

Smoke on the Water, 1967 A *Flames of War* Vietnam Mega-Game Scenario

One of the most interesting aspects of the Vietnam War was its asymmetrical nature, combined with the sheer variety of force types employed by both sides.

This scenario uses a large tabletop to provide a flavor for FOW Vietnam and the wide variety of force types. It features a mix of conventional armor, riverine and airmobile actions set in a remote corner of the Mekong Delta and an adjoining area of highlands.

Special Terrain rules:

- Buildings – small villages dot the landscape, acting as objectives and providing concealment for irregular forces. Any stand touching or inside a building should be treated as in concealing terrain, but the local buildings are not substantial enough to provide bulletproof cover.
- Fields – there are quite a few fields present, primarily rice paddies. These fields were low and offer no concealment, but they are tough to traverse and are treated as slow going. The bund (raised edge of the paddy) are treated as difficult going. Teams may not dig in within rice paddies.
- Plantations – scattered plantations dot the landscape, their orderly rows reducing but not closing off lines of sight and offering fewer obstacles to movement. Plantation fields are slow going and provide concealment to teams at least partially within them. Line of sight is more open than normal woods, teams within plantation areas can see or be seen at 12”.
- Jungle – all areas of the board not covered with other terrain are jungle. Jungle terrain is treated as normal woods.
- Highways – are treated as roads. Bridges are poorly maintained, and treated as difficult going.
- Tracks – are treated as cross-country terrain.
- Ridges – a series of low ridges are present, covered in overgrowth. Ridge areas are difficult going, and provide bulletproof cover for stands in / touching them and concealment for vehicles in / touching them.
- Deep River – deep river is impassable to all teams except to boat teams, which treat it as cross country.
- Shallow Rivers – shallow river sections are very difficult going except to boat teams, which treat it as cross country.

Deployment - Forces:

Note that the table is divided into a river area and a highland area.

Any Nationalist forces starting on the table are deployed first following the deployment notes for each force. The free world forces will take the first turn, entering the table as noted in their deployment notes.

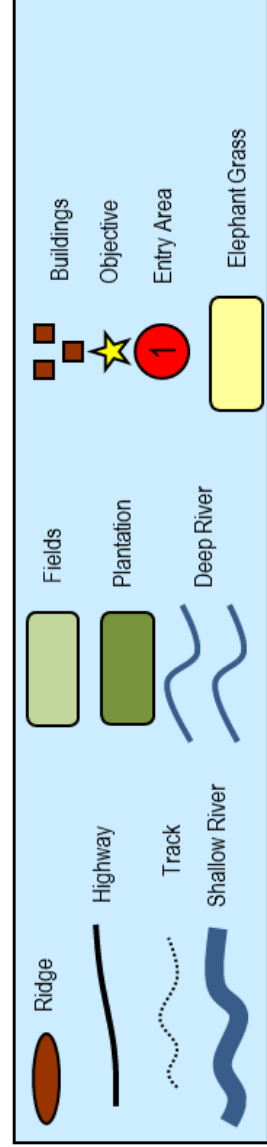
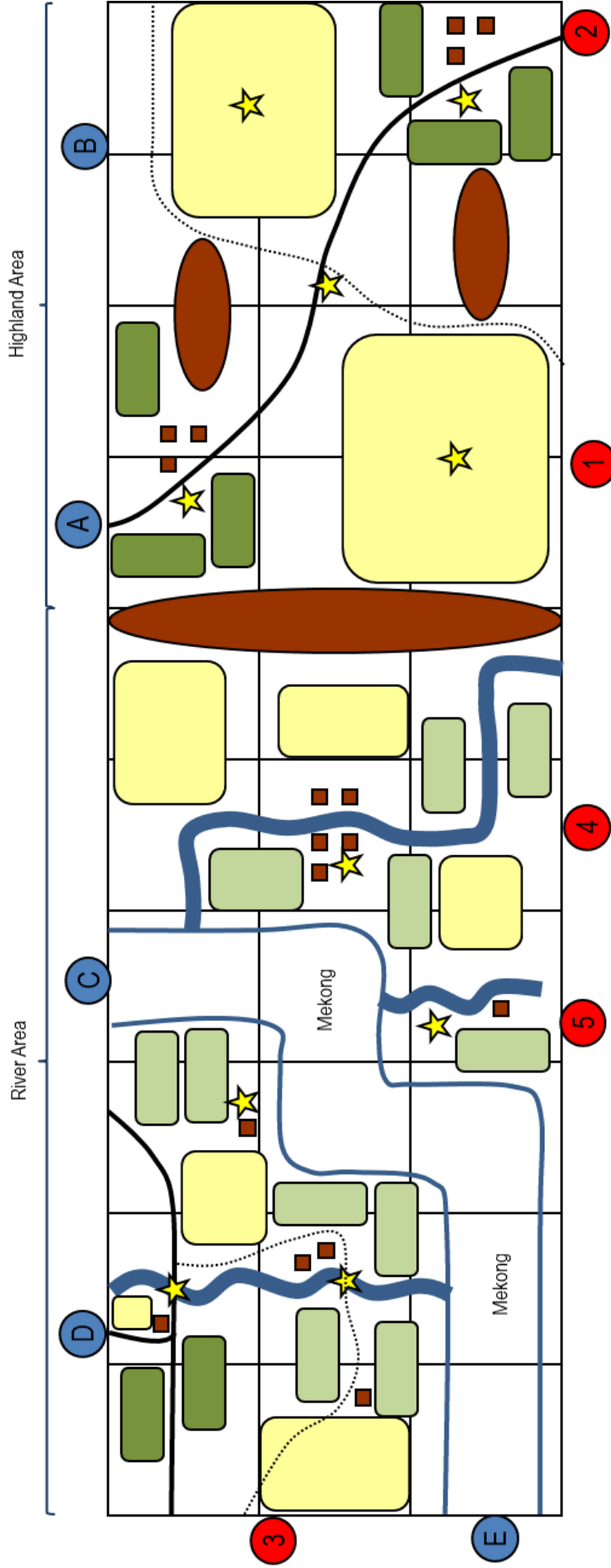
Reserves:

Both sides may have forces that will arrive from reserve. Each reserve player will roll for reserves as normal for FOW, with 1d6 needing a 5 or 6 on turn one and adding a die each turn thereafter. Reserve forces enter from the deployment zones specified, or as guerilla reserves if so specified.

Map:

FOW Mega-Game Smoke on the Water – Vietnam, 1967

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Forces:

Free World Forces - Each free world player may field a force of up to 1500 points as specified below.

[Free World Force A – Tank or Mechanized from Tour of Duty] _____
Entire force enters on turn one from within 12” of deployment point A. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Free World Force B – Tank or Mechanized from Tour of Duty] _____
Entire force enters on turn one from within 12” of deployment point B. Any units may voluntarily be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Free World Force C – Riverine from Brown Water Navy] _____
Entire force enters on turn one from deployment point C, and may make a spearhead move. Any units not mounted in boat teams must be left in reserve, in which case roll as normal for reserves starting on turn 2.

[Free World Force D – Airmobile from Tour of Duty] _____
Entire force enters on turn one from deployment point D. Any non-airmobile units must be left in reserve, in which case roll as normal for reserves starting on turn 2. Any non-airmobile reserves will enter from within 6” of deployment point D.

[Free World Force E – Riverine from Brown Water Navy] _____
Entire force enters on turn one from deployment point E, and may make a spearhead move. Any units not mounted in boat teams must be left in reserve, in which case roll as normal for reserves starting on turn 2.

Nationalist Forces - Each Nationalist player may field a force of up to 1500 points as specified below.

[Nationalist Force 1 – Tank or Mechanized from Tour of Duty] _____
Entire force enters on turn one from within 12” of deployment point one.

[Nationalist Force 2 – Tank or Mechanized from Tour of Duty] _____
Entire force enters on turn one from within 12” of deployment point two.

[Nationalist Force 3 – Infantry from Tour of Duty] _____
One Nationalist company deploys on table, within 24” of deployment point three. The remainder of the nationalist units arrive as guerilla reserves. Any Nationalist teams may deploy anywhere on the river area of the table.

[Nationalist Force 4 – Local Forces from Brown Water Navy] _____
One Nationalist company deploys on table, within 24” of deployment point four. The remainder of the nationalist units arrive as guerilla reserves. Any Nationalist teams may deploy anywhere on the river area of the table.

[Nationalist Force 5 – Infantry from TOD or Local Forces from BWN] _____
One Nationalist company deploys on table, within 24” of deployment point five. The remainder of the nationalist units arrive as guerilla reserves. Any Nationalist teams may deploy anywhere on the river area of the table.

Artillery:

All forces may use the firebase mission special rule for off board artillery.

Fortifications:

The Nationalist CiC may deploy up to 50 points of fortifications at no cost. These are deployed during the starting step of any turn. They may be placed anywhere on the table, but not under teams already in contact with a booby trap or minefield.

Teams in contact with a minefield or booby trap must test motivation to cross it as soon as they attempt to move or dig in. Minefields and booby traps are treated as AT3 and firepower 5+.

Airpower:

Free World Forces have total control of the skies.

To reflect this, each turn after turn one the Free World CiC for each side rolls a d6, and checks the results on the table below:

Die Roll	Outcome
1-4	Free World CiC receives 1x 2 plane Skyraider or Skyhawk air strike
5-6	Free World CiC receives 1x 3 plane Skyraider or Skyhawk air strike

Free World airstrikes may utilize napalm if desired.

Weather:

Weather plays no role in this scenario.

Game Length:

The Free World forces were operating on a tight timeline, and were pushing very hard to break through the Nationalist positions. The game will last at least six turns. At the end of turn six, the Free World CiC rolls one d6. On a 4+ a seventh turn is played, if not, the game ends. The game automatically ends after turn seven is completed.

Winning the Game:

There are nine critical objectives on the tabletop. The side controlling the highest number of objectives at the end of the game has won a tactical victory. If both sides control an equal number of objectives then the game is a draw.

In addition, both sides receive Vietnam Victory Points as follows:

Each enemy platoon (Nationalist company) destroyed	1
Each M48 or Centurion destroyed	1
Every 2 K2 (T-54) or ZSU-57-2 destroyed	1
Every 3 other tank teams destroyed	1
Every 2 helicopters destroyed	1
Every 3 bunkers destroyed	1
Each warrior destroyed (includes CiC and 2iC teams)	1

The force scoring a higher number of Vietnam Victory Points adds the difference from their opponent's Vietnam VPs to the number of objectives they control at the conclusion of the game.