

[21.0] FREQUENTLY ASKED QUESTIONS

[21.1] Questions: 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?

Answers: 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.

[21.2] Questions: 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?

Answers: 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

[21.3] Question: 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...

Answers: Leaving a CR empty means it is automatically conquered by the Vietminh (see [12.1] VM Automatic CR Control Phase), so better an armor or infantry 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 Yum 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...

[21.4] Question: Re: 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: You can do both. Either a single dice roll with a +2 DRM or 2 dice rolls each with a +1 DRM.