THE LOST VALLEY

The Siege of Diên Biên Phu

A SOLITAIRE GAME by JACQUES RABIER

RULE BOOK v1.6

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[1.0] INTRODUCTION

[1.1] Game Overview

The Lost Valley – The Siege of Dien Bien Phu is a solitaire dice and card-driven board game of tactics and resources management about the battle of Dien Bien Phu, which saw the defeat of the French Expeditionary Corps in Indochina by the Vietnamese People's Army in 1954.

This battle signaled the beginning of the end for the French Colonial Empire and the first steps towards independence for Vietnam.

You will assume the role of Colonel Christian de La Croix de Castries, Commander of Dien Bien Phu's garrison. You are besieged by five Viet Minh Divisions under General Võ Nguyên Giáp.

The French gamble to establish an air and land base deep in enemy territory in order to draw the Viet Minh into a decisive battle and destroy them with superior French firepower has badly backfired. You are now encircled, outnumbered and outgunned. You will need to carefully manage supplies, skillfully use your elite units as well as your air, armor and artillery assets while keeping the garrison's morale high in order to hold out as long as possible. All of this in the face of adverse events and relentless Viet Minh Assaults while hoping that your resistance will have a favorable and decisive impact on the 1954 Geneva Conference peace talks.

Good luck Colonel!

[1.2] List of Acronyms and Abbreviations Used in the Game

- **AAA** Anti-Aircraft Artillery.
- **AP** Action Points (see rule 6.0).
- **ASP** Air Support Points (see rule 7.0).
- **CAS** Close Air Support (see rule 7.2.3)
- **CM** Camp Morale (see rule 10.0).
- **CR** Center of Resistance (see rule 2.2.1).
- **DAS** Deep Air Support (see rule 7.2.2).
- **DBP** Dien Bien Phu (see 2.2 & 2.2.1).
- **DRM** Die/Dice Roll Modifier (see rules 2.5.1).
- **DZ** Drop Zone (see rule 2.2.6).
- **GONO** Groupement Opérationnel du Nord-Ouest (North-West Operational Group).
- **PC** Poste de Commandement - French for Command Post – (See rule 17.0)
- **RP** Resource Points (see rule 9.0).
- **SEAD** Suppression of Enemy Air Defenses (see rule 7.2.1).
- **SITREP** Situation Report (see rule 2.5.2).
- **TAOR** Tactical Area Of Responsibility of Viet Minh Divisions (see rule 2.2.3 & 12.3.1).
- **VM** Viet Minh (see rule 2.3.1.8).
- **VP** Victory Points (see rule 17.0)
- **VPA** Vietnamese People's Army.

[2.0] GAME COMPONENTS

[2.1] Game Components

- 1 22" x 34" Game Map
- 45 Event Cards

- 120 Double-Sided 5/8" Game Counters and Markers
- 4 Double-Sided Player Aid Cards
- 1 Rule Book

You need to provide two six-sided dice (2d6).

[2.2] Game Map & Record Tracks

The Game Map depicts the French entrenched camp of Dien Bien Phu (DBP), where the battle took place from March 13th to May 7th 1954. The Map is divided into large boxes connected by lines. These boxes (from now on referred as CR) and lines are used to regulate the positioning and movement of French and Viet Minh forces.

Historical Notes: The French base, set-up on the flat floor of the valley of Diên Biên Phu, was known as the 'Camp retranché' (the Entrenched Camp in French) and officially as GONO (Groupement Opérationnel du Nord-Ouest) / North-West Operational Group). The Entrenched Camp included several strong-points (some of them built on low hills) surrounding the village of Muong Thanh and its Airstrip. There were Drop Zones between the different strong-points in the event that the Airstrip would become unusable.

[2.2.1] CR Boxes Each named Box on the map represents a French Center of Resistance (CR) or a Drop Zone (DZ), see 2.2.6.

Refer to **Player Aid B SAMPLE CR BOX & SAMPLE DROP ZONE** for details.

Historical Notes: The Centers of Resistance (Centres de Résistance in French) were the Entrenched Camp's strong-points. Each CR had a name (often a female first name, and no they were not the names of de Castries' girlfriends). Unfortunately, for the French their fortifications were shoddily built because of the lack of sufficient building material and equipment (all of them, which had to be shipped by plane). Because some Units had no previous experience of siege warfare and first because the overconfident French High Command had grossly underestimated the efficiency of the Viet Minh's Artillery.

Each CR Box contains smaller Boxes described below.

[2.2.1.1] Control Box This Box indicates which side (French or Viet Minh) controls each CR. If left empty the Box indicates that the CR is French controlled. In order to be French controlled a CR must be occupied by at least a **French Infantry or Armor Unit** as described in rule 2.3.1.2.

Place an appropriate Viet Minh Division Control Marker in the Box in the event that the CR becomes Viet Minh controlled (see rule 2.3.2.1 and 12.3.5.2) and a No Man's Land Marker if it is controlled by neither side.

[2.2.1.2] Active Units and Used Units Boxes

- **The Active Units Box** is where your Units that have not been used yet are positioned.
- **The Used Units Box** is where the Units are placed once they have been used during your game Phases or because of the results of combat or game events. Used Units may no longer perform any action (but may defend themselves against a Viet Minh Assault).

[2.2.1.3] Stacking

- **Definition.** Stacking refers to having more than one friendly Unit stationed in the same CR. For Stacking purpose whether Units are in the Active or Used Box does not matter. Markers do not count for Stacking.
- **Stacking Limit.** At the end of the French Movement Phase (see 14.0) and of the VM and French Assault Phases (see 12.3 & 15.0), there can be only a limited number of Infantry Units and Assets in any given CR. This is the **Stacking Limit**. The Stacking Limit is indicated on the CR by two figures divided by a slash. It is expressed in **Infantry Units Steps** (see rule 2.3.1.5 regarding Steps) for the Infantry Units (left figures) and in number of **Assets** (right figure) for the Assets (French Armor, Artillery and Anti-Aircraft-Artillery). A reduced 2-step Unit counts as a 1-step Unit for Stacking rules.
- **Over-stacking.** Exceeding the Stacking Limit is Over-stacking. Units can over-stack when moving through other friendly Units in a CR but must abide by the Stacking rules at the end of your Movement Phase and of any Assault Phase. Units Over-stacked at the end of the Movement or Assault Phases are eliminated. You choose which Units to eliminate. *Note: You can also voluntary reduce 2-step Units (see 2.3.1.5) in order to satisfy the Stacking Limit.*

[2.2.1.4] Fortifications Level Box. Each CR has a Fortifications Level that represents the protection offered by its Fortifications network. The at-start Fortifications Level is indicated in the lower-right corner of the Box. The Fortifications Level may be decreased (i.e., damaged) due to Viet Minh actions. This is recorded by using the Fortifications Level

Markers. Flip over or replace the relevant Markers accordingly. *Note: This does not only represent the destruction of French defensive infrastructures, but also Viet Minh sappers digging trenches around the CR to surround it and facilitate Infantry Assaults*. If the Fortifications Level Box is left empty it means the Fortifications Level is zero. The Fortifications Level cannot be decreased below zero nor be increased beyond four.

Encircled Icon. If the Fortifications Level Box bears this icon it means the CR is considered as Encircled if its Fortifications Level is reduced to zero (see 12.2.1 for details).

[2.2.1.5] Airstrip Status Box. This box shows the presence of Dien Bien Phu's Airstrip in Huguette CR. The Airstrip Status Box is used to record the status of the Airstrip during the Airstrip Status Phase (see rule 8.0) by placing the relevant Airstrip Status Marker. If the enemy captures Huguette CR the Airstrip is destroyed (see rule 8.1 for details about Airstrip status).

[2.2.1.6] Drop Zone Icon. The small parachute in Huguette CR Box shows that the Airstrip, even if destroyed, can be used as a Drop Zone for Reinforcements (see rule 13.0) as long as Huguette CR is French controlled.

[2.2.2] CR Connections. Each CR is connected to others CR by black and/or colored lines. Two CR directly connected by a black line are considered to be adjacent to each other (*E.g., Béatrice is adjacent to Dominique but not to Gabrielle*). Black lines are used to regulate the movement of French Units while the colored lines are used for the movement of the Viet Minh Divisions Control Makers. See rule 14.0 for more details about French Units movement.

[2.2.3] Viet Minh Division Tactical Area Of Responsibility (TAOR). The colored lines between the various CR are used to implement the placement of the VM Division Control Markers. These paths of connections are called TAOR (Tactical Areas of Responsibility) Paths. There are four different paths, each for one of the VM Infantry Division that took part in the siege.

Each TAOR has one starting Box bearing the identification number of the VM Division and its associated color (gold for Division 304, green for Division 308, blue for Division 312 and red for Division 316) matching lines colors.

The TAOR indicates which VM Infantry Division is responsible for Assaulting which French CR (see rule 12.3). *E.g., Gabrielle CR is within the TAOR of Division 308, while Beatrice CR is within Division 312's one.*

Note that some CR might be under the TAOR of several VM Divisions, and that PC GONO is connected to all TAOR.

[2.2.4] CR Icons. Each CR Box may bear several icons, which are detailed in **Player Aid B.**

[2.2.4.1] CR Camp Morale Icon. All CR except PC GONO bear one or two Star Icons. When such a CR is captured by the enemy, the CM Level is immediately decreased by the number of stars displayed in the CR Box. *E.g., if Huguette is captured by the Viet Minh, you lose 2 CM.* If a captured CR is returned to friendly control by game play, the CM Level is immediately increased by the number of stars accordingly.

[2.2.4.2] VM Artillery Icon (AKA Artillery Gun Icon). It shows that when the CR is captured by a Viet Minh Division the Strength Level of this Division is immediately increased by one. If a captured CR is returned to friendly control by game play, the Viet Minh Division Strength Level is decreased by 1 point accordingly (see rule 12.3.5.2).

Historical Notes: Most of the VM Artillery firepower at DBP was provided by Artillery Division 351. This Artillery support is factored into each VM Infantry Division Strength Level. Most of the CR bearing the Artillery Icon were situated near hills overlooking DBP thus providing the Viet Minh Artillery with ideal vantage points. This is why the capture of these CR increases the Strength of the enemy Divisions.

[2.2.4.3] VM AAA Bonus Icon (AKA AA Gun Icon). It shows that if the CR is captured by the enemy the Viet Minh AAA Level is increased by one. If a captured CR bearing this symbol is returned to friendly control by game play, the VM AAA Level is decreased by one accordingly.

[2.2.4.4] PC GONO Icon. If the CR bearing this icon is captured by the enemy you immediately lose the game.

[2.2.4.5] Airstrip Bombardment Icon. It shows that if the CR is controlled by the enemy, you incur a - 1 DRM to the Airstrip Status Check Roll (see 8.0).

[2.2.5] Subsectors. The Entrenched camp was divided into 3 Subsectors: Northern Subsector

(comprising Anne-Marie and Gabrielle), Central Subsector (Béatrice, Claudine, Dominique, Eliane, Epervier & Opéra, Françoise, Huguette, Junon and PC GONO) and Southern Subsector (Isabelle). They are identified by a color tab on the upper part of the map: blue (North), white (Central) and red (South). Subsectors are used for French Artillery Units that may provide fire support in the same or adjacent subsector (see rules 12.3.5.1 & 15.1.4). For this purpose:

- North Subsector is adjacent to Central Subsector and vice versa.
- South Subsector is adjacent to Central Subsector and vice versa.
- Central Subsector is adjacent to both North and South subsectors and vice versa.

[2.2.6] Drop Zone (DZ) Areas. These round shaped areas marked with a parachute icon are where French Reinforcements are placed. See rule 13.1 Reinforcements for more details. Refer to **Player Aid B.** for a sample DZ.

[2.2.7] Game Map Record Tracks. The following tracks are printed on the game map:

- **The French Action Points & ASP (Air Support Points) Record Track.** It is used to record the current number of Action Points (AP) and the number of Air Support Points (ASP) available to you (See rule 7.0 for more details about ASP).
- **The Turn Record Track.** It is used to record the current Game Turn. Each Game Turn represents about 3 to 6 days of real time. A small cloud icon indicates the Monsoon Season (see 11.1 for details). French Units names in some Boxes (marked with a small parachute icon) of the Turn Record Track are used to show on which Turn some French Units arrive as Reinforcements (see rule 13.1 for details). Units scheduled for Reinforcements are placed in the boxes corresponding to their Turn of arrival during the game set-up.

