

Tonkin

RULES OF PLAY

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INTRODUCTION

TONKIN (*beta version 2.3*) is a game covering the war between *Viet Minh* (*Vietnamese nationalists/communists*) and France and her colonial troops. The war started in 1946 and ended in 1954. The game starts in 1950 after the communists had taken over in China and began to supply the *Viet Minh*. The map shows northern Vietnam (*Tonkin*) and Laos where most of the fighting took place. One player is the *Viet Minh* and the *Pathet Lao* (*Laos*). The main *Viet Minh* force is on a regimental level, where some are independent and some are organized in divisions. Some *Viet Minh* units are called *Tieu Doan*. They, as well as the Laotian *Pathet Lao*, represent independent battalion sized units. All these units will be referred to as VM units. The other player is France and her colonial troops. There is a chart below showing the different units. Some units changed their unit name during the war or were dissolved and transferred into a new unit. But, to avoid unnecessary rules, I have stayed with one of them, usually the first unit. Some non-present units are included in the *Groupe Mobile* units (*GM*). All units belonging to the French player will be referred to as FEF units (*French Expeditionary Force*).

<i>French Combat Units</i>	
Paratroopers	
RCP	<i>Chasseur Parachute Regiment</i>
BEP	<i>Foreign Legion Parachute Battalion</i>
BPVN	<i>Vietnamese Parachute Battalion</i>
BPC	<i>Colonial Parachute Battalion</i>
BPL	<i>Laotian Parachute Battalion</i>
Mechanized	
RICM	<i>Moroccan Colonial Infantry Regiment</i>
RCC	<i>Light Armored Regiment</i>
REC	<i>Foreign legion Armored Regiment</i>
RSA	<i>Algerian Armored Regiment</i>
Artillery	
RALP	<i>Light Airborne Artillery Regiment</i>
RAC	<i>Colonial Artillery Regiment</i>
RACM	<i>Moroccan Colonial Artillery Regiment</i>
Infantry	
REI	<i>Foreign Legion Infantry Regiment</i>
DBLE	<i>Foreign legion Half Brigade</i>
RIC	<i>Colonial Infantry Regiment</i>
BVN	<i>Vietnamese Battalion</i>
BCL	<i>Laotian Light Infantry Battalion</i>
RTS	<i>Senegalese Rifle Regiment</i>
AOF, ACF	<i>French West and Central Africa</i>
BMTS	<i>Senegalese Rifle Battalion</i>
RTM	<i>Moroccan Rifle Regiment</i>
RTA	<i>Algerian Rifle Regiment</i>
BTA	<i>Algerian Rifle Battalion</i>
RTT	<i>Tunisian Rifle Regiment</i>
BT	<i>Thai Battalion</i>
Special units	
DNA	<i>Assault Naval Division</i>
GCMA	<i>Commando Group</i>

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BASICS

1.1 Abbreviated Expressions

These are...

- a) ZoC = Zone of Control (*rule 1.2*).
- b) DG = Disorganized (*rule 4.13*).
- c) OoS = Out of Supply (*rule 5.4*).
- d) SD = Supply Dump (*whenever a SD are referred to in the rules it is the SD that you control, not the enemy ones, unless it is mentioned as such*).

1.2 Zone of Control - ZoC

ZoC includes all 6 hexes within 1 hex of a unit.

All combat units have a ZoC, except...

- a) A FEF unit with only 1 stacking point value and which is not stacked with another unit.
- b) Across the Chinese border.
- c) That FEF units do not have ZoC into forest hexes.
- d) Units that are DG (*so, artillery which is DG do not have ZoC, see rule 2.10 and 3.5 about this*)

ZoC can make urban areas friendly (*rule 1.7*). Enemy ZoC affects your movement (*rule 3.1, 3.2*). VM ZoC also affects air transports and airdrops (*rule 3.5*).

1.3 Tracing

When tracing a line, follow a road leading back to a supply center or count hexes from a unit to another unit or to a HQ, SD or a community. This line must be uncult by enemy units (*ZoC does not cut the line*) or by impassable hexes or hex sides. An exception is when VM sets up within 2 hexes of a mobilization center. Then there may be FEF units in between.

1.4 Units



FEF units are blue and VM units are red. Reading from left to right, the lower numbers on

the counter represent strength value (*barrage strength for the artillery*) and then movement point value. Black movement point value is foot movement and red is motorized. The yellow number above strength is the unit's morale value, and the number, if any, above the movement point value is the stacking point value. At the top left you will read the game turn entry (*which corresponds with the number on the Time scale*) and to the right the unit designation. HQ units only show their movement point value and,

in case of FEF HQ, its game turn entry. These values may be modified due to some rules. Whenever a certain value is used it is always the modified value. The color bar will show which category the unit belongs to, like which division or if it is a para unit.

1.5 Stacking

You may stack units in a hex with a total value of 13 stacking points. You may view what is in enemy stacks, except VM stacks in mountain hexes or in hexes with forest. VM units and FEF units may not be in the same hex (*except in overruns through airdrops, see rule 4.4*). The stacking value for a...

- a) Unit is the stacking value number show on the counter. If there is none then the value is 1.
- b) HQ is 0. It stacks for free (*1 if transported, see rule 3.3*).
- c) SD is 1 (*3 if transported, see rule 3.3*).

