

## Tet Offensive, 1968

### 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 the Tet Offensive, featuring a mix of conventional armor, riverine, infantry and airmobile actions set in the central highlands, near a major river.

#### **Special Terrain rules:**

- Rural Buildings – small villages dot the landscape, acting as objectives and providing concealment for irregular forces. Buildings are tall terrain. 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. Teams may dig in inside a local house.
- Urban Buildings – in contrast to rural buildings, those in urban areas were more substantial. Treat urban buildings as rural buildings, except that they 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 low terrain. The bund (raised edge of the paddy) is difficult terrain (requires a cross check to traverse). 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 short terrain and provide concealment to teams within or beyond them.
- 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 terrain.
- Tracks – are treated as cross-country terrain.
- Ridges – a series of low ridges are present, covered in overgrowth. Ridge areas are difficult, tall terrain 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 terrain (re-roll successful cross checks), 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 (see map).

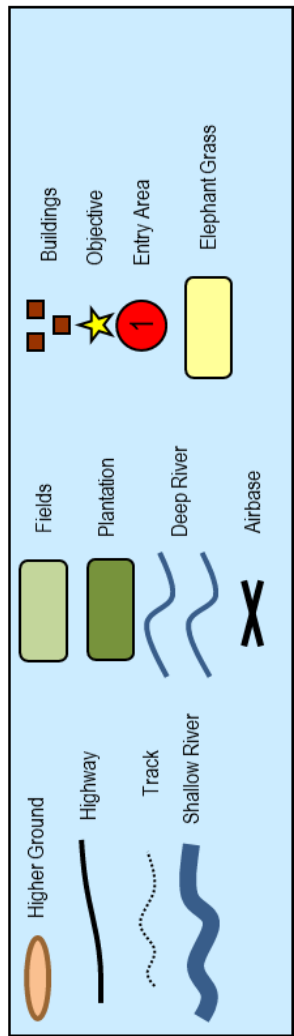
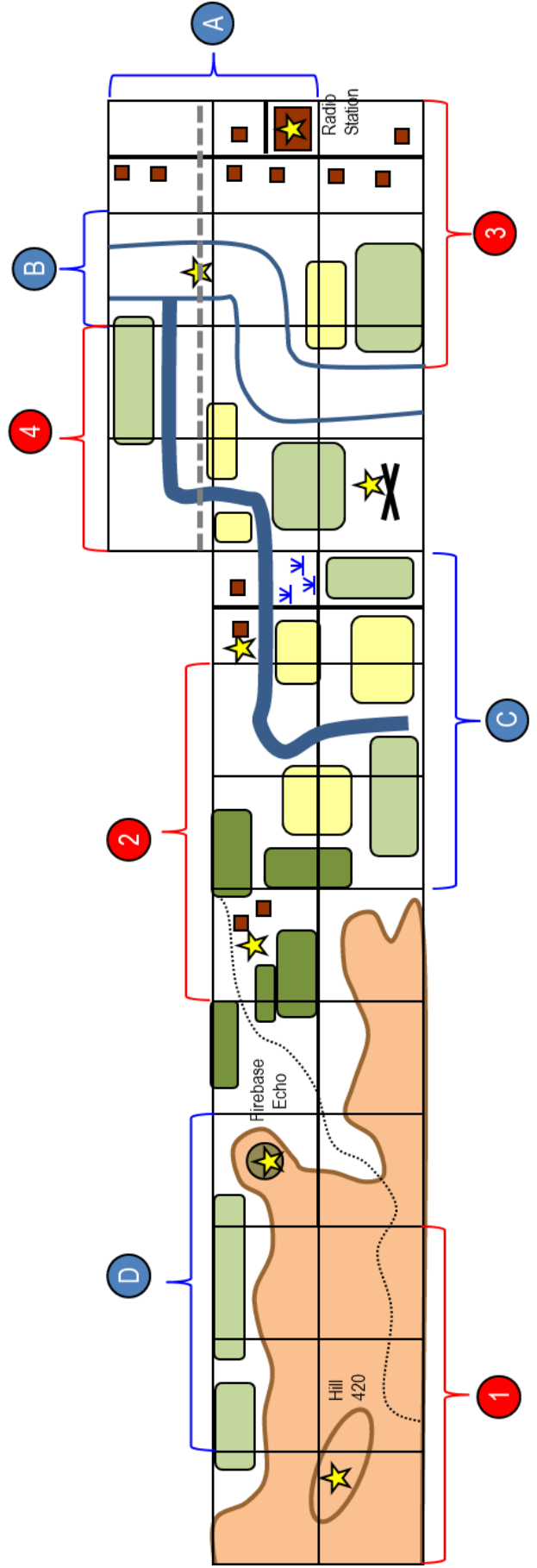
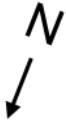
Any Free World forces starting on the table are deployed first following the deployment notes for each force. Following that, any Nationalist forces starting on the table are deployed. The Nationalist forces will take the first turn. All forces not starting on the table will enter as noted in their deployment notes.

