VIETNAM

'65

EVERY·SINGLE·SOLDIER

CONTENTS

1. INTRODUCTION

Vietnam'65 is a single player turn based strategy game, with a high level of tactical management.

This game is based on the Vietnam War, and is all about winning the hearts and minds (H&M) of the local population.

The player will play the USA and the opposing forces will be the Viet Cong (VC) and the North Vietnamese Army (NVA). The opposing forces are controlled the computer.

At the end of 45 turns the H&M score will determine the winner and the scale of the victory.

VC cadres will infiltrate from the Ho Chi Min trail and conduct various missions that result in the decreasing of the H&M score of a Villages, and subsequently the whole province.

If a village H&M score reaches a low level, the NVA will enter the battlefield, from across the border, Cambodia, and help consolidate the VC gains by setting up artillery support bases and targeting USA forces.

The USA player will search for and destroy these VC/NVA units and by so doing will increase the H&M score of a Villages, and subsequently the whole province.

Whenever the US player destroys an enemy unit, Political Support Points (PP) are earned and can be used by the player to procure reinforcements, heal injured units and build infrastructure.

2. GAME PLAY

As the US commander you are tasked with securing a province consisting of ten villages, on the border of Cambodia.

At the start of play, all ten villages start the game with an H&M score of 50, and the provincial H&M score is the average of all the villages, therefore also starting at 50.

The player will command the US and South Vietnamese Army (ARVN), whilst the enemy (VC/NVA) are controlled by the computer.

The US Player starts the game with an initial force of three Huey helicopters, three US infantry units, one Green Beret unit and an artillery piece, all stationed in the US HQ.

In order for the US player to get additional units, Political Support Points (PP) are consumed. All reinforcements arrive in the US HQ.

The Ho chi Minh trail is a number of points stretching across the map, invisible to the player, from which the VC launch their missions.

The villages, terrain, and the trail are randomly generated at the start of every new game.

At the beginning of every turn, VC units are created at a point on the trail nearest to their mission target. Should a village be the mission and they successfully reach it, the H&M score of that village will decrease. The lower the provincial H&M, the higher the probability of new VC missions.

In addition to targeting villages, the VC also set up ambushes and plant mines.

Should the H&M of a village drop below a point (40), the NVA will enter the battlefield from the west and set up an artillery support base close to that village, to harass Allied forces in the vicinity.

The NVA also carry out base attacks and ambush missions. The lower the provincial H&M score, the higher the probability of such missions.

Additionally, if the H&M score movement is negative for three consecutive turns, the NVA will launch an offensive, which includes NVA armor (PT-76).
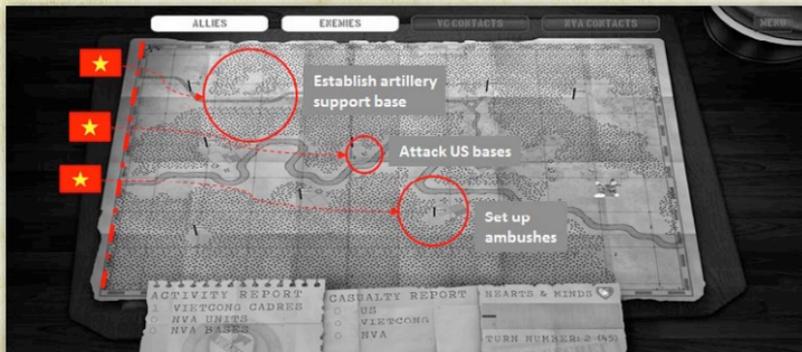
The US Player conduct operations, including movement, combat, reinforcements, repairs and various other missions. The US player's objective is to search for VC and NVA units and destroy them, by doing so, the US player will increase the H&M score and earn PP, and thus win the game.

Once the US Player has completed all operations for the turn, the player will select the End Turn button. Once the enemy operations have been conducted the US Player will then commence with the next turn.

This will continue for 45 turns, upon which the victor will be calculated based on the Provincial H&M score as follows:

- <40   Decisive NVA victory
- 41 to 49   NVA victory
- 50 to 60   US victory
- >60   Decisive US victory

2.1. WINNING HEARTS AND MINDS

The H&M score of the nearest village is increased whenever:

- The US player destroys an enemy unit or base. The effect on village H&M is greater when destroying a VC unit as opposed to an NVA unit. However, when a NVA base is destroyed the H&M for all villages are impacted, not just the closest one.
- US or ARVN infantry enter a village that has a lit fire. The H&M of the village is marginally increased with every visit whenever the fire is burning in the specific village. (See Intelligence section below)

The H&M score of the nearest village is decreased whenever:

