



### Random Spaces Map

Roll 2 dice in succession. The first die is the "tens", the second die is the "ones".

EXAMPLE: A 4 and a 6 are 46 Kontum.

If needed, follow the arrows until a suitable candidate space has been found.



### Remove, Place, Move (8.1.2)

- Remove or place Bases, if possible, only 1 US/ARVN Base per space and no ARVN Base in City.
- Remove enemy or place friendly Guerrillas/SF, then Troops & Police evenly (starting with fewest, Troops first if tied), Underground before Active, US before ARVN, VC before NVA.
- Remove friendly pieces in reverse order, Troops & Police (most in space first, Troops if tied; keep last Police as long as possible), Active before Underground.
- Move friendly (US and ARVN) from Out of Play first, then from Casualties, then from Available. Move Out of Play or Casualty pieces to Available or the map in this order: Bases, Rangers, Troops, Irregulars. Move pieces to Casualties or Out of Play in the reverse order from the above.

If not otherwise specified, place / move / remove etc. as many pieces as possible.

### Random LoCs

Choose Cities and Provinces before LoCs. Sabotage no Sabotaged LoCs.

- The highest Econ
- Adjacent to random City
- Randomly

### Non-Player Coup Round Procedures

**US Pacification** Remove Terror only for shift.

- Everywhere able: **a** for greatest total shift **b** where no Terror

**ARVN Pacification** Remove Terror only for shift. Create Active Support only as long as US Victory remains 45 or less.

- Everywhere able: **a** where no Terror **b** at any Opposition **c** for greatest total shift

**VC Agitate** To max extent. Remove Terror only for shift.

- Everywhere able: **a** for greatest total shift **b** at any Support **c** where no Terror

**ARVN Redeploy** Lose no COIN Control nor remove last Police nor last 3 COIN cubes from any Province or City.

- Move Troops (**from** ① LoCs, Cities, and/or Provinces without COIN Base ② If needed, where exceeding COIN Control in Provinces with COIN Bases and/or Cities: **a** where most) to:
  - Shift most COIN / NVA Control
  - Get 3+ cubes in each City
  - Move any remaining must-move Troops to 1 random space

- Move Police (**from** ① LoCs with enemy ② Provinces and Cities) to:
  - If no VC/NVA on Route 13/14, get exactly 3 Police there
  - Keep most COIN Control
  - Get 1 Police per other COIN Control Province
  - Get 1 Police to each City with none

**NVA Redeploy** Lose no NVA nor add COIN Control. Keep 2 NVA per NVA Base space.

- To NVA Bases with < 2 NVA Units
- To add most total NVA Control
- To remove COIN Control
- To 1 space adjacent to COIN Control in South Vietnam, with all Troops that are not adjacent to COIN Control

### US Commitment:

- Return US Troop Casualties to map
- If Support + Avail ≤ 45, roll a (possibly new) Commitment:
  - Equal to RVN Leaders = JFK
    - Add 2 US Bases to map AND get closest to 15 Troops in Available
  - More than RVN Leaders = LBJ
    - Add 2 US Bases to map AND get closest to 5 Troops in Available
  - Less than RVN Leaders = Nixon
    - Remove max US Bases leaving only Saigon AND get closest to 25 Troops in Available

**ADDING Troops** (including returning Casualties)

- Get as close as possible same number of US Troops at each on-map US Base
- Saigon

### REMOVING Troops

- From spaces without US Base outside Saigon
- To leave each US Base with as close to the same number of US Troops as possible.

**VC WITHDRAWAL** Shifts spaces at Active Support only if otherwise not using all shifts allowed.

- Selects spaces to shift max Population: **a** at Passive Support **b** to add max Opposition

