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AN LOC

Designed by ARRIGO VELICOGNA

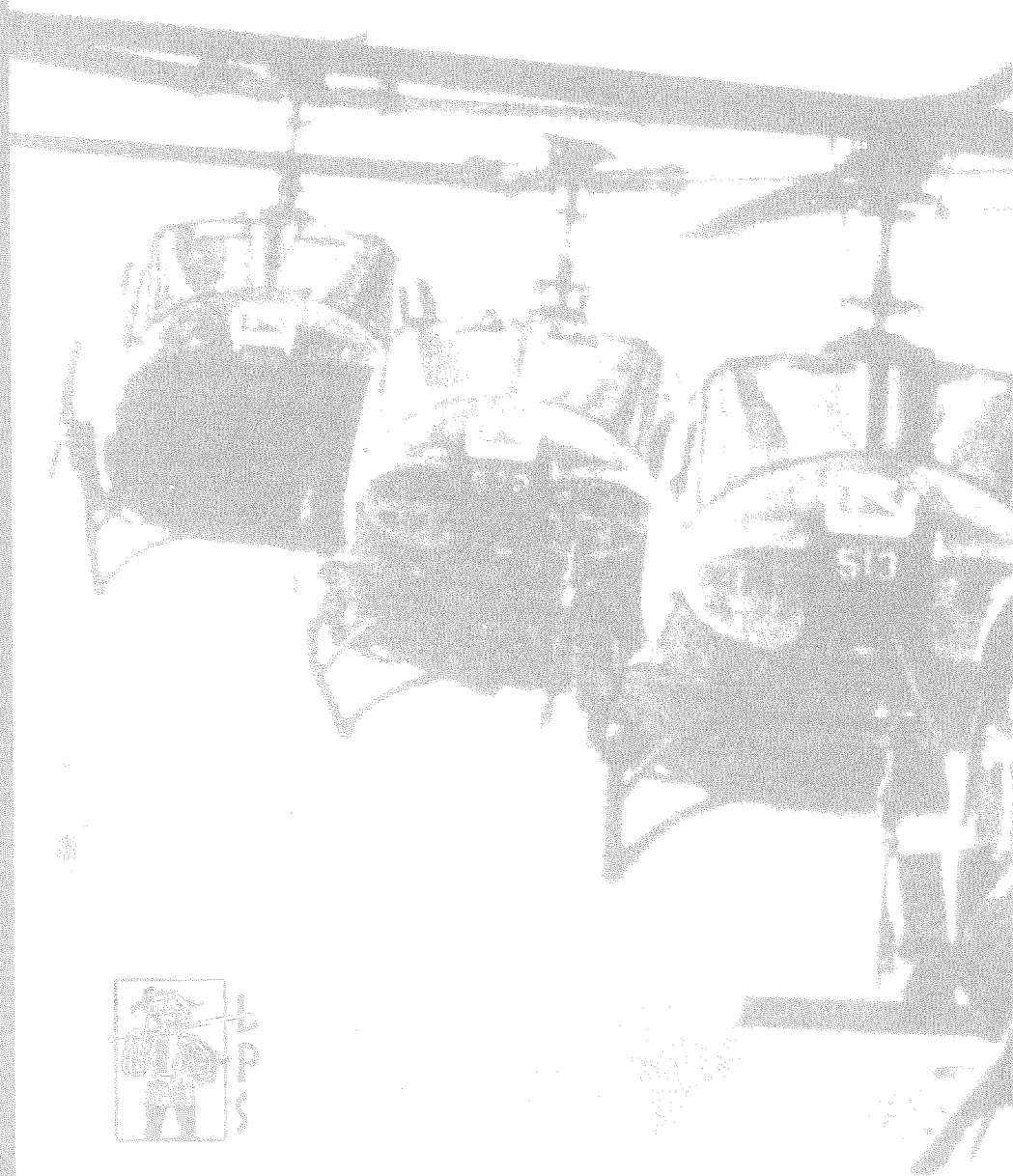
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LANDSKNECHT PUBLISHING SERVICES, INC.
Part # GA2009R2 Printed in the USA
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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

An Loc is an operational level game of the battle for An Loc fought by the Army of the Republic of Vietnam (ARVN) with US air support against the Army of the People's Republic of Vietnam (NVA) between April and June 1972.

1.1 Game Equipment

Each copy of *An Loc* includes the following:

One 11" by 17" map

89 die-cut ½" counters

This rule book

2 pages of charts and tables

Note Players will also need one or two six-sided dice to play the game.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *An Loc*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *An Loc* discussion folders at www.consimworld.com.

1.2 Scale

Ground scale is two kilometers per hex. Unit scale is from regiment to company. Time scale is weekly turns.

1.3 Rounding Rule

When the rules ask for halving something always round down.

2.0 GAME TERMS AND ABBREVIATIONS

AAA Antiaircraft Artillery

Column Shift Modification of the final odd ratios in a combat, just before rolling the die.

CAS Close Air Support

CRT Combat Results Table

DR/DRM Die Roll, Die Roll Modifier. In many instances the final result of the roll of a die is modified by a plus or minus in the rules and tables; this is the DRM.

Mechanized this term defines tank units and other units containing armored vehicles; they pay different costs in movement points to enter some terrain.

MA/MP Movement Allowance/Movement Points. MA is the basic number of MPs that a unit can expend during its Movement Phase. Units expend MPs to enter or cross hexsides.

OEL Operational Effort Level

OPs Operation Point(s)

PAC Player's Aid Charts and Tables

SEAD Suppression of Enemy Air Defenses

TAC Tactical Strike

TEC Terrain Effects Chart

TRC Turn Record Chart

UNIT ABBREVIATIONS

ACR Armored Cavalry Regiment (actually a battalion sized unit)

ND Airborne

BCND Biet Cach Nhay Du, airborne Ranger

BLPF Binh Long Provincial Forces

LD Lu Doan Brigade

LiD Lien Doan; Combat Group (usually Ranger Group)

NVA North Vietnam Army

SD Su Doan Division

TD Trung Doan

VC Viet Cong

3.0 PLAYING PIECES

3.1 Combat Units

ARVN Units are yellow, NVA units red. The type of the unit is depicted by NATO symbols. The color inside the NATO symbol denotes the unit's HQ subordination. Tank units have their unit symbol substituted with a silhouette of the primary tank deployed in the formation.

Note All tank battalions of both sides are independent units.

Note A small "frame" symbol around the unit size indicates a provisional unit.

Note HQ units have "HQ" in the unit box, artillery have an artillery symbol.

Loss Indicator A different color box behind the attack and defense factors on the back of the counter indicates that the unit has lost one step and is on its reduced side.

