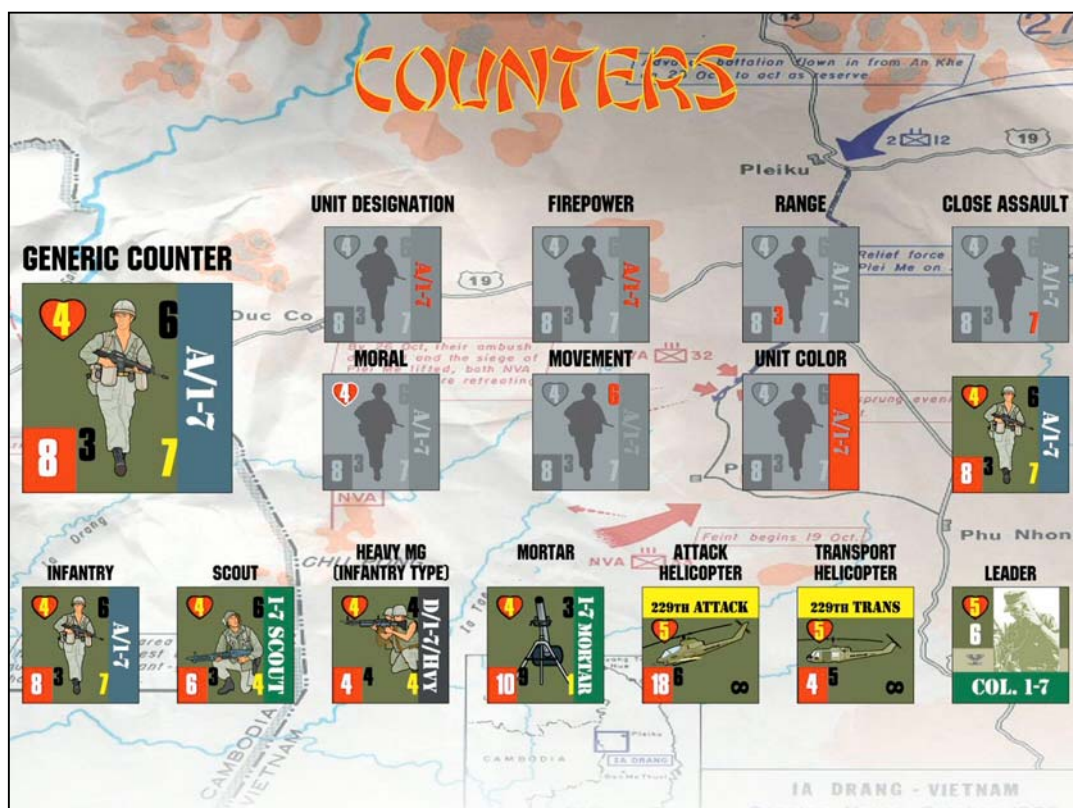


Mark H. Walker

Brothers by My Side: The Story of LZ X-Ray is a simulation of the air assault by the 1-7 Air Cavalry Battalion into the hornet's nest of three North Vietnamese Army's (NVA) regiments and their subsequent 72-hour fight for survival. The player controls —by moving cardboard counters across the map and combating enemy formations— the American and Vietnamese formations that fought in the battle.

General Concepts

The maps cover the Landing Zone Y-Ray (LZ X-Ray) in South Vietnam's Ia Drang valley, and the surrounding area. The counters represent infantry platoons (40-60 men), machinegun sections (4-7 men 2 machineguns), mortar batteries (4-6 tubes), and helicopter sections (2-4 helicopters). Each turn represents approximately fifteen minutes.



Action Cards

Action cards determine the results of combat and random events within the game, such as lost units, or a sudden storm. Always draw the top card from the deck and discard it into a discard pile. When there are no action cards left in the draw pile, reshuffle them, flip them face down, and start over. You may roll a six-sided die instead of drawing an Action Card whenever resolving disruption removal, fire combat, or Close Assaults.

Stacking

Up to two counters may stack in a hex. Stacking limitations apply at all times. Fired, Disrupted, and Hover markers, as well as leaders and helicopters do not count against stacking.

Unit Types



Infantry: Includes almost all the units (counters) on both sides. These are the platoons of men –armed with rifles, grenades, and such- who contested the landing zone. This also includes counters for heavy machinegun teams that were normally assigned from a company's heavy weapon platoon, and mortar batteries. An infantry platoon is designated by a soldier's picture on the counter; a team of men firing the weapon depicts heavy machineguns, and a mortar represents several mortars.



Helicopters: These are the American Hueys used in both transport, and attack configuration. They do not count against stacking limitations, but must be attacked separately from the other units in the hex.

