

Green Inferno - Vietnam 1967 (Highlands)

(Alea no.15)

English language rules
by Randy Moorehead

These English language rules were translated from the original Spanish for Paper Wars (July 1994). Clarification's, interpretations and addenda have been added by the translator. In most cases the rules have been streamlined and verbosity reduced. Some basic knowledge of war games is assumed.

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1. Introduction

The game contains two scenarios (Dak To and Hill 875), of historical situations from the Vietnam War. The game takes place in 1967 in the central highlands, between US and NVA forces.

2. Game equipment

There are two separate maps, one for each scenario. Each map measures 1 kilometer across. Each turn represents 12 hours of time. Units of infantry are approximately two sections (70 to 100 men). Units of artillery are batteries. Transport helicopter counters represent 8 choppers, while attack helicopter counters represent 2 observation and 4 to 5 attack choppers. Air units represent a squadron of 4 planes.

US units are green; NVA (North Vietnamese Army) units are yellow on orange. ARVN (South Vietnamese) units are not used in the initial scenarios, and are orange on yellow. The white counters are tunnel entrances and villagers, and are not used in the initial scenarios.

3. Sequence of play

Each turn consists of the following phases:

- A. Pre-plotting - US player writes down bombardment hexes, NVA player writes down ambush hexes
- B. US reinforcements enter on map edge
- C. Assignment of artillery fire missions (both players)
- D. Assignment of air strikes by US player (both for attack and for defense).
- E. Resolve US artillery fire
- F. Air assaults (antiaircraft fire and combat)
- G. NVA movement
- H. NVA combat
- I. Resolve NVA artillery fire
- J. US movement
- K. Resolve US air strikes
- L. US combat and ambush resolution
- M. End of turn.

4. Movement

Each unit possesses a movement factor, representing its ability to move on the map. Terrain costs for each hex are given on the Terrain Effects Chart (TEC). Movement is voluntary. Movement is from hex to hex, without skipping over any. Units may not exceed their movement allowance. Movement points may not be accumulated from turn to turn, or transferred from unit to unit. Units may not move into enemy occupied hexes.

Air movement is unlimited and costs no movement points. Units may move by helicopter transport. Helicopter units may move into or through any terrain **except** for wooded hills. Helicopter units may transport one unit per turn, and may only be used once per turn. Artillery units may only move by helicopter transport.

5. Stacking

A maximum of three ground units may stack in a single hex. A maximum of three helicopter units may also be present in a hex. Artillery, mortars, and Phantom jets do not count against stacking.

6. Zone of patrol

The game does not have ZOC's in the normal sense. Rather, each infantry unit has a Zone of patrol (ZOP) that extends 2 hexes in all directions. This represents patrols sent out by the parent unit. These patrols influence spotting and air assaults. ZOP's do not affect the movement of enemy units in any way.

6.1 Harassment and booby traps

When a US unit enters certain hexes (see the Harassment and booby trap table) it undergoes a special attack during its movement phase. The unit may keep moving after resolving the attack(s).

7. Combat

Combat occurs at the end of the moving player movement phase, when a unit of his is adjacent to an enemy unit. Combat is resolved as fire by both the attacking and defending player, and is considered simultaneous between the units involved.

The player rolls one die for each ground unit, attack helicopter unit, and air strike unit. The roll is made, and the Fire impact table is consulted. The resulting number is subtracted from the unit fire strength, and this modified result is the number of "hit" markers placed on the target unit. The number of hit markers placed is recorded on the casualty record chart, and count for victory point purposes (representing KIA and wounded). **EXAMPLE:** A unit with a fire strength of "5" fires in combat. The player rolls a "3" on the die, which gives a result of "2" on the Fire impact table. The 2 is subtracted from the unit fire value of 5, leaving a modified result of "3". 3 hit markers are placed on the target unit, and 3 hits are recorded on the casualty record track.

Modifiers:

- Units attacking up an elevation subtract one point from the result obtained on the die roll.
- Units attacking an entrenchment accompanied by an engineer unit only subtract one instead of two
- Terrain modifiers: consult the TEC

Modifiers are applied against (subtracted from) the final fire result. Take the previous example: if the fire was directed into a village, the 3 hit markers would be reduced by 1 to 2 hit markers.

Multiple attacks

If a unit is attacked by several units at once, resolve the attacks in the normal manner, one at a time, in the order determined by the attacker.