Designation Historical designation of the unit (regiment/division for NVA and VC, regiment, battalion number or unit designation / brigade or division for the ARVN).

Attack Factor A numerical rating of the unit's offensive capability.

Defense Factor A numerical rating of the unit's defensive capability.

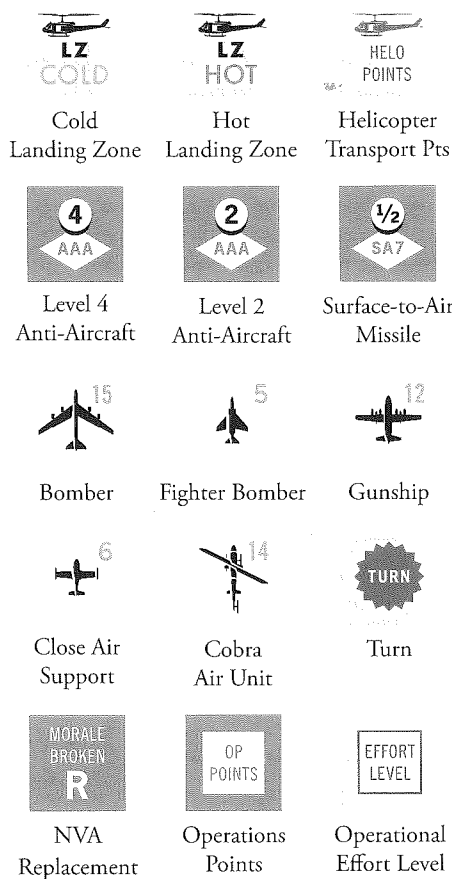
Movement Allowance The number of MPs a unit has.

Range The maximum range in hexes an artillery unit can support.

Combat Bonus One or two triangles, which translate to the numerical DRM the unit provides to a friendly force attacking or defending.

Stacking Point Black dots rating the size of the unit. They are used for stacking and transport.

MARKERS



INFANTRY & TANK UNITS

Front Full Strength

Unit Size — — Stacking Points
 Attack Factor — **5 6 4** — Movement Allowance
 Defense Factor

Back Reduced Strength

Unit Type — — Unit ID
 Loss Indicator — **2 3 4**

Infantry

Regular

Airborne

Militia

Tanks

M41

T-55

PT-76

Size

xx Division || Battalion
 x Brigade | Company
 III Regiment III Provisional Regiment

SAPPER UNIT

Unit ID — — Unit Type
 Combat Bonus — **4** — Movement Allowance

ARTILLERY UNIT

Front Available

Unit Size — — Stacking Points
 Combat Bonus — **6 2** — Movement Allowance
 Range

Back Used

Unit Type — — Unit ID
 Used Indicator — **USED**

HEADQUARTERS

Front Available

Unit Size — — Stacking Points
 Morale Value — **8** — Combat Bonus
 Range

Back Used

Unit Type — — Unit ID
 Used Indicator — **USED**

4.0 STACKING

Stacking is having more than one ground unit in a hex. A unit's stacking point (SP) value is the number of black dots on the counter. SP limits are in effect at all times except for retreat moves. The SP limit is 4 SPs in a hex, except for the city of An Loc, which can hold eight. Headquarters (HQs), Tanks, Sappers, and the ARVN 155mm artillery battery stack for free. Units from different NVA divisions cannot stack together.

5.0 ZONES OF CONTROL (ZOC)

Every ground unit, except HQs, exerts a Zone of Control (ZOC) in its hex and the six surrounding hexes. If both enemy and friendly units exert a ZOC into the same empty hex, that hex is both in an enemy and friendly ZOC. A unit must stop movement when entering an enemy ZOC. Movement from a hex in an enemy ZOC directly to another hex in an enemy ZOC is not allowed. Units can freely leave an enemy ZOC at the beginning of their movement. Friendly units negate an enemy ZOC into a hex, which allows friendly units to move or retreat through that hex ignoring the enemy's ZOC.

6.0 SEQUENCE OF PLAY

An Loc is played in game turns, which are divided into several phases. Each phase must be completed before starting the next phase.

Logistics Phase The ARVN player spends OPs for his OEL and to purchase his air units for the current turn. The NVA player then spends his OPs to set his OEL. If the sum of both players' OELs is 1 or less, proceed directly to the An Loc Surrender Segment of the End Of Turn Phase, skipping the Operation Phases.

Air Phase ARVN allocates purchased air units to the various missions. Next, resolve SEAD and TAC missions. Then the NVA player assigns his SA-7 markers to onboard units.

NVA OPERATIONS PHASE

Combat NVA player declares and resolves combats in the order he wishes (Module 10.0).

Movement NVA player moves some, all, or none of his units (Module 8.0).

ARVN OPERATIONS PHASE

Movement ARVN player performs movements (Module 8.0) and air transport missions (Section 9.5).

Combat ARVN player declares and resolves combats in the order he wishes (Module 10.0).

NVA Second Operations Phase If the NVA player has an OEL of 5, he performs a second Operations Phase identical to the first.

ARVN Second Operations Phase If the ARVN player has an OEL of 5, he performs a second Operations Phase same as above.

END OF TURN PHASE

Administrative Segment Remove SA-7 and LZ markers from the map. Flip used Artillery and HQs to their front sides.

An Loc Surrender Segment The ARVN player will now check to see if An Loc surrenders.

If it is not the last turn of the game, move the game turn marker to the next turn. If it is the last turn, determine the victor.

7.0 OPERATION POINTS (OPS) AND OPERATIONAL EFFORT LEVEL (OEL)



OPs are the key to the game. They represent supplies and planning which are required to effectively wage combat operations, and are tracked on the General Track chart using the appropriate OP markers. Both players start with a fixed amount of OPs, and then receive additional OPs as indicated in the box of the turn record track which are added to the current value on the general track. Players spend OPs at the start of each turn to set their OEL and purchase air support (ARVN only). NVA OPs can be reduced by ARVN TAC missions. The OPs total can never voluntarily be reduced below zero.



The OEL is equal to the number of OPs spent on it. With an OEL of 5, the player will be entitled to a second Operations Phase in the turn as well as movement and combat bonuses (see OEL Chart). If the sum of both players OEL is 1 or less, the Operation Phases are skipped (representing a lull in the battle).

Example The ARVN spend 3 OPS in generating operational effort and other 4 point buying air units while the NVA player spends 4 OPS to generate operational effort; the ARVN effort level will be 3 and the NVA level 4. That will mean that the ARVN forces will move with their printed movement points and fight normally while the NVA units will have the same and receive a +1 to their combat die roll.