- A VC/NVA unit inflicts a hit on any US unit
- A US unit detonates a mine
- A US base/helicopter/vehicle receives a hit from an RPG VC unit
- A US unit runs out of supply

2.2. EARNING POLITICAL POINTS

- The US player earns 1000 PP whenever a NVA or a VC unit is destroyed in combat.
- The US player loses 1000 PP whenever a US infantry unit is destroyed.
- The US Player loses 250 PP per turn.
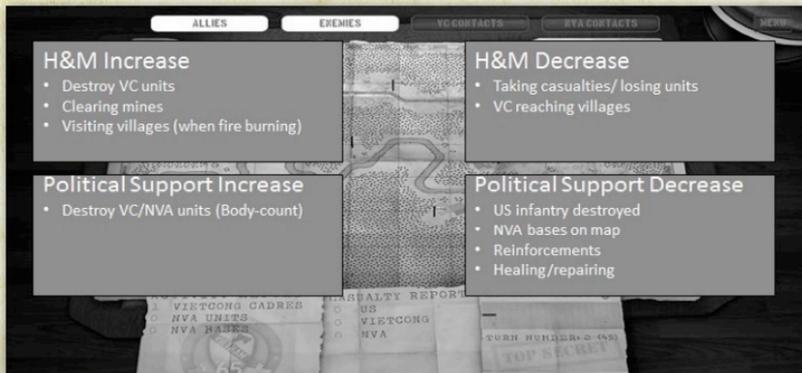
3. SCREEN LAYOUT

3.1. PROVINCIAL HEARTS AND MINDS SCORE

Each village starts the game with a H&M score of 50; the number shown at the top of the screen is the average number across all 10 villages. The heart icon also changes flags depending on the H&M score, indicating who is currently winning.

This H&M score also determines the probability of more VC and NVA missions, i.e. the lower the score the higher the chance of more enemy missions (see more in Enemy Operations below).

3.2. POLITICAL POINTS

This represents the amount of Political Support for the war, and fluctuates as follows:

- The US player receives 1000 PP whenever an enemy unit is destroyed in combat.
- The US player expends PP whenever reinforcements are deployed.
- The US player loses 1000 PP whenever a US infantry unit is destroyed.
- The US Player loses 250 PP per turn for every NVA base active at the end of the turn.
- The player loses 1 PP for every hex travelled by a unit.
- The player loses 200 PP every time a unit is repaired/healed.

3.3. INTEL MAP

This button takes the player to the Intel Map screen, a strategic overview of the battlefield.

3.4. AIRSTRIKE BUTTON

The US player can call an airstrike by selecting this button and then selecting a detected enemy unit on the map. This action is only available after a number of turns, which decrease as the player gains a higher rank. If the airstrike is successful the US player earns 1000 PP.

The higher the rank of the player the sooner the airstrike missions become available.

3.5. SUPPLY DROP BUTTON

The US player can call for a supply drop to any Infantry, Green Beret, Engineer or Forward Base unit by selecting this button and then selecting the relevant unit/base on the map. This action costs 500 PP and is once per turn and the selected unit/base is fully supplied. When supplying a forward base, all Infantry, Green Beret, Engineer and landed helicopters in the base are fully re-supplied.

3.6. HQ BUTTON

This button is used to take the camera to the HQ. When used with a unit selected it will automatically plot a path for that unit to the main HQ. This is a short-cut key to enable easy routing to the HQ.

3.7. FIREBASE BUTTON

This button is the same as the above but is used for the main Firebase as opposed to the HQ.

3.8. PREVIOUS UNIT SELECTION BUTTON

The US player can scroll through US units that have not used all there movement points, either forwards or backwards by pressing the respective arrows. Once all US units have either used all their movement points or ended their turn, the player will be prompted with a message informing that all units have moved.

3.9. END CURRENT TURN BUTTON

The player can choose to end the selected unit's current turn, thereby taking it out of the unit cycle loop. However, should the

player wish to re-activate the unit all that is needed is for the player to manually re-select the relevant unit.

3.10. NEXT UNIT SELECTION BUTTON

The US player can scroll through US units that have not used all there movement points, either forwards or backwards by pressing the respective arrows. Once all US units have either used all their movement points or ended their turn, the player will be prompted with a message informing that all units have moved.

3.11. END TURN BUTTON

Once all US movement is completed, this button needs to be clicked to advance to the next turn. Enemy operations are conducted and then the next turn commences.

If this button is selected and there are US units that have remaining movement points, the player will be informed.

If this button is selected and there are US units that would be destroyed as they are out of supply (see US Supply below), then the player will be informed.