[2.2.8] Additional GAME MAP RECORD TRACKS
The CM, RP and VM AAA Record Tracks include the following Tracks:

[2.2.8.1] Camp Morale (CM) Level Record Track. The Camp Morale Level represents DBP garrison's will to keep-on fighting. The Level of the Camp Morale is recorded by placing the CM Level Marker on the appropriate Box of the CM Record Track. The CM Level has an influence on the Dice Roll Modifier (DRM) for some of your and Viet Minh Actions. The DRM is printed next to each CM Level on the Camp Morale Level Track. *E.g., If the CM Level is 6, the CM DRM is -1.*

The CM Level cannot be increased above 20 and if it drops below 1 you immediately lose the game as the demoralized garrison of DBP surrenders.

[2.2.8.2] Resource Points (RP) Record Track. Resource Points represents food reserves, ammunitions, medical supplies, building material, equipment, and labor force available to support the defense of DBP. Resource Points are spent to perform some Actions during the game. The number of available RP is recorded by placing the Resource Points Level Marker on the appropriate Box of the Resource Points Track. The RP Level has an influence on the Dice Roll Modifier (DRM) of some game actions. The DRM for each RP Level is indicated next to each specific RP Level on the RP Record Track. *E.g., If the RP Level is 26 the Resource Points DRM is +1.*

The number of RP cannot be increased above 30 and if it drops below 1 you immediately lose the game as it means the garrison has run out of ammunitions and other supplies and is forced to surrender.

[2.2.8.3] Viet Minh AAA (Anti-Aircraft Artillery) Level Record Track. The Viet Minh AAA Level (VM AAA Level) represents the strength of the Viet Minh Anti-Aircraft Artillery as well as its efficiency. The VM AAA Level is recorded by placing the Viet Minh Anti-Aircraft Artillery Level Marker in the appropriate Box on the VM AAA Record Track. The VM AAA Level has an influence on the Dice Roll Modifier (DRM) for some game actions. The DRM for each VM AAA Level is indicated next to each specific VM AAA Level on the VM AAA Level Record Track. *E.g., If VM AAA Level is 11 the VM AAA Level DRM is -3.* The AAA Level may be increased by the Viet Minh capture of CR with the AAA Gun Icon.

The VM AAA Level cannot be increased above 15 and may never drop below 1.

[2.2.8.4] Viet Minh Divisions Strength Record Tracks. The Viet Minh Divisions Strength Level represents the fire power, will to fight, and supply level of the enemy forces. It also represents the efficiency of the Viet Minh Artillery supporting each Division as well as each Division's organic Artillery. The Strength of each Division is recorded on the Divisions Strength Track by using the Division Strength Markers corresponding to each Division. The Strength Level of enemy Divisions might be affected by the results of Assaults, Deep Air Strikes or by Event Cards. The Viet Minh Divisions Strength Levels may be increased by the Viet Minh capture of CR with an Artillery Gun Icon (see 2.2.4.2).

A VM Strength Level cannot be increased above 15 and may never drop below one.

Historical Notes: The main VM forces besieging Dien Bien Phu consisted in 4 Infantry Divisions (and an independent regiment). These Divisions were Division 304 'Nam Dinh', Division 308 'Viet Bac', Division 312 'Ben Tre' and Division 316 'Bien Hoa'.

[2.2.8.5] SITREP DRM Track. It is used to record the SITREP DRM (see 2.5.2).

[2.2.8.6] Remnants Holding Box. Eliminated French 2-step Infantry Battalions are placed in this Holding Box (See game map). These eliminated Units may be used during the game to raise *Bataillons de Marche* (see rule 13.3 for details). Eliminated Assets and 1-step Infantry Units are placed directly in the Eliminated French Units Box (see below), they cannot be used to create *Bataillons de Marche*.

[2.2.8.7] Eliminated French Units Box. Units that are definitively eliminated (Assets, 1-step Units and 2-step Units that have been used to raise *Bataillons de Marche*) are placed in this Box.

[2.2.8.8] Bataillons de Marche Holding Box. This is where the *Bataillons de Marche* counters that have not been used yet are placed.

[2.2.8.9] Event Cards Boxes. These boxes are used to place the Event Cards Draw Pile & Discard Pile.

[2.2.9] Additional Player Aids.

- **Player's Aid A** Game Overview and **Detailed Sequence of Play**.
- **Player Aids B, C, D** Sample CR Box. Sample Units. Sample Event Card.
- **Player Aid E & F** Game Set-up Instructions.
- **Player Aid G Game Tables** and **Abbreviated Sequence of Play**.

[2.3] Game Counters

The game counters are divided into 2 categories: Units and Markers.

[2.3.1] Units. Units represent the French troops that took part in the defence of DBP. French Unit counters have a blue background.

Refer to **Player Aid C SAMPLE UNITS**

[2.3.1.1] Units Designations. Units are identified by their historical designation/name.

[2.3.1.2] Units Types. There are two types of Units:

- **Infantry** (French Units comprising foot soldiers).
- **Assets** (French Armor, Artillery and Anti-Aircraft-Artillery Units).

- French Infantry Units are Battalion or Company-sized Units identified by NATO symbols as follows:

Foreign Legion Infantry Battalion

Foreign Legion Parachute Infantry Battalion

French Parachute Infantry Battalion

North-African Infantry Battalion

Tai Infantry Battalion or Company *(Note: sometimes a counter represents 2 companies)*

Vietnamese Parachute Infantry Battalion

Engineer Infantry Battalion *(31 BG only had 2 companies at DBP)*

Ad Hoc Units *(May enter play as per rule 13.3 or Card No.11)*

- French Assets are Platoons (for Armor and Anti-Aircraft Artillery) or Batteries and Groups (for Artillery) identified by black silhouettes as follows:

Artillery (Battery, Company or Group of

105mm Howitzers 155 mm Howitzers or

120 mm Mortars.

Armor (Platoon of three to four M-24 Chaffee Light Tanks)

Anti-Aircraft Artillery (Platoon of 4 trailer-mounted turrets each equipped with four .50 caliber Machine Guns)

[2.3.1.3] Unit DRM Factors. The Units are rated for 3 numerical DRM (see rule 2.5.1) factors going across the bottom of each counter.

- **Assault DRM.** It is used during the French Assault Phase. It is a measurement of the capacity to attack enemy forces. An "X" indicates the Unit is not able to participate to French Assault. See rule 15.0 for details. For Artillery Units it represents the capacity to provide support to friendly Units Assaulting a VM held CR. The Assault DRM is also referred as **Assault Factor**.

- **Defense DRM.** It is used during the Viet Minh Assault Phase. It is a measurement of the Unit's capacity to resist to enemy attacks. See rules 12.3. For Artillery Units it represents the capacity to provide defensive support to friendly Assaulted Units. The Defense DRM is also referred as **Defense Factor**.

- **Morale DRM.** It is a measurement of the Unit "*esprit de corps*" as well as its training, combat experience and effectiveness. The Morale DRM is often used to perform Morale Checks (see rule 2.5.3 for details). The Morale DRM is also referred as **Morale Factor**. *Note: Some units have a negative Morale Factor.*

[2.3.1.4] Unit Set-up Code. It indicates in which CR each Unit is initially set-up in the Campaign Scenario (see rule 3.0).

Set-up Codes are as follows:

- **An**: Anne-Marie CR
- **Bea**: Beatrice CR
- **Cla** : Claudine CR
- **Do**: Dominique CR
- **Eli**: Eliane CR
- **Epe**: Epervier & Opera CR
- **Fra**: Françoise CR
- **Ga**: Gabrielle CR
- **Hu**: Huguette CR
- **Isa**: Isabelle CR
- **Jun**: Junon CR
- **PC**: PC GONO (HQ)

When a figure is displayed this indicates on which Turn the Unit arrives as Reinforcement. For easy identification, a small Parachute icon is printed on the counters of Units arriving as Reinforcements.

[2.3.1.5] Unit Steps. Some Unit counters are double-sided, they are known as 2-step Units. The backside of each of these counters (identified by a white stripe), is called its Reduced Side. It is used when the Unit suffers a Step Loss. Some Infantry Units and all Assets counters are not back-printed; they are 1-step Units.

Steps represent the capacity to absorb casualties, losses of equipment and disorganization before being eliminated. During the game, friendly troops might suffer from Step Losses. When a Step Loss is required, flip-over the Unit to its Reduced Side. *Note: Some Units have only one-step, which means one Step Loss is enough to eliminate them.* The white dot(s) in the upper left corner of an Infantry counter indicates the Unit current number of Steps.

[2.3.1.6] Units Special Abilities/Limitations. Some Units have special abilities or limitations described below:

- Engineers (31 BG Unit)

- 31 BG allows you to repair/improve Fortifications by two Levels instead of one (see rule 16.2).
- 31 BG allows rerolling once per Turn on the Airstrip Repair Table (see rule 16.3).

- Artillery

- Artillery Units may use ranged fire to provide Defense and Assault Support (see rules 12.3.5.1 and 15.1.4) to Units located in their Subsector (see rule 2.2.5) or in an adjacent Subsector.

- Artillery Units can only move one CR per turn (see rule 14 for more details).

- Artillery Units that move become Used (see rule 2.3.1.7). *Note: This represents the time needed to redeploy the Artillery pieces, to set-up new gun pits and to establish new fields of fire.*

- Anti-Aircraft-Artillery (1 GAACEO Unit)

- 1 GAACEO cannot participate in a French Assault.

- 1 GAACEO allows you to re-roll the die on the VM Assault VM Casualties Table (see 12.3.5.2).

- 1 GAACEO can only move one CR per turn.

- Armor

- Armor Units allow you to re-roll the die on the French Assault VM Casualties Table (see 15.1.5).
- Armor Units can move any number of CR, subject to movement rules (see rule 14.0)

[2.3.1.7] Active/Used Units. A French Unit may be **Active** or **Used**. The Active status of a Unit is denoted by placing it in the Active Box of the CR, while a Used Unit is placed in the Used Box. All Units start each Game Turn Active. They may become Used either due to VM activity or because they perform actions. A Unit is Used if it performs an Assault, a Raid (for Infantry Units and Armor), it Repairs and/or Improve Fortifications (for Engineers) or provides Defensive or Assault Support (for Artillery Units). Artillery Units that move also become Used (see rule 14.0). Some game circumstances (such as Event Cards) may also cause Units to become Used.

[2.3.1.8] Friendly/Enemy. The terms friendly and French refer to all Units and CR under your control. The term enemy refers to Viet Minh Markers and CR that are under VM control.

[2.3.2] Markers. Markers are used to record various game information. They are divided into Record Markers and Units/CR Status Markers.

[2.3.2.1] Record Markers. They are used on the various Tracks of the Game Map.

Game Turn Marker. It is used to record the number of elapsed Game Turns. It is placed in the Box corresponding to the current Game Turn on the Turn Record Track and moved one Box forward during each Turn Record Phase (see rule 18.0).

French Action Points (AP) Marker. It is used to record the number of Action Points available to you on the **French Action Points & ASP Record Track** (see rule 5.2).

Air Support Points (ASP) Marker. It is used to record the number of Air Support Points available on the **French Action Points & ASP Record Track** (see rule 7.0)

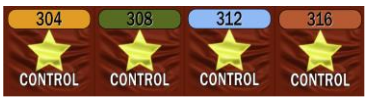
French Camp Morale (CM) Level Marker. Used to record the Morale Level of the garrison on the Camp Morale Level Track on the **Game Map Records Tracks** (see chapter 10.0).

French Resource Points (RP) Level Marker. Used to record the Resources of the DBP's garrison on the Resource Points Level Track on the **Game Map Records Tracks** (see rule 9.0).

SITREP Marker. Used to Track the current DRM balance between CM and RP DRM on the **SITREP Records Track** (see rule 2.5.2 for details).

Viet Minh Anti-Aircraft Artillery Level Marker. This Marker is used to record the Viet Minh Anti-Aircraft Artillery Level on the Viet Minh Anti-Aircraft Artillery Level Track of the **Game Map Records Tracks**.