8.0 MOVEMENT

Ground units will move from one hex to another hex along a continuous path on the map. The lower right-most value on the counter is its MA. The unit's MA can be increased or decreased by the current OEL. Units expend MPs to enter a hex or cross a hexside as indicated on the TEC. A unit cannot expend more MPs during its movement phase than its MA. Mechanized units pay different MP costs than leg units to enter some terrain types (see TEC). The movement allowance of a unit cannot be transferred or saved (*Exception* see 9.5). ARVN units in the Lai Khe holding box enter the map on or adjacent to Highway QL-13. Units entering the map board pay the movement cost of the first hex they will enter.

8.1 Road Movement

Units moving from one road hex directly into another connected road hex use the road MP cost instead of the other terrain in the hex. Hexside MP costs must still be paid while moving on the road (see TEC).

8.2 Strategic Movement

If a unit starts and spends its **entire** movement along a Primary road, it can move an unlimited number of hexes until it enters an enemy ZOC.

9.0 AIR UNITS

ARVN air unit counters represent a temporary grouping of aircraft performing a specific mission. The counters have a silhouette of a specific aircraft type to indicate which missions they are eligible to perform (see Section 9.1) and a strike value. They are purchased by spending OPs during the Logistics Phase (see chart on PAC). Purchased air units are allocated to missions (CAS, TAC or SEAD) by placing them in the desired mission box on the Air Display chart during the Air Phase.

TYPES OF AIR UNITS



Close Air Support

A-37A Dragonfly or Cobra Attack Helicopter pictured. Represents a mix of A-4 Skyhawks, A-37As, AH-1 Skyraiders, F-8 Crusaders and Cobra helicopters providing CAS to the ground troops. The plane units also can attack enemy anti-aircraft artillery.



Fighter Bombers

F-4 Phantoms pictured. Represents F-4 Phantoms and A-6 Intruders used in performing various tasks by order of the Forward Air Controller.



Bombers B-52 heavy bombers pictured. They are used to bomb enemy concentrations and enemy supply areas.



Gunships AC-130 Spectre pictured. Modified cargo planes carrying heavy armament used to interdict enemy supply routes and in direct support of friendly forces.

9.1 Air Display

ARVN air units are placed here to indicate the mission they will perform this turn. Each box has the depictions of the aircraft that can be used for that mission. Once allocated to a mission, air units cannot be transferred to another mission and other than CAS, when an air unit has performed its mission, it is not available to be used for the rest of game turn (*Exception* Broken Arrow, Section 9.8).

9.2 SEAD Mission

This mission is performed in the Air Phase. The ARVN player totals the strike value of all the air units assigned to this mission. He then makes a DR and cross-references the DR result with the appropriate total strike value column. The number result represents the effectiveness of the mission as described below:

0-2 No effect NVA AAA value is 4 for this turn.

3 Partial Suppression NVA AAA value is 2 for this turn.

≥4 Suppressed NVA has no AAA value this turn.



To indicate this result, place the AAA marker in the AAA box on the PAC at its appropriate value. To represent total suppression, do not put the AAA counter in the box. Cobra Attack Helicopters cannot perform SEAD mission.

9.3 TAC Mission

This mission is performed during the Air Phase immediately after the SEAD mission. The ARVN player totals the strike value of all air units in the TAC box to determine which column will be used. He then makes a DR and subtracts the current value of the NVA AAA. Cross-reference the modified DR result with the appropriate column on the Air Strikes table to determine the number of hits achieved. For each hit, the ARVN player can choose to assign it to:

- 1) Eliminate an NVA replacement point or have an NVA unit which is adjacent to an ARVN unit take a step loss (for each two

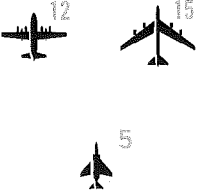
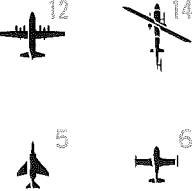
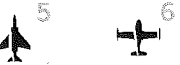
GENERAL TRACK *OPs, Effort, Helicopter Transport Levels, NVA Replacements, An Loc Morale*

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19 5th VC	20
21	22	23	24	25	26	27 -NVA DRM	28	29	30 -ARVN DRM

GAME TURNS

1 April 9-15 NVA 7th NVA Div	2 April 16-22 ARVN (8 OPS) 21st Div, 9 ACR, 3 ND, 155mm NVA (4 OPS) 265/5 VC Rgt	3 April 23-29 ARVN (8 OPS)	4 April 30-May 6 ARVN (8 OPS)	5 May 7-13 ARVN (10 OPS) 15/9, 46/9 Withdraw 3 ND NVA 2 SA-7	6 May 14-20 ARVN (12 OPS) NVA 2 SA-7
7 May 21-27 ARVN (12 OPS) NVA 1 SA-7	8 May 28-June 3 ARVN (12 OPS) NVA 1 SA-7	9 June 4-10 ARVN (12 OPS) 2 Replacement Pts NVA 1 SA-7	10 June 11-17 ARVN (12 OPS) 48/18 NVA (1 OPS) 1 SA-7	11 June 18-24 ARVN (14 OPS) NVA (1 OPS) 1 SA-7	12 June 25-July 1 ARVN (14 OPS) NVA (1 OPS) 1 SA-7

AIR MISSIONS (9.0)

TAC 	CAS 	SEAD 
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NVA ANTI-AIRCRAFT (AAA) (9.2)

Suppressed

SEQUENCE OF PLAY

Logistics Phase (7.0)

Air Phase (9.0)

NVA OPERATIONS PHASE

Combat (10.0)

Movement (8.0)

ARVN OPERATIONS PHASE

Movement (8.0, 9.5)

Combat (10.0)

NVA Second Operations Phase

ARVN Second Operations Phase

END OF TURN PHASE

Administrative Segment

An Loc Surrender Segment (12.1)

