Mark H. Walker's

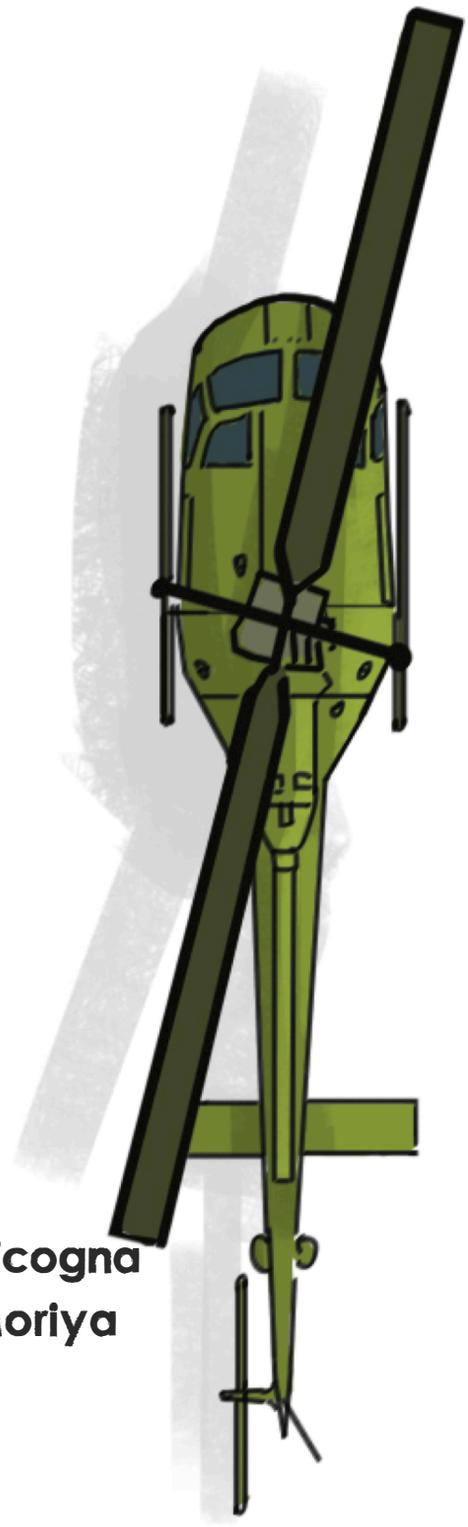
'65

SQUAD-LEVEL COMBAT IN THE JUNGLES OF VIETNAM



2ND EDITION

FLYING PIG GAMES



‘65: Squad Level Combat in Vietnam

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‘65:
Squad Level Combat in Vietnam

Vietnam was an iconic war in American history. Never before had the United States lost an armed conflict. Never before had the American public so turned against their military. Never before had the opinions of a significantly misinformed citizenry dictated the strategy of not only the American government, but also the military that served it.

Despite the lack of popular support, despite a grand strategy that handcuffed its men and women, the American military fought valiantly, and with great tactical success, against both the North Vietnamese Army and the Viet Cong. By the same token the dedicated soldiers of the communist revolution fought with great skill again a technologically superior foe, frequently giving as good as they got in firefights throughout Vietnam.

It is those firefights that **’65** depicts. It is a game that replicates the America’s awesome firepower, the Viet Cong’s cunning, and the North Vietnamese army’s tenacity. A vehicle from which players can learn a bit about the combatants that fought in the Mekong Delta, the streets of Hue, and the fields of Ia Drang. Yet first and foremost it is a game, meant to played, meant to tell its own tales, generate its own stories. *Enjoy it*.

‘65: Squad Level Combat in Vietnam (**‘65** for short) is a card-driven game that recreates squad battles in the Vietnam War. Players control squads, tanks, and Heroes, directing them through the play of Action cards to defeat their enemy in one of the numerous scenarios provided with the game.

Units represent individual tanks, heroes, leaders, snipers, and infantry teams such as squads or gun teams. The hexes are approximately 50 meters wide and each turn represents a few minutes of time.



1. Components

‘65 includes the following components:

a. **Three maps**. These regulate movement and give you and your friends something to fight over. Half hexes are playable; life is too short to ignore them!

b. **Five counter sheets**. Counters representing the North Vietnamese Army (NVA), Viet Cong, and the Americans fighting them. Also included are administrative markers used for signifying actions taken, combat results, and other functions. The American counters are green, the Viet Cong blue, and the NVA cream. For each nationality, the side with the orange stripe represents the unit at reduced strength.

c. **Playing Cards**. These cards activate the NVA, Viet Cong, and American units in the game, add extra victory conditions, activate special scenario events and end the turns.

d. **Player Aid Cards (PAC).** Provides various information used when playing the game.

e. **Rulebook.** It’s in your hands right now.

f. **Scenarios**. (Part of the rulebook).

g. **d6**. (Because sometimes you gotta have one)

2. Unit Counters

The following values and terms are used on unit counters.



a. **Unit**. Units are the fighters in **'65**. For our examples, the American M-48 tank, the Viet Cong Sappers, and Chu. In short, any counter placed on the board and used to fight against the enemy.

The numbers and icons on a unit represent the following. For all of these numbers, larger values will represent a greater proficiency or intensity.

b. **Hard target**. Any unit with an Armor Factor (AF), even if it is a negative AF. These are always vehicles. Hard Targets normally have one step. The flip side of the counter displays a vehicle wreck.

c. **Soft target**. Any unit with an asterisk for an AF. Note that although trucks are vehicles, they are also soft targets. Infantry are the predominant form of Soft targets. The term Infantry is frequently used in the rules and scenarios. The terms Infantry and Leg (*7a*) units are used interchangeably through the rules. They are:

- Units that depict a side view of soldiers or civilians (including the NVA, Viet Cong, and Americans).
- A Hero. A unit whose portrait is on the counter.
- A Leg(L) movement class.

Infantry normally have two steps. The side of the counter with a orange band is the reduced unit.

d. **Targeting Modifier**. *Top left*. The unit's ability to target other vehicles with armor-piercing (AP) ammunition.

e. **Armor Factor(AF)**. *Bottom left*. The unit's ability to survive a hit by AP ammunition. An asterisk indicates that the unit is a Soft Target and may not be targeted by AP ammunition.

f. **Armor Piercing Factor(APF)**. *Top right*. The unit's ability to destroy enemy vehicles with AP ammunition.

g. **High Explosive Factor(HEF)**. *Middle right*. The unit's ability to damage enemy units that do not have an Armor Factor (*2e*). These are referred to as Soft Targets (*2c*).

h. **Movement Factor(MF)**. *Bottom right*. The number of movement points the unit is allocated per impulse and a letter that indicates the type of movement (*7a*).

i. **Powers or Abilities**. *Center left & center bottom.* In addition to the above factors, many units have Powers or Abilities.

- *Powers:* These are *circular* icons located in the bottom center of the counter. May be activated when a card with 'Power' is played by the unit's owner. When activated, disregard the card's text, and instead refer to the relevant Power in the rules or on the PAC. Whenever a unit uses a power, it is marked **Ops Complete** (*4e*).
- *Abilities:* These are *square* icons located along the left side of a unit. Most Abilities are always on, but a handful, such as Spraying Fire, are optional. Consult the section on Abilities (*21*).

j. **Heroes**. Heroes are units, but they are much more. They represent special individuals or leaders who can turn the tide of battle. A Hero has a portrait on the counter and a name rather than a unit type. For example, Riggs or Chu. Keep your Hero's Powers and Abilities in mind as you play. The clever use of them can make the difference in victory and defeat. Heroes are Soft Targets.

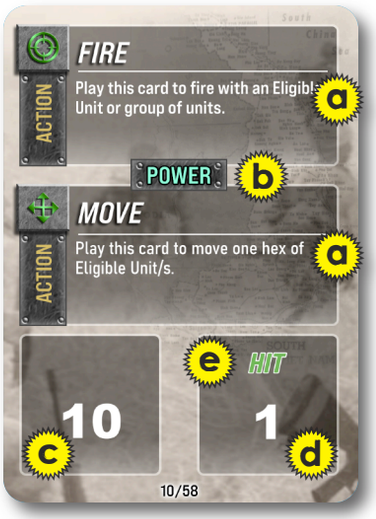
Units stacked with a Hero move at the Hero's speed. For example, a Rifle with a MF of 3 stacked with a Hero with a MF of 4 would have a MF of 4 if it remained with the Hero for its entire movement.

3. Action Cards

These are the playing cards used to activate a player's units, enhance their abilities, or degrade an opponent's actions. If there is a conflict between the actions or Power a card invokes and these rules, the Action Card trumps the rules. Each card has the following components:

a. **Action Blocks**. These contain text and denote actions your units may take or enhancements to actions taken.

Green, red and yellow icons left of an action's name show particular types of actions:



- ***Green* icons:** Denote an action only played in the player's impulse (exception: Opportunity Fire *(11)*). Unless modified by the text on a card, only one Action may be played in the player's impulse. On *this* card, a player may play a card with a **Move** Action in the lower Action Block, to move one hex of units.

- ***Red* icons:** Denote an action to be played during the opposing player's Impulse, in reaction to an action the other player has taken. More than one reaction may be played in response to the other player's Action. For example, you could play an **Unexpected Cover** in response to a **Fire** Action targeting a vehicle *and* a **Glancing Shot** if the vehicle was actually hit.

- ***Yellow* icons:** These support *another* Action. For example, a player could play **Bullet Storm** to enhanced an attack on an enemy Soft target. Only one of each supporting card may be played per Action. For example, you may only play one **Bullet Storm** with a **Fire** Action.

b. **Power**. If the Action Card contains the word 'Power' between the upper and lower Action Blocks, the owner may play the card to activate the selected unit's Power. Disregard the card's text and instead refer to the relevant Power in the rules or on the PAC. Mark the unit **Ops Complete** *(4e)* after resolving its Power.

c. **Targeting number(TN)**. *Lower **left** block*. This number (-5 to 10) is used to determine whether or not the target of an Armor Piercing (AP) attack is hit. There are also three other pieces of information sometimes found in this block.

- *Turret hit:* This means that the vehicle's turret or other heavily armored section has been hit, increasing the targeted unit's Armor Factor(AF) by +1 in the event that it is hit.
- *Moving Fire(MF)*: When this card is drawn, a vehicle using a **Move & Fire** action misses its target, regardless of the number drawn.
- *Miss:* The shot misses its intended target.

d. **Armor-Piercing Fire Bonus**. *Lower **right** block*. This is added to the attacking unit's APF and compared to the target's AF to determine if the target is destroyed. This number is in the lower right block. There are four other results located in the APF Bonus block. They are either located in the upper half of the block or are the sole result in the block. Shake, Dud, and Destroy apply to the targeted Hard Target. The word 'Hit' in various colors applies only to Soft targets (see 10c).

- *Shake:* The target is Shaken.
- *Dud:* There is no effect on the target.
- *Destroy:* The target is destroyed.
- *Hit:* See 3(e) below.

e. **HE result**. This is located in the top half of the lower right block. If the word "Hit" is present, the target might suffer a hit. There are three colors of 'Hit' and each apply in a different circumstance (see Ranged Combat (*10c*) for more details).

