infantry Platoons	250 points
2 Infantry Platoons	170 points
1 Infantry Platoon	90 points

#### OPTIONS

- Replace up to one Rifle team per platoon with a B40 team for +5 points per team, or with a B41 team for +10 points per team.
- Replace all Rifle teams with AK47 Assault Rifle teams for +20 points per platoon.
- Add Type 58 LMG team for +15 points.
- Add Type 31 60mm mortar for +20 points.

D445 battalion grew from the local forces of the Bà Rịa area. When ANZAC and American forces arrived in their province, the soldiers were exhorted to 'Go forth for victory - attack to the end', and 'Overcome every difficulty, fight and defeat every enemy!' Outstanding soldiers were honoured as 'Valiant Killer of Americans'. Despite the best efforts of D445, the 'artillery band' and the 'NZ orchestra' caused many casualties in battles like the ambush at Long Tan.

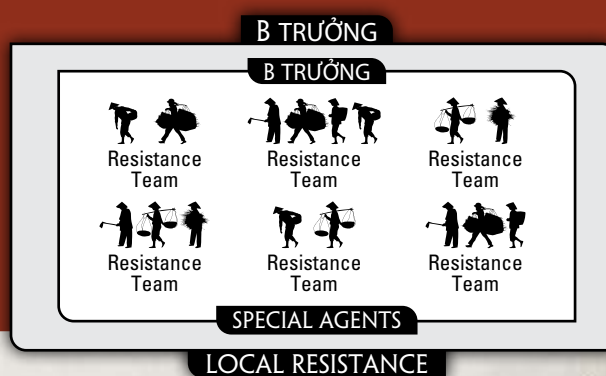


## SUPPORT COMPANIES

### LOCAL RESISTANCE

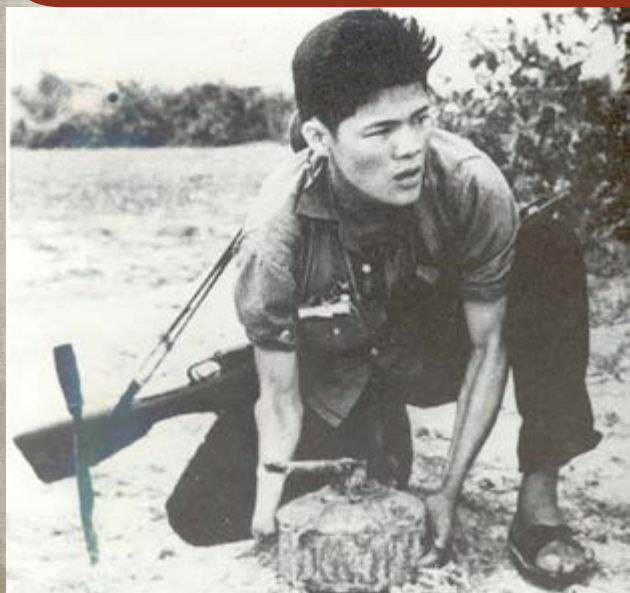
#### AGENTS

6 Resistance teams	150 points
5 Resistance teams	125 points
4 Resistance teams	100 points
3 Resistance teams	75 points
2 Resistance teams	50 points
1 Resistance team	25 points



*Resistance teams use the Resistance Fighters special rules on page 16.*

The soldiers of the local forces were supported by an extensive resistance movement. Any man, woman, or child of the local population could be working for the resistance, reporting on enemy movements, providing false information, and even sniping at the enemy or planting hidden bombs.





## BỘ BINH (INFANTRY) COMPANY

### COMPANY

HQ Section with:

3 Infantry Platoons	485 points
2 Infantry Platoons	330 points
1 Infantry Platoon	175 points

### OPTIONS

- Add Type 58 LMG teams for +20 points per team.
- Replace all B40 teams with B41 teams for +20 points per platoon.

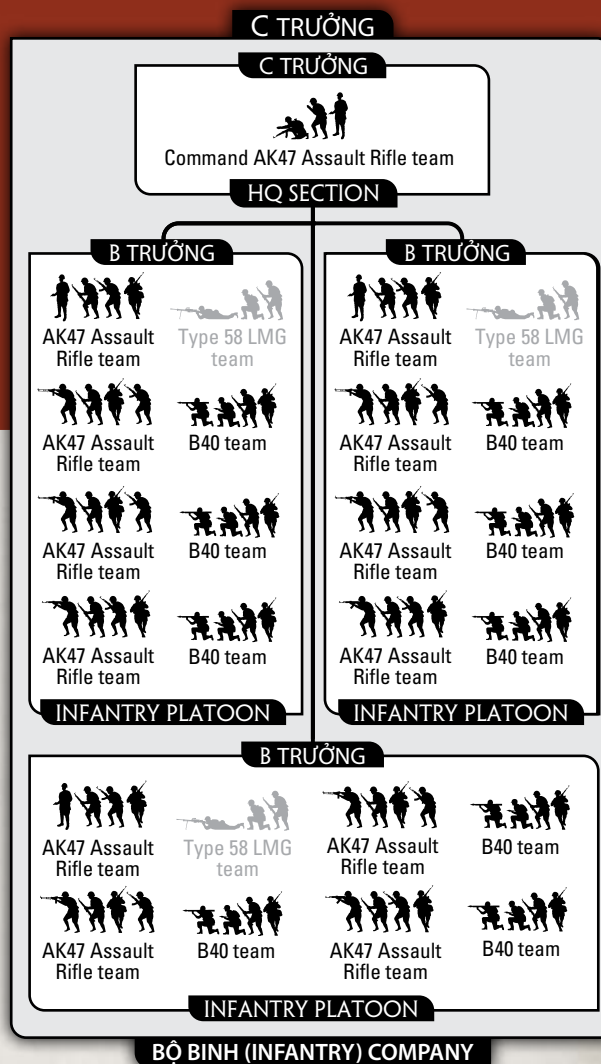
The *bộ đội*, foot soldiers, are the core of the infantry companies. As the troops of B3 Front are some of the best in the PAVN, they have an almost equal mix of the newer AK47 assault rifles and older SKS carbines. The squad automatic weapon is the RPD machine-gun, a modernised, belt-fed version of the WWII-era DP 'record player' machine-gun. Each squad also contains a B40 rocket launcher, a Chinese copy of the Soviet RPG-2.