The End Turn button will display 'Continue' as opposed to 'End Turn' whenever there are units that have orders from previous turns and have the ability to execute them in the current turn.

4. TERRAIN

There are various terrain type, each with their own characteristics and limitations.

4.1. GRASSLAND

This terrain has no limitations and any US unit can traverse it

with a minimal cost to movement range. Helicopters can drop and pick up US units from these hexes.

4.2. JUNGLE

This terrain restricts the movement of US units and is costly to the movement range of all units. Helicopters cannot drop nor pick up US units from these hexes, but can drop supplies to units in these hexes. Jungle hexes can be cleared by engineers and thereby turning them into a grassland hexes.

4.3. ROCKS

This terrain acts in the same way as jungle hexes with the only exception being that they cannot be cleared by Engineers. Helicopters cannot drop off nor pick up units from these hexes.

4.4. RICE PADDY

This terrain acts in the same way as jungle hexes with the only exception being that they cannot be cleared by Engineers. Helicopters cannot drop off nor pick up units from these hexes.

4.5. VILLAGES

This terrain acts in the same way as a grassland hex, with the

only exception being that helicopters cannot drop off nor pick up units from these hexes.

4.6. RIVER

This terrain restricts movement of all units crossing it and helicopters cannot drop off nor pick up units from these hexes.

4.7. ROADS

This terrain is constructed by engineers on grassland hexes and greatly increases the movement range of units traversing them.

5. US BASES

There are three types of US bases:

5.1. HQ

This is the main Firebase in the game. Here US units are purchased, healed , repaired and resupplied.

- The US player starts the game with the HQ already in play, with the startup units inside.
- To procure reinforcements, select the base and then select the US base option, a menu with reinforcement options appears, select the desired unit to procure it. This costs PP's and the amount you have to use to procure US units increase with every subsequent procurement.
- Whenever any injured or damaged US unit ends its turn in the HQ it is healed/repaired and the hit is removed, costing 200 PP per unit repaired.

- Whenever any US unit ends its turn in the HQ it is resupplied up to its maximum supply amount, at no PP cost.
- The HQ is also the only place where ammo for artillery can be loaded from.
- This base cannot be attacked nor destroyed.

5.2. FIREBASE

This is the secondary firebase and operates exactly the same as the HQ with the following exceptions:

- The US player doesn't start with this base in play, but has to choose the location and send an Engineer unit to go and build it.
- It doesn't cost any PP to build.
- Only one firebase can be built and the location cannot be changed for the duration of the game.
- Units cannot be healed here.
- Reinforcements cannot be requested here.
- No artillery ammunition can be loaded from here.
- The Firebase cannot be built in close proximity (2 hexes) to a village.
- Essentially, the function of this base is to resupply from a forward position and to house artillery.
- This base can be attacked and destroyed, and can be repaired by the engineer unit.

5.3. FORWARD BASE

These bases are built by the Engineer at any location of the US player's choice. The player can build as many Forward Bases as he wishes.

The primary functions of these bases are to:

- House artillery
- Artillery can be deployed at this base enabling fire support to units in the area.
- Train ARVN troops
- Whenever a Green Beret unit is deployed into this base, training of an ARVN unit can commence. It takes three turns (not necessarily consecutive) to fully train and deploy an ARVN unit. Each Forward Base may only have two active ARVN units at any stage in the game.
- Limited resupply of US forces
- Infantry units ending a turn in this base are resupplied at a rate of one supply point per turn ended in the base.
- All other US units are not resupplied but also do not expend supply points if ending their turn in the base.
- The base can be resupplied, which results in all infantry/engineer and landed helicopters within the base being fully supplied simultaneously.
- The Firebase cannot be built in close proximity (2 hexes) to a village.

6. US OPERATIONS

Select a unit by pressing on it or via the next unit selection buttons. The unit type, health and supply status of the selected unit will be displayed bottom left.

6.1. UNIT HEALTH

If the unit is wounded/damaged the Red Cross icon will appear.

6.2. UNIT INFORMATION

Pressing this icon will give a brief summary of the unit's features/ characteristics, including its combat strength and detection range.

6.3. UNIT RANK

Whenever a unit is successful in combat, it is promoted. The higher the rank the higher the combat effectiveness of the unit.

6.4. UNIT SUPPLY STATUS

When the selected unit has less than two turns of supply left a blue icon is displayed. This tag turns to red when the player will be out of supply and be eliminated at the end of the turn if not resupplied.

6.5. SUPPLY STATUS

This displays the number of supply points this unit has as well as its maximum possible number of supply points. US units expend supply points whenever they end a turn outside of a base.