1.6 Map

Each hex is 20 kilometers (*12,5 miles*) across.

The rain seasons are between June and September and the effects of rain seasons are that...

- a) FEF nor VM will receive any SD (*rules 2.6, 2.9*).
- b) There is a +1 movement point cost (*rule 3.1*).
- c) There is a -1 combat die roll modifier (*rule 4.7*).
- d) You might lose more steps if OoS (*rule 5.4*)

Clear terrain is yellow; Mountain is grey; Rough is brown; Forest is green; Rough/forest is forest within the rough area (*even if it includes some forest outside the rough area*). Any rule regarding forest also includes rough/forest; Major rivers, which are navigable, are dark blue; Minor rivers are light blue; A coastal hex is a sea hex with some land in it, including islands; Roads are dark brown and many have their historical names. "RC" means "Route Coloniale". "RP" means "Route Provinciales".

The red stars are mobilization centers. The red spots are supply centers. Cities and towns look like urban areas seen from above. Cities have also a red border. Villages are black dots. Together, all three urban areas will be referred to as communities. Airstrips are shown by an airplane symbol. Harbors have an anchor symbol. Units in the Saigon zone are considered to be somewhere else in Indochina.

The highlands were populated by minority peoples. In both Vietnam and Laos. A hex which do not contain major river or clear terrain is considered as the highlands. The rest outside China is considered as the delta (*even if outside the actual river area*).

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1.7 Communities

A community is friendly to you if...

- a) You occupy it.
- b) It is not occupied, but it is in your ZoC, only.
- c) It is not occupied, and not in any ZoC or in both your and your opponent's ZoC, and its name has your color (*blue for FEF, red for VM*).

1.8 Victory Points and Instant Victory

When FEF gains a victory point or when VM deducts one then the marker on the *Victory points track* moves towards "100". When VM gains a victory point or when FEF deducts one, it moves towards "0".

You gain victory points when communities with a victory point number (*shown in a square*) are friendly to you, and by achieving conditions described in the *Victory points table*. Points are awarded immediately. If you leave a community, worth victory points, and it becomes friendly to your opponent by default, then your opponent will gain those victory points. The game ends immediately if...

- a) VM occupies *Hanoi* or reaches "0" on the *Victory point track*.
- b) FEF eliminates the flipped VM HQ (*Giap*) or reaches "100" on the *Victory point track*.

The VM player also gains...

- a) 10 victory points if VM has 10 friendly communities in the delta. If, later on, VM has less than that, then FEF gains 10 victory points (*VM regains 10 points by getting 10 communities again*).
- b) 10 victory points if VM has 20 friendly communities in the highlands. FEF, later on, gains 10 points if VM has less than 20 communities there (*VM can then regain those points again*).
- c) 5 victory points by eliminating the FEF HQ (*rule 2.10*)
- d) 1 victory point per FEF replacement (*rule 2.10*)
- e) 2 victory points for each withdrawn FEF unit that returns (*rule 2.8*)

The FEF player also gains...

- a) 15 victory points by killing the Ho Chi Minh HQ (*rule 2.1*).
- b) 1 victory point for each Tieu Doan which is mobilized (*rule 2.5*).

GAME TURN PHASES

A game turn is when the *month marker* is moved one slot on the *Time scale*.

- 1 - Initiative phase
- 2 - Replacements and reinforcements phase
- 3 - 1st Player movement phase
- 4 - 1st Player operation phase
- 5 - 2nd Player movement phase
- 6 - 2nd Player operation phase
- 7 - Supply check phase
- 8 - Victory check phase

INITIATIVE

Reset all transport scales to show full amount of transports according to the date. To get the initiative, roll a die. If the result is 1-3 then VM is the 1st player and FEF is the 2nd one. If the result is 4-6 then FEF is the 1st player and VM the 2nd one. Each scenario starts with VM initiative. The 1st player's reinforcements and replacements will be placed before the 2nd player's.

REPLACEMENTS / REINFORCEMENTS

2.1 VM Replacement Points

VM receives 2 replacement points every turn in addition to the points received as reinforcements. These points replace steps or rebuild destroyed units. No more than 8 replacement points can be accumulated. Points in excess of that are lost. Each point replaces 1 step except that 2 points replace 1 artillery step (*see rule 4.12 to see what a step is*). To receive a replacement point a regiment must be...

- a) Not out of supply and...
- b) Within 3 hexes of VM HQ or Thai Nguyen or Thanh Hoa and...
- c) If it is an artillery unit, on a road leading back to a supply center in China.

And it may not replace more than 2 steps at a time (*through points or Tieu Doan*).

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If VM HQ loses a step (*Ho Chi Minh*) FEF will gain 15 victory points. Flip it over to the "*Giap*" side and place him on any VM regiment during this phase 1 game turn later. If *Giap* dies, VM loses the game.

4 replacement points may be used to return a full regiment (*8 replacements points are spent to return a full artillery regiment*) from the *Dead box* (*the color bar for a regiment part of a division is dark grey and for a independent regiment light grey*). A regiment has to return with all its steps. Place it as a reinforcement. Roll a die and divide the result by 2 (*rounded up*). The result is the number of months the unit has to wait before it returns (*place it on the month scale to keep track*). If the month of its return is beyond the last month that you play, then it is lost, as well as the points spent.

