

THE LOST VALLEY

The Siege of
Diên Biên Phu

A SOLITAIRE GAME by JACQUES RABIER

RULES SUMMARY

Don't want to dig too much into the rules while playing? Read the Rule Book and Player Aids (especially Player Aid G) once or twice, then use this rules summary, referring to the rules when needed. *Note: In case of conflict between the Rules Summary and the Rule Book the latter take precedence over the former.*

SETTING UP THE GAME

Counters & Markers: Use **Player Aid E** (Campaign Game), or **Player Aid F** (Battle of the Five Hills Scenario) to set-up the game counters and markers on the game map.

Event Cards

- **Campaign Game Scenario.** **Shuffle** Event Cards No.01 to 44 (add optional Card No.45 'Operation Vulture' only if you wish to use optional rule 19.1) and place them face down to create the Event Cards Draw Pile.
- **Battle of the Five Hills Scenario.** Read **Player Aid F** instructions of to create the Event Cards Draw Pile (add optional Card No.45 'Operation Vulture' only if you wish to use optional rule 19.1).

A. FRENCH LOGISTICS PHASE

A.1. French Event card Phase [5.0]

- **Draw** the top Event Card from the Event Cards Pile.
- **Check** Card Conditions and **Implement** Card Instructions.
 - Card Conditions indicate when the Card can be played and under which circumstances.
 - Card Instructions state the effects of the Card on game play.
 - Cards 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.
 - Unless stated otherwise, the effects of a card only last for the duration of the current Turn.

A.2. French Action Points (AP) Availability Phase [5.2]

- **Record** the number of **Action Points** granted by the Event Card by placing the **Action Point Marker** on the **French Action Points & ASP Record Track**, even if you keep the Event Card in Reserve.

- **Add** any **AP** saved from the previous Turn (see 5.2.2) up to a maximum total of 4 AP.

If the current **SITREP** is **higher than zero** you can **save** a maximum of **1 AP per Turn**. If the SITREP Level is zero or less you cannot save any AP.

A.3. Event Cards Discarding/Reshuffling [6.0]

- **Discard Reserve Cards** in excess of your **Maximum Hand Size** as indicated on **Table 1 of Player Aid G**. You can also discard Reserve Cards you don't want to keep.

- **Remove from Play** the Event Card you drew this Turn if it is a **one-time Event Card** (see 5.4) and the event has been triggered/played.

- You can **keep in Reserve** (up to your maximum Hand Size) the Event Card you drew this Turn if it is a **Reserve Card** (see 5.5) and you did not play it.

- If the card bears the mention '**RESHUFFLE**' put the Card back into the Draw Pile and **Reshuffle** it with the Discard Pile.

- **Otherwise**, put the Event Card into the **Discard Pile**.

A.4. French Air Support Points Availability Phase [7.0]

Important: **Skip** this Phase during Turn one.

- **Roll 2d6** (applying the relevant DRM) and check **Table 2 of Player Aid G** to generate the number of **Air Support Points (ASP)** available for the current Turn. You cannot save ASP from Turn to Turn and any unused ASP is lost.

- **Record** the number of available **ASP** using the **APS Marker** on the **French Action Points & ASP Record Track**.

- **Allocate available ASP to:**

- **SEAD Missions.** **Roll 2d6** adding the number of allocated **ASP** and applying any relevant DRM and **Check Table 2.1 of Player Aid G**.

- 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.

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

- **DAS Missions. Target a VM Division and Roll 2d6** adding the number of allocated ASP and applying any relevant DRM and **Check Table 2.2 of Player Aid G.**

- 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.

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

- **CAS Missions. Keep remaining ASP** to be used later in the Turn when resolving **Combat** (Defense and/or Assault).

A.5. French Airstrip Status Phase [8.0]

- **Skip** this Phase if the Airstrip is **Destroyed**.
- **Roll 2d6** (applying any relevant DRM) and check **Table 3 of Player Aid G** to determine if the Airstrip is:
 - **Destroyed:** - 2 DRM to the RP Adjustment Dice Roll for the remaining of the game.
 - **Damaged:** - 2 DRM to the **RP Adjustment** Dice Roll for the current Turn. **Can be Repaired** during the **Airstrip Repair Phase**.
 - **Interdicted:** - 1 DRM to the **RP Adjustment** Dice Roll for the current Turn. **Automatically Repaired** during the **Airstrip Repair Phase**.
 - **Unchanged:** No change of status.