6.6. RANGE

Upon selecting a unit, a green range indicator will show the possible locations the unit could move to in the current turn. The player can select a location outside the range, the unit will move as far along the path as is possible in that turn and will present the option to continue on that path to the player in the following turn.

A path arrow to the selected location will be displayed and the player needs to confirm the location by selecting the tick icon. Selecting the cross icon cancels the move order.

Various terrains have an impact on movement, i.e. units are slower in the jungle and faster on roads.

6.7. ACTIONS

Whenever the player selects a unit as above, in addition to the green range being displayed, various actions specific to that unit are displayed.

Only actions specific to the unit are displayed and are covered below in the US units section.

If a unit has orders from a previous turn, selecting the Continue Orders button will make the unit continue with the orders issued
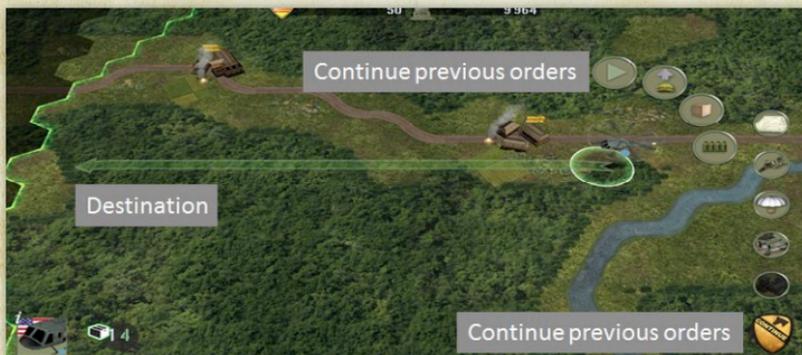
in a previous turn. The path to the mission destination will be shown by a green arrow.

If the player wishes to issue other orders, simply click on the new action button or a new position on the map to move to.

7. US UNITS

When the player selects a US base, a scrolling menu will appear with all units currently inside the base. The desired unit can then be selected and subsequent orders given.

US reinforcements can only be procured from the US HQ.

To procure reinforcements, select the US HQ and then select the reinforcement tab in the menu, provided the player has sufficient PP, the desired unit can be selected and it will immediately appear in the HQ firebase.

US infantry costs 1000 PP for the first unit and increases by 250 PP for every successive infantry unit procured, up to a maximum of 2500 PP.

All other reinforcements costs also increase with every subsequent procurement. These vary by unit type.

7.1. US INFANTRY

These units can be moved either on their own or by helicopter and the M113 armored personnel carrier.

They automatically detect NVA/VC units close to themselves (1 hex) and can attack any enemy unit by moving onto them.

Infantry placed inside a village will not prevent VC units from entering the village, VC units have to be detected and engaged before they reach a village.

They can be resupplied by helicopter / M113 APC or by ending a turn in the HQ or Fire Base or to a limited degree in a Forward Base.

Infantry attempt to gather intelligence from villages whenever they enter them, this will give the location of enemy units if successful (see Intel section below).

Whenever infantry enter a village, the flag is updated to reflect the level of the H&M score as follows:

- Village score is greater than 60 then US flag
- Village score is greater than 50 then South Vietnamese flag
- Village score is greater than 40 then Vietcong flag
- Village score is less than 40 then North Vietnamese flag

US infantry are promoted after every successful combat and their combat strength increases accordingly. The rank of the unit is displayed bottom left when the unit is selected. US infantry can conduct the following actions:

- **Set up an ambush**
  By selecting this action the unit changes pose and goes into sentry mode. The unit will remain static until it is either selected directly by the player or an enemy unit moves into its detection zone. If an enemy unit moves into the

detection zone (1 hex), the unit is awakened and will have 25% more firepower for that combat (claymore mine).

The unit will continue to use up supplies in this mode and will be skipped when cycling through units that have not moved.

Ambushes cannot be set within two hexes of a village.

This action costs a full turn.

- **Mine sweeping**
  By selecting this action the unit will detect and destroy all land mines within its detection zone (2 hexes).
  This action costs a full turn.

7.2. US GREEN BERET

These units can be moved either on their own or by helicopter and M113 armored personnel carrier.

They automatically detect NVA/VC units within a wide range (3 hexes) to themselves and can attack any enemy unit by moving over them, but are much weaker than infantry.

They can be resupplied by helicopter / M113 APC or by ending a turn in the HQ or Fire Base or to a limited degree in a Forward Base.

They have a longer range and stay supplied longer than infantry.

Green Berets are not detected by NVA or VC units, enabling them to follow and move close in with the enemy (covert ops).