Unit Color/Company Designation



American units are green. NVA units are light tan, Vietcong (VC) units are light gray. Units that belong to the same company have the same color stripe across the counter right.

Setting up the Game

The game has three scenarios. Each game is setup as per scenario instructions located at the back of the rules.

Outline of Play

American Player Turn

- ❖ **Draw an Action Card:** Draw an action card and follow the directions, if applicable. 
- ❖ **Disruption Removal Phase:** Draw an Action Card for **each** disrupted American unit stacked with or adjacent to a leader. If the number drawn is less than the unit's morale, remove the Disruption marker. Remove Fired markers from American units. 
- ❖ **Fire Phase:** American units may fire at units within range as per the rules on fire combat. American leaders may call in fire support. Mark firing units with a Fired marker.
- ❖ **Movement Phase:** American units that did not fire may move. NVA units not marked with a Fired marker may conduct Opportunity Fire against moving American units.
- ❖ **Close Assault Phase:** American units that are not marked with a Fired marker may Close Assault adjacent units.

NVA Player Turn

- ❖ **Disruption Removal Phase:** Draw an Action Card for **each** disrupted NVA/Vietcong unit stacked with or adjacent to a leader. If the number drawn is less than the unit's morale, remove the



Disruption marker. Remove Fired markers from NVA units.

- ❖ **Fire Phase:** NVA units may fire at units within range as per the rules on fire combat. Mark firing units with a Fired marker.
- ❖ **Movement Phase:** NVA units that did not fire may move. American units not marked with a Fired marker may conduct Opportunity Fire against moving NVA units.
- ❖ **Close Assault Phase:** NVA units that are not marked with a Fired marker may Close Assault adjacent units.

Movement

A unit's movement factor (MF) is an abstraction of the unit's speed. In each turn units may move up to, but not exceed, their movement factor. All units have their movement factor printed on the counter; helicopters have no movement, they may move as far as they like each turn.

In the American movement phase the American player may move all, some, or none of his non-fired units. In the two-player game, the NVA player may move all, some or none of his non-fired units during the NVA movement phase. During the solitaire game, the American's player's movement is restricted as explained later. Units that begin the movement phase stacked together may move together and split off units at any time. But units that begin the Movement Phase together, and move to the same hex, must move together. Units are moved to adjacent hexes, paying the movement factor cost to enter the hex or cross the hexside as shown on the Terrain Effects Chart (TEC). Units may not enter an enemy occupied hex (a hex with enemy units in it).

Fire Combat

Fire combat occurs in both the Fire and Movement Phase. In the Fire Phase all

units not marked with a Fire marker, with a Line of Sight (LOS) to an enemy unit, and within range of the unit, may attack it (as excepted by rules below). In the Movement Phase, units that move within the LOS and range of non-fired enemy units may be fired on by the unit, this is called Opportunity Fire, and is covered in detail in the section on Opportunity Fire.

Units may only attack once per turn, but an enemy unit may be attacked as many times as the attacker wishes (with different units). Units belonging to the same company that are either stacked together or in adjacent hexes may combine their firepower. Mortars units may combine their firepower with any unit (See Mortars).

Line of Sight/Fire: You may always fire at adjacent units, but may not fire if the target units are in a non-adjacent dry creek bed hex, or if more than one Light Jungle or Tall Grass hex is between the attacker's hex and target's hex. Nor may you fire if your Line of Sight (LOS) crosses a Jungle-Rough hex or an Ant Hill hex. Determine if a hex blocks fire by stretching a thread from the center of the attacker's hex to the center of the defender's hex. If the thread passes through blocking hex or hexes the fire is blocked. If the thread passes exactly down the side of a blocking hex, such as an Ant Hill hex, the fire is not blocked. LOS to and from non-adjacent helicopters is only blocked if it passes through two Light Jungle or Jungle-Rough hexes, or a combination of the two (one Light Jungle and one Jungle Rough)

Units are never required to fire. Units in the same hex, firing at the same target, must combine their firepower. Note, however, that helicopter and infantry targets are considered different targets. Mark units that fire with a Fired marker.

To resolve combat the attacker must first designate whether he wishes to attack the infantry or helicopter targets in the hex. You may not fire on both in the same attack. After the target is chosen, add the firepower of the attacking units (including Helicopter, mortar and fire support factors), consult the appropriate column on the Fire Result Table (FRT), modify the column as dictated by the Terrain Effect Chart (TEC), and draw an Action Card. The possible results are noted in the following column:



Disrupted: All units in the target hex are disrupted. Place a disrupted marker on them. Disrupted units may not move, fire, or initiate a Close Assault (although they may defend). A disrupted unit that it receives another Disrupted result (not a disruption as the result of a step loss) loses a step instead. Disrupted helicopters must exit the board in their next movement phase and may not return.