Noting the success of Chinese bayonet charges in driving the US forces back into South Korea, the Vietnamese have practised bayonet tactics. Every soldier is eager to close with the enemy and use their bayonet to kill Americans.

### MOTIVATION AND SKILL

*The People's Republic of Vietnam values its soldiers, unlike the Capitalists who spend their soldiers' lives like they spend money. The soldiers of the People's Republic are well trained and dedicated to the liberation of their brothers in the south. A Bộ Binh (Infantry) Company is rated as Fearless Trained.*

RELUCTANT	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
<b>FEARLESS</b>	VETERAN





## ĐẶC CÔNG (SPECIAL TASKS) COMPANY

### COMPANY

HQ Section with:

3 Special Tasks Platoons	370 points
2 Special Tasks Platoons	260 points
1 Special Tasks Platoon	150 points

### OPTIONS

- Add up to one Pioneer AK47 Assault Rifle or Pioneer B40 team per platoon for +40 points per team.
- Replace all Pioneer B40 teams with Pioneer B41 teams for +5 points per team.
- Add Type 58 LMG team for +25 points.

### ONE SLOW, FOUR QUICKS

The *Đặc Công* special forces are masters of slow and careful preparation, taking as long as needed to crawl into position before they launch their quick surprise assaults. Their expertise in small-unit tactics allows them to continue the attack, even if their leaders are killed.

*All teams in Đặc Công (Special Tasks) Companies are Recce teams, and use the Reconnaissance rules on pages 193 to 195 of the rulebook. In addition, when attacking in Darkness or at Dawn, their Reconnaissance Deployment may take them closer than 16"/40cm to enemy teams, as long as they remain more than 2"/5cm away from all enemy teams.*

*If the Platoon Command team of a Đặc Công (Special Tasks) Company is Destroyed, remove another Infantry team from the company that is within 6"/15cm instead and replace it with the Platoon Command team. If there is no appropriate team, the Platoon Command team is Destroyed as usual.*

*A Đặc Công (Special Tasks) Company uses the Guerrilla Reserves special rule, but does **not** use the Born in the North to Die in the South special rule.*

### MOTIVATION AND SKILL

*The cry 'Sappers on the Wire' was dreaded by every grunt defending a fire base, and with good reason — the special tasks commandos were highly trained infiltration and demolition specialists. A Đại Đội Đặc Công (Special Tasks) Company is rated as **Fearless Veteran**.*

C TRƯỞNG

C TRƯỞNG

Command Pioneer  
AK47 Assault Rifle team

Type 58 LMG  
team

HQ SECTION

B TRƯỞNG

Pioneer AK47  
Assault Rifle team

Pioneer  
team

Pioneer B40  
team

Pioneer B40  
team

SPECIAL TASKS PLATOON

B TRƯỞNG

Pioneer AK47  
Assault Rifle team

Pioneer  
team

Pioneer B40  
team

Pioneer B40  
team

SPECIAL TASKS PLATOON

B TRƯỞNG

Pioneer AK47  
Assault Rifle team

Pioneer B40  
team

Pioneer B40  
team

Pioneer  
team

SPECIAL TASKS PLATOON

ĐẶC CÔNG (SPECIAL TASKS) COMPANY

### FLAME-THROWERS

Vietnamese sappers made good use of flame-throwers in their assaults on Imperialist fire bases.

*You may replace up to one Pioneer AK47 Assault Rifle team per Special Tasks Platoon with a Flame-thrower team at the start of the game before deployment.*

Well-organised attacks on Imperialist fire bases were always led by the sappers of a *Đại Đội Đặc Công* (pronounced die doy dak chung) special tasks company. Attacks were rehearsed in advance so that every soldier knew their part once night fell and the attack began. Usually the first thing the enemy knew of an attack was the demolition charges blowing their wire as the *Đặc Công* rampaged through their positions.

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN





## FRONT ARTILLERY COMPANY

### COMPANY

HQ Section with:

6 M46 130mm	300 points
3 M46 130mm	160 points

### FIRE ASSAULT

Long-range M46 130mm guns fired from safe havens in Cambodia and Laos in support of Vietnamese attacks on fire bases inside Vietnam.