#### **Reserves:**

Both sides may have forces that will arrive from reserve. Each reserve player will roll for reserves as normal, 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 Tet Offensive, 1968



Note: All areas not urban,  
fields, plantation or elephant  
grass are wooded.

## **Forces:**

**Free World Forces** - Each free world player may field a force of up to 100 points as specified below.

[Free World Force A – Infantry Core Formation] \_\_\_\_\_

*Entire force enters on turn one from deployment area A. Any units may be left in reserve, in which case roll as normal for reserves starting on turn 2.*

[Free World Force B – Riverine Core Formation] \_\_\_\_\_

*Entire force enters on turn one from deployment area B and may make a move of up to 24". 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 C – Tank or Mechanized Core Formation] \_\_\_\_\_

*Up to two infantry or gun units may deploy within 12" of the Airbase. The remainder of the force enters on turn one from deployment area C. Any units may be left in reserve, in which case roll as normal for reserves starting on turn 2.*

[Free World Force D – Infantry Core Formation] \_\_\_\_\_

*Up to two infantry or gun units may deploy within 12" of Firebase Echo. The remainder of the force enters on turn one from deployment area D. Any units may 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 100 points as specified below.

[Nationalist Force 1 – Infantry or Local Force Core Formation] \_\_\_\_\_

*Entire force enters on turn one from within 12" of deployment zone one.*

[Nationalist Force 2 – Tank or Mechanized Core Formation] \_\_\_\_\_

*Entire force enters on turn one from within 12" of deployment zone two.*

[Nationalist Force 3 – Infantry or Local Force Core Formation] \_\_\_\_\_

*Entire force enters on turn one from within 12" of deployment zone three.*

[Nationalist Force 4 – Infantry or Local Force Core Formation] \_\_\_\_\_

*One Nationalist company deploys on table, within 24" of deployment zone four. The remainder of the nationalist units arrive as guerilla reserves, north or the large river and within 24" of deployment zone four.*

**Artillery:**

All forces may use the firebase mission special rule for off board artillery, but it is not required.

**Airpower:**

Free World Forces have total control of the skies. Any free world forces may purchase and utilize airpower.

**Weather:**

Weather plays no role in this scenario.

**Game Length:**

The Nationalist forces were operating on a tight timeline and were pushing very hard to break through the Free World positions. The game will last at least six turns. At the end of turn six, the Nationalist 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 seven critical objectives on the tabletop. Each objective provides 1 victory point to the side controlling it at the end of the game.

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
Each wrecked or destroyed assault boat	1
Every 2 PBR boats destroyed	1

If either side has double the number of victory points at the end of the game, that side has won a decisive victory. If neither side wins a decisive victory, the side with the highest number of victory points at the end of the game has won a tactical victory. If both sides have an equal number of victory points, then the game is a draw.