

A WEEK IN HELL – PLAYER AID CARD v2.0

SEQUENCE OF PLAY [4.0]

DAYTIME PHASES					
D1 Final Day Check	D2 Orders	D3 Zone Clearing + gas removal	D4 Activation + CPM	D5 Reinforcements	D6 Next Phase

NIGHT TIME PHASES						
N1 Regroup	N2 Infiltration	N3 Isolation?	N4 Update VP/DP	N5 Remove Status	N6 Withdraw NVA	N7 Next Turn

ZONES [1.2.2]

CONTROLLED	ENEMY	CLEARING	NEUTRAL
 US CONTROL		 END FIGHT	

ORDERING [6.0]

- 1/1 CP.** After entry of 2/5 CP, may only command A and B companies. **2/5 CP.** May only command F, G and H companies. **MACV CP.** May command any company.
- CP Moving.** If using movement, CPs may NOT order others that same phase.
- Range.** Orders may only trace up to 3 controlled or neutral zones. Platoon may propagate the order to adjacent, same-company platoons (and MACV platoon).

MOVEMENT [8.1]

- Activated units may move up to three controlled or neutral zones.
- Not all units need move to the same zones.
- Units MUST stop if they move adjacent to an enemy zone of value 3 or greater.

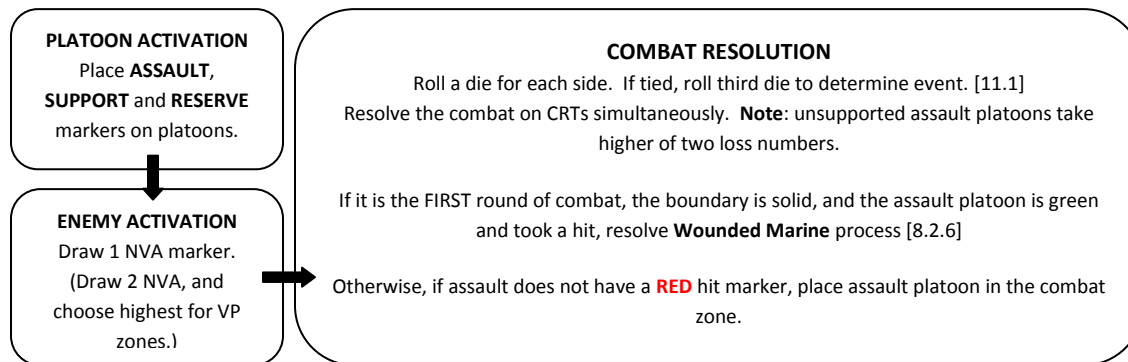
IMPORTANT: Units only move OR attack, NOT BOTH!

COMBAT BASICS [8.2]

- You can only attack adjacent zones from ONE **jump-off zone**.
- Combat lasts until all your units have **RED** hit markers or you **retreat** [8.2.5].



COMBAT SEQUENCE [8.2.2]



SUBSEQUENT COMBAT ROUNDS

At the start of each round, player may exchange **SUPPORT** and **RESERVE** markers on platoons. Assault platoons that receive **RED** hit markers must **retreat** [8.2.5]. Retreat rolls of $\leq$ NVA result in a hit. If NVA eliminated and assault platoon is present in combat zone, flip NVA to **END FIGHT** side. You may add the support platoon to the combat zone. Move the platoon marker to "Clearing Zone". If NVA eliminated and **no** assault platoon is in the combat zone, the zone remains **ENEMY**.

WOUNDED MARINES [8.2.6]

Conduct an immediate, NVA-only combat sequence within the combat zone after placing a Wounded Marines marker on the boundary line. If the assault platoon does not suffer a **RED** hit, remove the marker. Repeat until rescue or whole company is **RED** hit – then remove the marker and add a **Defeat Point!** Continue regular combat if desired.

REINFORCEMENTS [9.0]

Convoys. Roll of (1): Unit suffers hit; convoy does not move; if empty convoy returns to start. (2-3): Convoy delayed. (4-6): Convoy advances ONE space. **NOTE:** if zone B and C are not controlled, convoy may not enter MACV space. If zone D is not controlled, there is a -1 DRM on the convoy roll.

Helicopters. If zone E is controlled, a die roll of (1-4) makes CH-46 available. The CH-46 transports available units on a die roll of (1-4).



ZONE CLEARING [7.0]

- Zone clearing is **mandatory** if you have units in the combat zone after clearing NVA.
- +1 DRM** for each platoon present >1
- Final DR must be **greater** than zone value.
- If Final DR is **equal to or less** than zone value you may immediately move an adjacent, same-company platoon (AND/OR MACV platoon) into clearing zone.
- Once zone is cleared, put unit marker back into "Waiting for Orders" box.

