

# BASE HOLDOUTS

## FSB RIPCORD - 1970

### Starting Pilots

2	Newbie
2*	Green
2	Average
0	Skilled
0	Veteran
1	Legendary

Set-Up  
+3 SO  
to Start

### Terrain

Mountain  
+  
Jungle

After placing each Objective's Hexes, add 1 Pop-Up MG to the Hex with the most Ridgelines.

HI-118

## - Entrenching Tools

### Evaluation

7+	Great
6	Good
5	Adequate
4	Poor
3-	Dismal

Daily SO Points

+0

Starting  
SO Points

58

### Tactical Situation

- Start with 2 CAS Objectives.
- Draw 3 Objectives each day.
- At the start of each Day, you may pay 2 SO for Infantry to ignore Heavy Hits from Hostile Attacks.
- Subtract 2 from your [ ] Attack rolls against Unengaged Hostiles.

## FURTHER REACH

Start with 2 SO.  
Infantry have +1 Range.

## HIGH COST OF WAR

Pay 1 SO when an  
Infantry is Wounded  
or they are Killed.

## Start of Campaign Adjustments

- The first 2 Aircraft chosen for this Campaign must be Chinooks, and they both cost 0 SO.
  - Aircraft cost +1 SO to Purchase for the rest of the Campaign.
  - You must assign a total of 4 Skills to Pilots in your Squadron.
  - At the start of the Campaign, pull the following Event cards out of the Event Deck, shuffle them and place them back on top of the Event deck:
    - “Tactical Advantage”, “AAA Vehicle”, “SAM Fire”, “No Coming Back”, “Super Sonic”, “Good Approach”.

## Daily Campaign Adjustments

- If you fail or allow a total of 3 Base Defense Objectives to Fade, you end the Campaign.
- Your Campaign Evaluation is based on the number of Days until the Campaign ends.
  - When a Base Defense Objective is successfully Completed, Failed, or Fades, shuffle it back into the Objective deck.
  - Set the Printed Daily SO points to +0.
    - Gain 1 SO for each VP worth of Objectives you successfully complete.
  - When Placing a CAS Objective on the Fade Sheet, place them on the “1 Day” area.

# GUNSHIP ASSAULT

TAM QUON - 1967

## Starting Pilots

2	Newbie
1*	Green
2	Average
3	Skilled
0	Veteran
0	Legendary

## Set-Up

+3 SO  
to Start

## Terrain

Urban  
+  
Farmland

If you Eliminate every Hostile  
in an Objective gain +1 VP.

3

## Invasion

### Evaluation

26+	Great
22-24	Good
17-21	Adequate
12-16	Poor
11-	Dismal

### Daily SO Points

+6

### Starting SO Points

47

### Tactical Situation

- First, perform any Campaign Objective adjustments.
- Remove Rescue Objectives and Base Defense Objectives from the Objective Deck.
- Objectives do not Fade.
- Draw 0 Objectives each Day.

IN THE WAY 1

You do not  
suffer Stress  
from Farmers.

## Start of Campaign Adjustments

- You can only Purchase Gunship Aircraft/Pilots.
  - Each Pilot in the Squadron gains the "In the Way" Skill for 0 SOs.
  - At the start of the Campaign, place every CAS Objective in front of you, they are all available to fly against.
  - At the start of the Campaign, pull the following Event cards out of the Event Deck, shuffle them and place them back on top of the Event deck: "No Coming Back", "Enemy Commanders", "Scout Fly Over", and "MARS Bombardment."

## Daily Campaign Adjustments

- Place Hostile counters before placing your Aircraft for each Objective.
  - Pilots can suffer 2 Stress to ignore Ridgeline LOS restrictions for the rest of the Turn.
- If a Pilot performs an Attack and misses, Engage the Hostile after the Pilot has Acted.
  - A Pilot may Expend an SA Counter to add their Gun/Strike and Stand-Off stat when making an Attack.
  - A Pilot can suffer 2 Stress to add 2 to their Aircraft's Maximum WP stat.