4. Additional Terms



a. **Admin Markers**. These are counters that assist in tracking game functions and signifying unit status. Examples are **Fired**, **Moved**, **Ops Complete**, **Shaken**, **Barrage**, etc.

b. **Cover Factor(CF)**. Some terrain has a Cover Factor that represents an extra amount of protection that the terrain offers. This CF is found on the Terrain Effects Chart (TEC).

c. **Eligible Unit(EU)**. Units that are eligible for certain types of effects or activation. This is any unit *not* marked with a **Fired**, **Moved** or **Ops Complete** marker. Note that some **Powers** (*22*) allow units to be activated *regardless* of their state.

d. **Impulse**. The Phasing Player's play of card(s) to activate unit(s) to perform actions and if desired, the *non*-phasing player's play of Reaction cards (*20*) and/or Opportunity Fire (*11*) in response. Players alternate impulses until the turn ends. In each impulse the Phasing Player usually plays one card, which permits a single action by the units occupying one hex. There are cards such as **Reinforcements**, **Command Ops**, and support cards that alter this.

e. **Ops Complete**. A unit that is 'Ops Complete' may not **Move**, **Fire**, **Rally** or initiate an assault. It may defend in assault, retreat from assault, and use support cards such as **Light Wounds**, **Unexpected Cover**, **Glancing Shot**, and if not Shaken and is defending in assault combat, **Ambush** or **Bullet Storm**. Again, some Powers allow a unit to do something regardless of their state.

f. **Pass**. A player passes when they do not draw or discard or take any actions during their turn.

g. **Phasing Player**. The player whose impulse it is.

h. **Turn**. A turn consists of numerous impulses and ends when the scenario-designated number of **End Turn** cards are drawn *or both players sequentially pass*.

5. Sequence of play for Each Turn

Each turn of **'65** will be a series of Impulses (4d, 5) that start and end in a specific sequence:

a. **Deal cards**. At the beginning of each turn, shuffle the Action card deck. This includes all **Event** cards and **End Turns**. Deal each player four (or the scenario designated) number of cards. This is called the player's Initial Hand. Any dealt **Event** or **End Turn** cards are set aside. For example, Ted is dealt 2 Action cards, an **Event** card, and an **End Turn**. The **End Turn** and **Event** card are set aside, and Ted is dealt 2 more cards to replace them. After each player is dealt their Initial Hand, resolve any Events that were set aside in numerical order (1, before 2, etc.). Any other **End Turn** cards that appear during this resolution (usually due to resolving combat) are set aside after being used to assist in the Event resolution. After all **Events** that have been set aside are resolved, return any set aside **End Turns** to the deck, shuffle, and move to the Determine Initiative step. Players may not possess more than four cards in their hand at any given time unless permitted by SSR, Event or Action Card instructions. Note that the Action Card deck is shuffled at the beginning of each *turn*, not the beginning of each *impulse*.



b. **Event Cards**. These look different than Action cards (3). The top section of the card reads **Event** plus its number. However, the bottom section looks similar to an Action card, with a Targeting Number, AP Bonus and potentially a HE Hit result. These blocks are described in the rules under Action cards (3) and Combat (10-14). Most scenarios will have events that are triggered when Event cards are drawn **into any player's hand**. Any other time an Event Card is drawn (for example, if determining combat results), it is placed in the discard pile. It does not count as a card drawn into a player's hand.

Mark says: *So why the change from '85?* We continue to streamline the card system. We want people to spend time playing the game, not shuffling cards. By leaving Event cards and End Turn cards in the deck at the beginning of the turn, it reduces shuffling. After all, there is less than a 15% chance of drawing either from a full deck. By the same token, adding Targeting Number, AP Bonus, and HE results to Event cards allows player to use them in combat resolution, which speeds the game.

c. **Determine initiative**. After the cards are dealt, each player selects a card and places it face down in front of himself. The players reveal the cards and compare the TN (3c, lower left block). The player with the higher number gains initiative for the turn, and discards that card. They do not redraw and so this means the winner of the initative will play with 3 cards for their first impulse. The player that loses the initiative returns the card to their hand. A word, such as "Miss" in the TN box is less than *any* number for determining initiative. If the Targeting Numbers tie, refer to the AP Fire bonus (3d, lower right block). The player with the higher bonus wins. If even those numbers tie (a rare occurrence, really) the players must choose and reveal another card from their hand. In this event the winner must only discard one card (their choice), the loser keeps both.

d. **Beginning with the player who won initiative, the players alternate impulses.** In each impulse except the first a player fills their hand up to four cards, plays cards, activates units, discards, or the player can choose to do none of those and pass. During each impulse, the player can play one action card and appropriate supporting cards to go with it. Be aware that the text on the cards may alter the number of cards that can be played. See Player Impulse (*6a*) for details.

When the scenario-prescribed number of **End Turn** cards have been laid down **or both players pass consecutively**, the turn moves to the Reserve Phase. If that **End Turn** is drawn when resolving combat (*5c*), complete the resolution of that Action card before moving to the Reserve Phase.

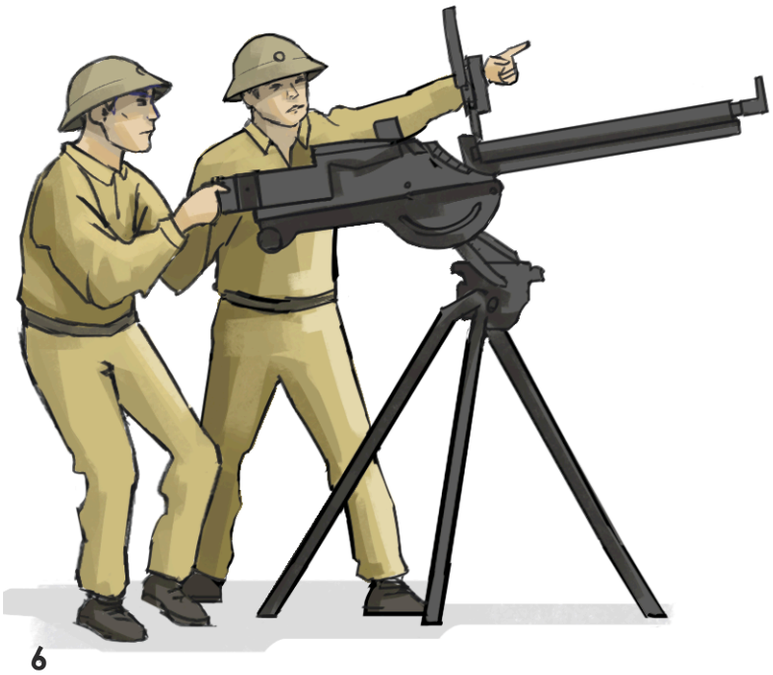
Note: In the case of a **Command Ops** card (which allows you to play an extra Action), the last **End Turn** being drawn during the first Action prevents the second Action from happening. However, this does *not* prevent the non-Phasing player from playing Reaction cards (3a) at the end of the Action that ended the Turn. For instance, the defender in an Assault Combat *could* play a **Retreat** reaction after resolving an Assault Combat in which the last **End Turn** was drawn.

e. **Reserve Phase**. The player with turn initiative moves first in the reserve phase.

- No cards may be played in the Reserve Phase.
- In the Reserve phase, the player with initiative moves all their units, and then the other player moves all of theirs.
- **Only Eligible Units (4c) move in the Reserve Phase**. This includes all units not currently on the map.
- No combat occurs in the Reserve Phase, which disallows any movement that would result in Assault Combat.
- EUs that begin the Reserve Phase **more than 3 hexes** from an enemy unit may move as follows: Wheeled(W), Off-road(O), or Tracked (T) units (*See 7a, Movement*) may expend 3MP. Leg(L) units may expend 2MP. Helicopters in Flying mode may use 8MP and must use at least 1MP (*17b*). All units must stop immediately upon entering a hex at or within three hexes of an enemy unit. Shaken units may spend 1MP. EUs may always move at least 1 hex even if they do not technically have sufficient MP.

- EUs that begin the Reserve Phase **within 3 hexes (inclusive)** of an enemy unit, may move 1 hex, but may not enter an enemy unit's hex. Note that moving from 3 hexes away to 4 hexes away is that 1 hex of movement and you do not get to move further. Shaken units within 3 hexes of an enemy unit may not move at all during the Reserve Phase.
- EUs may Load/Unload in the Reserve Phase if they have sufficient MPs and meet all other requirements. For example, a vehicle with a MF of 6 that begins the Reserve Phase within 3 hexes of an enemy unit may **not** load/unload, because it takes one-half of the vehicle's movement (3 MPs) to do so and units within 3 hexes do not *get* MP, but simply move 1 hex.. This unit **could** unload if it stayed outside of three hexes, because it would have half of its MF. (Helicopters may always unload if they are more than three hexes from an enemy unit).

f. **Clean-up Phase**. After the Reserve Phase is over, remove all **Fired**, **Moved**, **Ops Complete** and **Barrage** markers. **Shaken** markers remain in place. **Smoke 1** markers are removed, then any **Smoke 2** markers are degraded to **Smoke 1**. Players discard their hands but may choose to retain 1 card. Combine the draw and discard piles and begin again as per step *5a* (Deal cards).



6. The Player Impulse

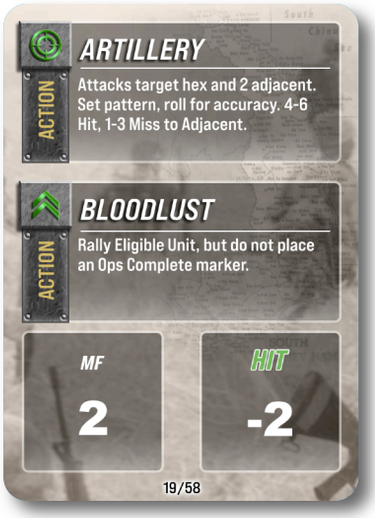
a. **Draw**. The player draws up to a hand size of four cards. Cards are drawn one at a time in case any of them have an immediate effect when drawn. Any **End Turn** cards are placed to one side (see 5d) and another card is drawn in its place.

Alternatively a player may Pass (see 4f) in which case they **do not draw or take any actions** during their impulse. If both players sequentially pass then the Turn is over (see 4h) and play moves to the Reserve phase (*5e*).

b. **Play Action Cards**. During each impulse, the Phasing Player can play one Action card and as many Support cards as they wish, so long as no Action is supported by two Support cards of the same name (i.e. **Fire** *cannot* be supported by *two* **Bullet Storm**, but if you could play two **Fire** cards, each of them *could* be supported by *one* **Bullet Storm**). Be aware that the text on the cards may alter the number of cards that you can play. For example, **Command Ops** is a Action that allows the player to draw a card and then take two additional Actions and **Reinforcements** allows a player to discard it to draw a card and take another Action.

c. **Resolve Action Cards**. Once the card is played, the owner designates the unit or units the card will activate. For example, the American player could play a card with the **Fire** Action on it to activate an eligible M-48 to fire or play a **Rally** Action to remove a **Shaken** Marker or reconstitute (*16b*) a reduced unit. Actions labeled **Fire**, **Move** or **Fast Move** can activate all the units in a hex to do that Action. Other Actions like **Punishing Fire** only activate one unit. This is made clear in the card text.

Some cards will not activate your units at all. For example, **Artillery** calls in an artillery strike but this does not cause any of your units to be marked as **Fired**, **Moved** or **Ops Complete**.



Some cards activate more than one hex of units. For example, **Let's Get 'Em** allows a player to move infantry units in two different hexes that are close to each other.

Any unit not marked with a **Fired**, **Moved** or **Ops Complete** marker is eligible for activation. These are Eligible Units (EU)(see 4c). Two exceptions are the **Reload & Fire** and **Second Wind** Actions. Units marked **Fired** may use the **Reload & Fire** action (and are marked **Ops Complete** afterwards), and units marked **Fired** or **Moved** may use the **Second Wind** action and this removes the **Fired** or **Moved** marker.

d. **Discard**. At the end of their impulse, a player may discard up to two cards. Discarding a **Reinforcements** card earlier in your impulse does not count against this end-of-impulse two card limit.