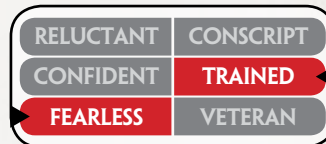
*The Artillery Company must be held off table using the Fire Assault special rule on page 13. Only the Observer team appears on table.*

The Free World rules of engagement prevented ground operations in Cambodia and Laos. This allowed the People's Army to bring their heavy artillery into action without having to worry about how to defend their static positions against a highly-mobile enemy.



### MOTIVATION AND SKILL

*PAVN artillery soldiers know how much blood and sweat their brothers shed on the Hô Chí Minh Trail to bring them each round, and make sure that every shot counts. A Front Artillery Company or Front Jet-artillery Company is rated as **Fearless Trained**.*



## FRONT JET-ARTILLERY COMPANY

### COMPANY

HQ Section with:

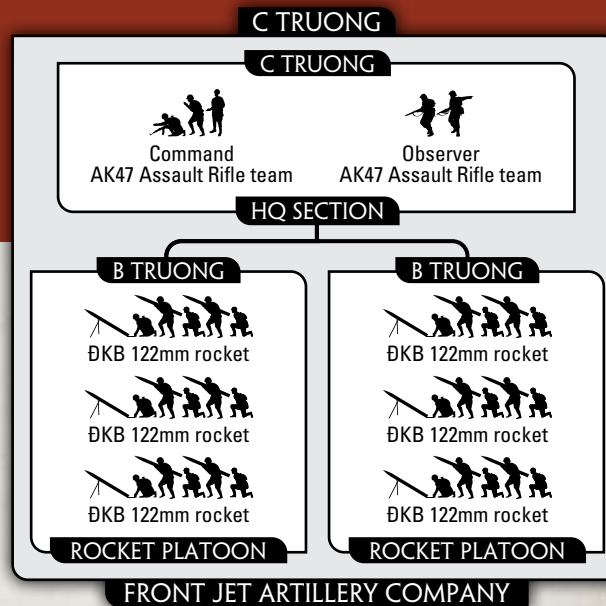
6 ĐKB 122mm	155 points
3 ĐKB 122mm	90 points

### GUERRILLA ROCKETS

ĐKB 122mm rockets are fired individually from single-tube launchers. Once the battery starts scoring hits, the rest of the salvo are fired to saturate the target.

*ĐKB 122mm rockets use the Guerrilla Rockets rules on page 13. When Ranging In, reduce the number of rockets firing by one for each failed attempt to Range In. Keep rolling to Range In until you succeed or run out of rockets.*

As the war progressed, the North switched more and more to conventional warfare, sending rocket artillery regiments into South Vietnam to harass Imperialist fire bases and air fields. These *Trung Đoàn Pháo Phản Lực* (pronounced *troong doh-ahn fow fan louk*, literally Jet Artillery Regiment) were well suited to guerrilla warfare as they could move on foot through remote areas into their firing positions.



### FIRE ASSAULT

The rocket artillery battalions were expert at setting up firing positions, undetected by the Imperialists and their puppets, to support planned operations.

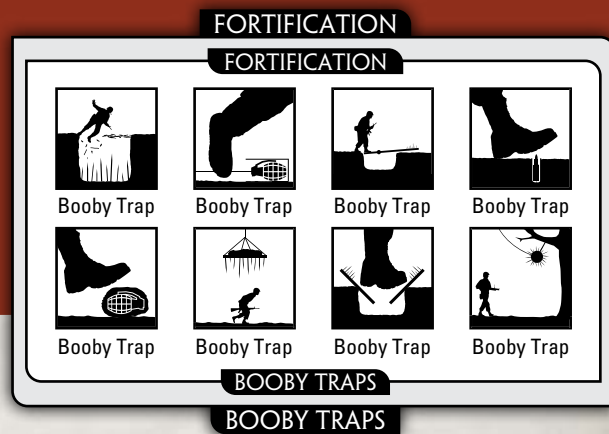
*The Front Jet-artillery Company must be held off table using the Fire Assault special rule on page 114. Only the Observer team appears on table.*

# FORTIFICATIONS

## BOOBY TRAPS

8 Booby Traps	80 points
7 Booby Traps	70 points
6 Booby Traps	60 points
5 Booby Traps	50 points
4 Booby Traps	40 points
3 Booby Traps	30 points
2 Booby Traps	20 points

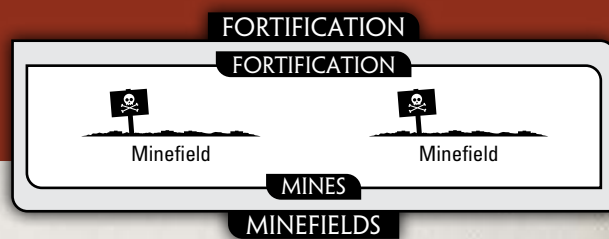
Booby traps are one way for a guerrilla force to equalise the imbalance in power favouring of the Imperialist forces. These whittle away the Imperialist strength, slowing their advance.