COMBAT RESULTS TABLE

NE No Effect # Number of steps lost R# Number of hexes to be retreated

Results	Odds Ratio											NVA Tank Losses
	≤ 1 : 3	1 : 2	2 : 3	1 : 1	3 : 2	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	≥ 7 : 1	
-2	4 / NE	4 / NE	4 / NE	4 / NE	4 / NE	3 / 0	3 / 0	3 / 1	3 / 1	2 / 1	2 / 1	3
-1	4 / NE	4 / NE	3 / NE	2 / NE	2 / NE	1 / 0	1 / 0	2 / 1	2 / 1	1 / 1R1	1 / R1	2
0	4 / NE	3 / NE	3 / NE	2 / NE	2 / NE	1 / 1	1 / 1	2 / 1	1 / 1R1	NE / 1R1	1 / R1	2
1	3 / NE	2 / NE	2 / NE	2 / R1	2 / R1	1 / 1	2 / 1R1	1 / 1R1	1 / 2R1	1 / 2R1	1 / 2R1	2
2	3 / NE	2 / NE	1 / NE	2 / 1	2 / 1	1 / 1R1	1 / 1R1	1 / 1R1	NE / 2R1	NE / 2R1	NE / 2R1	1
3	2 / NE	2 / NE	1 / NE	2 / 2	2 / 2	1 / 1R1	1 / 1R1	NE / 1R1	NE / 2R1	NE / 2R1	NE / 2R2	1
4	2 / NE	2 / NE	2 / R1	1 / 2	1 / 2	1 / 1R1	1 / 2R1	1 / 2R1	NE / 2R2	NE / 2R2	NE / 2R2	1
5	2 / NE	2 / 1	1 / R1	1 / R2	1 / R2	1 / 1R2	1 / 2R1	NE / 2R1	NE / 2R2	NE / 2R2	NE / 3R2	1
6	2 / 1	2 / 1	1 / R1	1 / 1R1	1 / 1R1	NE / 1R1	NE / 2R1	1 / 2R1	NE / 2R2	NE / 2R2	NE / 3R2	2
7	1 / R1	2 / 2	2 / 2	2 / 2R1	NE / 1R1	1 / 2R1	1 / 2R2	NE / 2R2	NE / 2R3	NE / 3R3	NE / 4R3	2
≥ 8	1 / 1	1 / R1	1 / 1R1	NE / 1R1	NE / 1R2	1 / 2R1	NE / 2R2	NE / 2R2	NE / 2R3	NE / 3R3	NE / 4R3	3

DIE ROLL MODIFIERS

HQs	+ combat bonus of one attacking HQ - combat bonus of one defending HQ
Artillery	+ combined bonus of attacking artillery - combined bonus of defending artillery
Sappers	+ combat bonus of one attacking Sapper
Tanks	+1 for each attacking tank unit -1 for each defending tank unit
≥ 27 NVA Replacement Pts	-1 to NVA attacks
30 NVA Replacement Pts	+1 to ARVN attacks
NVA Multiple Divisions Attack	-2 to NVA attacks
OEL level 2	-1 to attack
OEL level 4 or 5	+1 to attack

AN LOC SURRENDER

If highest morale value of an HQ in or adjacent to An Loc
± factors below ≤ 0, then garrison surrenders.

- 1 Windy Hill or Hill 169 NVA occupied (each)
- 1 Each NVA/VC artillery in range of An Loc
- 2 Current AAA Value
- 3 If city is surrounded (all hexes around An Loc
are occupied by or in the ZOC of an NVA unit)
- +3 Each additional HQ in or adjacent to the city
- +2 Beginning in May and onwards

AIR STRIKES


Roll	COMBINED STRIKE VALUES								
	1-2	3-5	6-9	10-14	15-26	27-30	31-45	46-60	≥ 61
-0	0	0	0	0	1	2	2	3	4
1	0	0	0	1	2	2	3	3	4
2	0	0	1	1	2	3	3	4	4
3	0	0	1	1	3	3	4	4	8
4	0	1	2	2	3	3	4	5	8
5	1	1	2	2	3	3	5	5	10
6	1	2	2	3	3	4	5	6	10


*Note For AAA suppression a
result of 0-2 indicates failure in
reducing AAA, 3 indicates par-
tial suppression and ≥4 means
complete suppression.*

OPERATIONAL EFFORT LEVEL (OEL)


- No Movement
- 0 No Attack
No Second Operation Phase
- Movement 1 MP
- 1 Halve Attack Combat Factors
No Second Operation Phase
- Movement Halved
- 2 -1 DRM to all Attacks
No Second Operation Phase
- Normal Movement
- 3 Normal Attack
No Second Operation Phase
- Normal Movement
- 4 +1 DRM to all Attacks
No Second Operation Phase
- +4 Movement Points
- 5 +1 DRM to all Attacks
Second Operation Phase

AIR UNITS RECEIVED

1 OP = 2x 

1 OP = 2x 

1 OP = 1x  ¹² or  ¹⁴

1 OP = 1x  ¹⁵

hits, rounding up, when AAA level is ≥ 2). The NVA player can expend replacement points to negate losses if he still has them.

2) Reduce one accumulated NVA OP for each three hits (four hits, rounding up, when AAA level is ≥ 2).

9.4 CAS Mission

One air unit in the CAS box can be used to support an ARVN combat (defense or attack). A combat with an ARVN HQ participating increases this amount. Up to 3 CAS units can be assigned to a combat with an HQ involved that is unused currently. If "Used," up to 2 CAS units can be assigned for defense of the combat against the HQ's hex. CAS units are allocated on a combat per combat basis. The value of each CAS unit is reduced by the NVA's current AAA value (see Section 9.4). Then increase the ARVN's combat strength by the remaining summed CAS values. After the Combat Phase is concluded, replace the units used for CAS into the CAS box (effectively making them available again for further operations later in the same turn).

9.5 Helicopter Transport



The ARVN player has 6, minus the current NVA AAA value, helicopter transport points available during a turn. Each helicopter point can transport one stacking point of ARVN units during movement. Helicopter transport allows the ARVN to move one non-mechanized unit from its hex, An Loc, or the Transport Box, to any other friendly or un-occupied hex on the map. It costs the ground unit $\frac{1}{2}$ of its MA to move by helicopter. The ground unit can either move its remaining MPs **before or after** the transport, not both.



If the starting or destination hex of this transport move is adjacent to enemy

units, the landing hex is deemed to be a Hot Landing Zone (LZ) and the red side of the LZ marker is placed face up on the destination hex. One Cobra or CAS air unit must be placed in that LZ hex as well, and must remain there until after the combat phase is done (it does support any attack). A unit that lands in a Hot LZ cannot move further that Movement Phase. Otherwise, place the "Cold" LZ (blue) side in the destination hex and the transported unit can continue moving if it has MPs remaining. A Hot LZ is immediately flipped to its Cold side and the supporting CAS unit returns to the CAS box if no enemy units are adjacent.

Example A unit with a movement allowance of 4 is using helicopter transport in a normal impulse. It will spend 2 MP in the helicopter part of its movement and will be able to spend the other 2 MP before or after the helicopter transport.

9.6 AAA Fire

ARVN air units performing CAS, TAC, or a number of helicopter transport missions will be affected by NVA AAA fire. The NVA AAA is considered to cover the entire map and is represented by a marker with a general value determined by the result of the SEAD attack. During the resolution of the TAC mission, the AAA value is used as a negative DRM. During CAS missions, the AAA value is subtracted from the value of each air unit involved. The AAA value is subtracted from the number of helicopter transport points available.