## Special Event Instructions:

- 1 Gulf of Tonkin ARVN:** If US a player, choose Op & Special Activity instead.  
**VC:** If NVA a player, choose Op & Special Activity instead.
- 2 Kissinger ARVN & VC:** Same as #1. **US:** If "JFK" or "LBJ", choose Op & Special Activity instead.
- 3 Peace Talks US:** If Short Scenario or Linebacker II already played, choose Op & Special Activity instead.
- 6 Aces ARVN & US:** Unless removing a Base, choose Op & Special Activity instead. **VC:** Same as #1.
- 9 Psychedelic Cookie US:** If "JFK", Op & Special activity; if "LBJ", move Troops to a space, if "Nixon", to Available.
- 16 Blowtorch Komer ARVN:** Same as #1.
- 17 Claymores VC:** Same as #1.
- 19 CORDS ARVN:** Same as #1.
- 20 Laser Guided Bombs ARVN:** Same as #1.
- 21 Americal US:** Same as #9.
- 22 Da Nang US:** If "Nixon", choose Op & Special Activity instead.
- 23 Operation Attleboro US:** Same as #22.
- 24 Operation Starlite ARVN & US:** Same as #6.
- 26 LRRP NVA:** If no Irregulars are in Laos or Cambodia, choose Op & Special Activity instead.  
**US:** Place Irregulars at NVA Base with no Underground Guerrillas. If none, choose Op & Special Activity instead.
- 27 Phoenix Program ARVN & US:** Same as #6.
- 29 Tribesmen ARVN:** Select spaces and pieces to add most COIN-Controlled Population. If not able to add 2+ COIN Control, choose Op & Special Activity instead. **NVA:** Same as #26.  
**US:** Same as #6.
- 30 USS New Jersey ARVN:** Same as #29.
- 36 Hamburger Hill ARVN:** Same as #29. **NVA & VC:** Remove as many US Troops as possible, within that, place a Tunnel of own Faction if possible. **US:** Same as #6.
- 37 Khe Sanh NVA & VC:** If US in Ineligible box, choose Op & Special Activity instead.
- 40 PoWs ARVN & VC:** Same as #1.
- 42 Chou en Lai US:** Same as #2.
- 43 Economic Aid ARVN:** Add Resources rather than the other option. **US:** Unless the next Coup will be the last, add Aid rather than Resources.
- 44 Ia Drang US:** Same as #22.
- 46 559th Transport Grp ARVN & VC:** Same as #1.
- 48 Nam Dong ARVN:** Same as #29. **NVA:** If VC a player, choose Op & Special Activity.
- 49 Russian Arms ARVN:** Same as #29. **US:** Same as #2. **VC:** Same as #1.
- 50 Uncle Ho ARVN:** Same as #43. **US:** If any US pieces Out of Play, move pieces from Out of Play rather than adding Resources.
- 53 Sappers ARVN:** Same as #29.
- 54 Son Tay NVA & VC:** Same as #37.
- 56 Vo Nguyen Giap ARVN:** Same as #29. **NVA:** March first into spaces with US Bases, then to add NVA Control to most Population. Attack or Ambush if possible (per NVA priorities), then Infiltrate, then Terror if Support, finally Rally.  
**US:** Select South Vietnam spaces with NVA/VC Base and exactly 2 Guerrillas. If none, choose Op & Special Activity instead. **VC:** Same as #1.
- 57 International Unrest VC:** Same as #1.
- 58 Pathet Lao ARVN:** Same as #6.
- 59 Plei Mei ARVN:** Same as #29. **NVA:** First March most Troops possible to a US Base. If Event would add 0 total NVA Control, choose Op & Special Activity instead. **US:** Same as #6.  
**VC:** Same as #1.
- 62 Cambodian Civil War US:** Move just enough Troops to 1 space to Activate the most Guerrillas possible, without removing the last 3 COIN cubes from any space.
- 63 Fact Finding ARVN:** Use shaded text. **US:** If ARVN a player, select the option that reduces Patronage; if not, the other option.
- 64 Honolulu Conference NVA:** If ARVN a Non-player, choose Op & Special Activity instead. Otherwise, decrease all. **US:** Same as #63.
- 66 Ambassador Taylor US:** Same as #63.
- 67 Amphib Landing US:** Same as #62. **VC:** Move Underground then Active Guerrillas, if possible, from Opposition to 1 Support space.
- 68 Green Berets ARVN:** Same as #29. **NVA:** Same as #26.
- 69 MACV US:** If "JFK", US Advises; if "LBJ" or "Nixon", US Air Strikes (or Advises instead if no Air Strike possible per US priorities).
- 70 ROKs ARVN & US:** Lose no COIN Control, nor remove last 3 COIN units from Support. Within that, move enough Police, then ARVN Troops, then US to remove all NVA/VC possible.

