

Green Inferno - Vietnam 1967 (Highlands)

(Alea no.15)

English language rules
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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.