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

A.6. French Resource Points (RP) Adjustment Phase [9.2]

- **You can spend** up to a maximum of **3 CM Points** to grant you a +1 DRM per expended CM Point to the **French RP Adjustment Roll**. Adjust the **CM Marker** on the **CM, RP and VM AAA Record Track** accordingly.
- **You can 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**. Move the delayed unit one box forward on the **Turn Record Track** accordingly.
- **French RP Adjustment. Roll 2d6** (applying any relevant DRM) on **Table 4 of Player Aid G** to check how many **RP** are added to or subtracted from your RP reserve.
- **Adjust** the **RP Marker** on the **CM, RP and VM AAA Record Track** accordingly.

Reminder: RP Level cannot exceed 30 points.

A.7. French Camp Morale (CM) Adjustment Phase [10.0]

- **You can spend** up to **3 RP** to increase the **CM Level**. Each RP spent grants you 1 CM point. Adjust the **CM Marker** on the **CM, RP and VM AAA Record Track** accordingly. **Reminder:** The CM Level cannot exceed 20 points.

B. VIET MINH LOGISTICS PHASE

Important: Skip the following Phases during **Turn 1**.

B.1. Viet Minh Divisions Strength Adjustment [11.1]

- **Increase** by 2 Points the Strength Level of VM Divisions, that were **Inactive** during the previous Turn, on the **VM Divisions Strength Record Track** (Turns 2 to 9 and 15 to 16).
- **Increase** by 1 Point the Strength Level of VM Divisions, that were **Inactive** during the previous Turn, on the **VM Divisions Strength Record Track** (Turns 10 to 14).

Reminder: Strength Level cannot exceed 15 points.

B.2. Viet Minh Division Status Check [11.2]

- **Roll 2d6**, applying DRM mentioned on **Table 6 of Player Aid G**, for each division with a Strength level of **8 or less**.
- **If** the result is **higher** than the Division current Strength Level flip the **Division Strength Marker** to its **Inactive** side. This Division will not Assault during the Turn: **skip C.2 and C.3 Phased** for this Division.

B.3. Viet Minh Division 304 and 316 Activation Check Phase [11.3]

- As from Turn 2 **roll 1d6** for both Divisions, applying the SITREP DRM.
- **If the die roll result is equal or less than the current Turn** number flip the **Division Strength Marker** to its **Active** side. **This Division will Assault during the Turn**. You won't need to check for activation anymore, unless of course, it becomes Shaken as per rule 11.2.

C. VIET MINH ACTION PHASE

C.1. VM Automatic CR Control Phase [12.1]

- **Check** if the Viet Minh automatically seizes control of any CR not occupied by a **French Infantry or Armor Unit** to where a TAOR Path, free of any French controlled CR, can be traced from a **VM Division Starting Box**.

- If it is the case **place a VM Control Marker** of the relevant Division in the **CR Control Box** and decrease the **CM Level** accordingly (and increase the **VM Division Strength Level** and **AAA Level** if necessary).

- **Eliminate** any French **AAA or Artillery Units** in the VM captured CR.

C.2. VM Sapping Phase [12.2]

Important: Skip this Phase during **Turn 1**.

- In the order indicated on their Strength Markers (see 2.3.2.1) **check** if a VM Division can sap a French CR.

• Requirements:

- The Division is **Active**
- The Division Starting Box is **directly connected** to the CR
or
- **a continuous Path of VM Controlled CR** can be traced to the **Division Starting Box**.

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.

- **Roll 2d6** (applying any relevant DRM) on **Table 8 of Player Aid G**. Decrease the CR Fortifications Level by the number indicated on the Table.

- **Check** if the CR is **encircled** (i.e. down to zero Fortifications Level, see 12.2.1).

- 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**.

• Isabelle Special Rules (12.2.2):

If Isabelle is Encircled

- Decrease the CM by 1.
- Apply a – 1 DRM to the RP Level Adjustment Dice Roll.

If Isabelle is no longer Encircled

- Increase the CM by one
- No longer apply a – 1 DRM to the RP Level Adjustment Dice Roll.