Attacking a stack

If a unit attacks a stack, the defenders resolve fire against the attacker normally, while the attacking unit attacks one of the defenders, chosen at random. On a roll of 1-2 the top unit takes the fire; on a roll of 3-4 the middle unit takes the fire; on a roll of 5-6 the bottom unit takes the fire.

If a stack attacks a stack, the same randomness should be applied to determine which units take the "hits." It is entirely possible that the same unit will take the majority (or all) of the casualties.

8. Demoralized units

When a unit has taken 6 hits, it becomes demoralized. Place a "D" marker on top to signify this. Demoralized units may not move closer to enemy units. They must always attempt to either remain where they are, or withdraw from an enemy advance by at least one hex, if the enemy moves towards them. This effect lasts one complete turn.

When a demoralized unit takes 4 more hits (for a total of 10), it is eliminated.

9. Artillery

Artillery units may fire at units that are adjacent or at a distance, and may be fired in attack or in defense of a hex.

9.1 Distance fire

US: Each counter may fire 3 "fire missions" each turn, either in attack or in defense of the same or different hexes. Roll one die for each artillery that fires. On a roll of 1-4 the fire is called in accurately. On a roll of 5 the fire has strayed (Roll another die. If the number is even, the fire has strayed one hex. If the roll is odd, the fire has strayed two hexes. Roll again for direction and note which hex the fire has hit - consult the Fire deviation diagram). On a roll of 6 the fire was unable to be called in.

NVA: Each artillery unit may fire 3 fire missions each turn, either in attack or in defense of the same or different hexes. Artillery units are present only in the Hill 875 scenario, and fire off-map from Cambodia. Count the range from the Cambodian border. Roll one die at the beginning of each turn. On a roll of 1 or 2 the call-in was successful, on a 3 to 6 it is not.

Resolution: total the artillery factors, and resolve as a normal combat. For an artillery unit to shoot at a target, the target must be within the ZOP of a friendly unit; it is that unit that "calls in" the fire. The artillery fire must be called in each turn, using the above procedures.

Interdiction fire: artillery that has a clear line of sight (LOS) to enemy units may fire directly at the target units. The fire is resolved without the need to have it "called in." If the fire is effective (inflicts hits) the target unit(s) may not fire during their combat phase that turn.

9.2 Adjacent fire

Units may fire at adjacent enemy units, and the fire is resolved without the need to "call in" fire. Units that fire at adjacent targets fire at half value.

9.3 Line of sight

Units must be able to trace a line of sight (LOS) to a target hex in order to fire at it. The LOS must not pass through wooded hills or villages. The LOS may not be traced up an elevation or

down an elevation, unless the distance is 2 hexes or less. Remember that ground unit may "spot" for artillery units, if the target unit is in its ZOP.

10. Mortars

Mortars fire 2 fire missions per turn, either at the same or different hexes. They may fire at enemy units in any friendly units ZOP (and within range). Fire is resolved normally, with no "call in" needed. They fire normally at enemy units that are adjacent.

11. Entrenchments and Firebases

Entrenchments are used by the NVA player, and Firebases by the US player. See the Terrain Effects Chart for their special effects. Entrenchments only benefit the NVA player, and are considered destroyed if occupied by a US unit. Firebases may only be constructed and used by the US player. Firebases are constructed by engineer units. During the movement phase, the engineer unit does not move, and is inverted to show construction. A Huey chopper must also be present in the hex. At the end of the next turn (phase M) the firebase is considered built. During one of the turns of construction, another chopper must have flown in an artillery unit to the hex. The artillery unit does not count against stacking for that hex. Only one such firebase may be built in a single hex.

12. Air power

The US player has Phantom Jet counters, Strike choppers, and transport choppers.

12.1 Air bombardment

Air units may bombard NVA units. Their strikes are preplotted at the beginning of the turn. The strikes are resolved in phase K of the turn. The strike affects the target hex or one of the six surrounding hexes (US player choice). Resolve the combat as normal.

12.2 Air power in conjunction with ground units

Air units may be assigned to attack or defend with ground units. The hex must still be noted during the preplotting phase of that turn. Air

units may be assigned to different units each turn.

12.3 Helicopter transport

Each helicopter may transport one ground unit. Helicopters may transport different units in different turns, and are not "dedicated" to any specific units. Reinforcements may enter by helicopter. Choppers may move their ground units, and then withdraw from the map if they wish.