9.7 SA-7



Beginning turn 5, the NVA receives some SA-7 markers. Each marker must be used in the turn it is received (**Exception** see

Case 11.2.1). The NVA player places one marker per NVA unit desired at the beginning of the Air Phase. If that unit is attacking or defending, any CAS assigned to that particular combat has its strike value halved. The reduction is done before subtracting the current AAA value from the strike value of the CAS unit(s) involved. The marker stays with the unit until it is removed from play in the End of Turn Phase. The markers can be recycled for future reinforcements.

Example A cobra air unit is providing defensive CAS in a hex versus a combat where one of the NVA units has a SA7 marker. The Current AAA value is 2. The Cobra will contribute only 5 points to the total defensive strength of the hex (14 divided by 2 = 7, minus 2 = 5).

9.8 Broken Arrow

During the NVA Combat Phase, the ARVN player can declare a "Broken Arrow." Once declared, every air unit on the air display, even the B52, is moved to the CAS box and is available to be used in CAS missions during the same turn. Declaring a "Broken Arrow" costs 3 OPs, which must be paid immediately. If the ARVN player does not have 3 OPs available, then a "Broken Arrow" cannot be called. B52 units are not affected by SA-7 effects or suffer AAA fire.

Air Example

It's the start of turn 6 and the ARVN player has decided to create a support base south of the

besieged city. An NVA unit occupies the Jungle hex directly to the east of Xa Than Kai. Other NVA units still block the highway south of Ap Tau O. The ARVN player spends 5 OPs to have an effort level 5, 2 to buy 2 B52 units, 2 to buy 2 cobra, and 2 to buy 4 fighter bomber and one to buy two CAS planes. During the air phase he uses the 3 fighter bombers and one CAS in SEAD, places the B52s and a fighter bomber in TAC box and both Cobras and one CAS plane in the CAS box. He then resolves the SEAD mission. The Strike rating of the involved planes is 27. The die is 3, resulting in partial suppression and an AAA value of two and 4 helicopter points. He then launches his bombing campaign with 35 points. He rolls 4, reduced to 2 due to AAA which results in a 3 point loss for the enemy. He decides to inflict three step losses on enemy units while a worried NVA player uses three replacement points to absorb his losses. In his movement phase the NVA player simply hangs on doing nothing, hoping to survive. It's now the first ARVN operation phase. He starts moving a battalion of the 15th Regiment to Xa Than Khai via air transport. He places a hot LZ marker in the hex and a Cobra for support and then moves the unit. The unit is reinforced via land movement by an additional battalion and the 9th ACR. The ARVN player grins and then in his ground attack phase attacks the regiment with the combined stack supported by a another cobra amassing a total of 33 attack factors (each Cobra counts 12 due to the AAA modifier) forcing the NVA unit to lose a step and withdraw. The LZ is now clear and the marker is turned to its blue side because there are no more enemy units adjacent.

In his second operation phase the player brings additional units in the form of the last battalion of the 15th Regiment, a 105mm battalion, and the 155mm artillery, using the three remaining Helicopter Points. He then moves the cavalry and two infantry battalions toward An Loc smiling...

10.0 COMBAT

Combat is voluntary between adjacent units. The attacking player decides which units will attack a hex or hexes and announces this.

An attacking unit must be adjacent to all the defending units being attacked to participate in the combat. Units in a stack can attack different hexes or not at all. Each attacking unit can only attack once per combat phase and each defending hex can be attacked only once per combat phase. A unit's combat strength cannot be divided between more than one combat. Defenders in a hex defend as one combined total. A unit or stack can attack more than one hex, but all the defender's Defense Factors are totaled in those hexes and the attacker suffers all penalties due to

terrain in each hex. More than one hex can attack a single defending hex; combine all attacking unit's Attack Factors into one total and suffer all penalties for terrain from the attacking hexes.

10.1 Combat Procedure

Each combat is performed in the following order:

Attacker indicates all his units that are attacking and the defending hex(es) involved.

The ARVN can add up to 3 available CAS to the combat (Section 9.4). Individually adjust all CAS units strike value for SA-7 (Section 9.7) and then reduce each unit's value by the current NVA AAA value (Section 9.6).

Total the all modified strengths of the attacking units. Divide this sum by the total of all modified strengths of defending units to determine the combat odds. Round fractional odds down in favor of the defender to correspond to one of the columns on the CRT.

Roll the die and apply all DRMs applicable for the combat to determine the net roll result.

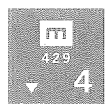
Cross-reference the odds column with the net roll result to get the combat result and apply that result.

All attacks with combat odds of less than 1:3 are rolled on the 1:3 column. All odds greater than 7:1 are rolled on the 7:1 column.

10.2 Terrain Effects on Combat

Hexside terrain that is attacked across and terrain in the defender's hex influences an individual combat's odds, a unit's strength, or modifies the die roll. Consult the TEC for the effects.

10.3 Artillery, Sappers, and HQ



The number of triangles on the counter is used as a positive DRM for an attack (all three) or negative DRM (Artillery and HQ) for a defense that the unit is supporting (see Module 11.0). They can be used only once per turn and are flipped to their Used side after being used. If a Sapper is alone in a hex when entered by an opposing unit, the Sapper is eliminated.

10.4 Tanks



Each tank unit involved in a battle provides both its combat strength and a DRM of 1 (positive if attacking, negative if defending) to a combat it is involved in.

10.5 Combat Results

Combat results are expressed as step losses and/or retreats. The result to the left of the slash applies to the attacker, the right portion to the defender. Results can be no effect (Ne), a number (the number of steps lost), an R followed by a number which indicates the number of hexes to be retreated, or a combination of the last two with step losses shown first and then retreats.

10.6 Combat Losses

Each combat unit, except artillery and sappers, has two steps. After the first loss, it is turned over to its weaker side, and after the second loss it's removed. The first step loss has to be inflicted onto the strongest unit (highest attack factor in the attack, highest defense factor in the defense). If an NVA Sapper is part of the attacking force, then it must take the first loss. Any additional losses are assigned as the owner wants.

10.6.1 NVA Replacements Each time an NVA infantry or artillery unit sustains a step loss, the NVA player can, instead of reducing the unit, lose a replacement point. He can even absorb the entire loss result of a given combat using replacement points. The only limit is the 30-point absolute limit. The use of replacement points entails also a loss of confidence from the high command and an increased pressure put on the player to achieve his objectives (see Section 12.2).

10.6.2 NVA Tank Losses If the NVA player was attacking and he used tanks in the combat, he also loses a number of tank steps as indicated on the right most column of the CRT by cross referencing the combat's modified DR with this column.