Viet Minh Divisions Strength Markers. These Markers are used to record the Strength of the various Viet Minh Divisions on the **Viet Minh Divisions Strength Level Tracks**. These Markers are double-sided. The back side is used to show that the Division is Inactive (see rule 11.2 & 11.3 for details). The number in a yellow circle in the upper left corner of the counter indicates in which order the Divisions perform their actions (Division 312 first, Division 308 second, etc.)



Viet Minh Divisions Control Markers. These Markers are placed in the Control Box of a French CR if this CR becomes VM controlled or to indicate a DZ is no longer French controlled (see 12.1 & 12.3.5.2).

No Man's Land Markers. These Markers are used to identify a CR that is controlled by neither side (see rules 14.3, 15.1.6 & 15.1.7).

[2.3.2.2] Unit and CR Status Markers. Used to show the status of Units and of CR.

Disrupted Marker. This Marker is placed on top of French Units that suffer from a 'Disrupted' result further to Viet Minh Assault (see rule 12.3.5.2), French Assault (see rule 15.1.6), Raid attempt (see rule 16.1) or as the result of an Event Card.

Disruption. A Disrupted Unit has its Assault, Defense and Morale Factors reduced by one. Units may recover from Disruption (have their Disrupted Marker removed) by passing a successful Morale Check (see rule 2.5.3) during the French Recovery Phase (see rule 16.4). Further Disruption results on an already Disrupted Unit have no effect.

Airstrip Status Markers. They are placed in the Airstrip Status Box of Huguette CR to record the status of the Airstrip. They are back-printed, flip-over the counter to show a change of status accordingly (Active/Interdicted and Damaged/Destroyed). See rule 8.0.

CR Fortifications Level Markers. They are placed in each CR Fortifications Level Box to show the status of each CR Fortifications Level. The figure on the counter indicates the current Fortifications Level. They are back-printed, flip-over the counter to show the change of status accordingly. If the Fortifications Level of a CR drops to zero leave the Fortifications Level Box free of any Marker.

[2.4] Event Cards

Refer to **Player Aid D SAMPLE EVENT CARD**

The game uses a set of 44 cards (and an optional 45th card. See 19.1) to implement random events that add historical flavor and replay value to the game. The following information are printed on each Event Card:

- Event Card Identification Number (Lower Left Corner)
- Event Card Title (Top)
- Available Action Points Granted (In the Green Circle)
- If the Event Card may be held in Reserve (Icon marked with 'R').
- Background Illustration Picture
- Game Conditions for the Event to be triggered and Card to be played (Question Mark Icon).
- Game Phase for Playing the Event (Clock Icon).
- Description of the Event.
- One-time Event (Ace of Spade Icon).
- If Reshuffling is necessary
- To which side the Event benefits (National Flag in the Lower Right Corner).

For more information about Event Cards and how to use them, see rule 5.0.

[2.5] Dice and Dice Use. The game uses one (abbreviated as 1d6) or two dice (abbreviated as 2d6). When rolling 2d6 add the result of each die together.

[2.5.1] Die/Dice Roll Modifier (DRM). A DRM is a numeric modifier added to or subtracted from a die or dice roll. *Note a DRM might also be equal to zero.*

E.g., if you roll 2d6 and the results of the dice are 2 and 4 and a +1 DRM is added, the final result will be 7 (2 + 4 +1).

Positive DRM are always in your favor, while negative ones are always in favor of the Viet Minh.

[2.5.2] The SITREP DRM is the addition of the Camp Morale (CM) and Resource Points (RP) DRM. It is recorded and adjusted on the SITREP DRM Track of the **Game Record Tracks**. *E.g., if CM Level is 16 (+1 DRM) and RP Level 5 (-2 DRM) the SITREP DRM is -1 (+1 -2).* Remember to check and update the SITREP DRM (if required) at the beginning of each phase or before implementing an action.

[2.5.3] Morale Checks. During the course of the game, you will often be prompted to perform Morale Checks for Units. To do so roll 2d6 and add the Unit **current Morale DRM** (remember Disrupted Units have their Morale DRM reduced by 1, see rule 2.3.2.2) and the **SITREP DRM**. On a **final result of 8 or more** the Unit successfully passes the Morale Check, otherwise, it fails. Failing a Morale Check may result in the unit being Disrupted and/or Used depending on the game circumstances and of Event Card instructions. Units' Morale Checks are always passed individually.

[3.0] GAME SET-UP

You may choose between two Game Scenarios. The 16-turn **Campaign Game**, portraying the entire battle, from the initial Viet Minh Assault on Beatrice and Gabrielle CR till the bitter end (see **Player Aid**

E) or a shorter (12-turn) Scenario called **The Battle of the Five Hills**, which starts after the capture of Anne-Marie, Beatrice and Gabrielle by the Viet Minh (see **Player Aid F**).

[3.1.] Event Cards Draw pile

Important. Do not add optional Card No.45 'Operation Vulture' unless you wish to use optional rule 19.1.

• **Campaign Game Scenario**. Shuffle the Event Cards No.01 to 44 and place them face down to create the Event Cards Draw Pile.

• **Battle of the Five Hills Scenario**. Read Event Cards Set-up Instructions of Player Aid F to create the Event Cards Draw Pile.

[3.2.] Map Set-up

Use **Player Aid E** for the **Campaign Game** or use **Player Aid F** for the **Battle of the Five Hills scenario** as a reference and set-up the game Markers and Units as follows:

• Place the Game Turn Marker on the Turn Record Track according to the Scenario you chose.

• Place the Airstrip Status Marker on its Active side in the Airstrip Status Box of Huguette CR.

• For each CR place the Fortifications Level Markers to their Levels indicated in the selected Scenario in their respective Fortifications Level Boxes.

• Place each French Unit in its corresponding CR Active Box. Use Unit Set-up codes or **Player Aid E** for the **Campaign Game** or **Player Aid F** for the **Battle of the Five Hills scenario** as references.

• The French Units arriving as Reinforcements are placed on the Turn Record Track in the Boxes of their Turn of arrival. *Bataillons de Marche* Units are placed in the Bataillons de Marche Holding Box of the Game Map and the CMAA Unit is set aside.

[3.3.] Game Tracks set-up

• On the **VM Divisions Strength Record Track** place the Markers as per the selected Set-up Game Card's instructions (**Player Aid E** for the **Campaign Game** or **Player Aid F** for the **Battle of the Five Hills** scenario).

• On the GAME MAP RECORD TRACKS place the Markers as per the selected Set-up Game Card's instructions (**Player Aid E** for the **Campaign Game** or **Player Aid F** for the **Battle of the Five Hills**).

[4.0] ABBREVIATED SEQUENCE OF PLAY

- A. French Logistics Phase

- A.1. French Event card Phase. See [5.0]
- A.2. French Action Points (AP) Availability Phase. See [5.2]
- A.3. Event Cards Discarding/Reshuffling. See [6.0]
- A.4. French Air Support Points Availability Phase. See [7.0]
- A.5. French Airstrip Status Phase. See [8.0]
- A.6. French Resource Points (RP) Adjustment Phase. See [9.2]
- A.7. French Camp Morale (CM) Adjustment Phase. See [10.0]

- B. Viet-Minh Logistics Phase

- B.1 & B.2 VM Divisions Strength Adjustment & Status Check Phase. See [11.0]

- C. Viet-Minh Action Phase.

- C.1. VM Automatic CR Control Phase. See [12.1]
- C.2. VM Sapping Phase. See [12.2]
- C.3 VM Assault Phase. See [12.3]

- D. French Action Phase

- D.1 French Reinforcements Arrival Phase. See [13.0]
- D.2. French Movement Phase. See [14.0]
- D.3. French Assault Phase. See [15.0]

- E. French Raids, Repairs and Recovery Phase.

- E.1. French Raids Phase. See [16.1]
- E.2. Fortifications Repair/Improvement Phase. See [16.2]
- E.3. Airstrip Repair Phase. See [16.3]
- E.4. French Units' Recovery Phase See [16.4]

- F. Victory Conditions Check Phase. See [17.0]

- G. Turn Record Phase. See [18.0]

Check Player Aid A for Detailed Sequence of Play.

[5.0] FRENCH EVENT CARDS PHASE

'War is the realm of chance.' - Carl von Clausewitz.

[5.1] How to Use Event Cards

During the French Event Card Phase draw the top Event Card from the Event Cards Draw Pile and implement Card instructions and record the number of Action Points granted by the card.

Cards are played according to the conditions and instructions printed on them. Conditions indicate when the Card can be played and in which circumstances, while instructions state the effects of the Card on the course of play. Card instructions always take priority over other game rules.

Unless stated otherwise by card instructions (see 5.3, 5.4 and 6.2), Cards are put into the Discard Pile after use. Likewise, unless stated otherwise, the effects of a card only last for the duration of the current Turn.

Note: Have a look at cards No.16, No.21 and No.43; they will be used as examples for the following rules.

[5.2] Action Points (AP) Availability Phase

On the upper right corner of the Card, a number is printed in a green circle. This number indicates how many **Action Points** are available for the current Turn. *Note: On some cards a range of numbers is displayed to indicate the number of AP is randomly generated.* Place the Action Point Marker on the corresponding Box on the French Action Points & ASP Record Track, adding any AP saved from the previous turn (see 5.2.2) up to a maximum total of 4 AP. *E.g., Card No.16 grants you three AP. Card No.43 grants you from 1 to 3 randomly generated AP.*

[5.2.1] Action Points (AP) are used to allow your Units to perform actions during each Game Turn. In any case, the number of AP you can use per Turn cannot exceed four.

Historical Notes: During the siege, the French garrison was sometimes very reactive and aggressive, while very apathetic at other times. These various reactions are simulated by the use of randomly generated Action Points.

[5.2.2] Action Points Saving If the current SITREP is higher than zero you can save a maximum of 1 AP per Turn for use in a later Turn. If the SITREP Level is zero or less you cannot save any AP from Turn to Turn and any unused AP is lost. *Note: This simulates the historical decrease in French activity due to low morale and resources.*

[5.3] Conditional Events

The Event of some Cards is triggered only if the Card is drawn or played during specific Turns or if some specific game conditions are met. When Turn limits are mentioned, they are both included. *Examples: The event of Card No.16 'The Angel of Dien Bien Phu' is only playable during Game Turns 6 to 16 (both included). The event of card No.21 'Cognitive dissonance' is only playable if two or more CR are under VM control, while there are no restrictions to play card No.43.*

The conditions are identified by a Question Mark icon. 'None' next to this icon means there are no restrictions or conditions to trigger the Card Event or to play the Card.

Important: Always check the conditions before playing a Card.

[5.4] One-Time Events

Some Events only happen once during the game. After the Event has been triggered, definitively remove the Card from play. *For example, the Event of Card No.21 is a one-time event.*

For easy identification these cards are flagged by an Ace of Spade icon.

[5.5] Reserve Cards

Some Cards are Reserve Cards: rather than playing them upon drawing you may keep them in hand as a reserve until you choose to use them. Reserve Cards are identified by a Reserve Card Icon on the upper left corner of the card. *E.g., Card No.16 is a Reserve card.*

The conditions and Phase when you can play them is mentioned on the Card.

You cannot play more than one Reserve Card each turn. **In any case, the maximum number of Cards you can play per Turn is two: The Card you draw this turn and one of the Cards you might have kept in Reserve.**

[5.6] Play Phase

The Play Phase icon with a Clock symbol indicates when (in which Game Phase) the Event (if triggered) is implemented and in which Phase the effects of the Event take place. When marked with 'Immediate' implement the Event immediately. When several Phases are mentioned, implement the Event effects during the mentioned Phases. When marked with 'Variable' the Phase of implementation is determined by Card instructions.

Example. If the event of Card.16 is triggered it takes place immediately after drawing or playing the card (if it is used as a Reserve card). However, if the Event of Card No.21 is triggered the event only takes place during the French AP Availability Phase.