2.2 VM Replacements Points Through War

If a FEF unit loses at least 1 step when attacked and VM advances into the defender's hex, roll a die. If the result is 1-3 then VM will receive 1 replacement point. If VM moves onto a FEF SD, remove it and receive 2 replacements.

2.3 VM Reinforcements

Tieu Doan arrive according to rule 2.5. Other reinforcements arrive according to the *Reinforcement chart*. VM artillery reinforcements are placed on a supply center in China. VM regiment reinforcements are placed...

- a) Within 3 hexes of *Thai Nguyen* or *Thanh Hoa* but...
- b) Not in a hex which is out of VM supply and...
- c) Not in a FEF-friendly community.

2.4 Tieu Doan as Regiment Replacement

You may replace or rebuild 1 regiment step (*not artillery*) anywhere, by removing a *Tieu Doan* in the same hex. *Tieu Doan* may not be mobilized in the same phase after they have been used as replacements. A regiment will not become DG (*rule 4.13*) if it absorbs a *Tieu Doan* which is DG. Vice versa is also true.

2.5 Tieu Doan and Pathet Lao Mobilization

Destroyed *Tieu Doan* (*light grey color bar*) and *Pathet Lao* (*black color bar*) may be mobilized. Place them in their respective countries within 2 hexes of mobilization centers, even if the centers are FEF friendly/occupied. Naturally, a mobilization center may not be used if you can't place the *Tieu Doan/Pathet Lao* within 2 hexes.

No more than 4 *Tieu Doan* and 1 *Pathet Lao* may be mobilized per turn and only 1 unit per mobilization center. Deduct 1 replacement point for each *Tieu Doan/Pathet Lao* and deduct also 1 victory point for each *Tieu Doan*. A *Tieu Doan* may not be used as replacement in the same phase as it is mobilized.

In December 1953 VM will receive 6 new *Tieu Doan*. Place them within 2 hexes of 6 different mobilization centers (*even if you have just set up at each center in the last scenario*). You don't pay victory points for these.

2.6 VM Supply Dumps

VM receives 1 SD every turn, unless all 6 are on the map. VM receives no SD during rain seasons. If 20 or more communities in the highlands (*controlling the opium*) are VM friendly, then VM receives 2 SD:s (*it goes back to 1 SD if it falls below 20*). Roll a die, if you roll 1-4, place it on the *Main Chinese supply center*. If you roll 5-6 place it at any supply center or in any coastal hex not containing a FEF friendly community or FEF unit.

2.7 FEF Reinforcements

FEF reinforcements arrive according to the *Reinforcement chart*. Reinforcements are placed in a community which is FEF friendly (*if it is not possible to place them, place them in the Saigon zone as a withdrawn unit*). Place them in this manner:

- a) Vietnamese units (*yellow color bar*) are placed in a city in Vietnam.
- b) Thai units (*light green color bar*) are placed in a village in the highlands (*but in Vietnam only*).
- c) GCMA (*dark green color bar*) are placed within 2 hexes of a community in the highlands (*one per community, or two if there are not enough ones*).
- d) Lao units (*black color bar*) are placed *Luang Prabang*.
- e) Other FEF (*blue and red color bars*) units and SD:s are placed in a city or harbor.
- f) A new air transport is shown by adjusting the air transport marker. Airstrike reinforcements is shown either by adding the new navy airstrike or by flipping an existing one to its stronger side.

2.8 FEF Withdrawals

FEF occasionally has to withdraw unit/units (*see the Reinforcement chart*). The unit to be withdrawn must be within 3 hexes of a city. Place it in the Saigon zone. If the withdrawn unit is missing any steps (*rule 4.12*) then make it full strength. VM gains an equal amount of victory points as the number of steps the unit has regained.

- a) “With unit” = FEF withdraws 1 unit.
- b) “With 3 units” = FEF withdraws any 3 units (*a FEF unit with 2 stacking points equals 2 units*)
- c) “With para” = FEF withdraws a para unit.
- d) “With legion” = FEF withdraws a legion unit.
- e) “With navy” = Remove the navy unit permanently.

If there is no para or legion unit to be withdrawn, withdraw 2 other units instead. Withdrawn units may return during this phase, but not during the same game turn as they are withdrawn. Pay 2 victory points per returning unit (*a unit with 2 stacking points costs 2 victory points to return flipped, 4 points to return at full strength*) and place it on the map as reinforcement.

2.9 FEF Supply Dumps

FEF receives 1 SD every game turn, unless all 12 are on the map. Roll a die. If the result is more than the number of FEF SD:s in play then FEF will receive an extra SD. FEF receives no SD at all during rain seasons. SD:s appear as any reinforcement.

2.10 FEF Replacement Points

FEF may spend 1 victory point to receive 1 replacement point. No more than 4 victory points may be spent during a single phase. Each replacement point replaces 1 step. Units within 3 hexes of a FEF friendly city/harbor or a *FEF HQ* may replace. The *FEF HQ* may be used if it is...

- a) On an airstrip, not in ZoC of a VM artillery, or...
- b) In any hex not containing forest or mountain and if the unit which will receive the replacement is a para unit, or...
- b) Within 3 hexes of a FEF friendly city/harbor.