If Isabelle is VM controlled

- Apply a – 1 DRM to the RP Level Adjustment Dice Roll.

C.3. VM Assault Phase [12.3]

- **Check** for each VM Division if it can **Assault** a French controlled CR.

• Requirements:

- The Division is **Active** (see rule 11.2).
- The **Division Starting Box** is **directly connected** to a French controlled CR, or
- The Division is able to trace a continuous **TAOR path** (see 2.2.3) 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.

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**

- **Select** the target CR with the following order of priority.

- CR With the **lowest Fortifications Level**.
- CR with 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.

VM Divisions Assault Resolution Sequence

- **French Air Support (CAS) Allocation**

Important: Skip this Phase during Turn 1.

- 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 **French AP & ASP Record Track**.

- **French Artillery Support Allocation**

Important: Skip this Phase during Turn 1.

- 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 AP Record Track** and the number of RP on the **CM, RP and VM AAA Record Track**.

- **Select the Artillery Units** used for Support.

- **Requirements and limitations:**

- **The Units must be Active**
- The Units must be stationed in the **same Subsector or adjacent to the Subsector** where the Assaulted CR is located (see rule 2.2.5).
- The Units **cannot support more than one Assaulted CR** during the Turn.
- The Units **in an Assaulted CR cannot provide Support**, but may use their Defense Factor to defend themselves against the Assault.

- **Add the Defense DRM** of each committed Artillery Unit to the **VM Assault Resolution Dice Roll**.

- **Move** the Artillery Units used to provide support to the **Used Units Box** of their respective CR.

- **VM Assault Resolution Dice Roll**

- **Roll 2d6** (applying any relevant DRM) and check **Table 9 of Player Aid G** for result.

Results explanations. The figure on the **left column** is a DRM to be applied when rolling on **Table 9.1 of Player Aid G** while the one on the **right column** is to be applied to **Table 9.2 of Player Aid G**.

French Casualties

- **Roll 1d6** (applying the relevant DRM) on **Table 9.1 of Player Aid G**.

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.

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.

- **'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**.
- 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**.

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. 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.

Viet Minh Casualties

- **Roll 1d6** (applying the relevant DRM) on **Table 9.2 of Player Aid G**.

- **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 on **Table 9.2 of Player Aid G**. 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. ‘+1CM’ result means you increase the CM Level by 1 point.

- **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 **VM Control Marker** of the corresponding Division in the CR **Control Box**.
- Set the CR Fortifications Level to one
- 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.

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

D. FRENCH ACTION PHASE

D.1 French Reinforcements Arrival Phase [13.0]

- **Reinforcements Arrival**

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).

- **Bataillons de Marche**

- For every eliminated Battalion (i.e. 2-step Unit) in the **Remnants Holding Box**, you can create one *Bataillon de Marche*. Remove the Battalion from the **Remnants Holding Box** and put it in the **French Eliminated Units Box**.
- Newly created *Bataillons de Marche* may be placed on the **Active Box** of any French controlled and non-Encircled CR. Stacking rules must be enforced when placing these Units.
- There cannot be more than 4 *Bataillons de Marche* on the map at any time
- Eliminated *Bataillons de Marche* may be re-created provided there are enough eliminated Battalions in the **Remnants Holding Box**.

D.2. French Movement Phase [14.0]

- You must **spend 1 AP** if you want to be able to **move** any or all of your units.

- **Requirements and limitations:**

- Only **Active** units may move.

- Units may be move 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 Movement Allowance**

- **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**.
- **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 2.2.1.3 for details).

- **Isabelle Special Movement Rules**

- **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.
- **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 CR **Control Box**. **PC GONO must be occupied** by at least a **French Infantry Unit** at the end of the French Movement Phase.

D.3. French Assault Phase [15.0]

- You must **spend 1 AP** if you want to be able to **assault** any number of VM controlled CR. Move the **AP Marker** on the **AP & ASP Record Track** accordingly.

Requirements and limitations:

- A VM controlled CR can 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 Assault Resolution Sequence**
 - Designate the target CR.
 - Designate which eligible Friendly Units participate to the Assault.

- **French Air Support Points (CAS Missions) Allocation.** **Except during Turn 1**, you may commit any ASP available on the **AP & ASP Record Track** to support the Assault.