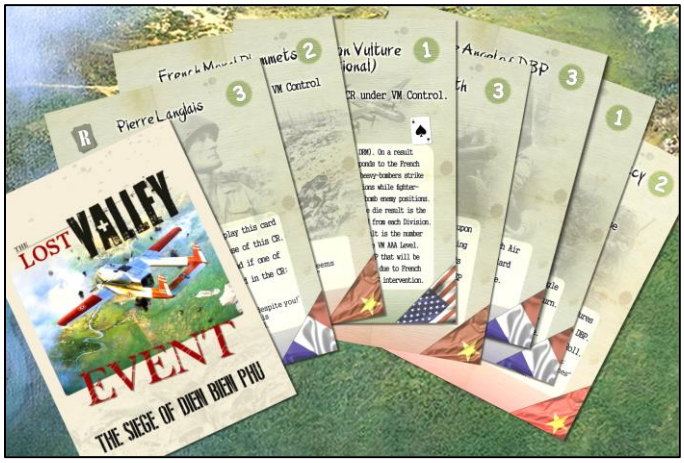
[5.7] Card Flags

Cards which give you benefits bear a French flag in the lower right corner, while those which give benefits to the Viet Minh bear the VPA flag.

[6.0] EVENT CARDS DISCARDING/RESHUFFLING PHASE

[6.1.] Maximum Hand Size

There is a limitation to the number of Cards you may keep in Reserve. Divide the number of French controlled CR by four, rounding any fraction up, this is the maximum number of Reserve Cards you can keep in hand. **See Table 1 of Player Aid G GAME TABLES**. You must discard from play any additional Card(s) you have in excess of this maximum hand size during the Event Cards Discarding/Reshuffling Phase. You may choose which Card(s) to discard to satisfy this rule. You may also discard any number of Reserve Cards you have no use of from your hand during this phase.



[6.2.] Event Cards Removal/Discarding/Reshuffling

If the Event Card you drew this Turn was a **One-time Event Card** (see 5.4) and the event has been played **remove** the card from the game. If it is a **Reserve** Card and you did not play it, you may **keep it in Reserve** for later play (subject to rule 6.1). **Otherwise**, put the Event Card into the Event Cards **Discard Pile** except if the card bears the mention '**RESHUFFLE'**, in this case put the Card back into the Draw Pile and **Reshuffle** the Draw Pile with the Discard Pile to create a new Event Cards Draw Pile. *Note: You have to reshuffle the deck, even if the Card's Event is not triggered.*

[7.0] FRENCH AIR SUPPORT POINTS AVAILABILITY PHASE

Air Support Points (ASP) represent French *Armée de l'Air* (Air Force) and *Aéronavale* (Naval Air Arm) bombers and fighter-bombers flying strike missions over and around DBP to support the garrison.

[7.1] ASP Generation

ASP are randomly generated during the Air Support Points Availability Phase by rolling on the **ASP Availability Table. See Table 2 of Player Aid G GAME TABLES.**

Roll 2d6, then cross-reference the dice roll result with the Table to check the number of ASP available for the current Turn. You cannot save ASP from Turn to Turn and any unused ASP is lost.

Important: Do not roll for APS during Turn one. You get no ASP during this Turn.

Applicable DRM

- The Viet Minh AAA Level DRM
- Any Event Card DRM

ASP Record. Place the APS Marker on the French Action Points & ASP Record Track to indicate the number of available Air Support Points.

[7.2] ASP Allocation

You may immediately allocate any available ASP to different types of missions. The maximum number of Air Support Points that can be allocated to each specific mission type is **four.**

[7.2.1] Suppression of Enemy Air Defenses (*) (SEAD). Your aircrafts fly strike missions to suppress and destroy enemy Anti-Aircraft-Artillery. This might have an impact on the Viet-Minh AAA Level.

Assigning ASP to SEAD missions allows you to immediately roll 2d6 with the following applicable DRM:

- Deduct the VM AAA Level DRM.
- +1 DRM for each ASP Allocated to SEAD Missions
- Apply any Event Card DRM.

See Table 2.1 of Player Aid G GAME TABLES

On a dice roll result of **8 or more** reduce the VM AAA Level by one point and move the VM AAA Marker on the VM AAA Level Track accordingly.

ASP Expenditure Move the ASP Marker on the ASP Record Track to record the number of expended Air Support Points.

[7.2.2] Deep Air Support (*) (DAS). Your aircrafts concentrate on striking the Viet-Minh lines of communication, infrastructures and support units to hinder the arrival of enemy supplies, thus potentially decreasing the overall efficiency of the enemy. In game terms, this might reduce some VM Division Strength Levels.

Assign ASP to DAS missions and distribute them to any VM Division you want to strike at. For each VM Division targeted by DAS roll 2d6 with the following applicable DRM:

- Deduct the VM AAA Level DRM
- +1 DRM for Each ASP Allocated to DAS Missions
- Apply Any Event Card DRM

See Table 2.2 of Player Aid G GAME TABLES

On a dice roll result of **8 or more** reduce the targeted Division Strength Level by one point and move its Strength Level Marker on the corresponding VM Division Strength Level Track accordingly.

ASP Expenditure. Move the ASP Marker on the ASP Record Track to record the number of expended Air Support Points.

Important: SEAD and DAS mission are always resolved in the mentioned order (7.2.2 then 7.2.3).

(*) Design Note: These modern acronyms were not employed at the time, but are used here for sake of clarity.

[7.2.3] Close Air Support (CAS). Your aircrafts fly strike missions in close proximity to friendly forces. In game terms, you are able to allocate available ASP (i.e., not already used for SEAD or DAS missions) to CAS missions to get positive DRM when resolving combat (Defense and/or Assault). See chapters 12.0 and 15.0 for more details.

[8.0] FRENCH AIRSTRIP STATUS PHASE

The Airstrip is your only source of supply together with airdrops. The Airstrip may be **Interdicted, Damaged or Destroyed**.

Historical Note: Early during the siege, the VM started shelling the Airstrip to cut off French supply. The capture of several CR increased the effectiveness of their Artillery against the Airstrip even further.

[8.1.] French Airstrip Status Phase

During this Phase check if the Airstrip located at Huguette CR is still Active (i.e., serviceable) despite Viet Minh shelling.

Airstrip Status Check. Roll two dice (2d6) on the **French Airstrip Status Table.** **See Table 3 of Player Aid G GAME TABLES**

Applicable DRM

- - 1 DRM for each of the following CR, if they are VM controlled: **Anne-Marie, Beatrice, Françoise, Gabrielle**.

- On a dice roll result of **3 or less** the Airstrip is **Destroyed**. There will be no further roll for the Airstrip Status Check, skip this Phase as from now. Place a Destroyed Airstrip Marker in the Airstrip Box accordingly. You will incur a – 2 DRM to the RP Adjustment Dice Roll for the remaining of the game.

- On a die roll of **4 to 6** the Airstrip is **Damaged**, place a damaged Airstrip Marker accordingly. You may try to **Repair** the Damaged Airstrip during the Airstrip Repair Phase (see rule 16.3). You incur a -2 DRM to your RP Adjustment Dice Roll, until the Airstrip is repaired. If the Airstrip is already Damaged and is Damaged a second time it is Destroyed. If Destroyed the Airstrip cannot be repaired.

- On a die roll of **7 to 9** the Airstrip is **Interdicted**. Place an Interdicted Airstrip Marker accordingly. You suffer from a – 1 temporary DRM to the RP Adjustment Dice Roll until the French Airstrip Repair Phase. An Interdicted result on a Damaged Airstrip has no additional effect.

- On a die roll of **10 or more** the Airstrip status is **unchanged**.

If Huguette CR is ever occupied by a VM Control Marker the Airstrip is considered as Destroyed.

[9.0] FRENCH RESOURCE POINTS ADJUSTMENT PHASE

"Like Stalingrad, Dien Bien Phu slowly starved on its airlift tonnage". - Bernard B. Fall.

Resource Points (RP) are spent to implement some actions during the game. The number of available RP is recorded by placing and moving the Resource Points Level Marker on the appropriate Box of the Resource Points Track. The RP Level has an influence on the Dice Roll Modifier (DRM) for some of your (and enemy) actions. The DRM for each RP

Level is indicated next to each specific RP Level on the RP Level Track of the game map.

[9.1] Rationing and Reinforcement Delaying

[9.1.1] Rationing Food and ammunitions may be rationed to preserve DBP's Resources. However, the garrison will not be pleased. You can spend up to a maximum of 3 CM Points per Turn for rationing. Each CM spent this way grants you a +1 DRM on the French RP Adjustment Table.

[9.1.2] Voluntary Reinforcement Delaying. You can choose to delay the arrival of a unit scheduled to arrive as Reinforcement during the current Turn in order to get a +1 DRM to the French RP Adjustment Roll. Transport aircrafts will be used to drop supplies rather than troops. To delay the arrival of a unit, move the unit one space to the right on the Turn Record Track. You can delay the arrival of only one unit per Turn.

[9.2] French RP Adjustment

Roll two dice (2d6) on the **French RP Adjustment Table** **See Table 4 of Player Aid G GAME TABLES** to check how many RP are added to or subtracted from your RP reserve.

Design Note: This table takes into account the supplies received by airlifts and airdrops but also your usual daily supplies and ammunitions consumption.

Applicable DRM

- -1 if the Airstrip is Interdicted (see rule 8.0)
- -2 if the Airstrip is Damaged (see rule 8.0)
- -2 if the Airstrip is Destroyed = Permanent DRM (see rule 8.0)
- -1 per VM Controlled Drop Zone (see rule 13.2)
- -1 if Isabelle is Encircled or VM Controlled (see rule 12.2.2)
- VM AAA Level DRM (see rule 2.2.8.3)
- +1 if the VM did not Assault any CR during the previous Turn (also applies to Turn 1)
- Add Rationing DRM as per rule 9.1.1
- +1 if a unit scheduled for Reinforcement is delayed (see 9.1.2).
- Any applicable DRM as per Event Cards' instructions.

The result is the number of RP added to or subtracted from the current number of RP. Adjust the RP Marker on the **RP Record Track** accordingly.

[10.0] FRENCH CAMP MORALE ADJUSTMENT PHASE

'Pessimism never won any battle.' - Dwight D. Eisenhower

The Camp Morale (CM) Level represents the garrison of DBP's will to keep on fighting against all odds. The CM Level is recorded by placing and moving the CM Level Marker on the appropriate space of the Camp Morale Track, printed on the Game Map. The CM Level will have an influence on the Dice Roll Modifier (DRM) for some of your (and enemy) Actions. The DRM is indicated next to each specific CM Level on the Camp Morale Level Track of the map.

[10.1] Morale Boosting

During this phase, you may distribute additional food, water, medical supplies and ammunitions to your troops to strengthen their Morale. However, this will cost you Resource Points. You can spend up to three RP to this purpose. Each RP spent this way grants you an increase of 1 point on the CM Record Track. Adjust the CM Marker accordingly. Reminder: The CM Level cannot exceed 20 points.

[11.0] VIET MINH LOGISTICS PHASE

Important: Skip Phases 11.1 to 11.3 during Turn One.

[11.1] Viet Minh Divisions Strength Adjustment

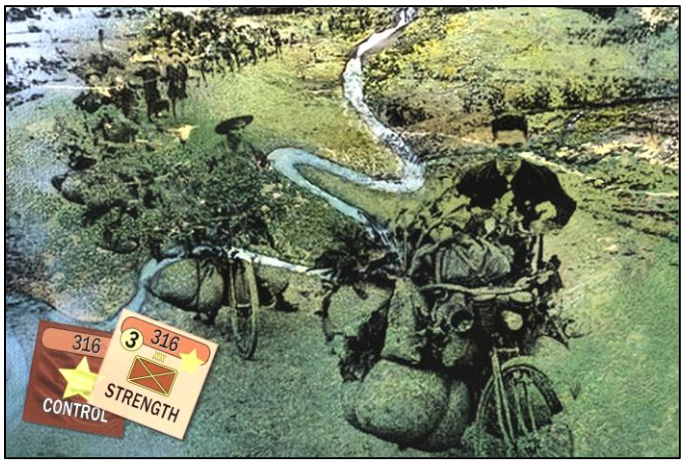
For each VM Division, check if its Strength Level is increased. Proceed in numerical order as indicated on the upper left corner of the Division Strength Marker. A Division Strength Level is increased by 2 if this Division did not Assault any French CR during the previous Turn (if its Strength Marker is still flipped on its Inactive side or if you played Card No.5 '*A Lull in the Battle*'). During Turns 10 to 14 the Division Strength Level is only increased by one (the Monsoon season hinders Viet Minh supply delivery and replacements arrival). These Turns are marked with a small Cloud icon on the Turn Record Track. Remember that a Division Strength Level may never exceed 15.