Green Berets can train ARVN units by being in a Forward Base and selecting the training action button. After three times pressing the training action button (not necessarily consecutive) at the Forward base an ARVN unit will appear at that base.

Each forward base can only have two active ARVN units at any one time. For every ARVN unit trained at a Forward Base, a small ARVN flag will be displayed in the game screen and an ARVN icon displayed in the Intel map.

Green Berets cannot setup ambushes, but can conduct mine sweeping operations.

7.3. ARVN INFANTRY

These are units of the South Vietnamese Army, they can only be created by Green Berets training at Forward bases.

They are exactly like US infantry, but are weaker in combat but better at gathering Intelligence from villages.

7.4. ARTILLERY

Artillery units have no movement ability and can only be moved by helicopter / M113 APC, and can only be deployed in any of the US bases.

Artillery can only be re-supplied with ammo which can only be carried by helicopter / M113 APC from the HQ.

This unit can only fire once per turn at *detected* an enemy unit that is in range.

To fire this unit, first select it then click on the enemy unit that is within range box and result will be displayed

7.5. TRANSPORT HELICOPTERS (CHINOOK AND HUEY)

This unit cannot attack any enemy unit nor do they detect enemy units.

These units can transport supplies, artillery shells and Infantry/Green Beret units.

These units can only perform two actions in any one turn.

To load infantry/Special Forces, select the Load action key. This will load the unit and it will be displayed bottom left alongside the health and supply status.

To drop the troops, select the Unload action key.

Helicopters can only load and unload troops in clear terrain.

No US units can be loaded/unloaded in jungle, rivers, rocky, rice paddy and village hexes.

To Load supplies press the supply action key and select unit to be resupplied. The helicopter will automatically head towards the nearer of the HQ or Firebase and pick up supplies and head towards the unit to be supplied. Upon reaching the unit to be supplied, the helicopter will automatically unload the supplies and resupply the unit.

US/ARVN infantry and Engineers can be resupplied by helicopter in any terrain.

Engineers are the only non-infantry type unit that can be resupplied by air.

To Load ammo for artillery press the Load ammo action key, the helicopter will automatically head towards the US HQ and load ammo. The helicopter will then automatically heads towards the artillery unit to be re-supplied and re-supply it upon reaching the base it is located in.

Once a helicopter has loaded a unit/supply or artillery shells, an icon will appear thereby informing the player what cargo is currently being carried.

If a helicopter picks up US troops that have suffered a hit, Red Cross decals will appear on the front and side of the helicopter, reminding the player that the infantry being carried has been wounded.

The Chinook operates exactly the same as the Huey but has a longer range and can operate longer before requiring resupply.

Helicopters can be refueled and repaired by the Engineer only when landed at any of the bases, including Forward Bases. These actions cost 200 PP.

Helicopters are automatically refueled when ending a turn in the HQ or the FB, and automatically repaired in the HQ provided there are sufficient PP (200) available.

7.6. ENGINEERS

Engineers are soft targets and if any enemy unit is within a close distance of it they will attack it. Engineer units do the following:

- **Build a Firebase**
  The engineer unit can build one Firebase at no cost.
- **Build Forward Bases**
  The engineer unit can build multiple Forward Bases at a cost of 500 PP per base.
- **Repair bases and Armor/Mechanized units/Helicopters**
  In order to conduct repairs on armor/mechanized/base, the engineer needs to be adjacent to the unit/base and then select the repair action key and then the base/unit to be repaired, costing 200 PP

In order to conduct repairs on a helicopter, the engineer needs to be in the same base as the landed helicopter, costing 200 PP.

- **Refuel Armor/Mechanized units/Helicopters**
  Engineers can resupply armor/mechanized units by selecting the Refuel action key whilst adjacent to the vehicle being refueled, costing 200 PP.

  Engineers can only refuel helicopters if in the same base as the landed helicopter, costing 200 PP.

- **Mine clearing**
  This unit will automatically detect mines that are within close proximity (1 hex) to it and can clear them by moving over them.

- **Clear terrain**
  The Engineer can clear a jungle hex by selecting the Clear terrain action key, thereby enabling helicopters to load and unload infantry into that hex.

- **Road building**
  An Engineer can build a road that is adjacent to another road or building hex by selecting the Build road action key with no PP cost.

7.7. MECHANIZED INFANTRY (M113)

This unit is used to engage *detected* enemy units and bases.

This unit only detects enemy units that are in the same hex as itself, leading to automatic combat.

This unit will only engage enemy units that have been detected and are stronger and have greater range than infantry units.

This unit can only be refueled by an engineer or at the HQ or Firebase.