## MINEFIELDS

2 Minefields	100 points
1 Minefield	50 points

Dense fields of booby traps take much more effort to prepare, but are even more disruptive to the enemy plans.



### BOOBY TRAPS AND MINEFIELDS

The People's Army and Local Forces were masters at laying hidden booby traps, whether singly or in whole areas as a virtual minefield. Free World troops usually had little warning of booby traps and relied on their skill to detect and neutralise any they encountered. Those unwary enough not to notice them suffered accordingly.

*Minefields and Booby Traps follow the rules on pages 229 and 230 of the rulebook with the following exceptions.*

*PAVN Booby Traps and Minefields do not need to be deployed before the game begins. Instead, they may be placed at the same time as Ambushing platoons during the Starting Step. They may be placed anywhere on the table, including under enemy troops. However, you may not place Booby Traps or Minefields under teams already in or on Booby Traps or Minefields, nor under teams that are Dug In or that Deployed in Prepared Positions and have not yet moved.*

*If a Booby Trap or Minefield is placed under a team, the team's platoon will take a Motivation Test to Cross a Minefield when the first team from the platoon moves or digs in on a Minefield or Booby Trap.*

*PAVN Booby Traps and Minefields are mostly anti-personnel rather than anti-tank. As such they have an Anti-tank rating of 3 and a Firepower rating of 5+.*

*Landed helicopters are affected by Minefields and Booby Traps in the same way as other vehicles. Passengers Dismounting from the Slick will trigger a Booby Trap. Slicks and their Passengers always pass their Motivation Test to move off a Minefield or Booby trap and return to the Pick-up Zone.*

*Flying helicopters ignore Minefields and Booby Traps. Teams attempting to Search or Evacuate Objectives using the Tunnel Rats mission special rule on page 122 of Tour of Duty test as if they moved if they are on a Booby Trap or Minefield. If they are hit and Pinned Down, they cannot Search or Evacuate this turn.*

# LOCAL FORCE SPECIAL RULES

## THE PEOPLE'S ARMY

### CENTRALISED CONTROL

The Nationalist government of the Democratic Republic of Vietnam emphasises conformity and obedience in its citizens and soldiers. Communist soldiers are indoctrinated and very politically aware, but relatively poorly trained in tactics by Western standards. Their attacks tend to be centrally planned and controlled with their lack of communications technology hindering their flexibility.

To reflect this, Nationalist forces are organised differently from other armies. For game purposes, a Nationalist company is treated as a single platoon and a whole battalion operates like most armies' companies.

*Wherever the rules talk about a platoon, read that as a Nationalist company. Where the rules talk about a company, read that as a Nationalist battalion.*

Thus a Nationalist company is led by a Platoon Command team and operates like a large platoon. A Nationalist battalion is led by a Company Command team and operates as a large company. This means for example, that while an American platoon must remain in command to move freely, an entire Nationalist company must be in command to do the same. Similarly, while the enemy shoots at a US platoon, they shoot at a Nationalist company.

### QUALITY OF QUANTITY

Most North Nationalist soldiers are committed to liberating the South from the horrors of Capitalism. Their commissars lecture them on politics and they undertake self-criticism sessions in their three-man cells and squads motivating them to a do-or-die approach summed up in the popular inscription 'Born in the North to die in the South'.

*A platoon (Nationalist company) with at least fifteen Infantry or Gun teams In Command has Quality of Quantity. Include any attached teams, and any Warrior and Independent teams that have Joined it when determining if a platoon (Nationalist company) has Quality of Quantity.*

*A platoon (Nationalist company) starting the Shooting Step with Quality of Quantity must take at least ten hits (instead of the usual five) in a single Shooting Step before they become Pinned Down, although a single hit from an Artillery Bombardment still Pins them Down.*

*Teams from a platoon (Nationalist company) starting the Assault Step with Quality of Quantity may Charge into Contact and Counterattack from 12"/30cm away from the enemy rather than 8"/20cm as usual. Teams further than 12"/30cm are still Non-assaulting teams.*

*A platoon (Nationalist company) with at least fifteen Assaulting Infantry teams must take at least ten hits in Defensive Fire before they are Pinned Down and forced to Fall Back.*

### BORN IN THE NORTH TO DIE IN THE SOUTH

Lacking heavy weapons, the People's Army often resorted to numbers in an attempt to defeat the opposition, feeding additional companies into the fighting as they arrived.

*When a Bô Binh (Infantry) Company or Địa Phương Quân (Local Force) Company is Destroyed, it is placed in Guerrilla Reserves as if it were a new platoon (Nationalist company). When it arrives from Reserve, the company will return to battle using the Guerrilla Deployment special rule on page 115.*

*While all teams that are a permanent part of the platoon (Nationalist company), such as its AK47 Assault Rifle teams, B40 and B41 teams, and Type 58 LMG teams, return with it. All attached teams (such as HQ Support Weapons from the Battalion HQ and Independent teams) do not return with the platoon. They are permanently Destroyed when the platoon is Destroyed or removed to be placed in Guerrilla Reserve.*

### VOLUNTARY WITHDRAWAL

Even while making wave attacks on Imperialist positions, the People's Army kept in mind the need to keep a cadre to reform badly battered units.