7. Movement

To move, an Eligible Unit must be activated by a **Move**, **Fast Move**, **Let's Get 'Em!**, **Scout** or other clearly defined movement card, or be activated in the Reserve Phase. Units move hex to hex, paying the movement costs shown on the Terrain Effects Chart to enter the terrain.

Units may pass through another friendly unit's hex, but cannot violate stacking limitations (*9*). Units with the Assault ability may enter an enemy unit's hex but must conduct Assault Combat as described under that section (*13a*).

a. **Movement classes**. There are five movement classes in **'65**, and each has its designation letter next to its movement factor on the counter.

- *Leg(L):* Units that have to walk.
- *Wheeled(W):* Units using wheels for propulsion.
- *Off-road(O):* Wheeled units with improved cross-country mobility (not in the base game).
- *Tracked(T):* Units that commonly use tracks for propulsion.
- *Flying(F):* Units that fly through the air. For example, helicopters.

b. **Vehicle movement**. Vehicles face the corners of a hex, as described in *15d*. The corner of the vehicle counter containing the Targeting Modifier (the upper left) is considered the vehicle's front. These types of units may only move into their frontal hexes. Pivoting in place to a different facing costs them 1 MP for each corner pivoted. They may however reverse move into their rear hexes. See *15d* for a complete explanation.

Note: Footpaths to buildings are *not* Roads for movement purposes.

c. **Minimum movement**. An EU given a **Move** action or activated in the Reserve Phase may always move at least 1 hex unless the movement would be into prohibited terrain for that unit or the EU is a Shaken unit within three hexes of an enemy unit in the Reserve Phase.

8. Transport Units



a. A unit with a circled MF can transport one Leg movement class unit *plus* one Hero. The unit doing the transporting is the carrier, the unit being transported is the passenger. When halving MF, round up.

- *If the carrier and passenger begin an impulse in separate hexes*, the owning player can play a **Move** action to move one of them up to 1/2 of its MF, into the other's hex and load Eligible Unit(s). For instance, the shown M-113 could expend up to 3MF to get into a hex with an infantry unit, and then load the infantry unit and end its move.
- *If both the passenger and carrier begin their impulse in the same hex, but unloaded*, the owning player can play a **Move** action to load the passenger and then move the carrier 1/2 of the carrier's MF.
- *If a carrier has a passenger at the beginning of the impulse*, they may either:

  1) Move 1/2 the carrier's MF and unload
  2) Move the carrier's entire MF
  3) Unload and each move 1/2 of their MF

b. To denote the status of a carrier and passenger in the same hex, place loaded passengers on top of the carrier, and unloaded passengers under it. Make sure that admin counters are placed in such a way that it is clear which applies to the carrier and the passenger. Units loading into a transport are considered to have a **Moved** marker and thus cannot usually load and unload in the same turn.

c. Passengers unload into the same hex as the carrier, as long as they follow stacking limits *(9)*. If a hex is full, passengers cannot be unloaded.

d. A loaded carrier fires normally. A passenger may not fire or engage in Assault Combat. Loaded passengers take damage as the vehicle in Assault Combat *(8f)*.

e. If a carrier is destroyed while loaded, inflict two hits on each passenger. If the carrier is destroyed in Assault Combat (and took more hits than the attacker), any surviving passengers retreat to an adjacent hex directly away from the direction the assault took place. If this is not possible, surviving passengers are eliminated.

f. If a carrier is Shaken, so is its passenger. If a Shaken vehicle is Rallied (*16a*), so are passengers.

g. Shaken passengers may unload, but neither passenger nor carrier can do more in that impulse.

h. A Shaken carrier cannot be loaded and a Shaken passenger cannot load.

i.. In all instances, if either passenger or carrier is activated by a **Fast Move** action, the extra MPs are added to the total MP available *before* halving due to loading or unloading.

j. A **Let's Get 'Em!** action may be played to move and load up to two passengers from different hexes, move two loaded passengers *and* their carriers, or move and then unload two passengers from their carriers.

k. EUs may Load/Unload in the Reserve Phase (*5d*) if they have sufficient MF and meet all other requirements. Note that loading or unloading counts as a use of MF. Since units within 3 hexes of an enemy do not get MF but may only move 1 hex, they cannot load or unload in the Reserve Phase.

l. Even if a transport unit or passenger remains in the same hex, entering or exiting a transport is counted as a use of MF, so entering a transport makes the *transport* targetable by Opportunity Fire (11) *after* the unit enters the transport and leaving one makes the *transported* unit targetable by Opportunity Fire *after* it exits.

m. Specific rules for helicopters and passengers are found in the section on helicopters (*17*).

9. Stacking

a. Stacking limits for friendly units apply at all times. Stacking limits for friendly units apply the following rules:

- *Up to three ground units may stack in a hex*
- *Only one Hero may stack in a hex*
- *Up to two non-Hero Leg units may stack in a hex*
- *Only one ground vehicle may stack in a hex*
- *Only one Wreck counter may stack in a hex, but you can have one ground vehicle and one Wreck in the same hex*
- *Only one Air unit may stack in a hex and Air units do not count against ground stacking*
- *A landed Air unit counts as a ground vehicle*
- *Administrative counters (like **Fired**) and terrain modifications (like **Smoke**) have no stacking limits*

Example: Two Rifle and one Hero could stack (a). *Three Rifle could not* (b). One Rifle, one M48 tank, and one Hero could stack. *One Truck, one M48 tank, and one Hero could not*. Two Rifle and one M113 with a passenger could stack (c), *but the M113 could not unload its passenger (remember that the Rifle **under** the M-113 indicates it is loaded)*.



10. Ranged Combat

There are two types of combat in **'65**, ranged combat and assault combat. Ranged combat occurs when one unit attacks another that isn't in its hex. Assault combat occurs when a unit moves into an enemy unit's hex. Below is non-vehicular combat. We cover vehicle combat in a later section (*15*).



a. **Requirements**. To conduct ranged combat an Eligible Unit (*4c*) must have Line of Sight (*14*) to its target, and the owning player must play an Action allowing the unit to fire (some examples would be **Fire**, **Move & Fire**, **Punishing Fire**, **Reload & Fire**, or in some cases, **First Fire** or a **Power** card). Units may not fire into or out of a hex jointly occupied with an enemy unit.

b. **Fire against Soft Targets**. Soft Targets are those that have an asterisk for their AF (*3c*). Typically, these are American, Viet Cong and NVA Rifle units, NVA and Viet Cong Sapper units, as well as Heroes, and belong to the Leg movement class (*7a*). Trucks and Helicopters are also counted as Soft Targets, although under some circumstances they may *also* be attacked by a unit using its AP factor.

Use the following procedure to resolve fire against Soft Targets:

*1)***Designation:** *Determine the firing unit(s) and the target. The attacker must have LOS on the target. For range, count the hex the target is in but not the attacker. Example: The range from 3E2 to 3E4 is 2. For HE attacks see the HE modifiers table for limits on range.*

*2)***Play card:** *Play an appropriate card. For example,* ***Fire****. See section 18 for special details for particular Action cards.*

*3)***Determine firepower:** *Calculate the total High Explosive Factor (HEF) in the attack and modify as appropriate for range, cover and Support and Reaction cards. Subtract the Cover Factor (CF) of the hex the target occupies as described on the Player Aid Card (PAC). Note that the maximum CF allowed for a hex is CF3, even if modifiers would make it higher. If the total is zero or less, the attack is Desperation Fire (10d). For instance, if a unit with an HEF of 1 attacked a unit with a Cover Factor of 1, the result is Desperation Fire. If an attack is aborted for some reason, it* ***does*** *count as an Action.*

*4)***Execute attack:** *Draw a number of cards from the top of the deck equal to the adjusted HEF, and consult the HE result on each card (3e). If the correct color Hit is on the card drawn, the target has been hit. HE results on* ***End Turn*** *cards are counted, but remember to set aside the* ***End Turn*** *cards afterwards.*

*5)***Admin:** *Mark the firing unit(s) with a* **Fired** *marker if the units used* ***Fire****,* ***Punishing Fire****,* ***First Fire*** *and with an* **Ops Complete** *marker if the unit used a* ***Power****,* ***Move & Fire*** *or* ***Reload & Fire****.*

c. **HEF results**. The HE result on a card (*4e*) will either be blank or have the word 'Hit' in one of three colors. Whether a card drawn counts as a hit on a target depends on the type of Action and in some cases the type of unit making the attack:

Action	Hits on
Fire, Reload & Fire, Punishing Fire	Hit
Artillery	Hit
Move & Fire	Hit, Hit
Assault combat	Hit, Hit
Fire from hovering helicopters	Hit
Fire from moving/landed helicopters	Hit, Hit
Desperation Fire (see 10d3)	Hit, Hit or Hit

If the correct color 'Hit' is on the card drawn, the target has been hit. If the target is eliminated before all cards have been drawn, stop drawing.

The first hit on a unit Shakes it. Place a **Shaken** Marker on the unit. A hit on a Shaken unit flips the unit to its reduced side. A hit on a Shaken and reduced unit eliminates the unit. A Shaken unit's MF is halved, rounding fractions up, **after** any other modifiers are applied.

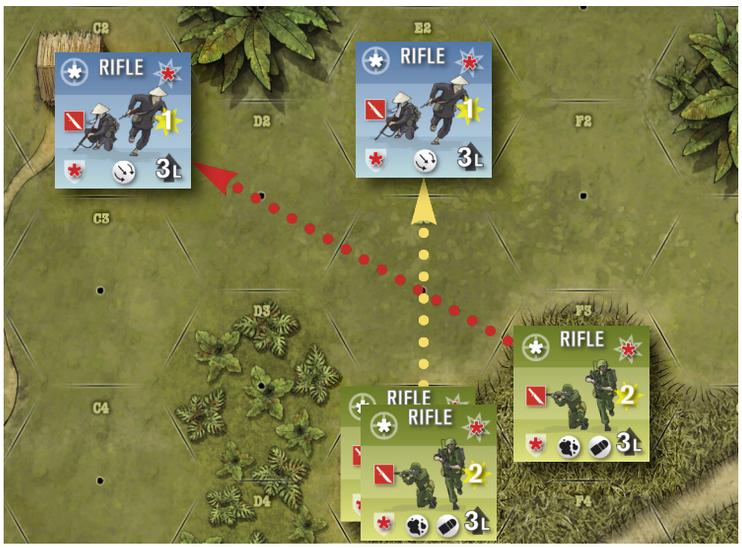
Example: A Shaken Viet Cong Rifle unit (normal MF of 3) given a **Fast Move** (which gives +1MF) would have a MF of 2 (3MF+1MF) /2 = 2.



A Shaken unit cannot fire, and may not initiate Assault combat, but may counterattack in Assault combat. Assault combat against a Shaken unit is **not** simultaneous. All non-Shaken units inflict their hits, and then the Shaken units counterattack. This can result in the Shaken unit being eliminated before it has a chance to counter-attack.

A Shaken Unit may be Rallied (*see section 16*).

Combat example 1: See the map below. It is the American player's impulse. They designate the Viet Cong Rifle in hex C2 as their target and play a 'Fire' card for the Rifle in hex F3 (red line). The American HEF is 2 and the Building has a Cover Factor of 1, so the final HEF is 1. The American player draws one card from the deck (the 'Damage Draw') and consults the lower right block. On **Hit**, the Viet Cong Rifle takes a hit, all other results are ignored. Regardless of the result, the American player puts their **Fire** card in the discard pile and places a **Fired** marker on their unit.