This unit can load and unload infantry from and to any hex, as well as carry supplies, artillery and ammo. These operations are conducted in the same manner as used with the helicopters, except loading and unloading can take place in any terrain and is conducted in the hex adjacent to the unit.

7.8. ARMOR (M48 PATTON)

This unit is used to engage enemy units and bases, and is the strongest US unit

Same as the mechanized units but are stronger, cost more PP's and cannot carry any cargo.

This unit only detects enemy units that are in the same hex as itself, leading to automatic combat.

Armor units can engage in indirect combat, i.e. engage enemy from a distance and not risk harm. To engage in indirect combat the indirect fire action key is selected and a detected enemy unit within range is selected. The armor unit cannot suffer a hit in indirect combat.

7.9. HELICOPTER GUNSHIP (COBRA)

This unit operates just like the transport helicopters but can engage the enemy, but cannot carry any other unit/cargo.

This unit only detects enemy units that are in the same hex as itself, leading to automatic combat.

The strength of this unit is that it can engage detected enemy indirectly, thereby not risking any damage to itself in combat.

The strength of this unit is considerably reduced when engaging in direct combat.

This unit will only engage enemy units that have been detected.

This unit can be refueled/repaired by the Engineer if landed in the same base, costing 200 PP.

8. US SUPPLY

Every end of turn, one (1) supply point is subtracted from the supply for all units that are outside of a US Base.

Units are automatically supplied when ending a turn inside the HQ or the Firebase, and to a limited degree when inside a forward base. Resupply at the HQ and FB doesn't cost the US player any PP.

In order to be resupplied a US unit needs to end its turn inside the relevant base i.e. in the same hex as the base.

US Infantry, ARVN Infantry and Green Beret units inside a forward base will be automatically resupplied, but by only 1 supply point per turn spent at the Forward Base. This doesn't cost the US player any PP.

All other units will *not* be automatically resupplied at the Forward Base, but will also not burn any supply points whilst in the Forward Base.

A forward base can be supplied via helicopter, in which case, all units (including landed helicopters) present in the Forward Base will be fully resupplied simultaneously.

If a unit runs has zero supply at the end of a turn it is destroyed.

Infantry and Engineer Units can be supplied by helicopter.

Mechanized/Armor units can be resupplied (refueled) by the Engineer unit in the field, at a cost of 200 PP or by ending a turn in either the US HQ or Firebase.

Helicopters can be resupplied by the Engineer only when landed in the same Forward Base, costing 200 PP.

Whenever an US unit is running low on supplies (2 or less) a blue icon will appear on the unit giving the US player the heads up on the need to resupply the unit, a red icon appears when supply is critical and unit will be destroyed at the end of the turn if not resupplied.

Any Infantry or Engineer unit can be resupplied by an emergency airdrop at a price of 500 PP. In order to effect an emergency resupply, the Airdrop key is selected then the relevant unit to be resupplied. The airdrop can only be used once per turn.

A Forward Base can also be resupplied by the emergency airdrop, and all units in the base at the time will be resupplied, including helicopters.

9. US HEALTH

Whenever a unit engages in direct combat with the enemy and loses the encounter, it suffers a hit. A Red Cross icon will be displayed over the unit as well as the status at the bottom left if selected will show a hit.

In addition the unit will change animation to indicate that it is wounded/damaged.

If a unit/base suffers more than 1 hit it is destroyed immediately upon receiving the second hit.

Units have to return to the US HQ to have a hit removed, this occurs automatically when that unit ends its turn in the main firebase, costing 200PP.

Injured/damaged icon
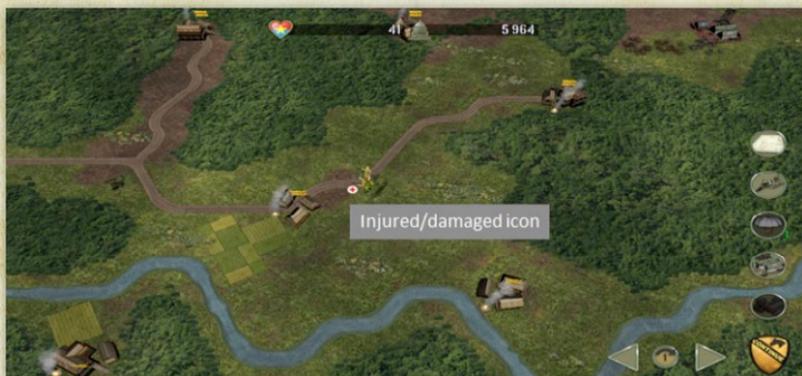
Bases can also suffer hits, they can only be repaired by the engineer unit, by moving the engineer unit next to the base and selecting the Repair action key.