10.7 Retreats

A retreating unit must be moved away from the enemy. It cannot enter or cross terrain which is impassable to it during regular movement or enter an enemy ZOC if there are hexes available not in an enemy ZOC. If a unit or stack retreats into an enemy ZOC hex, even if friendly occupied, an additional one step loss (total per stack) per ZOC entered is suffered. In addition the unit/stack must retreat so that it is the full retreat distance away from all the attacking enemy units if possible. A retreat path cannot enter a hex more than once.

Displacement If a retreating unit would end its retreat in a fully stacked hex, move the unit additional hexes until it can be legally stacked.

No Retreat Option The owning player can always cancel one hex of retreat by taking 1 additional step loss.

An Loc The An Loc garrison was under orders to hold at all costs. They cannot retreat and must suffer 1 step loss for each mandated hex of retreat.

Retreated units add their defense value to the new hex entered if subsequently attacked.

10.8 Advance After Combat

If the defender's hex is vacated, the attacker can advance one, some or all of the adjacent units involved in the attack into the hex, observing stacking limits. This is not considered movement and does not expend movement points.

Combat Example

It's turn 2 during the ARVN combat phase and the ARVN Effort Level is 5. The 1st Airborne Brigade has been moved by helicopter south of An Loc to reinforce the city. They are now ready to assault Hill 169 occupied by an NVA regiment.

The ARVN player adds one Cobra as air support. AAA is partially suppressed so the Cobra value is reduced to 12. The ARVN will attack with the entire Division including its HQ (stacked with the 81st). No friendly artillery is in range. The NVA divisional artillery for the defending 9th VC is in range as well as two independent artillery. The NVA decides to use the divisional artillery and the 122mm independent guns. Both players check their combat value and DRMs. The ARVN has 25 attack factors with a +3 DRM (+2 for the HQ and +1 for the Effort Level; the NVA has 6 defence factors with a -2 DRM (-1 for the divisional artillery and -1 for the 122mm) Odds are 4:1 reduced to a 3:1 for the hill terrain in the hex. There is a net DRM of +1. The roll is a 3, modified up to a 4 which results in a "1/2R1". The ARVN reduces the 81st Rangers, while the NVA decided to absorb their 2 losses as replacement points and then retreat one hex to Windy Hill. The ARVN advances into the vacated hex with the 81st and the Brigade HQ. The ARVN HQ and all the NVA artillery are flipped to their Used side.






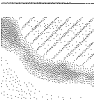

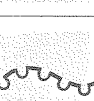


11.0 SPECIAL UNITS

11.1 ARVN HQs



The ARVN have two division and three brigade HQ markers. They must always be stacked with a unit of their formation. They cannot be used to absorb casualties. The 5th Division HQ commands the 5th and 48th Divisions (green units); the 21st Division commands the 21st and 9th Divisions (blue units) plus the 9th ACR.

TERRAIN EFFECTS

Terrain Type	Movement Cost	Assault Effect
 Clear	1 straight / 2 diagonal	No effect
 Town	No Effect	1 left shift
 Woods	2 straight / 3 diagonal	2 left shift
 Ridge	2 straight / 3 diagonal	2 left shift
 Hill	3 straight / 3 diagonal	2 left shift
 Minor River	No Effect	1 left shift
 Muese River	Impassable <i>except at Major Road</i>	Attack at Major Road only
 Railroad	No Effect	No effect
 Minor Road	1 straight / 2 diagonal <i>Negates Woods and Ridge</i>	No effect
 Major Road	½ straight / 1 diagonal	No effect
 Start Trench	2 straight / 3 diagonal <i>Artillery Impeded</i>	2 left shift for infantry <i>all others use other terrain</i>
 Defense Works	No Effect	3 left shift for infantry <i>all others use other terrain</i>
 Fort	No Effect <i>Garrisons, Battalions and Reduced Brigades only</i>	2 left shift
 Fort Square	Use other terrain <i>+1 Movement cost to pass other units</i>	Use other terrain

Notes Minor road does not negate hill. Where more than one type of terrain exists, apply the single highest effect (exception: River effects add to other terrain).

OPERATIONS (19.4)

German Operations	Points
Plant Mines	15
Increase Supply	20
Change Objectives	20
Drum Fire	25
Best Replacements	30
Storm Tactics	35
<i>Total of all Options</i>	<i>145</i>
French Operations	
Off-Map Artillery	15
Stronger Command	15
Fort Guns	20
Higher Élan	20
Open Reserves	25
Lafayette <i>Escadrille</i>	30
<i>Total of all Options</i>	<i>125</i>

CAMPAIGN VPS (19.6)

Primary Objectives	Points
Verdun Q18-20, P19-20	25
Fort Douaumont J23	13
Functional Objectives	
Circle Verdun	12
French Reserves	10
French Strength Points	10
Exit South Edge	8
Destroy 75% French Arty	7
Cut Voie Sacrée V13 to Q19	7
Take 10 French Forts	7
Territorial Objectives	
East Entries V22, U34	5
Hill 304 K6	5
Mort Homme Hill J10	5
Hill 298 M15	5
Bras Crossing K18-19	4
Fort Objectives	
Vaux L25	4
Chaume R16	3
Souville N23	3
<i>Total of all Objectives</i>	<i>133</i>

DEFENSIVE FIRE (15.0)

DR(2)	FACTORS FIRING									
	1	2	3	4	5	6	7	8	9	≥10
≤ 1	1	1	1	2	2	2	3	3	3	4
2	D	1	1	1	2	2	2	3	3	3
3	R	D	1	1	1	2	2	2	3	3
4	NE	R	D	1	1	1	2	2	2	3
5	NE	NE	R	D	1	1	1	2	2	2
6	NE	NE	NE	R	D	1	1	1	2	2
7	NE	NE	NE	NE	R	D	1	1	1	2
8	NE	NE	NE	NE	NE	R	D	1	1	1
9	NE	NE	NE	NE	NE	NE	R	D	1	1
10	NE	NE	NE	NE	NE	NE	NE	R	D	1
11	NE	NE	NE	NE	NE	NE	NE	NE	R	D
≥ 12	NE	NE	NE	NE	NE	NE	NE	NE	NE	R

Results

#	Attacker Steps Lost
R	Attacker Retreats
D	Attacker Retreats and Disrupted
NE	No Effect

Die Roll Modifiers

≥ 1 Closing In Attackers	-1
≥ 1 Interdicted Attackers	-1
Rain or Snow	+1
Interdicted Defender	+1

COMMAND CENTER (14.0)

DR(2)	Secondary Attack	Barrage Level	French 75mm	Flamethrower	Smoke Screen	Gas Attack	Night Attack	Consolidate
0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0
2	1	0	0	0	0	0	0	0
3	1	1L	0	0	0	0	0	0
4	1	2L	1	1	0	0	0	0
5	2	2L	2	1	1	0	0	0
6	2	2L 1C	2	2	1	1	0	0
7	2	3L 1C	2	2	1	1	1	0
8	3	3L 1C	2	2	1	2	1	1
9	3	4L 2C	3	2	2	2	1	1
10	3	4L 2C	3	2	2	2	2	2
11	4	4L 2C	3	3	2	3	2	3
12	4	5L 3C	3	3	3	3	3	4
13	4	5L 3C	4	3	3	3	3	5
14	5	5L 4C	4	4	3	3	4	6

Note Up to four command resources can be applied to an assault (Case 14.3.1).