# OPERATION: QUYET THANG

## SAIGON - 1968

### Starting Pilots

2	Newbie
2*	Green
0	Average
1	Skilled
0	Veteran
1	Legendary

### Set-Up

+4 SO  
to Start

### Terrain

Urban

Remove 2 CAS and  
2 Rescue Battalions  
from the Battalion Deck.  
The First Day of the Campaign  
Hostiles Attack twice.

## 3 Bad Weather

### Evaluation

26+	Great
25-	Dismal

### Daily SO Points

+5

### Starting SO Points

66

### Tactical Situation

- Start with 3 CAS Battalions.
- Draw 3 Battalions each day.
- Participating Newbie and Green Pilots suffer 2 Stress at the start of the 1st Turn of each Battalion.

## REMOVING COLLATERAL

When a Pilot Scouts a  
Farmer, choose a  
Participating Pilot to  
reduce their Stress by 1.

## SYSTEM FAILURES

Pilots cannot perform  
Guns Attacks.

## Start of Campaign Adjustments

- Start with 3 OV-10 Broncos.
- You must assign these 3 Skills to Pilots in your Squadron for 0 SO:  
“Medic” “Aware” and “Long Range”.
- At the start of the Campaign, pull the following Event cards out of the Event Deck, shuffle them and place them back on top of the Event deck: “Heavy Fog” “Military Parade” “Rules of Engagement” “Retreating Farmers” “Friendly Air Support”.
- Lose 2 VP at the start of the Campaign or draw the Special Condition “Munition Shortage” for each Day of the Campaign.

## Daily Campaign Adjustments

- Aircraft cannot Enter High Altitude.
- You can have no more than 1 Fixed-Wing Aircraft Participating in an Objective.
- If you buy at least 2 SO of Munitions in a single day, gain any 3 Munitions counters of your choice.
- Remove all the Base Defense Objectives from the Objective deck and shuffle them.  
When drawing Objectives each day, the first Objective drawn must be a Base Defense, then draw from the Objective Deck.

# ALL ABOARD!

## VAN TUONG - 1965

### Starting Pilots

0	Newbie
3*	Green
2	Average
1	Skilled
0	Veteran
0	Legendary

### Set-Up

No Adjust

### Terrain

Jungle  
+  
Farmland

After choosing Pilots, each Pilot you Demote 1 Rank, add 1 to their Printed SA stat.

## 3 Get 'em Out

### Evaluation

26+	Great
21-25	Good
17-20	Adequate
12-16	Poor
11-	Dismal

### Daily SO Points

+2

### Starting SO Points

80

### Tactical Situation

- Start with 3 Rescue Objectives.
- Draw 3 Objectives each day.
- Participating Pilots suffer 1 Stress for each Infantry Wounded in an Objective.
- Participating Pilots suffer 2 Stress for each Infantry Killed in an Objective.

## MISSION ACCOMPLISHED

When a Pilot Promotes, they gain 2 XP.

## VERY LOW SUPPLIES

-2 Daily SO.

## Start of Campaign Adjustments

- Fixed-Wing Aircraft cost 2 fewer SO.
- Participating Pilots gain +1 XP for each Infantry Rescued during an Objective.
- A Pilot may reduce their XP to reduce their Stress by the same amount at the end of each Day.
  - At the start of the Campaign, pull the following Event cards out of the Event Deck, shuffle them and place them back on top of the Event deck: "Cobra Strike", "Clear Headed", "High Morale", and "Good Approach".

## Daily Campaign Adjustments

- Aircraft cannot perform Attacks into Hexes with Infantry in them.
  - Pilots may suffer 2 Stress to pick-up Infantry from a Hex edge.
    - You only buy Munitions on the 1st Day of the Campaign.
  - Remove all the Rescue Objectives from the Objective deck and shuffle them. When drawing Objectives each day, the first Objective drawn must be a Rescue, then draw from the Objective Deck.