If replacements are sent by air (*options a and b*), then use air transports. Each replacement point equals 0,5 stacking point when transported. Add all stacking points being sent to different locations and deduct air transports accordingly. Sometimes the stacking point will be doubled (*rule 3.5*) or tripled (*rule 3.3*).

If the *FEF HQ* is destroyed (*rules 4.12 - d & 5.4 - d*) then VM will gain 5 victory points. Place the *HQ* on a FEF friendly city during this phase 1 game turn later. Units from the *Dead box* may be rebuilt and returned in full strength. Use...

- a) 2 replacement points to rebuild a unit with a stacking value of 1 or 2.
- b) 4 replacement points to rebuild a unit with a stacking value of 3 or 4.

Return them immediately as reinforcements (*rule 2.7*). But if the unit has a morale value of 4 or 5, then you must also roll a die and divide the result by 2 (*rounded up*). The final result is the number of months the unit has to wait before it returns (*place it on the month scale to keep track*).). If the month of its return is beyond the last month that you play, then it is lost, as well as the points spent.

1st PLAYER MOVEMENT

3.1 Movement

You may move a unit from hex to hex by paying the movement cost for the terrain. The total cost may never exceed the unit's movement point value except that you may always move one hex regardless of movement cost, even if it is an overrun (*overruns may only be made during operation phases, see rule 4.4*). The cost is different, except for motorized units, for FEF and VM units. See *Terrain table* on the map (*the different costs will be mentioned as VM, FEF or motorized movement cost*). You may move all your units during your movement phase.

Movement along road has its own cost regardless of other terrain. There are exceptions. There is...

- a) No road movement in enemy ZoC.
- b) No road movement when overrunning.
- c) A double road movement cost in non-clear hexes.

All terrain, including road, will cost +1 movement point during rain seasons.

If you enter a river hex you have to pay an additional movement cost (*see Terrain table*) unless you move by road or along the river. Some rivers end at a hexside. Movement or combat (*rule 4.8*) across that hexside is considered “along the river”. But even if you do move along river and there is another river coming in from the side then you still have to pay for that incoming river. You only pay the cost for one river, regardless of the number of rivers in the hex.

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You may only move onto an enemy unit when...

- a) You make an airdrop as an overrun (*rule 4.4*).
- b) You enter a hex with only HQ and/or SD:s.

3.2 Double Move

A unit has double movement point value (*transports have that too*) if it doesn't start, pass or end its movement in enemy ZoC.

3.3 Transports

Units can be moved by transport instead of moving normally. SD:s can only be moved by transport. Units in the same stack may move differently, some through transport and some not. A transport can be by truck, air, river, foot or ship. HQ:s have a stacking value of 1 and SD:s and motorized units have their stacking value multiplied by 3 when transported. (*so, a SD gets a stacking value of 3*). You only have a limited amount of transports, except foot and ship, to use during the entire game turn. You may use them...

- a) During your movement phase.
- b) When you spend an operation point to move.

If you move units or a SD by a single transport, then:

- a) They will have to stack at the beginning of their move (*but may be dropped at different places*).
- b) They may not move normal movement also, and may not use more than 1 transport in a row (*to try to move longer distance*).

You may use as many different transports as you wish during the same movement phase or when you spend a single operation point (*in order to move a large stack of units and/or SD:s*), but not more than 2 transports of the same kind.

3.4 Truck Transport

FEF has 6 truck transports while VM has according to the date on the *Truck transport track*. A truck transport can move 3 stacking points 14 motorized movement points if the units or the SD start on:

- a) A road within 3 hexes of a FEF friendly city/harbor or a FEF HQ, if the HQ itself is within 3 hexes a FEF friendly city/harbor (*this applies only to FEF*).
- b) A road leading back to a VM supply center (*this applies only to VM*).

3.5 Air Transport

FEF has 4-6 air transports according to the date on the *Air transport track*. An air transport can move 3 stacking points between two FEF friendly airstrips. If you use an air transport, then...

- a) No takeoff or landing is allowed within the ZoC of VM artillery.
- b) You double the stacking point value of each unit or SD if you take off or land within ZoC of a VM regiment (*not Tieu Doan or Pathet Lao*) (*a SD would then require 2 air transports*).
- c) You may airdrop para units (*red color bar*) or SD:s on any hex with no forest or mountain (*or all-sea hex ☺*). Double the stacking point value if you intend to airdrop within the ZoC of VM artillery. If you airdrop a SD within such a ZoC, roll a die. If you roll 5-6, remove the SD and give VM 2 replacements.

3.6 River Transport – DNA

The 2 DNA units ("*Dinassauts*" - Assault naval division) can only move along major rivers or coastal hexes (*including the archipelago between Haiphong and Tien Yen*). A DNA can transport 3 stacking points 14 movement points (*even if the DNA has lost 1 step*). DNA only pays 1 movement point for each hex it enters. A DNA can not itself be transported.

A DNA may, together with units it transports, pass through (*not stop in*) major river hexes with only Tieu Doan in it. They may pass through VM units of any kind in coastal hexes. Pay 1 extra movement point for passing through.