Each **ASP** spent on **CAS Missions** grants a **+ 1 DRM** when rolling on **Table 10 of Player Aid G**. Decrease the number of **ASP** on the **AP & ASP Record Track** accordingly.

Artillery Support Allocation.

- You must **spend 1 RP** if you want to be able to **use Artillery Support** during the Phase. Move the **RP Marker** on the **CM, RP and VM AAA Record Track** accordingly.

Requirements and limitations:

- **Select the Artillery Units** used for Support.
- **Requirements and limitations:**
 - **The Units must be Active**
 - The Units must be stationed in the **same Subsector or in a Subsector adjacent to the Subsector** where the Assaulted CR is located (see rule 2.2.5).
 - The Units **cannot support more than one Assaulted CR** during the Turn.

- **Add the Assault DRM** of each committed Artillery Unit to the **French Assault Resolution Dice Roll**.

- **Move** the Artillery Units used to provide support to the **Used Units Box** of their respective CR.

French Assault Resolution Dice Roll

- **Roll 2d6** (applying any relevant DRM) and check **Table 10 of Player Aid G** for result.

Results explanations. The figure on the **left column** is a DRM to be applied when rolling on **Table 10.1 of Player Aid G** while the one on the **right column** is to be applied to **Table 10.2 of Player Aid G**.

French Casualties

- **Roll 1d6** (applying the relevant DRM) on **Table 10.1 of Player Aid G**.

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.

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.

- **‘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**.

- **Roll 1d6** (applying the relevant DRM) on **Table 10.2 of Player Aid G**.
- **Reroll Option.** If at least one **Armor Unit** took part in the Assault you have the **option to re-roll** the die once on **Table 10.2 of Player Aid G**. You must accept the result of the new roll even if it is worse than the previous one. Additional Armor Units do not grant additional dice roll.

Results Explanations. The figures on **Table 10.2 of Player Aid G** 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.

Assault Results Implementation Phase

No ‘R’ Result. If the Assault failed to dislodge the Viet Minh, all surviving French Units are returned to their CR of origin and placed in their **Used Boxes**. All French Artillery Units

that provided support are placed in the **Used Boxes** of their respective CR.

‘R’ Result: 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 may occupy it. 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.
- 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. If you decline to occupy a CR place a **No Man’s Land Marker** in its **Control Box**.

Encirclement of VM Division Control Markers. If 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**.

E. 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 may **spend 1 or more RP** to be able undertake Fortification repairs & improvements and Airstrip Repairs and to engage Artillery to support Raids.
- Removing the **Interdiction Marker** from the **Airstrip Status Box** does not cost any AP or RP. Operations described in rule 16.4 are free.

E.1. French Raids Phase [16.1]

- You may try to **increase the Fortifications Level** of a French controlled CR adjacent to a VM controlled CR or

directly in contact via a TAOR path with a **VM Division Starting Box**.

Requirements and limitations:

- You may only perform **one Raid per CR**.
- No Unit may perform more than **one Raid per Turn**.
- You may allocate one or more **French Infantry Units**, up to a **maximum of 4 steps + 1 Armor Unit**, 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.
- 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. Each Artillery Unit cannot support more than one Raid.

Roll **2d6** on **Table 11 of Player Aid G**.

Use the Infantry Units **Morale DRM**, Armor Unit **Assault DRM** and Artillery **Unit Assault DRM** in addition to any other relevant DRM

Results Explanations

- The **Left Figure** is the number of Fortifications Levels added to the CR.
- '-' 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.

E.2. Fortifications Repair/Improvement Phase [16.2]

- 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**.
 - **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**.

E.3. Airstrip Repair Phase [16.3]

• **Destroyed Airstrip**

If the Airstrip is **Destroyed** skip this 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**

Roll **1d6** (using any relevant DRM) on **Table 12 of Player Aid G**.

You may spend a maximum **1 RP** to get a +1 DRM

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

• **Reroll Option.** 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**.

E.4. French Units' Recovery Phase [16.4]

- Every French Disrupted Unit **roll** a **Morale Check**. 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.

F. VICTORY CONDITIONS CHECK PHASE

F.1. Sudden Death [17.2]

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.

F.2. Final Victory Level [17.2]

If you do not lose the game to Sudden Death conditions, check your Final Victory Level at the end of Turn 16.