COUNTER BATTERY (8.5)

DIE ROLL	FACTORS FIRING					
	1-3	4-6	9-11	12-14	15-17	≥18
	4	5	6	7	8	9

-1 DRM with Air Observation

2L Column Shift if target is on Ridge

RALLY (13.8)

	Rally	Fail
Within 3 Squares of HQ	1-4	5-6
Not in Enemy ZOC	1-3	4-6
In Enemy ZoC	1-2	3-6
Artillery in Rain or Snow	1	2-6

-1 DRM on any later try

DEMORALIZED (16.8)

Die Roll	Artillery, Battalions, or Reduced Brigades
1	Surrenders
2	Surrenders
3-6	Survives

Die Roll Modifiers

Unit Occupies Fort	+1
German Engineer	+1
French Chasseur	+1

RESULTS

L = Lifting Barrage C = Creeping Barrage

DIE ROLL MODIFIERS

German

+1	Two or More Objectives Reached
+2	Attack Planning
+1	No French on East Bank Start Line
+1	No French on West Bank Start Line

French

+1	Any French on Active Start Line
+1	No Fort Lost
+2	Fort Douaumont Held / Retaken

At the start of his movement phase, the ARVN player can place an HQ marker with any non-surrounded friendly subordinate unit except for the 5th Division HQ, which must remain in An Loc. If an HQ is alone in a hex when entered by an NVA unit, the HQ is immediately moved to the nearest non-surrounded subordinate unit. If an HQ is unable to do the above, it is eliminated.

There are two 5th Division HQ markers provided with the game. The lower morale value counter begins the game on the board. See Case 11.2.1 for the conditions to exchange the HQ for its higher value counter.

HQs are used to determine available CAS (Section 9.4) and DRMs (Section 10.3) for combat, and for morale (Section 12.1). If used for one of the first two purposes above, flip the HQ to its Used side. HQs are returned to their Available side during the End Phase of the turn.


11.2 NVA Divisions

The NVA has three divisions (5th and 9th VC and 7th NVA). In addition to not being able to stack together if units from 2 or more divisions participate in the same attack, the NVA player will have a -2 DRM. Independent units can operate and stack with any division with no adverse effects.

11.2.1 5th VC Division Commitment

When the NVA replacement marker reaches the 19 box or higher, the NVA reserve of the 5th VC Division will deploy. The next turn the NVA player receives the entire 5th VC division (less the 1 infantry regiment which came in earlier), 1 medium (T-54) and one light (PT-76) tank battalion, one SA-7 marker (which can be saved until used) as reinforcements and 10 OPs. He must launch at least one major attack (OEL of 5) within the next 2 turns following the 5th's commitment or he loses the game. When the 5th VC Division is committed, exchange the ARVN 5th Division's HQ counter with the higher morale value one.

11.3 Artillery

 Artillery can support one combat per turn within its printed range by providing a DRM as described in Section 10.3 and it can influence An Loc's surrender (Section 12.1). Range is counted from the artillery unit's hex (exclusive) to the defending hex (inclusive). Replacements can be used to prevent artillery from suffering step losses. Flip units to their Used side after supporting a combat (attack or defense). They return to their available side in the End Phase of each turn. They cannot attack, but can defend normally with

a strength of 2. They can absorb one CP, which eliminates them.

11.3.1 NVA Organic artillery (artillery bearing the color of an infantry division) can only support combats when units of its division are involved (attacking or defending).

11.4 ARVN Replacements

Eliminated airborne battalions will automatically be replaced. Place them on the turn record track, 6 turns from the turn they were lost. They appear at Lai Khe or in the Air Transport Box available for entry via helicopter transport. On turn 9, the ARVN player receives two replacement points that can be used to recover a step from his on-map reduced units. Units in a besieged An Loc can only receive a replacement in this manner if the NVA AAA is reduced or suppressed.

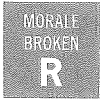
Example If the 6th Airborne battalion is eliminated at Windy Hill on turn 2, it will reappear on turn 8 at Lai Khe.

12.0 MORALE

12.1 ARVN Morale Check

As the last segment of the turn, the ARVN checks to see if An Loc will surrender. If Lai Khe has a unit garrisoning it and Highway QL-13 (the primary road running from Lai Khe to An Loc) is free of enemy units or their ZOCs or if An Loc is captured already, no check is required. Otherwise take the highest morale value of an HQ in or adjacent to An Loc, then add or subtract factors according to the An Loc Surrender table. If the final sum is 0 or less, then the garrison's morale has collapsed and they surrender. The units inside or adjacent to An Loc are removed from the game and the city is considered captured.

12.2 NVA Morale

 If the NVA Replacement Marker reaches the 19 box or higher, the 5th VC Division enters play (see Case 11.2.1). When the marker reaches the 27 box or higher the NVA morale is broken (flip replacement marker to back side) and the efficiency of the NVA divisions is compromised; the NVA get a -1 DRM for all their attacks. When the marker reaches 30, no more replacements are available and the ARVN receives a +1 DRM when attacking.

13.0 SCENARIOS

13.1 The Battle for An Loc

Description This is the whole battle for An Loc until the end of the siege.

Length 12 turns

13.1.1 ARVN Initial Set Up

In or adjacent to An Loc 5th Division (HQ [lower value] + 2 units + TF52), 3rd Ranger Brigade Group (HQ + 2 units), 2 x KPPF militia battalions.

In Lai Khe 1st Airborne Brigade (HQ + 3 Battalions + 81st BCND)

10 OPs

13.1.2 ARVN Reinforcements

Note If reinforcements are unable to enter the map via the highway from the Lai Khe holding box due to the NVA player having blocking units there, these units may then enter from the closest hex to the QL-13 not occupied by a NVA or VC unit.

Turn 2 At Lai Khe or available for Air Transport: 21st HQ plus the units of the 21st Division (6 units), 9th ACR battalion, 3rd Airborne Brigade (1 unit), 155mm Battery.