Combat example 2: This is the same situation, but the American player uses a **Power** card and uses one Rifle in hex E4 to fire at the Viet Cong Rifle in hex E2 (gold line). The American Rifle unit has the '**40mm**' power, which gives them +1 to the HEF. In addition, they get +1 HEF for a range of 2, and the Viet Cong have no benefit from cover. So, the base HEF of 2 the American Rifle is increased by 2 more, giving them a Damage Draw of 4 cards. As before, on any **Hit**, the Viet Cong Rifle takes a hit. If it took 3 hits in the first 3 cards it would be Shaken, Reduced and then eliminated, so the 4th card would not be drawn. Because the American Rifle used a **Power** card, mark them **Ops Complete** instead of **Fired**.

d. **Special cases:**

*1)***Multiple targets in hex:** *If there is more than one target in a hex, the attacking player may choose the target and can only choose one of them. Exceptions are: Spraying Fire (21h), Artillery (12), and Satchel Charges (22f).*

Unless a Hero is alone in a hex or the attack is made by a Sniper (21g), a Hero cannot be targeted by direct fire (without this, players would do nothing but target Heroes, drastically reducing their effectiveness).

*2)***Multiple attackers:** *All of the Eligible Units in a hex can add their HEF together, using one **Fire**, **Move & Fire** or appropriate **Power**. The attacker designates one unit as the lead unit. All modifiers, range effects, abilities and Power card effects are determined by this unit, all other units only add their HEF to this unit, modified only by **long** range and this modified HEF must be at least 1. For instance, a Viet Cong Rifle with an HEF of 1 could not support an attack at a range of 7 or more because it suffers a -1 HEF penalty at that range.*

It is not mandatory that all units in a hex must fire in a given impulse or Opportunity Fire, but if they do, they must fire at the same target.

When firing at a soft target, the HEF are summed, when firing at a Hard Target, the multiple attacks are conducted sequentially.

*Note that the **Reload & Fire** action only activates **one** unit from a previous **Fire** action, regardless of how many units were involved in that action.*

Example: Using the previous example 2, the American player activates *both* Rifle to fire on the Viet Cong Rifle. Adding the second Rifle adds +2 HEF to the attack. Even though the range is short enough that the second rifle would normally get a +1 HEF bonus, it only uses its base HEF because it is a supporting unit. Similarly, only the lead unit gets the benefit of the Power card. When the combat is over, the lead unit gets an **Ops Complete** marker and the supporting unit gets a **Fired** marker.

*3)***Desperation Attacks:** *If the total HEF is 0 (zero) or less, execute the attack as if the HEF was 1, but in such cases, the attack only hits on a* ***red*** *or* ***gold*** *Hit. If such an attack* ***normally*** *only hits on a* ***red*** *or* ***gold*** *Hit (For example, Moving Fire) it will only hit on a* ***red*** *Hit.*

Example: Using '**Move & Fire**' you normally only hit on a **red** or **gold** Hit. If this attack had an adjusted HEF of 0, it would instead only hit on a **red** hit.

*4)***Moving Penalty:** *Units firing on units marked with a* ***Moved*** *marker get +1 HEF for any ranged attacks made against soft targets, or -1 to the Targeting number against vehicles. This is to simulate vulnerability and losing cover. Some terrain types (Brush, Rice Paddy) negate this penalty. Helicopters do not suffer a moving penalty from ranged fire (17b).*

*5)***Mixed Target Moved Status:** *In rare cases, a unit with a* ***Moved*** *Marker might cohabit a square with an unmoved friendly unit. In such cases when a square is being attacked by either Spraying Fire, mortars, or artillery, figure the total attacking HEF* ***without*** *adding the +1 HEF bonus for firing on a moving target. Then resolve the attack. After resolution, conduct a further 1 HEF attack against the moving unit.*

*6)***Action/Reaction/Support cards:** *In the event that an attacker plays a card that lets a unit attack multiple times (like* **Punishing Fire***), all cards played as Support (like* **Bullet Storm***) or Reaction (like* **Unexpected Cover***) will apply to or versus both attacks.*

11. Opportunity Fire

All Opportunity Fire is a special type of attack that occurs during your **opponent's** impulse. It is the only time in **'65** that you can react to an opponent's action with a card Action (instead of a Reaction (20)). If your opponent expends movement points within the LOS and range of a friendly Eligible Unit (4c), and you have a card that gives a legitimate **Fire** action or an appropriate Power (i.e. one that states that the unit may **Fire** on or otherwise attack a unit), you may temporarily halt the opponent in any hex that meets the above requirements and fire on them. A unit may be fired on each time it enters a new hex, pivots to a new vertex (vehicles) or loads/unloads passengers (*8l*).

If more than one unit is in the hex, one that is moving, and one that is not, the Opportunity Fire targets the moving unit.

Opportunity Fire cannot be used against a unit entering **your** hex.

Resolve Opportunity Fire as you would any other Ranged Combat attack, with the following exception. If the target unit suffers **at least one hit**, it must stop moving and you place an **Ops Complete** marker on the target (in addition to it probably being **Shaken**). Note that this means subsequent attacks on that unit no longer get the +1 HEF bonus for firing on a moving target or a target with a **Moved** marker. Mark the attacker with a **Fired** marker.

Units with Abilities may use the Ability in an Opportunity Fire attack if appropriate.

Example: The **Tactical** ability☆ allows units in the same hex to redraw a card when making an attack. If a Hero with this ability was in a hex doing Opportunity Fire, this ability could be used even if the Hero was not taking part in the Opportunity Fire.

12. Artillery

Artillery is most often called as a card Action and this rule section deals with any off-board source of firepower.

a. **Artillery:** Artillery attacks the target hex and two hexes adjacent to the target hex, The attack factor of the card, whether resolved as an HEF or APF or both, attacks each hex in the pattern. To call an artillery strike, a friendly unit (including Helicopters) must have a LOS to the targeted hex and not be Shaken (10c). The hexes adjacent to the target hex do *not* have to be in LOS.

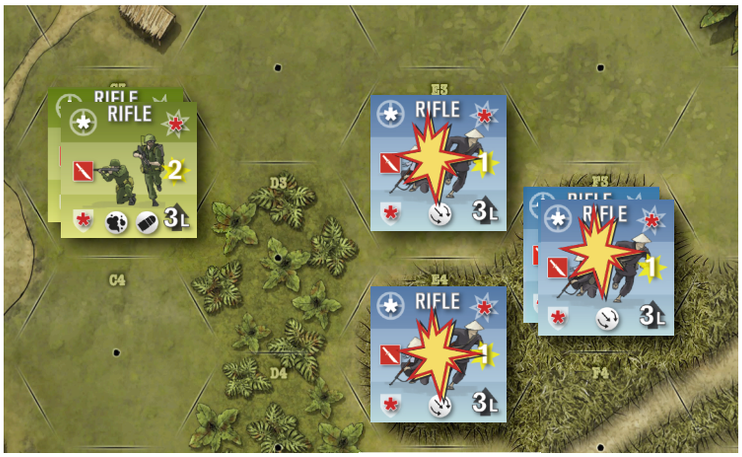
The controlling player makes a Targeting Roll with 1d6. The US player adds 1 to this Targeting roll. Subtract 1 if the Spotter's LOS passes through a Degrading hex (remember that *two* Degrading hexes will block the LOS). On an adjusted roll of 4-6 the artillery is on target, landing in the target hex and the 2 designated adjacent hexes. On a roll of 1-3, the artillery drifts to a random adjacent hex, striking that hex and two adjacent in the same pattern that was originally called for.

The player draws the number of cards indicated in the scenario for each hex attacked and consults the HE Result (10c) vs. Soft Targets, resolving hits normally. If there is more than one Soft Target in a hex, draw *one* additional card for the HE resolution for that hex. When attacking a hex of all Soft Targets, hits must be distributed evenly. In other words, all units receive one hit before any receive a second. If there is a choice when hits are uneven, randomly determine allocation of the final hit.

Hits against Hard Targets resolve by comparing the artillery's APF (which unless indicated otherwise is the same as the HEF) plus a drawn card's APF Bonus to the **rear** AF of the vehicle. Equal to or greater is a hit. Artillery hits against a Hard Target Shake the target but never eliminate it. If one of each (Soft and Hard) occupy a hex, attack each with the appropriate printed HEF (Soft) or APF (Hard).

Artillery example: The American player plays an Artillery action, designating hex E3 as the target and E4 and F3 as additional hexes affected. Note that only the target hex has to be in LOS of the friendly unit, but any other hexes affected have to be adjacent to the target hex. The American player rolls 1d6. On a roll of 3-6 the artillery is on target (a roll of 4-6, but Americans get a +1 on the roll). If a 1 or 2 is rolled the artillery strike scatters to a random hex adjacent to the target hex. Note that all hexes affected scatter in the same direction.

Artillery in this scenario has an HEF of 3. Hex E3 has one enemy unit and no Cover Factor so there will be a Damage Draw of 3 cards against that unit. Hex E4 has one enemy unit and a Cover Factor of 1, so there will be a Damage Draw of 2 cards against that unit. Hex F3 has 2 units and a Cover Factor of 1. There is 1 *fewer* card drawn because of the Cover Factor of 1, but 1 *extra* card drawn because there are two units there.



b. **Barrage Markers:** Barrage markers are placed in a hex struck by an Artillery or Mortar barrage. They are removed in the Clean-up Phase. A unit firing *from* a barrage hex subtracts 1 from its HEF *or* targeting draw. The cost of moving *into* a Barrage hex is +2 MP.



c. **Mortars:** Units with the Mortar power can call an attack which acts exactly like Artillery, but which only affects one hex. Unless adjusted by special scenario rules, the firepower of this attack is 3 HEF or 3 APF, as appropriate for target type. Mortar units can engage in direct fire at a hex in their LOS without having to roll to hit that hex, but Mortar units being spotted for by another unit make a normal roll to hit the hex and scatter on a miss just like Artillery.

Mortar example: Special scenario rules allow the Rifle in the example to the left to call a 1 hex mortar strike to any *one* of the three hexes shown for the artillery strike. However the targeting roll for hexes E4 and F3 would be one point harder because the line of sight to the hexes goes through Degrading terrain.

d. **Air Strikes:** The player picks a target hex and direction of attack. Neither the target hex nor any hex in the subsequent bombing run may be closer than 3 hexes to a friendly unit. Roll a d6. On 4-6 the bombing run begins at the target hex and impacts it and the next two hexes in the direction of attack with a 4 HEF attack on each hex as per Artillery rules. On a roll of 2 or 3 the bombing run is less effective and begins at the target hex and impacts it and the next two hexes in the direction of attack with a 3 HEF attack. On a roll of 1 the pilot cannot verify his target and leaves. Air strikes do not leave Barrage markers.

Note: The attack made by an Air Strike is *always* a straight line, aligned with the hex grid of the map.

13. Assault Combat

a. To conduct Assault Combat, an Eligible Unit (*4c*) must play a **Move**, **Fast Move**, **Let's Get 'Em!**, **Scout** or other card-driven Action or Power to enter an enemy unit's hex. Only units with the Assault or Assault+ abilities can initiate Assault or be part of a group initiating Assault. Those without either ability defend with a HEF of 1, regardless of what their printed HEF is.

A hex may only be the target of one assault per impulse. This is because Assault Combat occurs as the last action in the player's impulse.