*The Nationalist player may choose to withdraw a Bô Binh (Infantry) Company or Địa Phương Quân (Local Force) Company and place it in Guerrilla Reserve in the Starting Step just before taking Company Morale Checks (after any Sole Survivor Motivation Tests). If they do this, they must take a Motivation Test for the platoon (Nationalist company).*

*If they pass the Motivation Test, the platoon (Nationalist company) does not count as Destroyed for Company Morale Checks, it is simply removed from the table. However, it is still counted as Destroyed when determining Victory Points.*

*Otherwise, the platoon (Nationalist company) is Destroyed.*

*Either way, the platoon (Nationalist company) is placed in Guerrilla Reserve ready to return as reinforcements.*

*If the Company Command team or 2iC Command team was leading a platoon (Nationalist company) that voluntarily withdrew in this way, they can return with that company provided it passed its Motivation Test when it was removed. If it fails its Motivation Test, any Company or 2iC Command teams are Destroyed and cannot return.*

## HEART OF THE REVOLUTION

Because the Nationalists are not always concentrated as a force at the start of the battle, they are less concerned with early casualties, seeing them as necessary to pin the enemy while sufficient forces are mustered to destroy them.

*Tiểu Đoàn Bộ Binh (Infantry) and Tiểu Đoàn Địa Phương Quân (Local Force) Battalions do not need to take a Company Morale Check until it has had at least three Bộ Binh (Infantry), Địa Phương Quân (Local Force), Đặc Công (Special Tasks), or Thiết Giáp (Ironclad) Companies Destroyed.*

*Tiểu Đoàn Đặc Công (Special Tasks) and Tiểu Đoàn Thiết Giáp (Ironclad) Battalions use the normal Company Morale rules.*

## INFANTRY AND GUNS

### QUICK ADVANCE

The Nationalists moved rapidly over long distances at night and through thick jungle to reach their assault start points.

*Infantry and Man-packed Gun teams may move At the Double in Rough Terrain and at Night. When moving At the Double these teams can move 16"/40cm.*

### RECOILLESS GUNS

While the recoilless guns the Vietnamese used were light and ideal for a guerrilla war, they had a huge backblast that revealed their position when they fired.

*Type 36 57mm recoilless guns use the Recoilless Guns special rule on page 119 of the rulebook. This means that they never count as Concealed when they fire, and cannot fire from buildings or if there is a friendly Infantry team within 2"/5cm behind them.*

### RPG SALVO

One of the more effective tactics used by the *bộ đội* (foot soldiers) of the People's Republic is the RPG salvo in which all of a unit's rocket launcher teams fire at one target nominated by the commander. This makes it difficult for the chosen target to react effectively and its destruction more certain.

*Nationalist B40 and B41 rocket launcher teams that did not move in the Movement Step may re-roll failed To Hit rolls in the Shooting Step.*

*The RPG Salvo rule does not apply when firing Defensive Fire in the Assault Step, nor when firing a Ambuscade.*

### VIETNAMESE BUNKERS

Nationalist bunkers were so well concealed that they could not be seen until they opened fire.

*Nationalist HMG Nests are held in Ambush (see page 266 of the rulebook) rather than being placed at the start of the game. When revealed from Ambush, they may be placed in any part of the table, not just their Deployment Area.*

*Having Bunkers and Obstacles does not make a Nationalist force a Fortified Company.*

## ARTILLERY

## FIRE ASSAULT

Artillery gives a guerrilla force the ability to make fire assaults as well as infantry assaults. By setting up carefully prepared firing positions before the battle, you can make surprise fire assaults on capitalist bases to harass and destroy them.

*Nationalist Front Artillery Companies and Front Jet-artillery Companies must be Deployed for a Fire Assault rather than right in the front line. Bộ Binh Mortar Companies and Divisional Mortar Companies may also be Deployed for a Fire Assault.*

*When Deployed for a Fire Assault, only the Observer team appears on table deploying as an Independent team. You still use the normal Spotting and Ranging In rules when firing your artillery. Your artillery is assumed to have the range and field of fire to hit any target on the table, and aligns the Artillery Template parallel to the table edges as if the artillery was firing from the short table edge closest to the Nationalist Objective.*

*As artillery units Deployed for a Fire Assault are not on table, they do not count when working out which platoons to Deploy on table and which to hold in Reserves, nor as being on the table for Company Morale Checks. Simply ignore any artillery companies Deployed for a Fire Assault when calculating whether your company has more platoons destroyed than still fighting.*

## GUERRILLA ROCKETS

The artillerymen of the People's Army had to carry every *rốc-kết* individually down the Ho Chi Minh Trail and into South Vietnam, so once they got them into their firing position, they fired them from single-rail launchers, rather than firing saturation bombardments.

*You may take up as many attempts to Range In with a Front Jet-artillery Company as you have weapons in the battery. After each failed attempt, reduce the number of weapons firing by one. If this reduces the number of weapons firing to zero, you have failed to Range In and the Artillery bombardment has no effect.*

*Always treat a Front Jet-artillery Company as having Ranged In on the first attempt when determining the score needed To Hit teams under the Template.*

## GUNS FIRE AS AK47 ASSAULT RIFLES

Like the infantry, the elite PAVN gunners were equipped with a mix of AK47 assault rifles and SKS carbines.