Engineers can also repair Mechanized/Armor units in the field, by moving next to them and selecting the Repair action key.

Engineers can repair helicopters when in the same base (FB or Forward Base) as the landed helicopter, costing 200 PP.

An Engineer can repair itself when inside the Fire Base or a Forward Base, select the Repair action button, then select the unit from the base menu. This action costs 200 PP.

10. VC / NVA OPERATIONS

At the end of every turn new VC and NVA missions are created, the chances of such missions being created are higher as the Provincial H&M gets lower, and vice versa. The VC start their missions from the Ho Chi Min trail, from the point on the trail closest to the targeted village or mission location. The VC conduct one of three mission types:

- H&M mission – This is the primary mission of the VC. They proceed from the Trail towards a targeted village,

upon reaching that village they negatively impact the H&M score of that village, and as a result, the H&M score for the province, which is the average of all the villages.

- RPG mission – The VC proceed to a random location close to a village and setup an RPG (rocket propelled grenade), this RPG will engage US Helicopters and vehicles that come within close proximity (3 hexes).
- Mine Mission – The VC will proceed to place mines on roads and random locations close to villages, targeting all US infantry and vehicles.

The NVA conduct one of three mission types:

- Base mission – Whenever a village's H&M score gets below a certain point, and NVA unit will proceed to a random location close to that village and set up a base. This NVA base will engage US forces within close proximity by firing on them with artillery.
- Ambush mission – An NVA unit will proceed to a road or location close to a village and lay in ambush until such time as an US unit comes within close proximity, thereafter it will attack that unit.

- Base attack mission – An NVA unit will proceed to and attack the Firebase and/or Forward bases.

Whenever a US helicopter comes within 1 hex from an active NVA unit, that NVA unit will engage the helicopter with RPG fire.

10.1. NVA OFFENSIVE

Whenever the H&M score movement is negative for three consecutive turns, the NVA will launch an offensive. The NVA will deploy an armor unit which will proceed to seek out and destroy US/ARVN forces.

11. COMBAT

Whenever a US unit and an enemy unit share the same location they will engage in combat.

The percentage probability of the US unit to win the combat is displayed, the player then confirms or cancels the order.

11.1. US VS VC

US wins:

- VC unit destroyed and removed from play
- US player earns 1000 PP
- US unit gets promoted to a higher rank (stronger in attack)
- H&M score of nearest village increases

VC wins:

- US units takes a hit (If US unit already has a hit then the US unit is destroyed)
- VC unit runs away and is removed from play
- H&M score of nearest village decreases

11.2. US VS NVA

US wins:

- NVA unit destroyed and removed from play
- US player earns 1000 PP
- US unit gets promoted to a higher rank (stronger in attack)
- H&M score of nearest village increases

NVA wins:

- US units takes a hit (If US unit already has a hit then the US unit is destroyed)
- NVA unit retreats westwards and continues on original mission
- H&M score of nearest village decreases

NB. VC units are removed from play regardless of winning or losing combat.

11.3. INDIRECT COMBAT

US Artillery, Armor and Cobra Gunship are capable of indirect combat.

By engaging in indirect combat the US unit destroy enemy units and cannot sustain any damage to itself in the process.

Indirect combat can only occur against detected enemy units.

Selecting the indirect fire icon from the units actions, an orange range pattern will appear, simply select any detected enemy unit within the range to engage.

US Armor has the same strength value when engaged in both direct and indirect combat.

The Cobra Gunship is most effective with indirect combat, with its strength considerably reduced when engaged in direct combat.

US Artillery can only engage in indirect combat, but has the longest range of all indirect combat enabled units.

12. INTELLIGENCE

The US player can get Intel from three sources:

- **Villages**

  Whenever a US or ARVN infantry unit (not Green Berets) enters a village an attempt to gather Intel is automatically made. The higher the H&M score of that village (indicated by flag in village) the higher the chance that the village will give the US some Intel. The Intel will be in the form of the location of nearby enemy units. If

successful the enemy unit will be displayed on the map until the end of the turn.

The US player can only attempt to gather information after at least five turns have elapsed since the last attempt to gather Intel at that village.

A village will have civilians and a lit fire outside to indicate that an attempt to gather Intel is possible.

Whenever US or ARVN infantry enter a village that has a lit fire, the H&M score for that village is marginally increased.

- **VC Combat Intel**
  Whenever a VC unit is destroyed in combat by a US infantry/mechanized or armor unit, Intel can be gathered, the higher the provincial H&M score the higher the chance of the Intel. The Intel will be in the form of location of VC mines, RPG squads or other units.