Hence, it is possible that the phasing player can move units from multiple hexes into an opposing unit's hex (for instance with a **Let's Get 'Em!** card), and then *all* of these attacking units resolve Assault Combat as a group. The attacker is the player who moved units into the hex. The defender is the player who occupied the hex. Assault Combat results are simultaneous unless altered by card play or the status of the defender. To resolve Assault Combat:

- *Total the HEF of the attacking and defending units. This is* ***not*** *modified by range or the terrain in the defender's hex.*
- *Either side can modify their HEF by abilities, powers, or Support cards, attacker playing all cards they intend to use first.*
- *The attacker has a Damage Draw of their adjusted HEF, and consults the HE Result (every* ***Hit*** *or* ***Hit*** *inflicts a hit).* ***Do not apply the results yet****. The defender now fires on the attacker, using the same procedure. Then the results are applied to each side. Note that the* ***Ambush*** *support card allows one player's combat results to be drawn and applied* ***before*** *the other player calculates and draws theirs. A Shaken defender draws after the attacker as well.*
- *If a defender has Shaken and non-Shaken units, the HEF of the non-Shaken ones resolves at the same time as the attacker, and the Shaken ones resolve (if they survive) afterwards.*

b. If there are multiple attacking or defending units in the Assault Combat, all must be **Shaken** before any are reduced and all must be reduced before any are eliminated. Note that if a unit does not have a reduced side, destroying it counts as reducing it. For instance, an Assault Combat doing 4 hits against a defending vehicle and a Rifle would Shake both (2 hits), reduce the Rifle (1 hit), then eliminate the vehicle. If it had been 3 hits, the last hit would be allocated randomly.

c. If one side (i.e. the attacker or defender) is eliminated, the other side stays in the hex (attackers stay there or defenders do not have to retreat)..

d. If neither side is eliminated, the side suffering the most hits must retreat from the hex. If both sides received an equal number of hits, the attacker's units retreat from the hex. Attackers must retreat back to the hex they entered the combat from. Defenders must retreat directly away from the direction of the attack, and they may choose if the assault came from multiple hexes. A unit may not retreat off the map unless that map edge is a valid exit point for that unit as defined by a scenario, units may not retreat into any terrain they are prohibited from moving into and cannot retreat into enemy units. A unit which cannot retreat when required to (for instance, off the map when this is not allowed, into enemy units or would violate stacking limits) is eliminated.

e. All units taking part in an Assault Combat are marked **Ops Complete** afterwards.

f. If for any reason an *attacking* unit becomes Shaken *before* any Damage Draws are done, its attack is aborted and it retreats to the hex it entered the Assault Combat from.

g. **Vehicles in Assault Combat.** There are no special rules for vehicles in Assault Combat. Note that as they do not have the Assault ability they cannot initiate assaults and defend in Assault combat with an HEF of 1. They take hits as a one-step Leg unit, the first hit Shakes it, the second eliminates it.

14. Line of Sight (LOS)

All ranged combat, whether HEF or APF, requires that the attacker have a line of sight (or LOS) on the target.

a. **General LOS.** You can *always* see an adjacent unit. Determine if you have a clear LOS to a target by tracing a line from the center of your hex to the center of the target's hex.

b. **Blocking and Degrading.** If the LOS line crosses a hex of Blocking terrain or intersects a silhouette of a building or crosses two hexes of Degrading terrain that is not part of your hex or the defending unit's hex, then LOS is blocked, and you cannot fire. Degrading and Blocking terrain are defined on the Player Aid Card. Neither friendly nor enemy units inherently *block* LOS. Line of sight through a hex with a vehicle or wreck is Degrading terrain, however. LOS is reciprocal, if you can see them, they can see you.

Special cases: LOS traced down the *edge* of the *same* side of hexes of Blocking or Degrading terrain is *not* Blocked or Degraded. LOS traced down the edge of two hexes of Blocking/Degrading terrain, *one on each side of the LOS*, is as follows.

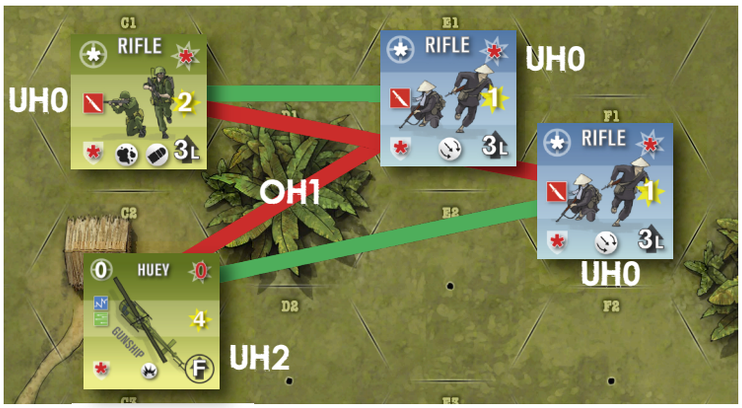
Hex 1	Hex 2	Line of sight
Blocking	Blocking	Blocked
Degrading*	Degrading*	Degraded
Blocking	Degrading*	Degraded

*Building hexes count as Degrading for this case

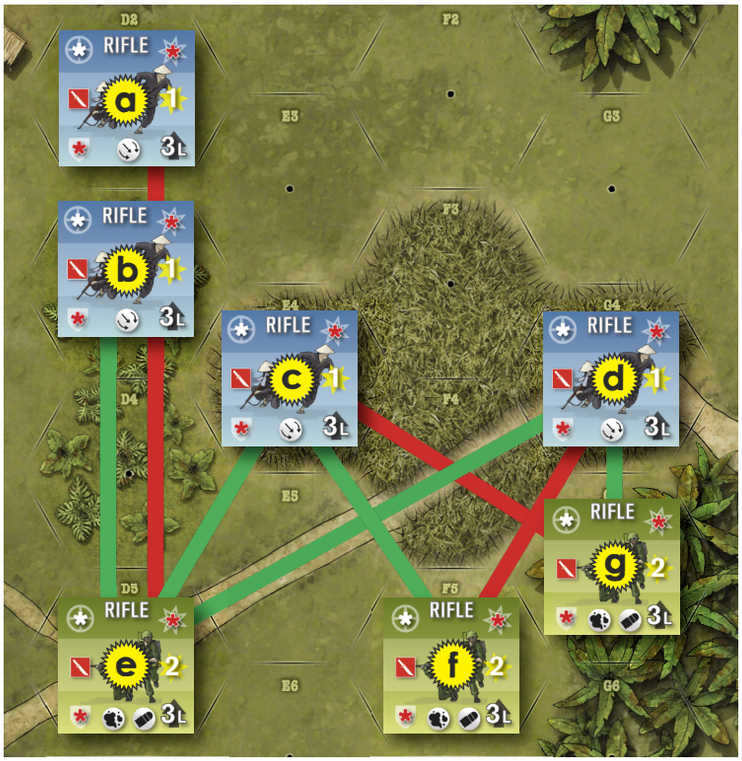
c. **Height and LOS.** There are two measures of height that matter when calculating LOS in **'65**: The Obstacle Height (OH) and the Unit Height (UH). The OH is how tall something is. For example, a Woods or Building hex is 1 level high as an Obstacle. UH is usually 1 higher than any OH for flying or hovering Helicopters and is 0 for ground units (just 0, *not* OH plus 0). An an example, a Rifle squad in a Woods hex (OH of 1) is at level 0 (no climbing in the trees in **'65**!). A Helicopter over Woods is 2 levels high (1 level above the Woods).

- *If the attacker and target have the same UH, LOS is blocked by blocking terrain taller than both.*
- *If the attacker and target have different UH, LOS is blocked by intervening terrain of equal or greater height than* ***the higher of the two,*** *or if LOS passes through blocking terrain of any height* ***adjacent*** *to the* ***lower*** *of the units.*

Example: Red lines indicate blocked LOS based on height, green lines are clear LOS. The Huey cannot see the Rifle in E1 because the terrain blocks LOS to adjacent hexes from higher elevations. The Huey can see the Rifle in F1 because the Huey is higher than the terrain and the Rifle is not adjacent to the terrain.



Example: Green lines indicate valid line of sight, red lines indicate blocked line of sight.



d-g: Adjacent units can always see each other.

b-e: Brush is degrading terrain, but there is only one intervening hex between the units, so LOS is not blocked (remember that the terrain a target is in does *not* count for LOS in or out of that hex).

c-e: The degrading terrain on *one* side does not interfere with LOS.

c-f: Even though the Kunai is a blocking terrain, blocking terrain that is on the *edge* of LOS does not block it.

d-f: Even though there appears to be LOS traced down the hex edge, the blocking terrain on *both* sides of the LOS path means that LOS is blocked.

a-e: This LOS is traced through two hexes of degrading terrain (Brush), so LOS is blocked.

d-e: Even though LOS passes through blocking terrain (Kunai), it is traced directly down the road so there is a valid LOS.

c-g: This LOS is traced through blocking terrain (Kunai) and is *not* down the road, so LOS is blocked.

Note: Hexes with buildings are a special case. It is simultaneously a Blocking terrain if LOS crosses the silhouette of the building and Degrading terrain otherwise. If a LOS passes *directly* down a hex line, one side of that line has a Building hex and the other has a Blocking or Degrading terrain, that Building hex is counted as Degrading. So, an LOS with a Jungle (or Building) on one side and a Building on the other would count as Degrading.

15. Vehicle Combat

Movement classes W, T and O comprise vehicles. Vehicle combat in **'65** is a two-step process. The firing unit must first hit the target, and then the shot must penetrate the target's armor.

a. **Hitting the Target**. To attack a target, a player plays a **Fire**, **Move & Fire**, or another Action, Reaction or Power that gives a **Fire** ability, then designates the firing unit and the target. A target must be in the LOS (*14*) of the firing unit. Count the number of hexes from the firer to the target. Count the target's hex, but not the firer's. This range is the base 'to hit' number. Modify this by subtracting the firing unit's Targeting Modifier (a negative value *adds* to the range), and then adding the Cover Factor of the target's terrain and +1 for any Degrading terrain (CF or Degrading adds to effective range). The modified result is the final 'to hit' number.

b. **Draw a card.** If the Targeting Number (in the lower left block, gold in the example to the right) is equal to or greater than the 'to hit' number, the target is hit. If the card's Targeting Number also reads 'MF' and the firing unit is using a **Move & Fire** action, then the shot automatically misses. If it reads 'Turret hit', then any shot that hits will hit the target's turret (or other more heavily armored portion of the vehicle) and the target's Armor Factor is increased by 1 for the next step.