They can attack enemy units along the same major river or coastal hex. Units, transported by the DNA, may join it in combat. Units stacked with a DNA may attack enemy units outside the major river, but the DNA may not. DNA defending alone will always benefit from major river combat die roll modifier, even from attacks along the river. If it retreats, it has to be along the same major river or coast.

They can also keep units in supply (*rule 5.3*).

3.7 Foot Transport

VM may transport SD:s (*not units*) by foot. There is no limit to the amount of foot transports that VM has. A VM SD is carried 6 VM movement points...

- a) During VM movement phase. During this phase all VM supply dumps may be moved by foot transport, if so wished (*VM had an enormous capacity to mobilize civilians*).
- b) When VM spends an operation point to move.

3.8 Ship Transport

FEF has unlimited amount of ship transports. FEF may transport 3 stacking points between two FEF friendly harbors by ship...

- a) Once every movement phase.
- b) When FEF spends an operation point to move.

3.9 I REC

The *I rec* unit may move along major rivers. It pays 1 movement point for each river hex it enters. It may pass through (*not stop in*) hexes with only *Tieu Doan* in it. Pay 1 extra movement point for passing through. *I rec* defending alone will benefit from major river combat die roll modifier, even from attacks along the river. *I rec* can also move overland through clear hexes (*but not through VM units*). Moving along the coast is overland movement.

3.10 I RCC and RICM

A tank company will increase the morale of all other FEF units stacked with it with +1 (*two tank companies will not give you more than +1*). If you receive 2 hits and you can't decrease it to 1 hit by retreating (*rule 4.14*) then a tank company will take the second step.

3.11 GCMA

GCMA (*dark green color bar*) were guerrilla units fighting against VM. They can retreat before combat (*rule 4.5*) and they can not be ambushed (*rule 4.10*). They don't become DG as easily (*rule 4.13*) and have certain other abilities (*rule 4.15*).

3.12 Where You May Move and Attack

These units have limitations regarding where to move and attack:

- a) *Tieu Doan* must end their movement within 3 hexes of a hex in Vietnam.
- b) *Pathet Lao* must end their movement within 3 hexes of a hex in Laos.
- c) GCMA units must end their movement in the highlands.
- d) Other units may end their movement anywhere, with the exception that FEF units may never enter China.

Units ending their movement in a hex where they are not permitted to be in are eliminated. You may not attack units in a hex which you may not enter.
No unit may ever attack across the Chinese border.

1st PLAYER OPERATION

4.1 Operation Points

Both players receive 10 operation points (*use the Operation points track to keep track*). The 1st player rolls a die, divides the result by 2 (*rounded up*) and that is the amount of operation points that may be spent in a row. When those points are spent the 2nd player does the same followed by the 1st player and so on until all points have been spent. You are not forced to spend any operation points. You can pass or save until later in the same operation phase (*but you can't save them for another phase or turn*).

When either player reach zero, then all the opponent's remaining points are spent in a row. But all points in excess of 3 are lost when your opponent reaches 0. If both players pass and refuse to spend any points, then the player who was the first to pass has to spend at least 1 point. If not, all remaining points, on both sides, are gone and the operation phase is ended.

4.2 Activation

When receiving your points, both players decide whether or not to spend a SD (*1st player decides first*). If you spend one, flip it over and don't remove it unless it is destroyed or until the end of the operation phase. If it is destroyed during this phase then you may flip another one to use for your remaining points. A SD which is being spent can be moved by transports. If neither player spends a SD all 10 points on both sides are gone.

4.3 Activation Options

If you spend a SD then you may choose one of the 7 options (*a - G*) each time you spend an operation point. If you don't spend a SD or if it is destroyed by an enemy unit (*unless you flip a new one*), then you can only choose between the first 3 options: (a - c). Each point allows you to...

- a) Remove up to 3 DG from stacks anywhere, or remove up to 6 DG if all stacks are adjacent to each other (*they form a "chain" of hexes*)
- b) Move some or all units and/or SD:s in a single hex. Each unit can choose whether to move normally or by transport. Only units with a current morale of 4 may conduct an overrun.

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- c) Exchange a SD (*do not pick the SD being spent, if you spend one*) for 3 trench markers, which are placed on 3 hexes containing friendly units. A trench is removed if unoccupied by friendly units (*a hex with only a DNA may not receive a trench. If there already is a trench, it is removed*). FEF may place a trench on a FEF unit in any...

- 1) Harbor hex, if the SD is in any other harbor.
- 2) Airstrip hex, if the SD is on any other airstrip.
- 3) Hex in the delta which is in supply, if the SD is in any city hex in the delta.
- 4) Hex within 3 hexes of the SD.

VM may place their trenches on any VM occupied hex within 3 hexes of the SD.

- D) Make a barrage attack with airstrikes and/or navy. The target hex does not have to be within 3 hexes of the SD being spent.
- E) Barrage with artillery units which all are within 3 hexes of the SD being spent. You may add airstrikes and/or navy.
- F) Move units/SD:s like in option c), but now any unit may conduct an overrun (*rule 4.4*).
- G) Attack with troops which all are within 3 hexes of the SD being spent.