12.4 Air assault

Ground units and helicopters may conduct air assaults against NVA positions. Procedure:

- A. Select the assault units (up to 3 ground units and 3 transport choppers, plus any number of assault choppers).
- B. Designate the target hex, and place the assaulting units there.
- C. Resolve Antiaircraft fire against the choppers (any choppers in an NVA unit ZOP).
- D. If the target hex was an ambush hex, resolve the ambush.
- E. Resolve the assault, including fire by attack choppers against the target hex. Consult the air assault table.

Attack choppers take fire, and then the transport choppers may land and unload their ground troops. If there were no attack choppers, then the transports take the fire (ouch!). Transport choppers do not have a fire factor. If a ground unit takes more than 3 hits during the air assault, then the transport chopper is considered damaged or knocked down, and leave the game for the remainder of the scenario.

13. Ambushes

The NVA player has a 3 ambush hexes each turn, which must be recorded during phase A. An ambush hex designated must be within 3 hexes of an NVA unit at the moment it is plotted. The plotted hex must not be in or adjacent to a US firebase hex, or in any village hex. The ambush may occur when a US unit enters the target hex, or any one of the 6 surrounding hexes. The US unit is subject to a fire attack with a value of "7."

14. Victory conditions

Each turn, players record "hits" inflicted during combat. Each hit counts as one victory point. Certain territorial objectives also count for victory point, depending on the scenario. Total the victory points for each side at the end of the game, and compare as a ratio of NVA/US points:

Less than 1 = US victory
Between 1 and 1.5 - Draw
Greater than 1.5 = NVA victory

15. Scenario set up

HILL 875

10 turns long

US player:

Enter on north map edge, between A16 and A25, by helicopter: 4 x 5-2 Inf, 4 x 4-2 Inf, 1 x 2-2 Eng, 4 x Air, 9 x Trans choppers, 4 x Attack choppers, 3 x 4-10 Art.

Enter on east map edge, between N1 and S1: 8 x 4-2 Inf, 2 x 3-2 Inf, 2 x 3-3-2 Mortars, 2 x 2-2 Eng.

Reinforcements: Turn 5 between hexes A11 and A25: 4 x 5-2 Inf, 2 x 4-2 Inf, 2 x 3-2 Inf, 1 x 2-2 Eng.

NVA player:

In the square area formed by hexes A1-A9 and I1 to I9 (inclusive): 6 x 5-3 Inf, 4 x 4-3 Inf, 2 x 3-3 Inf.

In the area between hexes L1-L25 and south: 6 x 4-3 Inf, 6 x 3-3 Inf, 2 x 3-3-2 Mortars.

NVA artillery: as per rule 9.1, roll each turn for availability.

Objective hexes: +5 VP's for hexes I13, J3, and O21 (total of 15 VP's possible) to the owning player at the end of turn 10.

HELL AT DAK-TO

10 turns

US player:

Enter turn 1 on east edge between K1 and S1, by chopper: 4 x 5-2 Inf, 4 x 4-2 Inf, 4 x 3-2 Inf, 2 x 3-3-2 Mortars, 2 x 2-2 Eng;

Enter at hexes D24, D25, and/or P24, P25: 2 x 5-2 Inf, 2 x 4-2 Inf, 2 x 3-2 Inf, 1 x 2-2 Eng, 1 x 3-3-2 Mortars;

At either: 8 x transport choppers, 4 x attack choppers, 3 x Air, 3 x 4-10 Art.

The map:

Marcador de turnos = Turn record track.

Norte = North

Selva llana = jungle

Colina selvatica = jungle hill

Rio = river

Vado del rio = ford

Camino forestal = jungle road

Aldea = village

Posicion atrincherada = entrenchment

NVA player:

Any hexes: 6 x 5-3 Inf, 4 x 4-3 Inf, 2 x 3-3 Inf.

The NVA has the 3 village hexes available as harassment and booby trap hexes. The NVA has no available artillery.

Objective hexes: +20 VP's for Dak To, +20 VP's for Old Dak To (Viejo Dak To), +15 VP's for Tan Canh, and +10 VP's for hex G23.

Terrain Effects Chart:

Terrain:	Movement point cost:	Effect on combat:
Jungle	1	none
Road	1/2 if moved along	none
River	+1 to cross	-1 if across
Ford	1	negates river effect
Village	1 / 2	- 1
Entrenchment	other terrain	- 2
Firebase	other terrain	- 2
Base under construction	other terrain	- 1
Jungle hill	1 1/2	- 1

The modifier to combat reduces the effective fire level of the firing unit.