[11.2] Viet Minh Division Status Check

'Strike to win, and only when success is certain; if it isn't, then do not strike.' – General Vo Nguyen Giap.

Divisions having suffered heavy casualties and low in supplies will cause the VM High Command to be reluctant to keep-on attacking. If a Division

Strength Level drops to 8 or less the Division is "Shaken". For each such Division roll 2d6 (applying SITREP DRM and a +1 if the Division is at half its original Strength or less). If the result is equal or less than the Division current Strength the Division successfully passes the check. *E.g., If Division 308 current Strength Level is 7 and the SITREP DRM is +1, it must roll a dice result of 6 or less to successfully pass its Status Check.* A Shaken Division that succeeds in passing this check is activated normally; otherwise, it is considered as Inactive and will not Assault any French CR during this Turn. Flip the Division Strength Marker to its Inactive side to show this status. A Shaken Division needs to successfully pass a Status Check to be activated each Turn. If the Division Strength Level is back above 8 the Division is no longer "Shaken" and is activated normally without any status check (remember to flip back its Marker to its Active side).



[11.3] Viet Minh Division 304 and 316 Activation Check Phase

Divisions 304 & 316 are Inactive at the beginning of the game (their Strength Markers are flipped on their Inactive side accordingly) even though their Strength Levels are above 8. Do not make any Strength adjustment (as per rule 11.1) until they have been activated by the following rule. As from Turn 2, during the Division 304 and Division 316 Status Check Phase roll 1d6 for each Division. Apply the SITREP DRM to this die roll. If the die roll result is equal or less than the current Game Turn the Division is activated (flip its Strength Marker to its Active side accordingly). You will not need to check for activation anymore, unless, of course, it becomes Shaken as per rule 11.2.

Example; It's turn 4 and the current SITREP modifier is +1. So, if you roll a 3 or lower you activate the Division.

[12.0] VIET MINH ACTION PHASE

'The first strike must be victorious.' – General Vo Nguyen Giap.

[12.1] VM Automatic CR Control Phase

The Viet Minh automatically seizes control of any CR not occupied by a French Infantry or Armor Unit if a Division TAOR Path (see rule 2.2.3), free of any French controlled CR, may be traced from this CR to a VM Division Starting Box. It does not matter if the Division is Active or Inactive. Place a Control Marker of the relevant Division and decrease the CM Level accordingly (and increase the VM Division Strength Level and AAA Level if applicable). If any French AAA or Artillery Units were occupying this newly controlled VM CR they are automatically eliminated. *E.g., Françoise CR is unoccupied by any French Infantry or Armor Unit at the beginning of The Viet Minh Automatic CR Control Phase. VM Division 308 controls Gabrielle and Anne-Marie. As a result, the VM automatically takes control of Françoise CR as a path passing through Anne Marie and Gabrielle may be traced to Division 308 Starting Box. If Anne-Marie had been French controlled this would not have been possible.*

[12.2] Viet Minh Sapping Phase

'The siege begins by surrounding the garrison with trenches in concentric circles prohibiting any rescue or exits of the garrison' – Vauban.

The Sapping Phase simulates Viet Minh sappers building approach trenches and field Fortifications around your CR to protect their Infantry and prepare the Assault. In game terms, these actions are likely to decrease the Fortifications Level of your CR.

Each Active VM Division will try to reduce the Fortifications Level of the CR within its TAOR (see rule 2.2.3) according to the following rules:

Important: Sapping is not performed during Turn One.

In order to be the target of a Sapping attempt a CR must be connected by a TAOR path either directly to an Active Division Starting Box or to a VM controlled CR that can trace a continuous path of VM controlled CR to the Active Division Starting Box. In the order indicated on their Strength Markers (see 2.3.2.1) each Active VM Division will try to sap all targetable CR. If the target CR is within the TAOR of several Active VM Divisions select the Division with the highest Strength Level. In case of a tie, roll a die to randomly select the Division. Of course, you do not need to roll for sapping if the Fortifications Level of the target CR is already at zero. Note: This rule is also used to select target CR for Event Card No.13 '*War is Made with Artillery*".

Example: The VM controls Gabrielle and Anne-Marie CR so both Françoise and Huguette may be targeted by sapping attempts as both CR can trace a TAOR Path of VM controlled CR to Division 308 Starting Box. You'll need to roll for both CR in order to check if their Fortifications Levels are reduced.

Roll for each targeted CR on the **Viet Minh Sapping Table** **See Table 8 of Player Aid G GAME TABLES.**

Applicable DRM

- SITREP DRM
- Add the Highest Morale DRM Among the Infantry or Armor Units in the CR (whether they are Active or not doesn't matter).
- Subtract Half (rounding any fraction up) of the Division Strength Level
- Any Event Card applicable DRM

Decrease the CR Fortifications Level by the number indicated on the Table.

[12.2.1] Encircled CR. An Encircled CR is a CR which Fortifications Level reaches zero and which bears an Encircled Icon (see 2.2.4.5). An Encircled CR suffers from the following consequences:

- French Units movement is prohibited between the Encircled CR and any adjacent CR and vice versa
- An Encircled CR suffers from a -1 DRM to the Viet Minh Assault Resolution Dice Roll
- French Units retreating (see 12.3.5.2) from an Encircled CR are eliminated.

If the CR Fortifications Level is ever increased above zero it is no longer Encircled.

[12.2.2] Encirclement/Capture of Isabelle. The connection between Isabelle and the rest of the Entrenched Camp was important for morale and supply purpose. If Isabelle is Encircled, decrease the CM by one as a consequence. As long as Isabelle is Encircled, apply a – 1 DRM to the RP Level Adjustment Dice Roll. If Isabelle is no longer Encircled, increase the CM by one and no longer apply a – 1 DRM to the RP Level Adjustment Dice Roll. Likewise, if Isabelle is VM controlled, apply a – 1 DRM to the RP Level Adjustment Dice Roll.

[12.3] Viet Minh Assault Phase

'You can kill ten of our men for every one we kill of yours. But even at those odds, you will lose and we will win.' - Ho Chi Minh.

[12.3.1] VM Divisions TAOR Paths Check. For each Viet Minh Division check if a TAOR Path (see rule 2.2.3) may be traced from the VM Division Starting Box to a French controlled CR.

[12.3.2] VM Divisions Assault Conditions Check. An Active VM Division will try to advance its Control Markers along its own TAOR path by Assaulting French controlled CR according to the following rules.

Important: VM Divisions Assaults are always resolved in the following order (as indicated by the number on the upper left corner of each Division Strength Marker):

- **Division 312**
- **Division 308**
- **Division 316**
- **Division 304**

[12.3.3] VM Divisions Assault Requirements. Each VM Division will try to Assault a French controlled CR along its TAOR path provided it meets the following requirements:

- The Division is **Active** (see rule 11.2).
- The Division starting area is **directly connected** to a French controlled CR, or
- The Division is able to **trace a continuous TAOR path of VM controlled CR** from the Division starting Box to the targeted French controlled CR.
- No CR may be Assaulted more than **once** during this phase.
- No VM Division may Assault more than **one** CR during this phase.
- If several Divisions may Assault the same CR select the Division with the **highest**

Strength Level. In case of a tie, roll a die to randomly select the Assaulting Division.

[12.3.4] VM Divisions Assault Targets. If several French Controlled CR are eligible targets, as defined above, the VM Division will Assault the CR following the below order of priorities:

- The CR With the **lowest Fortifications** Level.
- The CR Which Has the **Lowest Total Defensive Strength** (i.e., the Sum of the Defense Factors of All French Units in the CR and its Fortifications Level).
- The CR with the **Lowest Morale Strength** (i.e., the Sum of the Morale Factors of All French Units Occupying the CR).

If there is still a tie, roll a die to randomly select the Assaulted CR.

Once all the Assaulted CR have been selected proceed to the VM Division Assault Resolution below.

[12.3.5] VM Divisions Assault Resolution Sequence. Resolve each VM Division Assault one at a time, completing each step of the below process before passing to the next Assault Resolution.

[12.3.5.1] ASP Close Air Support Missions & Artillery Commitment Phase.

- French Air Support (CAS) Allocation. Except during Turn One, you may commit any available ASP (see 7.2.3) to Support the Assaulted CR. Each ASP spent in CAS Missions grants a + 1 DRM on the Assault Resolution Table. Decrease the number of ASP on the ASP Record Track accordingly.

- **French Artillery Support Allocation**. Except during Turn One, you may allocate Artillery support to Assaulted CR by immediately spending **1 AP and 1 RP** (decrease the number of AP on the **French Action Points Record Track** and the number of RP on the **Game Record Tracks** accordingly). This expenditure allows you to commit Artillery Support to any number of your CR Assaulted by the VM during the current Turn. You may then select Active Artillery Units to Support the Assaulted CR. Each Artillery Unit cannot support more than one Assaulted CR during the Turn.

Artillery Ranged Fire. You may commit any Active Artillery Units either stationed in the same Subsector or adjacent to the Subsector where the Assaulted CR is located (see rule 2.2.5).

Add the Defense Factor of each committed Artillery Unit to the Viet Minh Assault Resolution Dice Roll.

- Artillery Units in an Assaulted CR cannot provide Support, but may use their Defense Factor to defend themselves against the Assault.
- Move the Artillery Units used to provide support to the **Used Units Box** of their respective CR.

[12.3.5.2] VM Assault Resolution Roll. Roll 2d6 on the **VM Assault Resolution Table** cross-referencing the dice roll result. **See Table 9 of Player Aid G GAME TABLE.**

Applicable DRM

- SITREP DRM.
- The Defense DRM of Each French Unit (including Assets) in the CR (whether they are Active or not).
- +1 DRM for Each ASP Assigned to CAS Missions.
- Add the Defense DRM of Any Supporting Artillery Units.
- Add the Fortifications Level.
- –1DRM (see rule 12.2.1) if the CR is Encircled.
- Subtract the Strength Level of the VM Division Assaulting the CR.

Results explanations. The figure on the **left column** is a DRM to be applied to the roll on the **French Casualties Table** while the one on the **right column** is to be applied to the **VM Casualties Table**.

French and VM Casualties. Now refer to the French and VM Casualties Tables to check which casualties are simultaneously inflicted on both sides.

Roll 1d6 on the **VM Assault French Casualties Table** **See Table 9.1 of Player Aid G GAME TABLES.**

Results Explanations

Step Losses. The figure is the total number of Steps lost by Friendly Units. Important: Apply Step Losses before rolling any Morale Checks.

How to Implement Step Losses to Friendly Unit. Each Step Loss is distributed one by one to Friendly Infantry and/or Armor Units following the below priorities:

- First, apply the Step loss to an **Infantry Unit**,

- In case of a tie, apply the Step Loss to the **Infantry Unit with the highest Morale Factor**.
- In case of a tie, apply the Step Loss to the **Infantry Unit with the highest number of Steps**.
- In case of a tie choose to which Unit to apply the Step Loss.

In any case, **always apply Step Losses to Armor Units last**.

Other Results. After applying Step Losses, if required by the die roll result, apply the results in the following order.

- **'Dis?'** Each Friendly Unit must pass a Morale Check, those which fail are Disrupted. Do not roll if the Unit is already Disrupted.
- **'Dis'** All Friendly Units are automatically Disrupted.
- **'*' VM Counter battery** Artillery Units which provided fire Support are targeted by VM counter-battery fire. Each Artillery Unit which was used to provide Support during this Phase must pass a Morale Check. Those which fail are Disrupted (place Disrupted Markers accordingly).
- The **'R?'** result means all French Infantry and Armor Units must pass a Morale Check. Those that succeed ignore the retreat result. Those which fail must retreat as per below rules.

Retreat Procedure

- Move retreating Active Units to the Active Box of one (or several, if possible) adjacent controlled CR of your choice.
- Move retreating Used Units to the Used Box of an adjacent French controlled CR of your choice (or several, if possible).
- In case of Over-stacking retreating Units are eliminated. You may choose which Units are eliminated to satisfy Stacking rules. For retreat purpose you may voluntary reduce 2-steps Units to satisfy Stacking rules.
- Units retreating from an Encircled CR are eliminated. Likewise, retreating Units are eliminated if there are no adjacent French controlled CR where to retreat to.
- Artillery Units and 1 GAACEO never retreat, they are eliminated if the VM takes control of the CR where they are located.