- 71 An Loc NVA:** Same as #59.
- 72 Body Count ARVN:** Same as #1.
- 73 Great Society VC:** Same as #1.
- 74 Lam Son 719 US:** Same as #2.
- 75 Sihanouk US:** Same as #2.
- 77 Détente NVA:** Choose Resources if NVA Resources <20, otherwise Infiltrate. **US:** Same as #2.
- 78 General Lansdale ARVN:** If US a player, use shaded text. **US:** If ARVN a player, choose Op & Special Activity instead.
- 79 Henry Cabot Lodge ARVN:** Same as #78.
- 80 Light at the End of the Tunnel US:** Same as #2.
- 81 CIDG US:** Same as #2.
- 82 Domino Theory ARVN:** Same as #43. **US:** If "JFK" or "Nixon", add Resources and Aid; if "LBJ", move US out-of-play pieces to Available.
- 83 Election ARVN:** Same as #1. **NVA:** Same as #48.
- 84 To Quoc ARVN:** Same as #29. **NVA:** Same as #48. **US:** Same as #2.
- 85 USAID ARVN:** Same as #63. **NVA:** Same as #64.
- 86 Mandate of Heaven US:** Same as #78.
- 87 Nguyen Chanh Thi ARVN:** Same as #78. **NVA:** If VC a player, choose Op & Special Activity instead. If not, reduce Patronage.
- 88 Phan Quang Dan US:** Same as #78. **VC:** If ARVN a Non-player, choose Op & Special Activity instead.
- 89 Tam Chau VC:** Same as #88.
- 90 Walt Rostow VC:** Same as #1.
- 91 Bob Hope US:** Add as many total US pieces to Available as possible.
- 92 SEALORDS NVA:** 2 Bases and other NVA evenly to 2 spaces, no Base without Guerrillas. If not possible, choose Op & Special Activity instead. **VC:** Move all VC pieces possible to 1 Support space. If 3 or fewer would move, choose Op & Special Activity instead.
- 93 Senator Fulbright US:** Same as #22.
- 94 Tunnel Rats NVA & VC:** Place maximum Tunnels of own Faction in South Vietnam. If none, choose Op & Special Activity instead.
- 95 Westmoreland ARVN:** Same as #1.
- 96 APC NVA:** Same as #87. **VC:** Same as #124.
- 97 Brinks Hotel US:** Same as #63.
- 98 Long Tan US:** If "JFK" or "Nixon", remove Guerrillas only; if "LBJ", place Troops only. **VC:** Same as #1.
- 99 Masher/White Wing VC:** March into spaces to remove enemies per VC Ambush priorities, onto LoCs only if necessary.
- 100 Rach Ba Rai ARVN:** Same as #6. **US:** Same as #2.
- 102 Cu Chi NVA & VC:** Same as #94. **US:** Same as #22.
- 103 Kent State NVA & VC:** Same as #37.
- 105 Rural Pressure ARVN:** Same as #63. **NVA:** Same as #87.
- 106 Binh Duong ARVN:** Same as #1.
- 107 Burning Bozeng NVA:** Same as #48.
- 109 Nguyen Huu Thoo NVA:** Same as #48.
- 110 No Contact ARVN:** Same as #1. **NVA & VC:** If Monsoon or no Guerrillas of own Faction are Active, choose Op & Special Activity instead.
- 112 Colonel Chau ARVN:** Same as #29.
- 113 Ruff Puff ARVN:** Same as #29.
- 114 Tri Quang VC:** If US a Non-player and Hue, Da Nang, and Saigon all at Active Support, choose Op & Special Activity instead.
- 117 Corps Commanders ARVN:** Same as #29. **US:** Same as #2. **VC:** Same as #1.
- 118 Korean War Arms US:** Same as #2.
- 119 My Lai ARVN:** Unless US is a player, choose Op & Special Activity instead.
- 120 US Press Corps ARVN:** Same as #29.
- 121 Linebacker II US:** Play immediately if playable and any player Faction is 1st Eligible (8.4.6). Add as many total US pieces to Available as possible.
- 122 Easter Offensive NVA:** Play immediately if playable and any player Faction is 1st Eligible (8.4.6). Use NVA March priorities, but skip "1 If NVA Base Available" priority and change ⑤ ① to "where US Base". Use the Trail unless at 0, and use LoCs wherever helpful to achieve higher March priorities after final movement.
- 123 Vietnamization ARVN:** Play immediately if playable and any player Faction is 1st Eligible (8.4.6). Place Troops before Police, so as to add the most total COIN-Controlled Population possible.
- 124 Tet Offensive VC:** Play immediately if playable and any player Faction is 1st Eligible (8.4.6). For General uprising, place Guerrillas then Bases in Saigon, Hue, & 4 random (possibly same) Cities.