Fire impact table:

Die roll:	Fire level reduced by:
1-2	1
3-4	2
5-6	3

Air Bombardment Table:

Die roll:	Reduce fire level by:
1-2	5
3-4	3
5-6	1

Air Assault Table:

Die roll:	Result:
1-4	Attack successful
5	Helicopters driven off
6	Helicopters and ground units driven off

NVA Anti-aircraft Table:

Air assault against:	Fire value:
ZOP of NVA unit	5
NVA occupied hex	6
Ambush hex	7

Harrassment and Booby Traps Table:

Action:	Fire value vs. US units:
Crossing river 2 or more hexes distant from ford	4
Crossing river adjacent to ford	5
Crossing river 2 hexes from enemy unit, no ford	5
Crossing river, not near ford	6
Enter village	5

Impact marker record:

Turn:	NVA losses:	US losses:
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
Total:		

US Air bombardments:

Turn	Hexes:	Hexes:
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

NVA ambushes:

Turn	Hexes:
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Under Fire: Scenario for Green Inferno

Scenario by F. Javier Cebrian

Translated by Randy Moorehead

This scenario originally appeared in ALEA no.16. ARVN units fight a rearguard action and attempt to evacuate civilians while the NVA advance.

Map: use the Dak To map

Duration: 8 turns

ARVN: (South Vietnamese)

For engineers, mortars, artillery, and air units, use the green counters, although all units are considered ARVN.

Hex F18: 2 x 3-2 Inf, 1 x 2-2 Eng, 1 x 3-3-2 Mtr, 2 x Civ

Hex G19: 2 x 2-2 Inf

Hex P12: 2 x 3-2 Inf, 1 x 2-2 Eng, 1 x 4-10 Art, 1 x 3-3-2 Mtr, 1 x Civ

Hex R20: 2 x 3-2 Inf

Hex P17: 2 x 3-2 Inf, 1 x 4-10 Art, 1 x Civ

Hex L4: 2 x 2-2 Inf

Hex K5: 2 x 2-2 Inf

Reinforcements:

Turn 2: 2 x Trans choppers, 4 x Attack choppers, 4 x Air

NVA forces:

Hex H24: 2 x 5-3 Inf

Hex G23: 2 x 5-3 Inf, 1 x 3-2-2 Mtr

Hex E23: 2 x 5-3 Inf

Hex A10: 3 x 4-3 Inf

Hex B10: 1 x 4-3 Inf

Between hexes J1 and F1(inclusive): 4 x 4-3 Inf, 1 x 3-3-2 Mtr

Anywhere on the map: 4 x tunnel markers and 6 x 3-3 Inf

Victory conditions:

As per the regular rules (count losses) plus:

ARVN: +10 for each civilian unit that exits the map, +3 for each infantry unit that exits the map (a maximum of 5 such units).

NVA: +15 for occupying Viejo Dak To (F18) before turn 4; +10 for occupying Dak To (P12) before turn 6; +20 for occupying Tan Canh (P17) before the end of turn 8; +25 for having

an infantry unit in Tan Canh that can trace a road, free of ARVN units, off the south map edge at the end of turn 8.

Special Rules

16. Tunnels

The NVA player has four counters that signify tunnel entrances. Before the scenario begins, the NVA player secretly writes down the tunnel entrance hex, and the number of units that are hiding in each.

Restrictions:

- Each must be at least 5 hexes from a village hex, and at least 3 hexes from a river ford.
- Each must be at least 4 hexes from another tunnel hex.
- Each tunnel can hold a maximum of 2 infantry units.

16.1 Set up

The units that exit the tunnels may do so during turn 3 at the earliest, during phase G. They may move a maximum of 1 hex that turn, and may not attack. They may be attacked, and defend at half strength that turn (round fractions up).

16.2 Detection

ARVN forces may attempt to detect tunnels. AT the end of their movement phase, the ARVN player rolls one die for each such attempt. An ARVN unit detects any tunnels in its ZOP on a roll of 5-6. Detected tunnels are placed on the map.

16.3 Destruction and combat

ARVN units attack tunnels with a die roll during their combat phase. On a roll of 4-6 they destroy the tunnel, and any units inside. NVA units defend at half strength if not immediately eliminated by the roll.

17. Civilians

Civilians may stack with any ARVN units, and do not count against stacking. They have 2 movement points each turn. They may leave the map. Civilian units may only exit the map off the Tan Canh road at the south edge (hex S22). Civilian units that are alone in a hex, and find themselves in a ZOP of an NVA unit at the end of the turn, are eliminated.