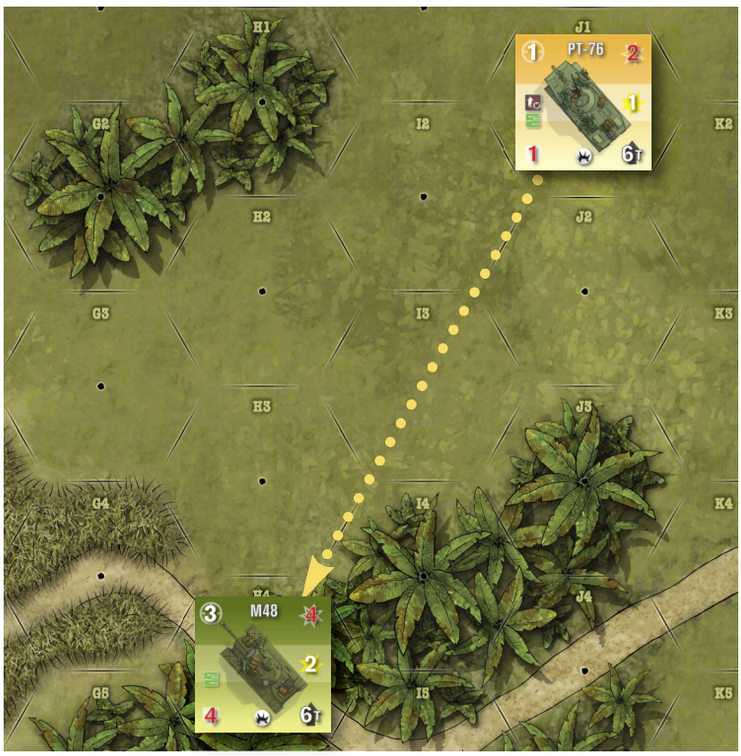


c. **Destroying the Target**. To determine if the target is destroyed, draw a card and add the APF Bonus (in the lower right block, **red** in the card example) to the firing unit's APF, modified by the AP Range Modifiers table, to obtain the modified APF. If the modified APF is **greater than or equal** to the target unit's AF, the target is destroyed. Flip the target vehicle to its wreck side.

The lower right block might *also* display:

- *Shaken:* The vehicle target is Shaken.
- *Dud!:* The shot has no effect.
- *Destroyed!:* The vehicle target is destroyed.
- *Hit:* Ignore "Hit" results of any color. These only apply to Soft Targets.

Vehicle example: It is the NVA player's impulse. They play a **Fire** Action and declare that the PT76 in hex J1 will fire on the American M-48 in H4. The range is 4 and this becomes the base to hit number. *Subtract* the PT76's Targeting Modifier (1) and *add* the Cover Factor of a Jungle hex (1). The modified 'to hit' number is 4.

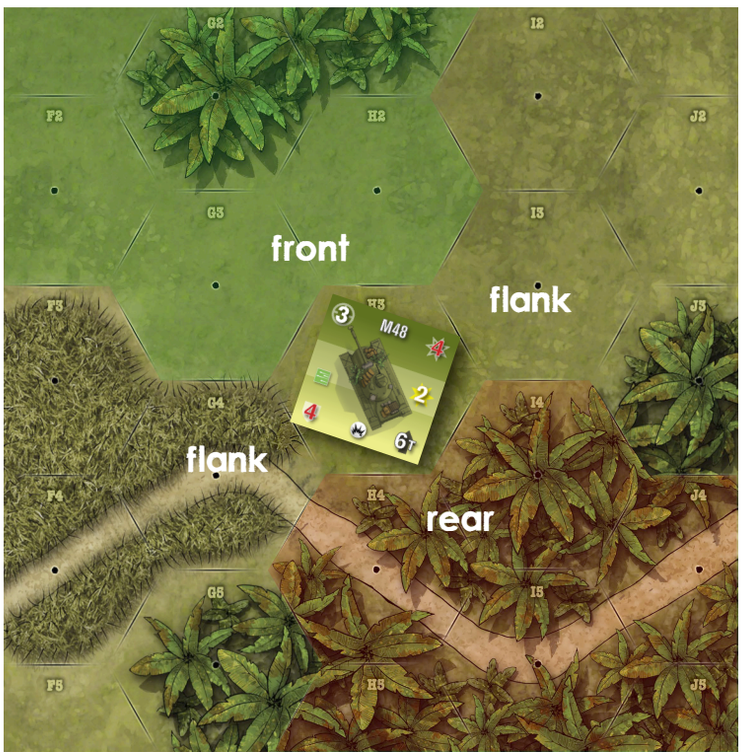


The NVA player pulls the top card from the deck and checks the TN (lower left block). If it is equal to or greater than 4, the M-48 is hit. Let's say the NVA player drew a 4 and hit the M-48. Then take the PT76's APF of 2, and add 1 for being within 4 hexes of its target, for a modified APF is 3. The NVA player draws a card and adds its APF Bonus (lower right block). We'll say the number is -4 (*there are negative numbers*). So 3 plus -4 is -1. Since -1 is *less* than the M-48's AF of 4, the shot caroms off into the jungle and the M-48 lives to fight again.

d. **Target Facing**. Soft Targets have no facing, but vehicles (including trucks) must face a hex corner. The vehicle's front is defined as the corner with the vehicle's Targeting Modifier; it is also the direction in which the vehicle faces. Vehicles can fire in a 360 degree arc unless they have the Fixed Weapon attribute. Units with a Fixed Weapon only fire through their front arc, unless they play a **Move & Fire** action, which lets them pivot in their current hex. Vehicles can only move into their front arc, as shown in the image below. If they wish to move to a hex outside of their frontal arc, they must first pivot. Pivoting to a new hex corner costs 1 MP. A vehicle may reverse directly into a rear hex *without* pivoting by paying +1MP for each such hex entered. The unit retains its initial facing.

If a shot strikes a vehicle in its flank armor, 1 is subtracted from its armor, and for rear armor, 2 is subtracted from its armor. For example, an M-48's rear armor value is 2. This does not apply to vehicles which count as soft targets *(2c)*.

If a shot hits a vehicle down the hexside splitting the front and flank facing, it is considered to have hit the front armor. By the same token, if a shot hits a vehicle down the hexside splitting the flank and rear armor, it is counted as a hit on the flank armor.



16. Rally



a. Shaken units do not automatically recover at the start of each turn. The **Shaken** marker is only removed through use of an Action like **Rally**. By rallying a unit, a player may eliminate or at least, mitigate the effects of enemy fire. To rally a unit, designate the unit being activated and play a **Rally** or **Bloodlust** Action. You may only rally an Eligible Unit (4c). If **Rally** is used, replace the Shaken marker with an **Ops Complete** marker, and if **Bloodlust** is used, simply removed the Shaken marker.

b. **Reconstitution**. If a reduced, unshaken, Eligible Unit (*4c*) is not adjacent to an enemy unit, you may use a **Rally** or **Bloodlust** action to reconstitute the unit. Play the Action, designate the unit, and flip the unit to its full strength side. Mark the unit with an **Ops Complete** marker, if a **Rally** action was used. Do not mark the unit if a **Bloodlust** action was used. You cannot use the same **Rally** or **Bloodlust** action to remove a **Shaken** marker *and* reconstitute a unit. It takes two separate actions (you cannot use the **Rally 2** action for this because the first **Rally** would make the unit **Ops Complete** and thus ineligible to be the target of the second **Rally**).

17. Helicopters



Vietnam was America's first war where helicopters played an important part, not just for delivering troops but also in providing fire support.

a. **Activation**. The owning player may play *any* card to activate a helicopter as a **Move**, **Fire**, **Move & Fire**, or **Rally** action. The owning player *must* play a **Power** card to use a helicopter's Explosive Rounds power (*22c*) and may play any other appropriate Action card as written. A **Bloodlust** card rallies helicopters as per *16b* (i.e. remove **Shaken** marker, do *not* place an **Ops Complete** marker).

b. **Movement**. Helicopters have three movement modes: Flying, Hovering, and Landed. Helicopters may change their movement mode as the *first* thing they do in their impulse. That is, if you designate a helicopter as a unit you are playing an Action for, you declare if it is going to be Flying, Hovering or Landed until the start of its *next* activation.

Helicopters may change to any movement mode from any other, assuming this is a legal change. For example, a Flying helicopter may change to Landed, but *not* over terrain it is prohibited from landing in. Helicopters ignore the cost of the terrain below them. Helicopters have three modes of movement:

- *Flying:* Helicopters in Flying Mode have unlimited movement. If in this mode they must move at least 1 hex if activated. They are considered to be one level above the terrain in their hex (*14c*). Helicopters using a **Move & Fire** order my move as many hexes as desired before firing. Helicopters in Flying Mode only hit Soft Targets on **Hit** or **Hit** HE results and suffer the same penalties as moving vehicles if firing at Hard Targets (MF is an automatic miss). When a helicopter enters from off board, it is in Flying Mode until the next impulse where the mode can be changed again. Flying helicopters may only turn 1 vertex per hex entered and unlike vehicles this facing change has no MP cost.
- *Hovering:* Helicopters in Hovering Mode may not move. Helicopters in Hovering Mode hit Soft Targets on **Hit** HE results and fire without penalty on Hard Targets.
- *Landed:* Helicopters may only land in Clear and Brush hexes that are free of enemy units. Landed helicopters cannot move. Landed helicopters only hit Soft Targets on **Hit** or **Hit** HE results and cannot attack Hard Hargets or use their Explosive Rounds power (*22c*).

Only Landed helicopters may load or unload passengers. Such loading/unloading is the same as for other transport units (*8*).

EU helicopters may activate in the Reserve Phase. Helicopters not within 3 hexes of an enemy unit may change mode and/or expend up to 8 movement points in the Reserve Phase, and even unload passengers if landed. Helicopters must stop in the Reserve Phase if moved within 3 hexes of an enemy unit. Helicopters that begin the Reserve Phase within 3 hexes of an enemy unit may change mode and expend up to 1 movement point, but may not *unload* passengers.

c. **Transporting Passengers**. Only Landed helicopters may load or unload passengers. Loading costs the passenger 1/2 of its MF (round fractions up). If the helicopter is an Eligible Unit, it may be activated to move or fire according to the rules of movement in 17b (i.e. any card may be used to activate a helicopter for movement).

Note: This is even if the helicopter loaded units. Since it effectively has unlimited MF, spending half its MF to load units does not prevent it from taking off and firing. However, this specific case *would* be counted as **Move & Fire**.

Note: If an actual **Fast Move** action is used to activate a helicopter to land and unload units, the unloaded units *do* get the benefit of additional MF.

d. **Helicopter combat**. Helicopters are unique units. They are both hard targets and soft targets (like Trucks), and have the following properties:

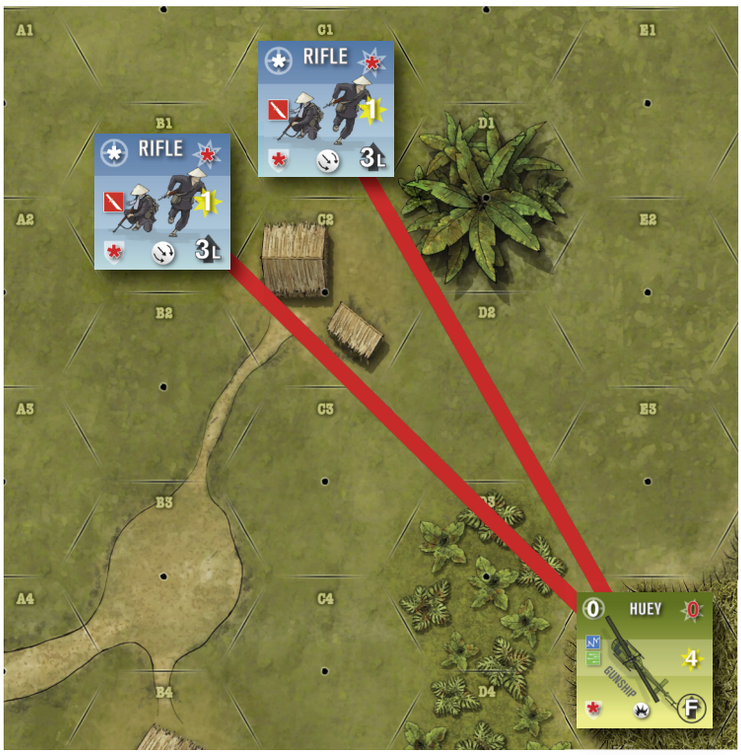
- *Helicopters are Difficult Targets (21c).*
- *Helicopters in Flying mode get a Cover Factor of 1, so attacks against Flying helicopters get a 2 HEF penalty (-2 HEF). Helicopters in Flying mode may not be targeted by APF, they are simply moving too fast to be targeted.*
- *When hovering or landed, helicopters may be targeted as if they were Hard Targets (in the same manner as Trucks). A successful hit and destruction (15c) destroys the helicopter.*
- *Artillery, Mortars or similar effects only affect Landed helicopters and attacks them as Soft Targets.*
- *When a helicopter is destroyed, place a wreck in its hex if it was hovering or landed. A flying helicopter that is destroyed instead will crash in one of the two hexes it is facing (determine randomly). A crashing helicopter (hovering or flying) conducts a 2 HEF attack on any Soft Target in the hex and/or a -2 AP attack on any Hard Target in the hex (automatically hits). Passengers of a hovering or flying helicopter that is destroyed are eliminated. Passengers of landed helicopters that are destroyed are. affected as per the Transport Units rules (8).*

e. **Helicopter line of sight**. Flying and hovering helicopters fly above the terrain below them. They can be seen from anywhere on the map with the. following exceptions:

- *LOS traced from the helicopters through Jungle and Building hexes creates a one hex blind spot immediately behind the jungle or building hex.*
- *This LOS is reciprocal.*
- *Helicopters can see into but not through Smoke.*
- *Landed helicopters trace LOS the same as other ground units.*

Example: In the illustration below, the Huey can see the Viet Cong Rifle in hex C1 but not B1. Note that the Huey is 1 level above the terrain, and since Kunai is an Obstacle Height of 0, the Huey is at level 1, which is also the Obstacle Height of the building and jungle.