4.4 Overrun

Moving units can make an overrun during the operation phases only. It is resolved like any combat. When moving (*also by transport*), halt adjacent to the enemy and pay for the terrain (*not road*) in the enemy's hex. Pay also 3 extra movement points (*don't pay if the enemy retreats before combat, see rule 4.5*). If the defender retreats or is eliminated, all attacking units must advance into the hex and may, if possible, continue moving.

Para units airdropping onto a VM unit is making an overrun. This kind of overrun will not cost an extra 3 movement points but there will be an -2 modifier to the FEF combat die roll. If the VM unit is still in the hex after combat, the FEF units must retreat 1 hex.

4.5 Retreat Before Combat

Tieu Doan, GCMA or VM HQ, which is not DG, may retreat 1 hex before combat when defending. If so, the attacker may advance into the hex. SD:s stacked with these units may not retreat. Tieu Doan may not combine this option with ambush (*rule 4.10*). You may only retreat once in front of an overrun.

4.6 Barrage Attack

You may barrage a hex containing enemy units. All participating artillery units must be adjacent to that hex. Total the barrage strength value of the artillery units, and, if participating, the navy and one or both airstrikes. Consult the *Barrage table* and find the row which fits your total barrage strength value. Roll 2 dice and consult the *Barrage die roll modifiers table* for any die roll modifiers (*which are all cumulative*). The result will fall within one of the spans. Unless you miss, the result will be a "DG" (*all defenders become DG, see rule 4.13*) or a "DG & DL", which means the defender will loose 1 step (*per stack only*) and become DG.

FEF has two airstrike units which are "flying artillery". One of them starts in 1950 with a barrage strength value of 6 which increases to 10 through reinforcements (*flip the counter over to its other side*). The other one, which arrives a bit later, is the navy airstrike which starts at 5 and increases to 8. If they are making a barrage, place them in the hex which is being attacked.

FEF has also the navy, the "floating artillery", early in the game. When it is making a barrage, place it in a coastal hex (*it doesn't matter if there are VM units there*) and barrage a hex within 1 hex of the navy.

Airstrikes and the navy do not need a SD being spent in order to barrage. FEF can...

- a) Add the navy's and/or airstrike's barrage value to the barrage strength of an artillery unit making an attack. They can also barrage on their own. To barrage, there has to be a FEF unit adjacent to the VM unit being attacked.
- b) Barrage an empty hex anywhere (*not in China*) containing a road. Unless it is a miss, mark the hex with a *DG marker*. Neither side may then use road movement there. Either side can remove the *DG marker* by moving a unit into the hex and stop there. The road is repaired at the end of that operation point (*so, other units activated to move at the same time as the unit repairing cannot use the road there*).

4.7 Troop Attack

You may attack a hex containing enemy units. All participating units must be adjacent to that hex. Artillery may not attack in this manner. Add all attacking strength points and compare it with the total of all defending strength and barrage points (*yes, include defending artillery barrage strength*). Calculate the odds between these totals (*rounded down*). Odds less than 1-2 will use the row for 1-2 with a die roll modifier of “-1”. Odds more than 5-1 will use the row for 5-1 with a die roll modifier of “+1”. Roll 2 dice and modify the result by...

- a) Adding or subtracting the difference between the attacking and defending units’ morale (*rule 4.9*).
- b) Consulting the *Terrain table*.
- c) Consulting the *Combat die roll modifiers table*.
- d) -1 during the rain seasons.

All modifications are cumulative but the total modification may not be more than “+3” or “-3” to the die roll (*any modifier received from Bolshevik spirit, see rule 4.11, may still not exceed “+3”*). Consult the *Combat table*, find the row containing your odds and see which column contains the span which covers the modified die roll result (*a modified die roll result of “-1” is regarded as “0”*). That column shows at the top a combat result (*rule 4.12*). After the attack, check to see if anyone becomes DG (*rule 4.13*).

4.8 Rivers

The attacker’s combat die roll is modified if the defender’s hex has a river in it. But, the river will not give any modification, including the one for becoming DG (*rule 4.13*), if the attack comes...

- a) Along the same river (*which includes across the hexside where some rivers have their source*).
- b) From the air as an airdrop.
- c) From both sides of the river.

Please notice that some rivers “fork out” which creates a “Y”. If the defender’s hex has one and there is an attack along one of the rivers, there might still be a modifier thanks to the other river.

4.9 Unit Morale

In troop attacks and overruns, you choose one of your units which will lead the attack. After you have done so, your opponent will do the same among the defenders. The difference between the two units’ morale will become a die roll modifier which will benefit the side whose unit has the higher morale. Both sides have to take their first step loss from the unit supplying the morale. Unit morale may be reduced (*rule 4.13*) or increased (*rules 3.10, 4.11*) and it is always the modified unit morale that counts in every occasion.

4.10 Ambush

A VM unit, which is not DG and which is defending in rough, forest or mountain terrain, may choose to make an ambush die roll before combat. One of the attacking FEF units is selected by the VM player and a die is rolled. The FEF unit will lose a step if the die roll is equal to or higher than the FEF unit’s morale. If VM rolls a “6”, the ambushing VM unit will lose a step as well. VM can’t ambush *GCMA, DNA (units transported by DNA may be ambushed)*, artillery, HQ or units airdropping on them.