Eliminated French Units Removal. Move any eliminated 2-step Infantry Battalion counter to the Remnants Holding Box of the map and remove from play any eliminated French 1-step Unit. In case of eliminated *Bn de Marche* place them back in the *Bataillons de Marche* Holding Box.

Roll 1d6 on the **VM Assault VM Casualties table. See Table 9.2 of Player Aid G GAME TABLES.**

- Reroll Option. If the Assaulted CR is occupied by **1 GAACEO** (or was occupied by GAACEO at the beginning of the VM Assault resolution process) you have the **option to reroll** the die once on the **VM Assault VM Casualties Table**. You must accept the result of the new roll even if it is worse than the previous one.

Results Explanations. The **figure** is the total number of Strength Levels lost by the VM Division. Reduce the VM Division Strength Level by moving the VM Division Strength Marker on the VM Division Strength Record Track accordingly. The **'+1CM'** result means you shall increase the CM Level by 1 point.

Design Note. The decrease in the VM Division Strength Level does not only represent casualties, but also the expenditure of ammunitions and supplies used to support the Assault.

CR Control. If the Assaulted CR is now free of any French Infantry or Armor Unit the VM Division takes control of the CR. If there are any Artillery or AAA Assets in the CR they are eliminated. Place a Control Marker of the corresponding Division in the Control Box. Set the CR Fortifications Level to one *(it will benefit to the VM in case of French Assault against the newly conquered CR)*. Remember to decrease the French CM by the number of Star Icons displayed on the CR Box and if the CR has an Artillery and/or AAA Icon to increase the VM Division Strength and/or VM AAA Levels accordingly.

Design Note. Yes, Artillery Units and 1 GAACEO do not retreat, they are eliminated if the CR where they are positioned becomes VM controlled. The guns are considered destroyed (sabotaged) by the retreating French artillerymen.

Reminder: All French Artillery Units which provided support are moved to the Used Box of their respective CR.

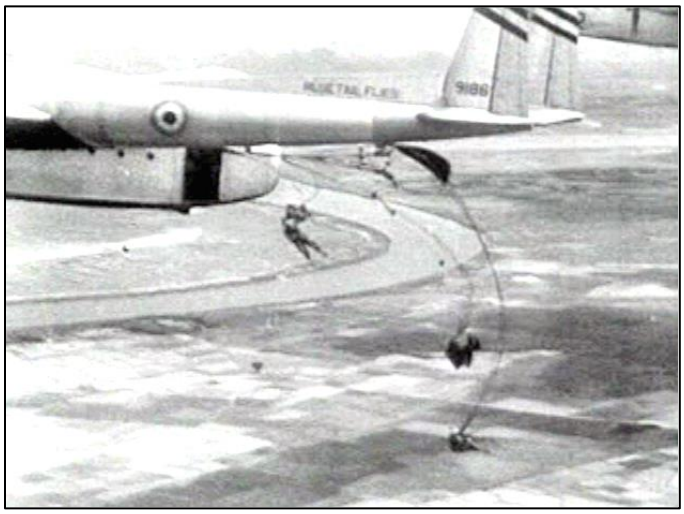
[13.0] FRENCH REINFORCEMENTS ARRIVAL PHASE

'The courage of the drop of water is that it dares to fall in the desert' - Lao She.

[13.1] Reinforcements Arrival

Check the French Units scheduled for reinforcement on the Turn Record Track. If a Unit is scheduled to arrive as reinforcement this Turn, deploy it Active and at full-strength on one of the French controlled Drop Zone (see 13.2) of your choice or in Huguette CR (if French controlled). In the latter case deploy it in Huguette's Active Box (the Airstrip status does not matter). If there are no French controlled Drop Zone available and Huguette is VM controlled, the Unit's arrival is delayed until the Reinforcement Phase when a Drop Zone or Huguette is French controlled. Move the Unit counter one space forward on the Turn Record Track. This is not a Voluntary Reinforcement Delaying (see 9.1.2) and doesn't grant you a +1 DRM to the French RP Adjustment Roll.

A Unit arriving as reinforcement in a DZ must move from the Drop Zone during the current Turn. If at the end of the current Turn the Unit is still in the DZ it is eliminated. Units arriving at Huguette have no obligation to move out of Huguette but must, of course, abide by the stacking rules (see 2.2.1.3) at the end of the Movement Phase.



[13.2] Control of Drop Zones

- Natasha Drop Zone is French controlled if either Huguette or Françoise is French controlled.
- Octavie DZ is French controlled if Claudine is French controlled.
- Simone DZ is French controlled if Eliane or Isabelle is French controlled.

If a Drop Zone is not French controlled it is considered as VM controlled. Put the relevant VM Division Control Marker on the DZ (remove it if the requirements for French control are met again).

[13.3] Bataillons de Marche

You may use the survivors of destroyed 2-step Battalions to form ad hoc understrength Units called '*Bataillons de Marche*' in French. Note: they are 1-step Units.

For every eliminated Battalion (i.e., 2-step Unit) in the French Battalions Remnants Box, you can create one *Bataillon de Marche*. Remove the Battalion from the French Battalions Remnants Holding Box and put it in the French Eliminated Units Box. You will not be able to use it to raise *Bataillons de Marche* anymore.

Newly created *Bataillons de Marche* may be placed on the Active Box of any French controlled and non-Encircled CR during the French Reinforcement Phase. Stacking rules must be enforced when placing these Units.

There cannot be more than 4 *Bataillons de Marche* on the map at any time, however eliminated *Bataillons de Marche* may be re-created provided there are enough eliminated 2-step Battalions in the French Battalions Remnants Holding Box to raise them again.

[14.0] FRENCH MOVEMENT PHASE

14.1. Movement

In order to move your Units, you must spend **1 AP**. Decrease the number of available AP on the AP Record Track of the game map accordingly, otherwise none of your Units can move. Once this AP has been spent, you may move some or all of your Active Units (Used Units cannot move). The movement is performed by moving your Units along the black lines connecting the various CR. You may move your Units:

- From black line connected French controlled CR to black line connected French controlled CR, or
- from French controlled CR to black line connected CR with a No Man's Land Marker, or
- from a DZ to a black line connected French controlled CR in case of Units arriving as Reinforcements.

Units may be moved one at a time or in stack at your convenience. A French Unit/stack cannot enter an enemy controlled CR during the Movement Phase. A Unit is never required to move in the Movement Phase. You may continue moving your Unit/stack this way until you decide to stop this Unit/stack movement, subject to the following restrictions:

- **Armor** Units can move **any number** of CR during the Phase.
- **Infantry** Units can move up to **two** CR during the Phase.
- **1 GAACEO** can only move **one** CR during the Phase.

- **Artillery** Units can only move **one** CR during the Phase provided **no VM Division is Active**. Yes. To move Artillery, all VM Strength Markers must be on their "Inactive" side (see 11.2). If any are Active, no Artillery movement is allowed.
- **Artillery** Units that move become Used upon completion of their movement (see rule 2.3.1.6).

Units may move through French controlled CR already occupied by friendly Units. However, Stacking Limits must be enforced at the end of the Movement Phase (see Stacking rules 2.2.1.3 for details).

14.2. Isabelle Special Movement Rules

Isabelle was farther away than the rest of DBP's CR so the following rules apply when moving from/to Isabelle.

- Infantry Units moving from Isabelle must stop upon entering the first CR encountered (Claudine or Eliane).

- In order to move to Isabelle Infantry Units must start the Movement Phase either in Claudine or Eliane.

- Artillery or 1 GAACEO cannot move from or to Isabelle.

- Armor Units are not affected by Isabelle special movement rules.

14.3. Withdrawal

If at the end of the French Movement Phase one or more CR that was/were French controlled at the beginning of the Movement Phase is/are not occupied by at least a French Infantry or Armor Unit immediately deduct **1 CM** for each of such unoccupied CR and place a No Man's Land Marker in the Control Box as a reminder. In any case **PC GONO must be occupied** by at least a French Infantry Unit at the end of the French Movement Phase.

Design Note. This represents the loss of morale resulting from evacuating a strongpoint without a fight and the necessity to protect the HQ and to dissuade you from unrealistically leave some positions in the center of the Camp undefended.

[15.0] FRENCH ASSAULT PHASE

'War is not beautiful; humanity is not beautiful either.' Marcel Bigeard.

The purpose of French Assault on a Viet Minh controlled CR is to regain control of this CR. Note that VM Division Starting Boxes cannot be Assaulted.

In order to Assault VM controlled CR you must spend **1 AP**. This AP allows you to Assault any number of Viet Minh controlled CR during the French Assault Phase. However, a VM controlled CR may only be Assaulted once per Turn.

To be Assaulted a VM controlled CR must be adjacent to a French controlled CR occupied by one or more Assault eligible French Units. Units eligible to perform an Assault are all Active Infantry and Armor Units. **The maximum number of Infantry Steps that can Assault a single CR is six, plus any number of Armor Units**. No French Unit may participate to more than one French Assault per Turn. French Units coming from different adjacent CR may gang-up against the same Viet Minh controlled CR.

French Assaults are resolved one at a time and all the steps of the French Assault Resolution Sequence described below must be completed before passing to the next Assault (if any). You can choose in which order Assaults are resolved.

[15.1] French Assault Resolution Sequence

[15.1.1] Target CR Designation. Select the target CR (i.e., which VM controlled CR is Assaulted).

[15.1.2] Assaulting Units Allocation. Designate which eligible Friendly Units take part in the Assault. To show this, place them on the black line connecting the CR where your Units are stationed to the Viet Minh controlled CR.

[15.1.3] French Air Support Points (CAS Missions) Allocation. Except during Turn 1, you may commit any ASP available on the ASP Record Track to support the Assault. Each ASP spent on CAS Missions grants a + 1 DRM on the French Assault Resolution Table. Decrease the number of ASP on the ASP Record Track accordingly.

[15.1.4] Artillery Support Allocation. Artillery Units may use their ranged fire capacities: You may commit any Active Artillery Units either stationed in the same Subsector or adjacent to the Assaulted CR Subsector (see rule 2.2.5). Committing Artillery cost you **1 RP**. This RP allows you to commit any number of Active Artillery Units during the entire French Assault Phase. Reduce the number of available RP by one on the RP Track accordingly. You will add the Assault DRM of each committed Artillery Unit to the Assault Resolution Dice Roll. Each Artillery Unit cannot support more than one Assault. Supporting Artillery units become Used.

[15.1.5] Assault Resolution Roll. Proceed to Assault Resolution by cross-referencing the result of 2d6 on the **French Assault Resolution Table. See Table 10 of Player Aid G GAME TABLES.**

Applicable DRM:

- SITREP DRM.
- Add the Assault factor of each involved French Unit (including Artillery Assets providing support).
- +1 DRM for each allocated Air Support Point (CAS).
- Subtract the Strength Level of the Viet Minh Division controlling the CR.
- Subtract 1 (Fortifications Level).

Results Explanations. The figure on the **left column** is a DRM to be applied to the roll on the **French Casualties Table** while the one on the **right column** is to be applied on the **VM Casualties Table**.

French and VM Casualties. Now, roll 1d6 on both the French and VM casualties Tables in order to check the Level of casualties simultaneously inflicted on both sides.

Roll 1d6 on the **French Assault French Casualties Table. See Table 10.1 of Player Aid G GAME TABLES.**

Results Explanations. The figure indicates the total number of Step Losses suffered by Assaulting French Infantry and Armor Units. Apply Step Losses before rolling any Morale Checks.

Step Losses Implementation: Each Step Loss is distributed to French Assaulting Units according to the following priorities:

- First, apply the Step Loss to an **Infantry Unit**
- In case of a tie, apply the Step Loss to the **Infantry Unit with the highest Morale Factor**.
- In case of a tie, apply the Step Loss to the **Infantry Unit with the highest number of steps**.
- In case of a tie choose to which Unit to apply the Step Loss.

In any case, always apply the Step Loss to Armor Units last.

Then, if required by the die roll result, apply other results in the following order.

- **'Dis?'**: Each Assaulting French Infantry and Armor Unit must pass a Morale Check, those which fail are Disrupted. Do not roll if the Unit is already Disrupted.

- **'Dis:'** All Assaulting French Infantry and Armor Units are automatically Disrupted (no effect on already Disrupted Units).