*Gun teams from a Bộ Binh (Infantry) Company or a Đai Đội Đặc Công (Special Tasks) Company can shoot as AK47 Assault Rifle teams instead of shooting their main weapon.*

## GUERRILLA ROCKETS



GUERRILLA ROCKETS, SUCH AS THE FRONT JET-ARTILLERY COMPANY, KEEP MAKING RANGE-IN ATTEMPTS, REDUCING THE NUMBER OF WEAPONS FIRING BY ONE FOR EACH FAILED ATTEMPT, UNTIL THEY RUN OUT OF WEAPONS.

FRONT JET-ARTILLERY COMPANIES ARE ALWAYS HELD OFF TABLE USING THE FIRE ASSAULT RULE.

ONCE RANGED IN, GUERRILLA ROCKETS, LIKE OTHER ROCKET LAUNCHERS, ALWAYS COUNT AS RANGING IN ON THEIR FIRST ATTEMPT WHEN WORKING OUT THE SCORE TO HIT.

TABLE EDGE

A COMPANY OF THREE DKB 122MM ROCKETS FIRES A BOMBARDMENT, NEEDING A 5+ TO RANGE IN. ITS FIRST ATTEMPT SCORES A 2, BUT IT SUCCEEDS ON ITS SECOND ATTEMPT, SCORING A 6. HAVING FAILED TO RANGE IN ONCE, THE BOMBARDMENT ONLY HAS TWO WEAPONS FIRING, SO REQUIRES THE NATIONALIST PLAYER TO RE-ROLL THEIR SUCCESSFUL HITS.

## GUERRILLA TACTICS

### GUERRILLA DEPLOYMENT

Although they are regular soldiers from the People's Army of Vietnam, the forces fighting in the south fight as well-organised guerrillas. They emerge from hiding to strike at isolated garrisons and convoys, attempting to overrun them before help can arrive. When faced with overwhelming force, they vanish into the jungle, preparing to strike again.

*When a platoon (Nationalist company) is placed using the Guerrilla Deployment rule, the Nationalist player divides the table into quarters and numbers them from 1 to 4.*

*They then roll a die to determine where the platoon is deployed.*

- On a roll of 1 to 4, deploy the platoon (Nationalist company) on the table in the table quarter corresponding to the die roll.
- On a roll of 5, deploy the platoon (Nationalist company) in any table quarter that contains an Objective placed by the Nationalist player. If the Nationalist player did not place any Objectives, then deploy in any table quarter containing an Objective.
- On a roll of 6, deploy the platoon (Nationalist company) in any table quarter.

*Troops using Guerrilla Deployment are placed on the table anywhere in the table quarter rolled instead of moving on from the table edge. They must be placed more than 12"/30cm from all enemy teams (not counting Independent teams and helicopters), and more than 16"/40cm from all enemy Recce teams (unless Wounded) and M113 ACAV tracks (unless Bailed Out or Bugged Down), regardless of whether the Free World forces can see them or not.*

*If there is insufficient space to deploy the troops in the rolled table quarter, the player may select another quarter to deploy in instead.*

*Troops using Guerrilla Deployment can choose to move or remain stationary in their Movement Step as normal. If they remain stationary, they can Go to Ground or use RPG Salvo as usual.*

### GUERRILLA RESERVES

Lacking modern radio communications, PAVN forces simply march to the sound of battle, arriving from all quarters to reinforce their beleaguered comrades.

*Some platoons (Nationalist companies) can be held in Guerrilla Reserves. In missions that use the Guerrilla Reserves special rule, these platoons (Nationalist companies) are treated as Reserves, except that they do not arrive in the usual location. Instead, when the platoon (Nationalist company) arrives from Reserves use the Guerrilla Deployment rule to determine where it is placed.*

*If the mission requires the Company HQ (Nationalist Battalion HQ) and Independent teams to start the game in Guerrilla Reserves, it arrives with one of the platoons (Nationalist companies) held in Reserves.*

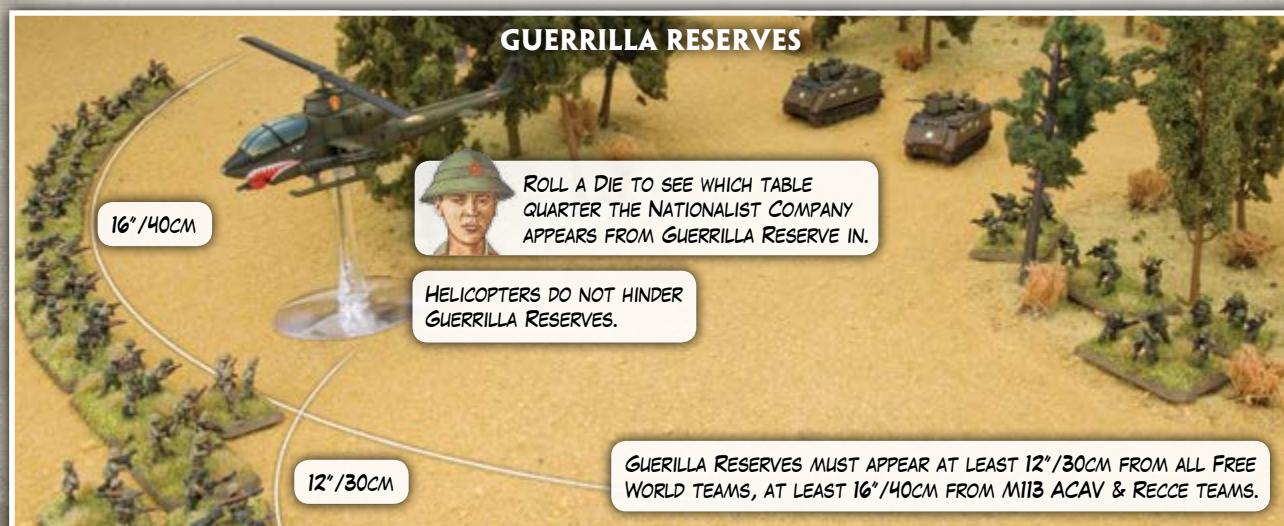
*Platoons (Nationalist companies) that cannot be held in Guerrilla Reserves arrive from Reserves as specified in the mission as usual.*