4.11 Bolshevik Spirit

VM can receive a positive die roll modifier when they make a troop attack or an overrun by loosing an extra step after combat (*but before making any advance after combat*). VM must declare this before rolling the combat die roll. If declared, roll an extra die and the result is the positive die roll modifier to be used in the coming combat die roll.

You may not use Bolshevik spirit in order to get a morale of 4 so that you could overrun according to rule 4.3 - c.

4.12 Combat Results

Combat results are:

2AL	Attacker loses 2 steps.
Ex-AL	Both players lose 1 step each and then the attacker loses 1 additional step.
Ex	Both players lose 1 step each.
Ex-DL	Both players lose 1 step each and then the defender loses 1 additional step.
2DL	Defender loses 2 steps.

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- a) *Tieu Doan, Pathet Lao, BCL detachment* and *GCMA* each have 1 step. Remove them when they lose it.
- b) Units with 1 or 2 stacking points have 2 steps. Flip them over when they lose their first step and remove them when they lose their second step.
- c) Units with 3 or 4 stacking points have 4 steps. When they lose their first step, place a *-1 marker* on it. It now has 1 less in strength, morale and stacking. When the second step is lost remove the marker and flip the unit over. When they lose their third step place the *-1 marker* on the flipped unit (*1 less in strength, morale and stacking*). Remove them when they lose their fourth step.
- d) *HQ* and *SD* have no steps. Remove them if an enemy unit enters a hex with a *HQ* and/or *SD*. *VM* will receive 2 replacement points by destroying a *FEF SD* (rules 2.1, 2.2 & 2.10).

4.13 Disorganized - DG

After each combat but before the defender decides whether to retreat or not, both sides check to see if their units become DG. Beneath the *Combat result table* there are two rows (*one for the attacker and one for the defender*). Both players consult their respective row to find the span that corresponds with the combat result, and then roll one die each.

Modify the results by...

- a) The *DG die roll modifiers table*
- b) The *Terrain table*. It is the terrain in the defender's hex that counts.

The modifications apply to both sides, but with the clarification that...

- a) *VM units, Pathet Lao* and *GCMA* do not get the "+2" from forest.
- b) The "-1" from trench only applies to the entrenched defender.
- c) The "+1" from major river only applies to the attacker who attacks such a hex (*with the exceptions explained in rule 4.8*).

If your result falls within the span then all your participating units become DG. Place a *DG marker* on the units in question.

The effects of DG are that...

- a) The unit has no ZoC.
- b) It halves (*rounded down*) the unit's morale value. If it has a "-1 marker" on it, apply the "-1" first, then halve it.
- c) Ambush, double move and retreat before combat are not permitted.
- d) All terrain features will cost +1 movement point.
- e) It, if the unit already is DG, will lose 1 step

You can remove *DG markers* by spending an operation point (rule 4.3 - b).

4.14 Retreat After Combat

After the DG dice rolls the defender may retreat 1 hex, if possible, instead of taking 1 step loss received as a combat result (*this is not enough for an attacking VM to receive an eventual replacement point, see rule 2.2. FEF must, in this case, retreat and lose at least 1 step*). You may not retreat to save a step after a barrage attack or if you become DG when you already are DG (*even if the DG is a result of combat*).

Artillery units and *SD:s* can never retreat nor advance after combat. If the defender retreats (*or if the defender consists only of artillery and/or SD:s which can't retreat*), the attacker may advance into the vacant hex and eliminate any artillery units and *SD:s* left behind (rules 2.2 & 2.9 regarding *SD:s*). If the para artillery (*GM/35 RALP*) and/or *SD* is airdropped onto a *VM* unit as an overrun and then forced to retreat, then they are lost (rule 4.4).

If the defender does not or cannot retreat, then the defender will lose an extra step if all of the following conditions apply:

- a) None of the participating attacking units are DG.
- b) Some or all of the defending units are DG and the defender has lost at least 1 step in this combat.

When deciding if the attacker is DG or not, don't count units which did not participate in the attack.

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4.15 Elimination

Eliminated units are placed in the *Dead box*. If the...

- a) FEF unit (*except GCMA*) dies isolated, which means it is eliminated through OoS or combat and is within a VM ZoC and is more than 3 hexes away from another supplied FEF unit (*not counting other units in the same stack*), or...
- b) Eliminated VM unit is a regiment.

Then the opponent receives 1 victory point per stacking point which the eliminated unit has.

2nd PLAYER TURN

The 2nd player movement phase and the 2nd player operation phase is played just like the 1st player movement and operation phase with the difference that the 2nd player now has the initiative.

SUPPLY CHECK

5.1 VM Supply Trace

A VM unit is in supply if...

- a) It is the VM HQ.
- b) It is a *Tieu Doan* anywhere in Vietnam.
- c) It is a *Pathet Lao* anywhere in Laos.
- d) It is in a trench.
- e) If it is within 3 hexes of a VM friendly community, VM supply center or a SD (*including a SD which is being spent*).

5.2 FEF Supply Trace

A FEF unit is in supply if...

- a) It is a *GCMA* anywhere in the highlands.
- b) It is a *Thai* unit within 3 hexes of a FEF friendly community in the highlands.
- c) It is a *Lao* unit and within 3 hexes of a FEF friendly community in Laos.
- d) It is in a trench.
- e) If it is within 3 hexes of a FEF friendly city/harbor or a FEF SD (*including a SD which is being spent*).