- **NVA Combat Intel**
  Whenever a NVA unit is destroyed in combat by a US infantry/mechanized or armor unit, Intel can be gathered, the higher the provincial H&M score the higher the chance of the Intel. The Intel will be in the form of location of NVA bases other units.

13. INTELLIGENCE MAP

The US player can access the intelligence map by selecting the Intel Map button on the main in game screen.

The intelligence map is also automatically displayed at the end of every turn. To return to the in game screen, the player simply taps or clicks on the map at the desired location.

There are four tabs at the top of the map; all can be toggled on and off simultaneously to give the player a composite view of the intelligence available.

- **Allies tab**
  This tab displays all US / ARVN units on the map along with indicators informing the player of the health, rank and supply status of the relevant units.

- **Enemies tab**
  This tab displays all enemy units currently detected on the map as well as all enemy units that have been detected within the last three turns. This is a very useful tab as it gives the player a current view of enemy activity and strategy can be formulated accordingly.

Whenever an enemy unit is detected, the unit icon will be displayed on the screen. Should the enemy unit move out of detection, a unit pin will be placed where it was last detected and remain there for three turns. Upon re-detection the unit icon is displayed and the process continues.

- **VC Contacts**

  This tab displays all VC contacts since the start of the game. This tab is a very useful tab as it enables the player to determine the location of the Ho Chi Minh trail. This will assist in the ability to predict the paths of the VC and facilitate the interception thereof. A VC pin is displayed on the map whenever a VC unit is detected. Upon multiple detections occurring in a particular area, the size of the pin will increase proportionately.

- **NVA Contacts**

  This tab displays all the NVA contacts since the start of the game. This tab is useful in determining the NVA hot spots and positioning armor/artillery within close proximity. A NVA pin is displayed on the map whenever a NVA unit is detected. Upon multiple detections occurring in a particular area, the size of the pin will increase proportionately.

- **Enemy operations**

  The number of enemies operational, as at that turn is displayed here. This gives the player an indication of the level of enemy activity.

- **Body count**

  The total body count since the start of the game is displayed here. Every time a VC or NVA unit is destroyed, the respective body count is increased by one. Whenever a US/ARVN unit takes a hit or is destroyed, the US body count is increased by one.

The body count score is only relevant in the calculation of player promotion at the end of the game. The net difference (VC/NVA kills – US kills) contributes towards the players promotion score.

- **Hearts and Minds Graph**
The H&M score is plotted on this graph, giving the player a sense of the direction the war is taking.

    The Y-Axis scale is 40 to 60 and the X-axis is time. Should the H&M score exceed 60 or go below 40, the graph plot line will flat line until the score is back within the 40 to 60 range. The current turn number and H&M score are displayed below the graph.

13.1. ALLIES AND ENEMIES TABS

- NVA pin showing location of NVA unit detected within three turns past
- Detected NVA unit
- Village location with flag showing last know allegiance (H&M score)
- VC pin showing location of VC unit detected within three turns past

- US Fire Base
- US Infantry unit
- US helicopter with a low supply and a damaged indicator
- US infantry unit with low supply indicator
- US firebase with indicators showing what class on US units are currently inside

13.2. CONTACT TABS (VC/NVA)

The contact tabs record every enemy detection from the start of the game, this enable the US player to determine:

- Possible location of the Ho Chi Minh trails points are via triangulation of the pins
- Hot spots of enemy activity

Pins mark the spot each and every time an enemy unit is detected, larger pins show the same information but indicates multiple detections in the same area

At the end of the game (45 turns) the final INTEL map will reveal all the locations of the Ho Chi Minh trail to the player.

ALLIES   ENEMIES   VC CONTACTS   NVA CONTACTS   MENU

Ho Chi Minh Trail points

ACTIVITY REPORT
21 VIETCONG CADRES
16 NVA UNITS
8 NVA BASES
0 ▲ CROSS per turn?

CASUALTY REPORT
55 US
12 VIETCONG
33 NVA

HEARTS & MINDS
TURN NUMBER: END
TOP SECRET

14. UNIFORM

This is the personalized uniform of the player, displaying all the awards and achievements earned in the course of waging the Vietnam War.

- **Uniform**
  This is the uniform displaying the relevant awards earned
- **Personalized name tag**
  The player can enter their surname/name to personalize the uniform
- **Medal cabinet**

This is where the full medal is displayed, the ribbons are displayed on the uniform

- **Awards progress**
This is where the player and see the conditions to earn and the progress to achieving the award.

15. CREDITS

EVERY SINGLE SOLDIER

EXECUTIVE PRODUCER / GAME DESIGN
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Claudio de Sa

TECHNICAL ARTIST
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