Turn 5 At Lai Khe or available for Air Transport: All units of the 9th Division (1 regiment, 3 battalions). Withdraw the 3rd Airborne Brigade.

Turn 10 At Lai Khe or available for Air Transport: 48/18 Regiment

13.1.3 NVA Initial Set Up

Anywhere south of An Loc along or adjacent to Highway QL-13 (the primary road running north to south) 101st and 205th Infantry Regiments.

Anywhere within 4 hexes of An Loc 9th VC Division, 429th Sapper Group.

Anywhere on the map in hexes not occupied by ARVN units 1x range 11 Artillery group, 1x range 7 artillery group, 2x T54 tanks.

Note NVA units can start the game adjacent to ARVN units.

20 OPs

13.1.4 NVA Reinforcements

Turn 1 7th NVA Division (3 regiments, 1 artillery) along the west edge of the map.

Turn 2 One regiment of the 5th VC Division enters along the west edge of the map. It is considered independent until the rest of the division enters the game.

Turn 5 2 x SA-7 markers.

Turn 6 2 x SA-7 markers.

Turns 7 or later 1 x SA-7 marker each turn.

Conditional Reinforcements See Case 11.2.1 for units. They enter along the north or west board edge.

13.1.5 Victory Conditions

NVA VICTORY LEVELS

Epic Victory Taking An Loc before May.

Decisive Victory Taking An Loc before committing 5th VC Division.

Victory Taking An Loc without reaching Broken Morale level.

Pyrrhic Victory Taking An Loc before end of the game.

ARVN VICTORY LEVELS

Pyrrhic Victory Holding An Loc until turn 12 (attainable only via downgrade, Case 13.1.6).

Victory Holding An Loc until turn 12.

Decisive Victory Holding An Loc until turn 12, and having the NVA at the Morale Broken level.

Total Victory Holding An Loc until turn 12, having broken NVA morale and having QL-13 free of enemy ZOC.

13.1.6 ARVN Victory Reduction

1) 1st Airborne Brigade (HQ + 3 battalions) not withdrawn before game end: Victory goes 1 Level towards NVA Epic Victory.

2) Lai Khe occupied by NVA at any point during the game: Victory goes 2 Levels towards NVA Victory.

13.2 The First Assault

Description This scenario covers the first assault of the 9th VC Division against the city, the first attempt to relieve the city from the south, and the airmobile assault of the 1st Airborne Brigade to the city. It's a perfect introductory scenario.

Length This scenario begins with turn 1 and ends at the conclusion of the turn when the NVA replacement marker reaches 19.

Setup and Reinforcements Identical to scenario 13.1.

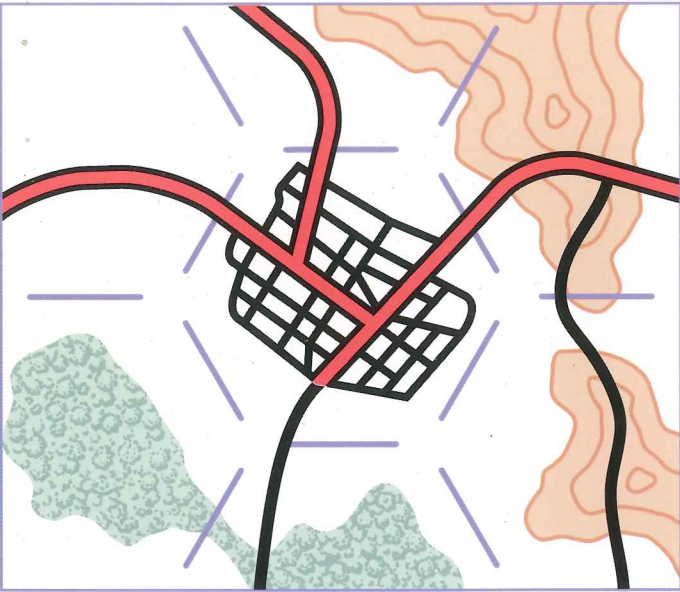
Victory Conditions To win the NVA must take An Loc; any other result is an ARVN victory.

FORTRESS BERLIN

OP
CK

FORTRESS BERLIN

174/5 25 4	275/5 25 4	ARTY USED	209/7NVA 14 4	165/7NVA 14 4	141/7NVA 14 4	ARTY USED	95/9 14 4	272/9 14 4	271/9 14 4
203TK 11 6	203TK 21 6	203TK 21 6	203TK 21 6	122MM USED	130MM USED	101 14 4	205 46 4	ARTY USED	E6/5 25 4
Tetrarch II 5	Tetrarch II 5							2 AAA	429 4
Tetrarch II 5	Tetrarch II 5			TURN	MORALE BROKEN R	OP POINTS	EFFORT LEVEL		
9ACR 23 8	33/21 23 4	32/21 23 4	31/21 23 4	TF52/18 01 4	48/18 23 4	46/9 23 4	15/9 11 4	15/9 11 4	15/9 11 4
36BDQ 23 4	PF RPPF 23 4	PF RPPF 23 4	3ND 46 4	5/1ND 23 4	6/1ND 23 4	2/1ND 23 4	51BCND 23 4	8/5 13 4	7/5 12 4
XX HQ 5SD USED	XX HQ 21SD USED	X HQ 3LYD USED	X HQ 11L USED	XX HQ 5SD USED	155MM USED	105MM USED	105MM USED	105MM USED	52BDQ 23 4
	OP POINTS	EFFORT LEVEL	HELO POINTS	LZ HOT	LZ HOT	LZ HOT	LZ HOT	LZ HOT	LZ HOT
5	5	5	5	5	15	15	15	15	15
12	6	6	6	6	6	6	14	14	14



Use this expanded map of the An Loc region if the map below becomes congested.

AN • LOC



DESIGNED BY ARRIGO VELICOGNA
Developed by Lembit Tohver
Graphics by Craig Grando
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*** Lai Khe HOLDING BOX**
enter and exit this box through hex 3804

TERRAIN		INF/MECH MP	COMBAT EFFECT
	Clear	1 / 1	No Effect
	Jungle	1 / 2	Defender Doubled
	Marsh	1 / 1	1 Shift Left
	River	+1 / +2	Attacker 1/2 Across
	Hill	1 / 1	Defender Doubled

TERRAIN		INF/MECH MP	COMBAT EFFECT
	Town	1 / 1	-2 DRM
	Village	No MP Cost	-1 DRM
	Primary Road	1 / 1 see 8.2	No Effect
	Secondary Road	1 / 1	No Effect
	Airfield	No MP Cost	No Effect