5.3 River Supply

FEF units may also trace supply up to 5 hexes along major rivers and/or coastal hexes to a FEF friendly city/harbor or a FEF SD if...

- a) The trace along the major river is not cut, or cut only by *Tieu Doan* (*no VM unit can cut the trace along the coast*) and...
- b) There is a *DNA* placed at the source of the supply, the unit or somewhere along the trace (*rule 3.6*).

One *DNA* can supply several units as long as the conditions above apply. *DNA*, themselves, draw supply like any FEF unit, which includes river supply (*it doesn't need another DNA for this*).

5.4 Out of Supply - OoS

A unit out of supply is marked with an *OoS marker* and it has the following effects that...

- a) It halves (*rounded down*) the unit's strength value. If it has a "-1 marker" on it, apply the "-1" first, then halve it.
- b) Ambush, double move and retreat before combat are not permitted.
- c) It, if it is motorized, may not move at all nor advance after combat.
- d) It, if it already is OoS, will loose 1 step, or 2 steps if it is the rain seasons (*yes, this is bad business*).

VICTORY CHECK

If neither player has won an instant victory you will, from 1952 onwards, check for victory during this phase. Check the *Victory point track* to see if either player has won decisively. FEF wins if the *Victory marker* has reached 90 or more during 1952. VM wins if it has reached 10 or less. During 1953, the outer limits are 80 (*FEF victory*) and 20 (*VM victory*). Then 70 and 30 in 1954. The victory marker may temporarily reach the outer limit during the game turn. But that doesn't matter. The only thing that matters is whether if it has reached it during this phase. Either player can still also win instantly (*rule 1.8*). If no outer limit has been reached, move the *Month marker* forward on the *Time scale*.

Both France and the Viet Minh were getting war-weary and if either side had gotten the upper hand late in the war it would have forced the enemy to approach the negotiation table.

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If no-one has won decisively when you reach the end of May in the scenario you are playing, compare the number of victory points with the *Victory level* for that scenario to see who has won a marginal victory. If the *Victory point marker* is less than the *Victory level*, then it is a VM marginal victory. If not, it is a FEF marginal victory. The *Victory level* at the end of each scenario is written on each scenario card.

SCENARIOS

You can play a specific scenario or you can start any scenario and end the game at the end of any other scenario. If you wish, you could start the "Cao Bang" scenario and continue playing to the end of the "Dien Bien Phu" scenario. The *Victory level* is always the one that comes with the scenario you end with.

To avoid crazy last minute attacks to grab victory points you will not know for sure when a scenario ends. At the end of May in the scenario you intend to end the game with, the player who is about to lose, may declare "the war is not over yet". That player deducts 2 victory points and then rolls two dice. If the result is 8 or more the game will continue for another game turn, if not, the game will end.

You may do this procedure after each extra game turn but the same player may not declare this two game turns in a row. The extra game turn may include the usual replacements, reinforcements and withdrawals. The scenario's victory level will not change, though.

If it happens to be the end of the *Time scale* in May 1954 then be flexible and use the slots from Jun-Jul 1953 and onwards.

When setting up a scenario, set up the units in the hexes according to scenario but in this order:

- a) FEF player sets up all non-GCMA units.
- b) Then VM sets up all regiments. When that is done the VM player sets up one *Tieu Doan* on a Vietnamese mobilization center each and one *Pathet Lao* on each Laotian mobilization center (*regardless if they are FEF-occupied*), then each *Tieu Doan* and *Pathet Lao* may be moved, if so wished, by the VM player (*they have to be moved now if the mobilization hex is FEF-occupied*). If moved, the new hex must be within their respective home country and within 2 hexes of the its mobilization hex. The final hex may not be FEF occupied. If any *Tieu Doan/Pathet Lao* can't find a hex, place it in the *Dead box*.

Remember that all VM units must be in supply at set up. Place the *Tieu Doan* in such way that communities become VM-friendly and can give supply, when needed.

- c) FEF player sets up all GCMA. Each one is placed on one FEF friendly community each in the highlands (*if there are not enough communities then place more than one GCMA in a community, but spread them out. You can't place 3 GCMA:s in one spot and only place 1 GCMA in another spot*). They can be moved, if so wished, by the FEF player. The final hex must be a non-VM-occupied hex within the highlands and within 2 hexes of the original community.

When setting up the scenario, "(-1)" or "(-2)" means that the unit (*or any unit within the division*) has previously lost 1 or 2 steps (*the VM player chooses which ones*). Some hexes have circles with numbers in them. These are setup hexes for some scenarios. Each scenario ends at the end of August-September game turn. Place the...

- a) VM replacement marker on number "0" on the VM replacement track and both *Operation point* markers on "0" on the *Operation points track*.
- b) Air transport marker on the air symbol on the Air transport track according to the scenario.
- c) FEF truck transport marker on the rightmost symbol on the *Truck transport track* and the VM truck transport marker on the truck symbol according to the scenario.
- d) Month marker on the *Time scale* according to the scenario (*find the name of the scenario in the Time scale. That is the starting point*) and the Phase marker on *Initiative* on the *Phase track*.

Enjoy the game!
Kim Kanger

...and don't panic :-)