### CHARLIE OWNS THE NIGHT

The North Vietnamese recognised that the Americans had far more firepower, so attempted to negate this by attacking at night whenever possible.

*A player commanding a Company (Nationalist battalion) may elect to make a Night Attack in missions that do not use the Meeting Engagement special rule (see page 264 of the rulebook). When making a Night Attack, the company has the Always Attack special rule (see page 257 of the rulebook).*

*If they make a Night Attack and are the Attacker, all Nationalist platoons containing only Infantry and Man-packed Gun teams can use the Spearhead Deployment special rule (see page 261 of the rulebook), and the game uses the Dawn rules on page 273 of the rulebook (unless the mission already uses the Darkness rules, in which case the Darkness rules are still used).*



## LOCAL FORCES

Known as the *Việt cộng* (a contraction of *Việt nam Cộng sản*, Nationalist Communist, or alternatively *Việt gian Cộng sản* Communist Traitor to Vietnam) in the south, the *Địa Phương Quân* (local forces) are a mix of southerners returned from the north since the partition, and local recruits disaffected by the Saigon regime.

One of the big advantages the local forces have is the ability to blend in with the population. This makes it difficult for Imperialist and puppet forces to detect ambushes and attacks before the local forces are in position.

*Teams from a Tiểu Đoàn Địa Phương Quân HQ or a Địa Phương Quân (Local Force) Company are Disguised teams at the start of the game.*

*Disguised teams may not be shot at, used as the Aiming Point for an Artillery Bombardment, or assaulted until they or another team in their platoon (Nationalist company) have been Identified by Free World Forces.*

*In order to Identify a Disguised Platoon, a Free World platoon must attempt to shoot at it or select it as the Aiming Point for an Artillery Bombardment. Before rolling to hit with the shooting platoon, roll a Skill Test for the platoon.*

- *If they pass the Skill Test, they Identify the Disguised platoon or company and shoot at it as normal. The Nationalist unit is now Identified to all enemy platoons.*
- *If they fail, they do not Identify the unit, but may shoot at (and Identify) other Nationalist units instead.*

*Aircraft cannot choose an Disguised team as the target of an air strike.*

*If a Disguised Platoon shoots, fires an Artillery Bombardment, or launches an assault, they are immediately Identified by all Free World platoons.*

## NATIONALIST TACTICS

The principle of 'one slow, four quick' prevailed in both attack and defence. Planning and preparation should be done thoroughly and without haste. This is the slow. The four quick are: quick advance, quick attack, quick clearance of the battlefield, and quick withdrawal.

The quick attack was further broken down to incorporate the 'three strong' - strong fight, strong assault and strong pursuit.

## RESISTANCE FIGHTERS

The Communist cause has the advantage of the support of the local resistance, be they simply locals who contribute food and medicines, or active fighters who scout out imperialist and puppet positions and plant bombs.

*Resistance teams are Independent teams of one to four civilian figures creating a diorama on a medium base. They are considered as friendly teams by the opposing side.*

*Resistance teams can be Deployed anywhere on table, as long as they are 12"/30cm away from all table edges, 12"/30cm away from all other Resistance teams, 6"/15cm away from all ANZAC teams, and 2"/5cm away from other Free World teams.*

*Resistance teams cannot be shot at, nor assaulted. If they are within 4"/10cm of a team that is Charging Into Contact (whether Assaulting or Counterattacking), they are automatically Destroyed.*

*If caught under the template of an Artillery Bombardment, they are liable to be hit and Destroyed like any other team, but they cannot be the Aiming Point for a Bombardment.*

## MOVING RESISTANCE TEAMS

The resistance cannot reveal its hand by rushing about, so any movement by resistance fighters needs to appear harmless — taking the buffalo down to the stream for water, bringing rice in from the field, or walking to market.

*In the Nationalist player's Movement Step, they can roll a die for each Resistance team and move it the distance given in the Resistance Movement Table below.*

*In the Free World player's Movement Step, they may choose a single Resistance team and move it in the same manner as the Nationalist player.*

### RESISTANCE MOVEMENT TABLE

Score	Distance Moved
1 or 2	2"/5cm
3 or 4	4"/10cm
5 or 6	6"/15cm

## GUIDING RESERVES

Local resistance members are invaluable in guiding attacking troops into place without alerting the enemy.