- **'*' VM Counter Battery**: Artillery Units which provided fire support are the targets of VM counter-battery fire. Each Artillery Unit which was used to provide support during this phase must pass a Morale Check. Those which fail are Disrupted.

Eliminated French Units Removal. Move any eliminated 2-step Infantry Battalion to the Remnants Holding Box and remove from play any eliminated 1-step Unit. In case of eliminated *Bn de Marche* place them in the *Bn de Marche* Holding Box.

Now check VM casualties by rolling 1d6 on the **French Assault VM Casualties Table. See Table 10.2 of Player Aid G GAME TABLES.**

- Reroll Option. If at least one **Armor Unit** took part in a French Assault you have the **option to re-roll** the die once on the **French Assault VM Casualties Table**. You must accept the new die roll result. Additional Armor Units do not grant additional dice roll.

Results Explanations. The figures on the VM Casualties Tables indicate the number of Strength

Levels lost by the VM Division. Move the Division Strength Marker on the Division Strength Record Track accordingly. The **'+1CM'** result means you increase the CM Level by 1 point.

'R' = Viet Minh Repulsed. The French have successfully reconquered the CR.

[15.1.6] Assault Results Implementation Phase

All French Artillery Units that provided support are placed in the Used Boxes of their respective CR.

No 'R' Result. If the Assault failed to dislodge the Viet Minh (no R result on the VM Casualties Table), all surviving French Units are returned to their CR of origin and placed in their Used Boxes.

'R' Result. If the French succeeded in repulsing the Viet Minh you may proceed to Assault Exploitation as follows.

Assault Exploitation:

- Remove the VM Division Control Marker.
- Set the CR Fortifications Level to one.
- Any or all French Units that took part in the Assault may be moved to the Used Box of the reconquered CR.
- Any Active French Infantry or Armor Unit adjacent to the newly liberated CR (even those that did not took part in the Assault) may occupy it. You may move them to the Used Box of the reconquered CR.
- All surviving French Units (including Artillery Units) which took part in the Assault or Exploitation are moved to the Used Box of their respective CR.

Reminders

- Don't forget to apply Stacking rules when occupying a liberated CR.

- If the CR is now French controlled remember to increase the French CM by the number of Star Icons displayed on the CR Box and, if applicable, to decrease the VM Division Strength Level and/or VM AAA Level accordingly.

Important. You have no obligation to occupy the newly liberated CR but keep in mind that in order to return a CR to French control it must be occupied by at least a French Infantry or Armor Unit. If you decline to occupy a CR place a No Man's Land Marker in its Control Box.

[15.1.7] Encirclement of VM Division Control Markers. If after the completion of the French Assault a VM Division Control Marker is not able to trace a TAOR path (see rule 2.2.3), free of any French controlled CR back to its Division Starting Box remove this Marker and place a No Man's Land Marker in the CR's control Box. Note that a CR liberated this way does not return under French control until a French Infantry or Armor Unit occupies it during the next French Movement Phase.

[16.0] FRENCH RAIDS, REPAIRS & RECOVERY PHASE

You may spend **1 AP** to be allowed to perform all operations described in rules 16.1, 16.2, and 16.3. You have the **option to spend 1 or more RP** to be able to undertake Fortification repairs / improvements and Airfield Repairs and to engage Artillery to support Raids. Important exception: Removing the Interdiction Markers from the Airfield Box does not cost any AP or RP. Operations described in 16.4 are free.

[16.1] French Raids Phase

During this phase, you may attempt to increase the Level of selected French controlled CR Fortifications Levels which are **adjacent to a VM controlled CR or directly in contact via a TAOR path with a VM Division Starting Box**. This represents raids and sorties by French troops to destroy Viet Minh approach trenches.

The AP spent allows you to perform as many Raid attempts as you wish but you may only perform one Raid per CR and no Unit may perform more than one Raid attempt per turn.

To do so allocate one or more **French Infantry** Units, up to a **maximum of 4 steps**, that must be in the Active Box of the selected CR and/or in the Active Box of a CR adjacent to the selected CR.

If an **Armor Unit** is Active and stationed in (or adjacent to) the CR you may select it in addition to the Infantry Unit(s), doing so allow you to add the Armor Unit Assault DRM to the dice roll. You may only select one Armor Unit in addition to the Infantry Units. The Armor Unit might suffer from the same adverse results than the other Units performing Raids.

You may commit any **Active Artillery Units** either stationed in the same subsector or adjacent to the subsector where the raid takes place. Committing Artillery cost you **1 RP**. This RP allows you to commit any number of Active Artillery Units during the entire French Raid Phase. You will add the Assault DRM of each committed Artillery Unit to the Raid Resolution Dice Roll. Each Artillery Unit cannot support more than one Raid.

For each Raid attempt roll 2d6 on the **Raid Table. See Table 11 of Player Aid G GAME TABLES**.

Applicable DRM:

- SITREP DRM
- Add the Morale DRM of all the Infantry Units performing the Raid
- Add Armor Unit Assault DRM
- Add committed Artillery Assault DRM
- Apply any applicable Event Card DRM
- Subtract the VM Division Strength Level corresponding to the TAOR of the CR where the Raid is undertaken. If the CR is under the TAOR of the several VM Divisions use the Division which Starting Box is the closest to the CR. In case of a tie randomly select the Division.

Design Note: Raids, consisting in clearing the Viet Minh approach trenches, were a very risky business and the French committed only their best troops to perform those actions. That's why the Infantry Units' Morale DRM is used rather than their Assault DRM.

Results Explanations

- The **Left Figure** is the number of Fortifications Levels added to the CR. Reminder: CR Fortifications Level cannot be increased beyond four.

- '-' means no adverse result.
- **'Dis?'** means each of the Infantry and Armor Units selected to perform the raid must successfully pass a Morale Check or become Disrupted.
- **'Dis'** means the Infantry and Armor Units selected to perform the raid are automatically Disrupted.
- **'1'** means 1 Step Loss. Apply this Step Loss as per rule 15.1.

Move all the surviving Units involved in the Raid to the **Used Box** of their respective CR.

[16.2] French Fortifications Repairs/Improvements Phase

During this phase, you may increase the Level of CR Fortifications, which are **not adjacent** to a VM controlled CR and **not directly** in contact via a TAOR path with a **VM Division Starting Box** (i.e., CR that are behind the 'frontline').

Each RP spent this way allows you to increase the Fortifications Level of a selected CR by one. You cannot spend more than one RP per CR per Turn.

If **31 BG** is in the **Active** Box of a CR where you want to increase the Fortifications Level, it allows you to increase the Level by two instead of one. Then, move 31 BG to the CR **Used** Box.

Remember you cannot increase a CR Fortifications Level beyond four.

[16.3] French Airstrip Repair Phase

- Interdicted Marker Removal If the Airstrip is Interdicted, flip the Airstrip Status Marker to its Active side in the Airstrip Status Box of Huguette CR. This is automatic and does not cost any AP or RP.

- Damaged Airstrip If the Airstrip is Damaged you may try to repair it. Roll 1d6 using the **Airstrip Repair Table. See Table 12 of Player Aid G GAME TABLES.**

You have the option to spend **1 RP** to improve your chances to repair the Airstrip. You cannot spend more than one RP this way.

On a die roll result of 5 or more the Airstrip is repaired.

Applicable DRM:

- SITREP DRM
- +1 if you spend **one RP**
- Any applicable Event Card DRM

If **31 BG** is **Active** and located in Huguette you have the option to re-roll the dice once. Then move 31 BG to Huguette **Used** Box accordingly.

If the Airstrip is repaired put the Active Airstrip Marker in Huguette Airstrip status Box.

- Destroyed Airstrip If the Airstrip is Destroyed it cannot be repaired (skip this Phase).

[16.4] French Units Recovery Phase

- Every French Disrupted Units roll to pass a Morale Check (Reminder: Disrupted Units have their Morale Factor reduced by one). Units that succeed to their Morale Check have their Disrupted Marker removed.
- All French Used Units are moved to the Active Box of their respective CR.

[17.0] VICTORY CONDITIONS CHECK PHASE

[17.1] Sudden Death

You immediately lose the game (a Strategic Defeat) if one of the following conditions is met:

- PC GONO CR is VM occupied.
- The CM Level drops below 1.
- The RP Level drops below 1.

[17.2] Final Victory Level. If you do not lose the game to Sudden Death conditions, check your Final Victory Level at the end of Turn 16. The Level of Victory (or defeat) is tallied in Victory Points (VP).

- You gain 1 VP for each CR under your control at the end of the game.
- You gain 1 VP for each full-strength 2-step Infantry Unit still in play at the end of the game.
- You gain ½ VP for each reduced-strength 2-step Infantry Unit still in play at the end of the game.

You earn no VP for 1-step Units and Assets still on the map.

Tally your total number of VP and check your performance as the Commander of DBP on the following table:

Number of VP	Victory Level
25 or more	Strategic Victory

All objectives assigned by General Navarre have been fulfilled the VM most elite troops have been vanquished and their best General disgraced, forcing Ho Chi Minh to negotiate for peace. China and USSR withdraw their support to the VM, preferring to concentrate their resources on more promising prospects and although the US continue to back up the French with financial aid and advisors, they never step-in militarily in Vietnam.

21 to 24	Operational Victory

The VPA has to withdraw its forces from the area. You ensured the safety of Laos, strengthening the bounds with the local Tai population. The French are now able to negotiate from a strong position in Geneva. The outcome of the peace talks is still uncertain but the Viet Minh will have to make huge concessions.

17 to 20	Tactical Victory

Like at Na San in 1952 your strategy proved successful. However, like at Na San the VPA has not been decisively defeated. It is only a matter of time before Chinese and Russian support allow the VPA to regain strength. Nevertheless, the French are not without support themselves, as your victory persuades the USA to send even more equipment and advisors to Indochina. The outcome of the peace talks is still uncertain but the Viet Minh will have to make some major concessions.

13 to 16	Draw

GONO and the VPA annihilate each other. This bloody stalemate leads to no clear result. The war continues with the US, China and the USSR pouring more and more resources into the conflict to support their allies. The situation eventually degenerates into a struggle similar to Korea war. Indochina becomes a quagmire for the French, the US and the Communist forces.

9 to 12	Tactical Defeat

The French are defeated but the VM paid a heavy price. This allows part of GONO troops to be

evacuated thanks to an American backed airlift. The indecisive war drags on for several more years. But France, having lost most of its best troops at DBP and faced with a new insurrection war in Algeria is forced to withdraw from Indochina handing over the situation to the US.

5 to 8 Operational Defeat

GONO eventually surrender but later than the historical result. This allows France to negotiate some minor territorial compensations with the Viet Minh, such as moving the Vietnam partition line a bit further north than the 17th parallel, but the overall result is not very different from the actual one, eventually leading to the US military involvement in Vietnam later on.

4 or less Strategic Defeat (Historical Result)

The Geneva Conference results in the partition of Vietnam into the Communist North Vietnam and the State of Vietnam to the South. The partition is supposed to be temporary, since elections are to be organized in 1956. These elections will never be held, paving the way to the US intervention and to an even bloodiest war.

Design Note. No victory points for VM casualties? Nope. Some French politicians and Generals claimed the French won some sort of victory at Dien Bien Phu, because they inflicted more casualties than they suffered. Actually, it was just as specious as saying that the Germans won the Battle of Stalingrad because they inflicted more casualties to the Russians than they received. The fact is, while the Viet Minh suffered severe casualties, it did not eventually matter on a strategic point of view, because this battle was decisive and allowed the Viet Minh to win the war. As General Giap later said to an Italian journalist in 1969 "Every minute, hundreds of thousands of people die on this earth. The life or death of a hundred, a thousand, tens of thousands of human beings, even our compatriots, means little." On the other hand, the French lost their most elite and experienced soldiers in the battle; troops they could not afford to lose. This is why you earn VP for preserving your Units, not for inflicting casualties to the enemy.

[18.0] GAME TURN RECORD PHASE

Advance the Game Turn Marker one space on the Game Turn Record Track and proceed to next Turn (return to Event Card Phase). Upon completion of Turn 16 refer to chapter 17.0 for Victory Conditions.