For hex C1, the LOS is traced down the edge of two opposite side hexes where one is a Blocking terrain (Jungle) and the other is Degrading terrain (a building hex where LOS does *not* cross the building). So, there is LOS but it is Degraded (-1 to HEF). For hex B1, the LOS traced from the center of one hex to another barely crosses the building, so since the Huey and building are the same height, it has no LOS to hexes that cross the building silhouette. And even if the Huey was higher (like above Jungle), the building hex still generates a 1 hex blind spot behind it, so LOS would be blocked in any case.



f. **Abilities and Powers**. Helicopter Powers are activated normally. For example, to use its Explosive Rounds Power the owner of a Huey Gunship must play an Action Card with **Power** on it. Passengers on Helicopters may *not* use Powers or Abilities.

18. Action Cards

Unless otherwise stated on the card, all Actions, Supports, and Reactions apply to only one unit Remember that you can only use one of the two Actions on a card in any given impulse. Unless noted otherwise, actions on cards supersede game rules. Keywords in **red** denote whether the card can count as a **Fire** or **Move** Action for other purposes (like Opportunity Fire (*11*)).

a. **Artillery**. Attacks target hex and two adjacent hexes to the target hex. See *12* for full details.

b. **Bloodlust**. This action allows you to Rally (*16a*) or reconstitute (*16b*) one Eligible Unit (*4c*). Remove the **Shaken** marker, do not mark the unit with an **Ops Complete** marker.

c. **Canister**. May only be declared for vehicles with the **Explosive Rounds** power. The vehicle may **Fire** and add 2 HEF to its normal HEF. Maximum range is 4 hexes.

d. **Command Ops**. Draw a card and then play up to two **additional** actions (these require Action cards). For example, you may play the **Command Ops** card and then play **Fire** for one hex of units and **Move** for another or hex of units. If the turn ends during the card draw, both actions are lost, or if during the execution of the first action, the second action is lost.

e. **Fast Move**. **Move** one hex of Eligible Units (*4c*) up to the limit of their Movement Factor, but they get +1MF. Units are not required to move the same distance or along the same route, but no unit can use more than its available MF. Mark the units with a **Moved** marker.

f. **Fire**. Allows you to **Fire** with some or all of the Eligible Units (*4c*) in a hex. Attacks with multiple units combine fire (*10d(2)*) and must be at the same target. Vehicle HEF can combine with Leg unit HEF, but APF sources attack separately. That is, a tank and a rifle *could* combine HEF, but a tank and a LAW team could *not* combine APF. Mark all firing units with a **Fired** marker.

g. **Let's Get 'Em!**. You may **Move** up to 2 hexes of Eligible (*4c*) Leg units that start within 2 hexes of each other. Mark all units that move with a **Moved** marker.

h. **Move**. **Move** one hex of Eligible Units (*4c*) up to the limit of their Movement Factor. Units are not required to move the same distance or along the same route, but no unit can use more than its available MF. Mark the units with a **Moved** marker. You are not required to move all units in a hex with this action, but all units in the hex that do move must move at the same time.

Note: Remember that units moving with a Hero get to use the MF of the Hero, provided the Hero stays with those units for their entire movement.

i. **Move & Fire**. An Eligible Unit (*4c*) may **Move** up to one half its Movement Factor, with fractions rounded up. The unit **must** then **Fire** if it was not **Shaken** while moving. If the firing unit is a vehicle, an 'MF' on the targeting draw (in the TN block) is an automatic miss. If the unit is firing at a Soft Target, only **Hit** or **Hit** hits the target. Mark the unit **Ops Complete**. The defending player conducts any Opportunity Fire (*11*) before any Fire part of this Action resolves.

Note: You cannot use this card with the intent to **Move** to a hex you cannot **Fire** from.

j. **Punishing Fire**. A single Eligible Unit (*4c*) may **Fire** twice. The target may retreat 1 hex between attacks. This retreat must end with the target unit *farther* from the firing unit than it started and the retreating unit may not retreat into an enemy hex. Mark a retreated unit with a **Moved** marker after the second attack. If *already* marked **Moved** mark it **Ops Complete**. If already marked **Ops Complete**, the unit may not retreat.

k. **Rally**. Remove a **Shaken** Marker from an Eligible Unit (*4c*). Place an **Ops Complete** marker on the unit.

l. **Rally 2**. Remove a **Shaken** Marker from one or two Eligible Units (*4c*). Place an **Ops Complete** marker on the units.

m. **Reinforcements**. You may play this, then draw another card and may play another Action unless the turn ends with that card draw.

n. **Reload & Fire**. One unit marked **Fired** may **Fire** again at its original target. Add 1 to the unit's Targeting Modifier or HEF. Mark the unit **Ops Complete**.

o. **Scout**. You may **Move** one Leg unit (not one hex of units), but that unit only pays one Movement Point per hex entered. For example, you could move through 3 jungle hexes for only 3 Movement Points.

p. **Second Wind**. Remove a **Moved** or **Fired** marker from *one* unit.

q. **Sniper**. Take a random card from opponent's hand and then take an action.

19. Support Cards

Remember that only 1 Support card of a particular name can be used to support an Action.

a. **Aimed Shot**. Add 2 to unit's Targeting Modifier when firing on a Hard Target *or* negate all Cover Factor for Soft Targets. May not be used with **Reload & Fire** or **Move & Fire**. Does *not* negate LOS, targeting or HEF modifiers that are *not* CF (for instance, Degrading, Smoke or Foxholes).

b. **Ambush**. May be used as Support (attacker) *or* Reaction (defender). The player's unit(s) may fire first in Assault Combat, assessing all hits on the target before the target returns fire. May not be played on a unit that is **Shaken**, or a unit that does not possess the Assault or Assault+ icon.

c. **Bullet Storm**. Add 1 to the HEF of an attacking Leg unit. May be used in either Ranged Combat (*10*) or Assault Combat (*13*).

d. **Critical Hit**. Add 2 to the firing unit's APF against a Hard Target or redraw 1 card vs. a Leg unit. Versus vehicles, play after vehicle is successfully targeted but before the Damage Draw is done.

e. **Grenades!**. Add 1 HEF when attacking the same (assault) or adjacent hex.

f. **Panic**. Play *after* any attack resolves against an infantry (Leg) unit (an exception to normal Support card play). Remove the targeted unit if it is reduced and **Shaken** (*10c*).

g. **Retreat**. May be used as either Reaction *or* Support. Ignore the Assault results for *both* sides. This card may be played at any point in the Assault Combat process, including after all hits are resolved (you just undo them). The player using the Reaction/Support must retreat all friendly units from the hex. Return them to the hex from where they entered the Assault or, if the the defenders, retreat them directly away from the hexside from which the attackers entered the hex. This card cannot be played by the defender unless there is a valid retreat path. Mark all participating units in the Assault Combat **Ops Complete**.

20. Reaction Cards

Remember that only one Reaction card of a particular name can be used to respond to an Action or Support. In case of timing questions, defender has first opportunity to play Reaction cards.

a. **First Fire**. Play after your opponent declares they are firing. Both attacker and defender **Fire** simultaneously and the results are assessed after. May only be played on a defending Eligible Unit or a Phasing Player unit executing a **Move & Fire** action. That is, if someone Opportunity Fires on your vehicle during a **Move & Fire**. The unit using the First Fire is marked **Fired** (or **Ops Complete** if it was using **Move & Fire**).

b. **Glancing Shot**. Subtract 2 from the firer's APF bonus draw. Play after the vehicle (Hard Target) is hit, but before the AP bonus draw.

c. **Light Wounds**. One Leg unit may ignore one Hit that would otherwise apply. This Reaction must be played at the time the hit is taken, usually before any subsequent Damage Draws.

d. **Unexpected Cover**. Acts as a CF of 2 for Hard targets and a CF of 1 for Soft Targets. The latter ability does not apply vs. Snipers (*21g*). This Reaction may be used in Assault Combat and reduces the enemy Damage Draw by 1 card. Must be played before the drawing player begins their Damage Draw.

1st Edition Kickstarter Expansion Cards:

a. **Claymore**. Play when NVA/VC enters hex adjacent to US leg unit. Draw a card. **Hit** inflicts 1 hit.

b. **Punji Stakes**. Play when US leg unit enters a Jungle, Kunai or Brush hex. Draw a card. **Hit** inflicts one hit.

c. **Recon Patrol**. Randomly choose and discard a card from opponent's hand, may then play a second action.

d. **Regroup!** Discard your hand and draw 4 cards. This means discard your entire hand, every card in your hand, be it 1 card or 4 cards, and then draw 4 cards.

e. **Scrape.** Non-Hero leg unit digs foxhole in hex. Place **Ops Complete** on that unit, but player may take another action.

f. **Sneak**. One unit may **Move** one hex. No op fire is allowed on unit if destination hex has CF 1 or greater. If the Move is into an enemy hex, count the Assault Combat as having played the **Ambush** support card (*19b*).

g. **Sudden Downpour**. The card must be played immediately when drawn into a hand, but does not count as the card play for the turn. Draw next card to see if downpour begins (on a **Hit**). Do not replace in hand with another card. Visibility is limited to three hexes. The range bonus is available only when firing on an adjacent hex. Downpour ends when the turn ends.

h. **Tactics**. **Fire** from one hex, then **Fire** from another hex within two hexes of first firing hex.