*In the Nationalist player's Starting Step, instead of Rolling for Reserves, the Nationalist player may make one attempt (regardless of the number of Resistance teams available) to Guide Reserves. To do so, select a Resistance team and roll a die.*

- *On a 4+, replace the Resistance team with the Command team of a Địa Phương Quân (Local Force) Company and the rest of the company immediately appears from Guerrilla Reserves (with the usual restrictions on distance from enemy teams) so that they are In Command. Any teams that cannot meet these restrictions are removed.*
- *Otherwise, the Resistance team's efforts were too obvious and it is Destroyed before it can guide the reserves into place.*

## MOVING OBJECTIVES

The local resistance have spies everywhere, warning them of impending imperialist operations. This often allows them to move caches, hide evidence, and spirit away captured pilots before the imperialists and their puppets arrive.

*At the end of their Starting Step the Nationalist player may make one attempt (regardless of the number of Resistance teams available) to Move an Objective (other than the LZ Objective selected by the Free World player, see page 107). To do so, select a Resistance team within 8"/20cm of the Objective and roll a die.*

- On a roll of 4+, the Objective is moved to the location of the selected Resistance team, and the Resistance team is removed.
- Otherwise, the Resistance team is caught in the act and Destroyed before it can move the Objective.

*Once moved, an Objective cannot be moved again.*

## LOCATING THE ENEMY

Communist sympathisers keeping their eyes and ears open can learn a lot about the enemy plans. A few discrete marks and signs allow their soldiers to spot Imperialist machine-gun and gun positions and bring them under accurate fire.

*At the start of their Shooting Step the Nationalist player can attempt to Reveal Gone to Ground enemy teams or Spot for any Artillery Battery with any or all Resistance teams. Roll a die for each Resistance team attempting to do so.*

- On a roll of 4+, the Resistance team can either Reveal enemy teams using the Eyes and Ears special rule as if they were a Recce team, or Spot for any Artillery Battery as if they were its Observer team.
- Otherwise, the Resistance team does not succeed, but nor does it give itself away.

## SHOOTING WITH RESISTANCE

Some resistance fighters and special agents take a more aggressive approach, placing bombs, opening fire with machine-guns, and throwing hand grenades. These heroes of the revolution are maligned as terrorists by the imperialists.

*The Nationalist player can attempt to shoot with any or all Resistance teams at the start of their Shooting Step. To do so, roll a die for each shooting Resistance team.*

- On a roll of 4+, the Resistance team can shoot, but is then automatically Destroyed.
- Otherwise, the Resistance team does not attack, but neither does it give itself away.

## QUESTIONING RESISTANCE TEAMS

Of course, the imperialists and their puppets are constantly persecuting the hard-working peasants, making the life of the resistance fraught with danger.

*In the Free World player's Assault Step, a Free World platoon that is not Pinned Down and did not shoot may attempt to Question and detain Resistance teams instead of Launching an Assault. The platoon rolls a Skill Test for each Resistance team within 4"/10cm of it.*

- On a successful Skill Test, the Resistance team is Destroyed.
- Otherwise, the Resistance team bluffs its way through the inspection and is unharmed.

*Any teams within 4"/10cm of a Resistance team being questioned cannot be Gone to Ground.*

*Independent teams and Helicopters cannot Question Resistance teams.*





# NATIONALIST ARSENAL

## INFANTRY TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	Infantry	16"/40cm	1	2	6	
AK47 Assault Rifle team	Infantry	8"/20cm	2	1	6	Full ROF when moving.
B40 team	Infantry	8"/20cm	1	9	4+	Tank Assault 4.
B41 team	Infantry	12"/30cm	1	11	5+	Tank Assault 5.
Flame-thrower team	Infantry	4"/10cm	2	-	6	Flame-thrower.
Resistance team	Infantry	4"/10cm	1	3	4+	No penalty for moving.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 5.

## GUN TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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### MACHINE-GUNS

Type 58 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when Pinned Down or moving.
Type 57 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when Pinned Down or moving.
Type 54 12.7mm AA gun	Man-packed	16"/40cm	4	4	5+	Anti-aircraft. Turntable.

### MORTARS

Type 31 60mm mortar <i>Firing bombardments</i>	Man-packed	24"/60cm 32"/80cm	2 -	1 1	3+ 6	Minimum range 8"/20cm.
Type 53 82mm mortar <i>Firing bombardments</i>	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Minimum range 8"/20cm.

### RECOILLESS GUNS

Type 36 57mm recoilless gun	Man-packed	24"/60cm	3	7	4+	Recoilless gun, Tank Assault 3.
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### ARTILLERY

M46 130mm gun <i>Firing bombardment</i>	Immobile	- 112"/280cm	- -	- 4	- 2+	
DKB 122mm rocket	Light	72"/180cm	-	3	3+	Guerrilla Rockets.

### BUNKERS

HMG Nest	Bunker	24"/60cm	6	2	6	ROF 3 when Pinned Down.
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