

This scenario was omitted from the original set of scenarios but is well worth including. "Hanoi" is a close run, indeed. Every point matters and a single point will ensure an enemy victory. Basically, since VM can gain a victory point at setup by occupying Na San, he could just sit tight and wait. That, of course, would give FEF time to reinforce and attack. FEF's major problem is that he will lose more points if VM takes an urban area in the delta then he will gain when he retakes it. So VM does not really have to occupy to win, he only has to move the fighting into the delta. As well as FEF needs his reinforcements and replacements he must force VM to need his. In other words, FEF must hunt and destroy the weak VM-groups which will cost one point each to remobilize. Without them VM will find it hard to replace regiment steps and to garrison urban areas. Those in the montagnard area will turn pro-FEF by default if vacant or not in VM ZOC. There are also the three high-value urban areas; Thai Nguyen, Thanh Hoa and Hoa Binh. All three are within two hexes of the delta and therefore within striking distance. VM should also be aware that both Dien Bien Phu and Lang Son are vulnerable to airborne attacks.

When I set up as France the four units, which have a free setup, should go to places where reinforcements can't turn up. 3/4 RTM goes to hex 0519 so the three villages south of Nam Dinh can be kept in supply. RACM join their comrades at Vinh Yen (1117) where a lot of fighting can be expected. The three Tabor units will guard Phat Diem (0319) and the two railway hexes with no villages and garrisons in them (1020 and 0922).

As Viet Minh, my first concern is to cover all urban areas in the montagnard area. Good hexes to place VM-groups in are 1811, 1822 and 1522 where a lot of urban areas can be covered by VM ZOC. 42<sup>nd</sup> regiment sets up at Lang Son (1423) which is the major entry point for Viet Minh supply. I admit there are many other places where that regiment could be very useful.

Since every victory point matters I, as FEF, plan to bring in eight battalions as reinforcements instead of two supply dumps. If needed, the dump at Lai Chau (1703) can be brought into the delta by air. Choose the eight best battalions, of course. Place the airborne unit in Hanoi where the other airborne units are. They will defend the Hanoi region and form a flying peril to the VM by threatening to airdrop behind enemy lines. Strengthen the defence of Luang Prabang (0101) and Cam Pha (0925) by placing a unit in each hex. The remaining five units should be divided into two strike forces. One each in Nam Dinh and Haiphong where they can defend the surrounding area. The force in Nam Dinh will also be able to move, unhindered by any VM-groups, along the coast and navigable rivers thanks to the DNA there. In that way you can threaten Thanh Hoa (0218) by landing on the southern coast. The force in Haiphong can also move to any harbour by ship transport. Perhaps an expedition toward Lang Son from the harbour of Tien Yen (1126) could be of interest. If you feel nervous, spend a victory point and bring in another two battalions. Be aware, though, of being a couple of points down. Unless you beat the VM silly and force him to mobilize quite a few VM-groups you will have to invade VM territory to earn victory points. Historically, VM was beaten quite silly.

VM has to decide where his 304<sup>th</sup> division should go. Should the pressure be applied around Hanoi, Haiphong or both? If Hanoi, move them to hex 1116 together with other units so that you have in that hex at least a 2-1 odds ratio against the troops in Vinh Yen. By having a force in 1116 you can threaten both Vinh Yen and Son Tay which will force FEF to split his defence. You will also block the possibility that FEF will attack Hoa Binh along the river with troops carried by his DNA. Keep units in hexes 1217 and 1218 so to deny Vinh Yen any combat die-roll modifications for the river and to be able to attack Thai Nguyen if it becomes occupied by FEF. Try not to have more than eight stacking points in your stacks since more will result in a +1 die-roll modification if barraged. I'm not sure hex 1118 is a good place to occupy since it will give the defenders of Hanoi the opportunity to attack you. 316<sup>th</sup> division in the east has basically two choices: Go for Haiphong or Cam Pha. Move the division into the mountain terrain in hex 1122 or 1025. Mountain gives a good defence against any attack or barrage. If possible, let a unit with a moral of four stay out of combat when you attack. When you roll for disorganisation after combat, you will appreciate that unit. Don't mix units which are and are not disorganised because FEF will have a field day barraging them. Try to keep the pressure up at several locations at the same time and let the VM-groups

retreat before combat. It's no use for them to fight alone. Keep in mind that FEF might have the last move in the game. You don't want to lose seven points seeing paratroopers falling from the sky at Dien Bien Phu just before the game ends. When you reach summer and the game will end as soon as the rain comes, try to "operate" the last set of operation points so that you will be the one who spends those last points. If both players refuse to spend any points, all operation points will be lost. Maybe that is exactly what you want.

FEF has only six airstrikes per gameturn, use them wisely and, if possible, in combination with artillery and navy. But remember, it can be a long gameturn so don't use them all at once. Chase the VM-groups but don't attack them in combat unless they are disorganized. They will just retreat before combat so try to catch them in an overrun. Since they are only allowed to retreat once you might get them in your second run if you have enough movement points. Make full use of your capacity to attack somewhere behind enemy lines. If you do and if those units won't be able to walk back to the delta, see to it that they will have the company of a supply dump and, preferably, that the game will end before the main VM battle force will come after you. But, of course, maybe they are a decoy and you have other plans...