TURN NOTES

- Turn 1.** Two E-8 Gas markers available. [11.2]
- Turn 3+.** At the start of N1, roll of 5-6 destroys the zone G bridge. Zones north of Perfume are out of play. [11.3.2]
- Turn 4+.** At the start of D5, roll of 5-6 destroys the Canal Bridge and all convoy markers are gone for rest of game. [11.3.1]
- Historical Scenario ONLY.** [12.1.1] **Turn 1.** Green zones are not enemy zones and may be controlled if a US unit stops in one. No infiltration of green zones. **Turn 4.** At end of turn, remove MACV CP and platoon for rest of game; if player does not control zone F, he takes a DP. **Any turn.** The first Convoy counter to reach the MACV is removed for the rest of game. **End of game.** If player does not control zone F, he takes a DP.





SET-UP

• Standard:

- Two "Phu-Bai" Convoys on "Phu-Bai" spaces.
- CH-46 is Unavailable.
- LZ-OK counter upside-down in zone E, Dac Lao Park.
- One Bridge Destroyed marker on Turn Track in each of turn 3 and 4.

• Reinforcements:

- Company A on "Units Available" space.
- Company G and 1/1CP on Turn 1.3 space.
- Company F on Turn 2.6.
- Company H on Turn 3.5.
- Company B and 2/5CP on Turn 4.3.

• Historical:

- MACV platoon and MACV CP in zone A.

• Alternative Scenario:

- MACV CP placed with A company reinforcements.
- Zone A is enemy zone and a mandatory **RED** zone.
- **Green** zones are **White**.
- While zone A is uncontrolled, zone D is reinforcement deployment zone.
- Zone D is US controlled from start. MACV stays there until A is cleared then it moves to A for rest of game.

EVENTS [11.1]

If US and NVA combat rolls are equal, roll a third die and add all three rolls together. Use this sum to determine the event.

SUM	TIMING	EVENT
3-7		No effect. Resolve combat as normal.
8	AFTER	Retreat NVA: NVA marker is removed from map.
9		Counter-Attack: Apply NVA attack only. Then redraw and replace NVA marker. Conduct another NVA-only attack.
10		Reinforcements: Apply NVA attack only. Redraw NVA marker and replace if it is higher than current marker.
11	BEFORE	Sniper! Apply one hit on support unit.
12	BEFORE	Enfilading Fire: Apply one hit on assault unit.
13	AFTER	Civilians: Assault unit must retreat back to jump-off zone.
14	BEFORE	RPG: Add 1 to NVA attack roll. Resolve combat.
15		Friendly Fire: Occurs ONLY if support unit present in combat. First cancel US roll. Then roll an attack from support on assault unit. Then roll assault attack on NVA. Then apply NVA attack as normal. All rolls occur simultaneously.
16		Reinforcements: See above.
17		Counter-Attack: See above.
18		Infiltration: Resolve combat as normal. Then conduct an infiltration phase as outlined in 10.2 except you do not roll. Only draws of NVA 4s result in infiltration.

SPECIAL & MISCELLANEOUS RULES.

E-8 GAS [11.2]

Player decides when to expend gas markers before an assault. Roll a die to see results:

ROLL	RESULT
6	No effect.
5	Drift SOUTH! US troops in this zone may not act, lose their orders. US may not attack this zone. US clearing suffers -2 drm in this zone.
1-4	Success. Reduce Combat Zone value by 2 (minimum 1).

Gas markers removed at the end of D3.

Bridges. [11.3]

Canal Bridge. Rolls of 5-6 at start of D5, turn 4+, destroys the bridge. Result: convoys turn back and may no longer be used for rest of game.

Nguyen Hoang Bridge (Zone G). Rolls of 5-6 at start of N1, turn 3+, destroys the bridge. Evac units north of Perfume to MACV and player gets **1 DP**.

MACV Platoon [8.1.1]

The MACV Platoon starts Veteran and may never move to a zone that is not adjacent to the MACV CP.

Veterancy [10.5.2]

Green units (other than Company B) who have a Hit marker removed may be flipped to Veteran status permanently in phase N5.

NVA COUNTER MATH.

TOTAL (52)	1	2	3	4
Number	10	10	20	12
Percentage	19%	19%	38%	23%

VICTORY CONDITIONS [12.1.2 & 12.2.2]

FIRST CHECK: You must have at least as many VPs as DPs, more than 6/7 VPs (check scenario) and control of all mandatory **RED** zones.

CALCULATIONS:

Player has 9/10 VPs: +3; player has 8/9 VPs: +1; DPs<=3: +2; Enemy zone values <= 5: +2; Enemy zone values >= 10: -2; DPs >=5: -2. **SUM.**

FINAL CALCULATION

5+ Total Victory
3+ Marginal Victory
2- Draw