2nd Edition Bonus Action Cards

a. **Aggressive.** Play as your bid for Initiative. Automatically gain the Initiative.

b. **Airstrike** (US/ARVN only). Call an Airstrike as per Airstrike rules (*12d*).

c. **Conditional End Turn.** Draw a card, if there is a **Hit** in the HE result block (lower right block), count this as an End Turn card. If there is not a **Hit**, just place this card in the discard pile. Note that you must *immediately* draw the next card and apply the result. *This interrupts combat resolution or filling your hand*. After resolving the Conditional End Turn resume the combat resolution or hand filling, as appropriate.

d. **Die, Yankee Die** (Communist only). Two VC Rifle squads appear in any hex with a Cover Factor ≥ 1 (subject to stacking limits) and immediately take a **Fire** or **Move** action. If action ends in an Assault Combat, add 1 HEF to the VC attack total.

e. **Fire or Move**. Like the card reads, you can use it as either a **Fire** or **Move** card.

f. **Let 'em Have It!**. Activate 2 hexes of EU to **Fire**. Each hex must fire at a different target.

g. **Recon Patrol**. Randomly choose and discard a card from opponent's hand, may then play a second action.

h. **Regroup!** Discard your hand and draw 4 cards. This means discard your entire hand, every card in your hand, be it 1 card or 4 cards, and then draw 4 cards.

i. **Sandbags**. Add 2 to a vehicle's armor factor or 1 to a leg unit's Cover Factor.

j. **Supreme Effort**. Remove all markers from one unit.

k. **Time is an Illusion**. Search the draw pile for the next **End Turn**. Remove it, shuffle the draw pile, and without looking at the faces of the draw pile, reinsert the **End Turn** wherever you like.

k. **Veteran Medic**. Ignore the last one or two hits. Leg unit only.

21. Abilities

Remember that Abilities are generally a constant feature of the Unit that has them.

a. **Assault.** The unit is capable of initiating Assault Combat (*13*). A unit must have this. ability or Assault+ to initiate Assault Combat, but may defend with an HEF of 1 regardless.

b. **Assault+.** Add 1 to HEF in Assault Combat.

c. **Difficult Target.** Subtract 1 from targeting draw against it if it is a Hard Target or subtract 1 from the attacking HEF if it is a Soft Target, for a unit attacking this unit with Ranged Combat (*10*) or Artillery (*12*) if alone, but does not apply in Assault Combat (*13*) or against Snipers (*21g*) unless it is a Helicopter. If with other units and targeted by Artillery, there is no HEF effect, but the Difficult target is hit last.

d. **Inspirational.** One unit in an adjacent hex may join in Ranged combat initiated by this unit's hex. A unit cannot utilize the Inspirational Ability if it is **Shaken** or **Ops Complete**.

e. **No Move & Fire.** Unit cannot use the Move & Fire Action.

f. **Pathfinder.** This unit, and any units moving with it, only pay 1 MP per hex entered. A unit cannot utilize the Pathfinder Ability if it is **Shaken** or **Ops Complete**.

g. **Sniper.** This unit receives no range bonuses or penalties and has unlimited range, and its targets receive no CF modifiers from either terrain or cards. A sniper does get the +1 HEF modifier when firing on a moving unit or a unit marked with a **Moved** marker. Snipers may fire with other units in its hex or an adjacent hex (see Inspirational), but lose their ability to negate cover when doing so. Snipers may not use the Bullet Storm (*19c*) Support.

h. **Spraying Fire.** When this unit is the lead unit in an attack, *before* the Damage Draw it *may* choose to distribute its hits evenly throughout the target hex. That is, the designated target is *all* units in the hex instead of one unit in the hex. For example, if an M60 targets a hex with two Rifle units, chooses Spraying *before* drawing cards and gets two hits, both NVA units are Shaken. **Note:** Non-Hero units take a hit before a Hero. If there is a choice when hits are uneven, decide randomly.

Example: In the illustration below, a US M60 and Rifle are firing on hex D1. The M60 has 2 HEF and the Rifle gives +2 HEF. The Jungle gives a Cover Factor of 2 (for Viet Cong), for final attack of 2 HEF.



The player can choose *before drawing* to either do both draws against one Rifle, or allot hits between both. In the first case if the draws were **Hit**, **Hit**, then *one* Rifle would take 2 hits, and if this happened in the second case, *each* Rifle would take 1 hit.

i. **Tactical.** Units in the same hex with this Hero may redraw a card during Ranged or Assault combat. A unit cannot utilize the Tactical Ability if it is **Shaken** or **Ops Complete**. Note that the unit with this ability does not have to take part in the attack in which the ability is used.

22. Powers



Powers only come into play if you activate the Unit using a card with **Power** between the text blocks. A Unit will be marked **Ops Complete** *after* completing Actions using a Power.

Shaken units cannot use Powers. As for Actions, keywords in **red** denote whether the card can count as a **Fire**, **Move** or other Action, *in addition to* the action described in the Power.

a. **40mm: Fire** the unit, and any other unit(s) in the hex that the player wishes. Add +1 HEF to the unit's attack. The target must be within 3 hexes of the firing unit.

b. **Charge: Fast Move**, if movement ends in Assault Combat, add 2 to this side's total HEF (not per unit, the total for that side).

c. **Explosive Rounds: Fire** the unit. Add 2 to the unit's HEF.

d. **Kill Shot: Fire** the unit and add 1 HEF to the unit's attack.

e. **Leadership:** Remove one **Ops Complete**, **Moved**, or **Fired** marker from a friendly unit.

f. **Mortar:** Call an attack which acts exactly like Artillery, but which only affects one hex. Unless adjusted by special scenario rules, the firepower of this attack is 3 HEF or 3 APF, as appropriate for target type. This unit can engage in direct fire at a hex in their LOS without having to roll to hit that hex, but Mortar units being spotted for by another unit make a normal roll to hit the hex and scatter on a miss just like Artillery.

Note: No unit in the *base* game has this power.

g. **Satchel Charge:** Conduct a satchel charge **Fire** attack against an adjacent hex. Satchel charge attacks have a HEF of 5 and may not be combined with other HEF or Support cards. The hits inflicted are spread equally among all units in the target hex. A Satchel Charge attack may hit units in a Bunker (*23b*) from *any* facing.

As with Artillery and Spraying Fire, non-Hero units take a hit before a Hero. If there is a choice when hits are uneven, attacker chooses.

h. **Smoke:** The unit may place smoke in either its hex or one adjacent hex. If the unit also has the **40mm** Power, it may place the smoke up to 3 hexes distant. Smoke is Blocking terrain, covers the entire hex, and is infinitely high, blocking the LOS of a sighting unit on a hill or a helicopter to a ground unit. Units in a Smoke hex receive a +1 CF.

Units firing *from* a Smoke hex subtract 1 from their HEF. Place the Smoke marker with the 'Smoke 2' side up. Flip all Smoke markers that begin the Clean Up Phase on their 'Smoke 2' side to 'Smoke 1'. Remove all Smoke markers that begin the Clean Up Phase on their 'Smoke 1' side."



23. Fortifications

Fortifications are usually placed before scenario start in any terrain except buildings or ponds, but there may be cases in which cards can be used to create them. Special scenario rules may grant exceptions to this.



a. **Foxholes**. Leg units in a hex with a Foxhole are considered in the Foxhole. The first actual **Hit** of any *non-Assault* attack (including Artillery) targeting a Leg unit in a Foxhole is redrawn and the new result applied. Vehicles get no benefit from a Foxhole, but may enter a hex with one.



b. **Bunkers**. Bunkers face a hex corner in a similar manner as vehicles do, the flat side of the Bunker from which the arrow points facing the vertex. Only Leg units may be in a Bunker. Vehicles get no benefit from a Bunker, but may enter a hex with one.

Units *in* a Bunker can only make HEF and APF attacks through the Bunker's front facing and can only be the target of *non-Assault* attacks through the front facing.

Exceptions are that 1) the Satchel Charge Power may attack units in a Bunker from *any* facing and 2) Artillery is assumed to attack from any facing desired (front in this case).

All Leg units in a Bunker hex are considered *in* the Bunker and get +1 CF *in addition to* other cover modifiers.

Any Action card may be played to get the effect of **Second Wind** (*18p*) for one unit in the Bunker.

The Bunker itself (instead of its occupants) may be attacked from any facing as if it were a Hard Target with an AF of 4, and this includes the option of Artillery used for AP firepower instead of HEF. A Destroyed result (*15c*) replaces the Bunker with a Rubble marker and inflicts two **Hits** on *each* unit in the Bunker. A Shaken (*15c*) result Shakes all units in the Bunker.

If an unshaken unit occupies a bunker during the Reserve Phase it can remove it from the map. Consider the bunker destroyed for VP calculation.



c. **Wire**. Leg units must stop on entering. Wheeled units cannot enter. Tracked units pay +3MP over the normal cost of the hex. Cover Factor is -1.

24. Scenarios

'65 is played through a series of scenarios. Each scenario defines a set of circumstances, units that participate, and victory conditions. Control is defined as either having a unit in the hex or being the last side to have a unit in the hex. Unless stated otherwise a side controls all hexes it is eligible to set up in and the top of the map display is always North.

a. **Reinforcements:** Reinforcements in scenarios are only able to be moved into play with a Move action (or equivalent) or during the Reserve Phase. Multiple units can be moved into play as long as it does not exceed stacking limits.

b. **Bonus Victory Conditions:** Before setting up their forces, each player draws two random Bonus Victory Condition cards and keeps one. If it is impossible to achieve the condition, for example you must kill an enemy Hero, but the enemy is not given a hero in the scenario or the player must exit units off the opposing player's map edge, but no opposing map edge is defined, draw another card. Fulfilling the bonus condition awards a scenario-defined number of victory points.

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'65: Terrain Effects Chart

Terrain	Wheel	Off-road	Leg	Tracked	CF[1]	LOS/OH	Notes
Brush	2	1	1	1	*	Hex degrades/0	Negates Moving Penalty (see p.12)
Building	Prohibited	Prohibited	2	4[3]	1/2	Silhouette Blocks/1	CF1 for black center dot, CF2 for red
Cemetery[4]	Prohibited	Prohibited	1	4	1	Hex Degrades/0	
Clear	2	1	1	1	0	Clear/0	
Jungle	Prohibited	4[2]	2	3[2]	2/1	Hex Blocks/1	CF2 for VC/NVA, CF1 for US and other
Kunai	3	2	2	1	1	Hex Blocks/0	
Rice Paddy[4]	Prohibited	Prohibited	2	Prohibited	*	Hex Degrades/0 (Leg target only)	Negates Moving Penalty (see p.12)
Road	1	1	1	1	0	Clear/0	Units that spend all MP on road get +1MP Vehicles using roads always have CF0
Rubble	Prohibited	4	2	2	2	Hex Degrades/1	Created by scenario-delineated artillery, vehicle entering building or other SSR
Shellholes[4]	4	3	1	2	1	Clear/0	Hex 4K11
Wall[4]	Prohibited	+3 and COT	+1 and COT	+2 and COT	+1	If not adjacent, hex side degrades/0	COT: MP cost of terrain entered. CF is in addition to other terrain in hex
River[4]	Prohibited	Prohibited	Prohibited	Prohibited	n/a	Clear/0	
Wire	3	3	Must stop	3	-1	Clear/0	See rule section 23c
Wreck/Vehicle	Same as other	Same as other	Same as other	Same as other	+1	Hex Degrades/0	CF is in addition to other terrain in hex
Barrage	+2 and COT	+2 and COT	+2 and COT	+2 and COT	+0	Hex Degrades/1	-1 to HEF or targeting roll to fire out of
Smoke	Same as other	Same as other	Same as other	Same as other	+1	Hex Blocks/infinite	CF is in addition to other terrain in hex

1. The Cover Factor is subtracted from the attacking unit's Targeting Modifier or the number of HEF results cards drawn. Maximum total CF for a hex is 3.
2. Only if hex is bordered by 4 non-jungle hexes.
3. Upon entry draw a card, if HE result is **Hit**, tracked vehicle is Shaken. Place a Rubble marker in hex.
4. On Map 4.