[19.0] OPTIONAL RULES

[19.1] Operation Vulture

This rule adds the possibility of a US military intervention in Indochina to help saving Dien Bien Phu thanks to massive air strikes. Historically Eisenhower eventually considered it was better for US interests not to get directly involved in Vietnam. If you use this rule, add optional Card No.45 *'Operation Vulture'* to the Event Cards deck during the game set-up.

[19.2] Artillery Range

This rule modifies rule 2.2.5 (Subsectors). French Artillery Units can fire in support to any CR on the map board, irrespective of their Subsectors, except for the heavy mortar Units (1 CMMLE, 2 CMMLE, 1 CEMPL) who can only fire in their own subsector.

[19.3] Artillery Movement

This rule modifies rule 14.0 (Movement). Artillery Units are not allowed to move during the game.

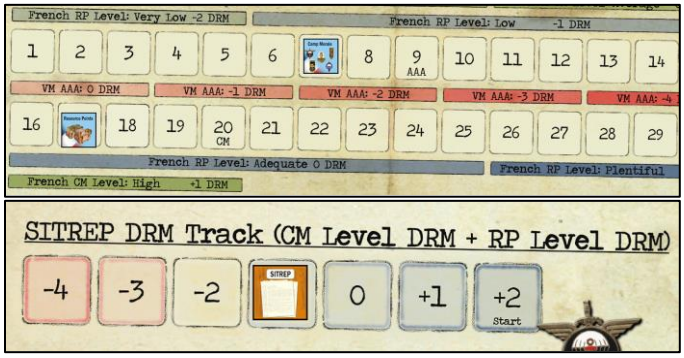
[19.4] Reduced 1 BPC

Historically, only a part of 1 BPC was actually dropped over DBP. If you choose to use this rule, which is historically more accurate, 1 BPC arrives as Reinforcement on its reduced (1/1/2) side.

[20.0] EXAMPLES OF PLAY

[20.1] Morale Check Example

6 BPC must pass a Morale Check. The situation report is as follows: CM Level is at 7 (-1 DRM) and RP Level at 17 (no DRM). This gives the Player a Morale Check DRM of +3 (6 BPC's Morale Factor) -1 (CM Level DRM) + 0 (RP Level DRM) = +2. Therefore, the Player needs to roll a 6 or better to successfully pass this Morale Check.



[20.2] Viet Minh Assault Example

It is Turn 3. The SITREP DRM is +1. VM Division 308 controls Anne Marie and has a Strength Level of 10. It is the Viet Minh Assault Phase. While VM Division 312 is Inactive (having suffered heavy losses) VM Division 308 is now attacking Huguette CR defended by 5 BPVN, I/2 REI, CSM 272 and 1 GAACEO. Tables 9, 9.1 and 9.2 are used.

The VM Division 308 benefits from a -10 DRM (the Division's Strength Level).

Huguette's defenders get the following positive DRM: SITREP: +1. Defending Units: +2 (5 BPVN), +2 (I/2 REI), +1 (1 GAACEO) and 0 (CSM 272) = +5. Fortifications Level: +3. Total= +9

The Player orders 1 CMMLE and II/4 RAC, which are in the Active Box of Dominique, to support the defenders, granting an additional +2 DRM. To do so the Player uses 1 AP and 1 RP. The Player also commits 1 ASP. The final French DRM is +12. Therefore, the Player rolls 2 dice on Table 9 with a +2 DRM (+12 -10) to find which DRM will apply on Table 9.1 (VM Assault French Casualties Table) and on Table 9.2 (VM Assault VM Casualties Table). The Player rolls a 7, that becomes a 9 thanks to the +2DRM. The Player gets a +1 DRM to the rolls on Table 9.1 and 9.2.

The Player rolls a die for French casualties on Table 9.1 and gets a 2 that becomes a 3 thanks to the +1 DRM. The result is '1R?*'. This means the French forces lose 1 step and might be forced to retreat while 1 CMMLE and II/4 RAC will suffer from counter-battery fire.

Since I/2 REI has the highest Morale Factor among the defending units the step loss is applied to this unit. I/2 REI counter is flipped to its reduced side accordingly.

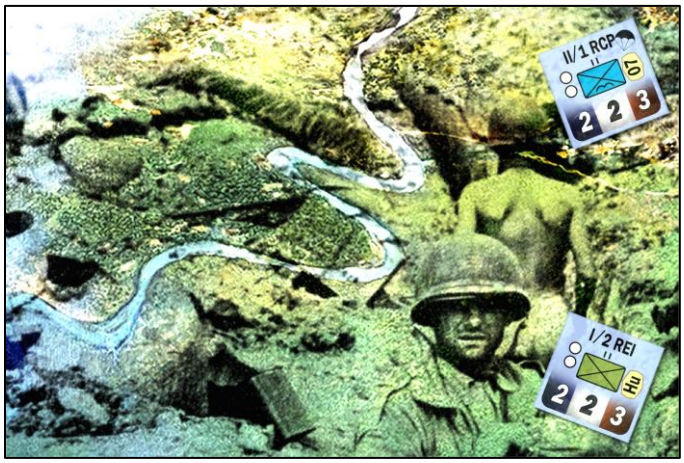
In order to avoid being forced to retreat the Player needs to successfully roll a Morale Check for each Infantry unit, rolling 2 dice applying a +1 DRM (SITREP DRM) and adding each unit's Morale Factor. The result of each dice roll must be equal or higher than 8.

The Player rolls a 5 for 5 BPVN which is enough to successfully pass the Morale Check (+1 SITREP DRM and +2 Morale Factor). The Player rolls a 7 for I/2 REI. This roll is a success as well. Things are more complicated for CSM 272 as its Morale Factor of -1 cancels the +1 SITREP DRM. The Player rolls a 7 which is a failure this time. CSM 272 retreats and is moved to Francoise's Active Box (as this CR is adjacent to Huguette). There is no need to roll for 1 GAACEO, as this unit (as well as Artillery Units) never retreat, they are eliminated if the VM takes control of the CR where they are located.

The '*' result on Table 9.1 indicates the Artillery units involved in supporting the defenders suffer from VM counter-battery fire. Each of these Artillery units must pass a Morale Check to avoid being Disrupted. The Player rolls 2 dice for 1 CMMLE and gets a 5, that becomes an 9 thanks to the +1 SITREP DRM and to the unit's Morale Factor (+3). A success. However, the Player is unlucky when rolling for II/4 RAC and gets a 3 that becomes a 6 (thanks to the SITREP DRM and to the unit's Morale Factor). The Morale Check is a failure and II/4 RAC is Disrupted (a Disrupted Marker is placed on top of the unit). Furthermore, both units are moved to the Used Box

of Dominique, as they have been used to provide fire support.

The French player now rolls on Table 9.2 to check VM casualties. The Player rolls a 1. However, since 1 GAACEO is part of the defending units, this allows the Player to re-roll the die. The Player re-rolls the die and gets a 3, which becomes a 4 thanks to the +1 DRM. VM Division 308 loses 2 Strength Levels. The Division Strength Level Marker is moved from Box 10 to Box 8 of the Division Strength Record Track accordingly. The Division is Shaken. During next Turn's VM Division Status Check Phase the Player will roll to check if the Division is Active or not.



[21.0] FREQUENTLY ASKED QUESTIONS

Here is a consolidation of the FAQ and clarifications published on the White Dog Games company support section of Consimworld and on Boardgamegeek.

Questions 1. There's a contradiction between 2.5.3 Morale Checks and the 20.1 Morale example. 2.5.3 says just add the unit's current morale DRM and the SITREP DRM. The example at 20.1 mentions the CM Level, the unit's morale level and the RP level but then leaves out the SITREP DRM. As a result, I'm not exactly sure how the morale checks are supposed to be calculated. Wish there was a way to have gotten the list of morale check modifiers onto one of the player aids. Just a general game question but it's not exactly clear to me when the RP DRM is used and is useful. At the start of the game, it's a +1 which is good but what is actually counted for? Is it for morale checks and/or for some other check?

Answer 1. The SITREP DRM is the addition of the RP and CM DRM (as mentioned in rule 2.5.2) so there is no contradiction between the rule and example 20.1. In the example -1 (CM Level DRM) + 0 (RP Level DRM) is the SITREP DRM. When rolling for Morale Checks always apply the SITREP DRM.

Question 2.

1. If I draw a reserve card and choose to add it to my reserve, I wouldn't get any action points from that card that turn right?

2. If I have a reserve card in hand and choose to play it during a turn, how exactly does this work if it's the second card I'd be playing for that turn? Do I go through entire sequence of play for the first card I drew that turn and then do the entire sequence of play again in order to benefit from the action points/event on my reserve card?

Answer 2.

1. During the French Event Card Phase you draw the top Event Card from the Event Cards Draw Pile and implement Card instructions and record the number of Action Points awarded by the card, even if you choose to keep it as a Reserve Card. I.e., you get AP even if you keep the card you drew in Reserve.

2. No, you don't play the game sequence twice. You benefit only from the AP of the card you drew that turn. But of course, you can benefit from the event of the card you drew that turn and from the event of a Reserve card if you play one

Question 3. Just to clarify - there's a minimum value of '0' for Attack & Defense factors for a unit, correct? Disruption shows '-1' across the board, however only the Morale Factor did it note that those could be negative. Indeed, should the A/D values not bottom out at Zero, then it would unhinge things, meaning that you'd be more likely to lose an area that had a guy with a negative Defense factor than if that guy wasn't there at all...

Answer 3. Leaving a CR empty means it is automatically conquered by the Vietminh (see [12.1] VM Automatic CR Control Phase), so better an infantry or armor unit with a negative Defense Factor in the CR than no unit at all. Assault, Defense and Morale Factors can become negative. During the battle some units that refused to fight (but were still consuming supplies), such as the famous 'Nam Youm Rats', eventually became a liability for the defenders. As a player you'll have to rotate units with negative factors to the 'rear' (if

possible) in order they recover from Disruption before bringing them back to the 'front line'. But yes, easier said than done...

Question 4. Question here - do we use this hierarchy for _all_ step losses, or just the first step loss in each combat? I'm wondering, because this usually means that the high-morale units evaporate early, as even with a step loss, they are usually higher than the Tais and what-not...it's the way I've been playing, just wondering whether I've been too harsh on myself, and essentially losing all of my 'good' guys, leaving only the 'less good' guarding the hen coop.

Answer 4. It's harsh but you play it right. The French elite forces, who did a good part of the fighting, paid a heavy price. Remember, however that eliminated 2-step units can be used to raise *'Bataillons de Marche'* (rule 13.3).

Question 5. SEAD - Suppression of Enemy Air Defenses - (rule 7.2.1). I have 2 ASP that I want to use for SEAD. Each ASP spend in SEAD mission grants a +1 DRM when rolling on the SEAD Table. Shall I roll once with a +2 DRM or may I roll twice each time with a +1 DRM?

Answer 5. You can do both. Either a single roll with a +2 DRM or 2 dice rolls each with a +1 DRM, **BUT** in the latter case the results shall be implemented only once ALL dice have been rolled (the Viet Minh AAA Level is not reduced until all dice have been rolled).

Question 6. Campaign Scenario Set-Up. Are the units that start in Anne Marie, Dominique and PC Gono all Disrupted, or only the last Artillery Units of each RC (2 CMMLE, II/4 RAC, 1CEPML)?

Answer 6. The only Units that start the game Disrupted are the Artillery Units: 2 CMMLE, II/4 RAC and1CEPML.

Question 7. There are special movement rules for CR Isabelle (14.2) but I don't see anything preventing units in Claudine or Eliane from raiding to increase Isabelle fortifications level (and vice versa).

Answer 7. A Raid occurs during the Raid Phase (not during the Movement Phase) therefore it is not considered as a movement Units in Claudine or Eliane can raid to increase Isabelle fortifications level (and vice versa).

Question 8. Isabelle is encircled but has Inf and Armor. VM own Eliane. The French want to assault Eliane from Dominique and PC Gono. Can the troops/tanks in Isabelle join in (and hopefully extricate themselves from Isabelle in the process)?I would think not because they can't move there. OTOH, I can't see anything in the rules that expressly prohibits them.

Answer 8. Movement from an encircled CR is prohibited. However, Assault is NOT a movement. It's, well...an Assault against a VM controlled CR. Therefore, nothing prevents encircled Units from Assaulting a VM Controlled CR.

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