Loss (1,2,3): All units are disrupted. Additionally, the defending units lose the total amount of steps (defender's choice). A unit is flipped to indicate the first step lost, and removed when it loses another step. All units must lose one step before any unit loses two.

NE: No effect. Nothing happens.

Opportunity Fire

Opportunity Fire is a form of fire combat that occurs in the Movement Phase. If an enemy unit moves within the line of sight and range of an unfired unit or stack or units (including helicopters), those units may attack the moving units after it enters a new hex by following the rules for fire combat stated above. The moving unit/s may only be attacked once per hex that it enters. Units receiving a disrupted or loss result must stop

moving. Mark units that Opportunity Fire with a Fired marker. If firing on a hex that contains both moving and non-moving targets, the fire affects only the moving targets.

Close Assault

Unfired units may close assault adjacent units in the Close Assault Phase. Helicopters may neither Close Assault nor be the target of a Close Assault. All units in the same company may attack the target unit. Helicopters may not close assault nor be close assaulted. Add the close assault factor of all attacking units and compare the attacking total to the close assault firepower of the units in the target hex. Express the result as an odds — attacking combat factors versus defending combat factors. For example, 8 attacking combat factors versus 4 defending factors would be 2-1 odds. Fractions are dropped. So, 10 attacking combat factors versus 4 defending combat factors would still be 2-1 odds, but 12 attacking factors versus 4 defending is 3-1 odds. This odds ratio corresponds to a column on the Close Assault Table (CAT). Modify the column as per the TEC. Draw the top action card and consult the CRT. The possible results are:

DR: All defending units lose one step and retreat one hex. Defending units may not retreat adjacent to an undisrupted enemy unit. If forced to do so, they are eliminated instead. The attacking units may occupy the hex. Helicopters in the defending hex may be relocated to ANY adjacent hex not occupied by an enemy unit.

DElim: All defending units are eliminated. The attacking units may occupy the hex. Helicopters in the defending hex may be relocated to ANY adjacent hex not occupied by an enemy unit.

AR: All attacking units lose one step and retreat one hex. Attacking units may not retreat adjacent to an undisrupted enemy unit. If forced to do so, they are eliminated instead. Helicopters in the hex may be relocated to ANY adjacent hex not occupied by an enemy unit.

AElim: All attacking units are eliminated. Helicopters in the hex may be relocated to ANY adjacent hex not occupied by an enemy unit.

NE: No effect. Nothing happens.

Special Units and Capabilities

Helicopters: Helicopters have two modes: Flying and hovering. Their default mode is flying; when hovering mark them with a Hovering marker. Helicopters may change mode once per turn, during the American Movement Phase.



Flying helicopters may not attack enemy units, nor may they unload passengers. They may move freely. They have an infinite movement factor. Hovering helicopters may unload their passengers and fire their weapons, but may not move.

Transport helicopters enter play with passengers onboard (on top of the helicopter), but may not pick up passengers once in play. Each transport helicopter counter may carry one leader and one other non-helicopter unit. To unload, the helicopter hovers and the units are placed in the hex. The units may not move on the turn they unload, but they may close assault. Units may only unload in clear or tall grass terrain.

Helicopters in hover mode attack as per the Fire Combat rules. Flying

helicopters may not attack. Attacking helicopters may add their firepower to unit in the helicopter's hex.

Units attacking helicopters halve their range, dropping fractions. For example, a unit with a range of 5 would have a range of 2 when attacking a helicopter. Mortars may only attack hovering helicopters. Units attacking flying helicopters receive a further penalty as delineated on the FRT.

Mortars: Mortars may fire on any unit within their range as long as they **or any other** friendly unit has a LOS to the target. Mortars units may combine their firepower with any unit (See Mortars). Mortars may only attack hovering helicopters.



Fire Support: Key to the American's victory at LZ X-Ray was the massive fire support (artillery and air strikes). To simulate the artillery, the American receives firepower factors, in packets of 6 firepower factors, as prescribed in each scenario. These packets may be called on any hex within an U.S. Leader's line of sight, either as a separate attack or added to any other attack on the hex. These packets may be called as opportunity fire.



Thirty-six point packets represent air strikes, and may only be called by a leader. The leader calls the strike on any hex within his line of sight, and selects an Action Card. If the number selected is three or less, the strike hits the selected hex. If the number is greater than three, the air

strike misses its intended target. Draw another Action Card. The air strike drifts one hex in the direction designated by the card: One is north, two is northeast, and so on. The air strike then attacks all occupants of the new hex, be they friend or foe.

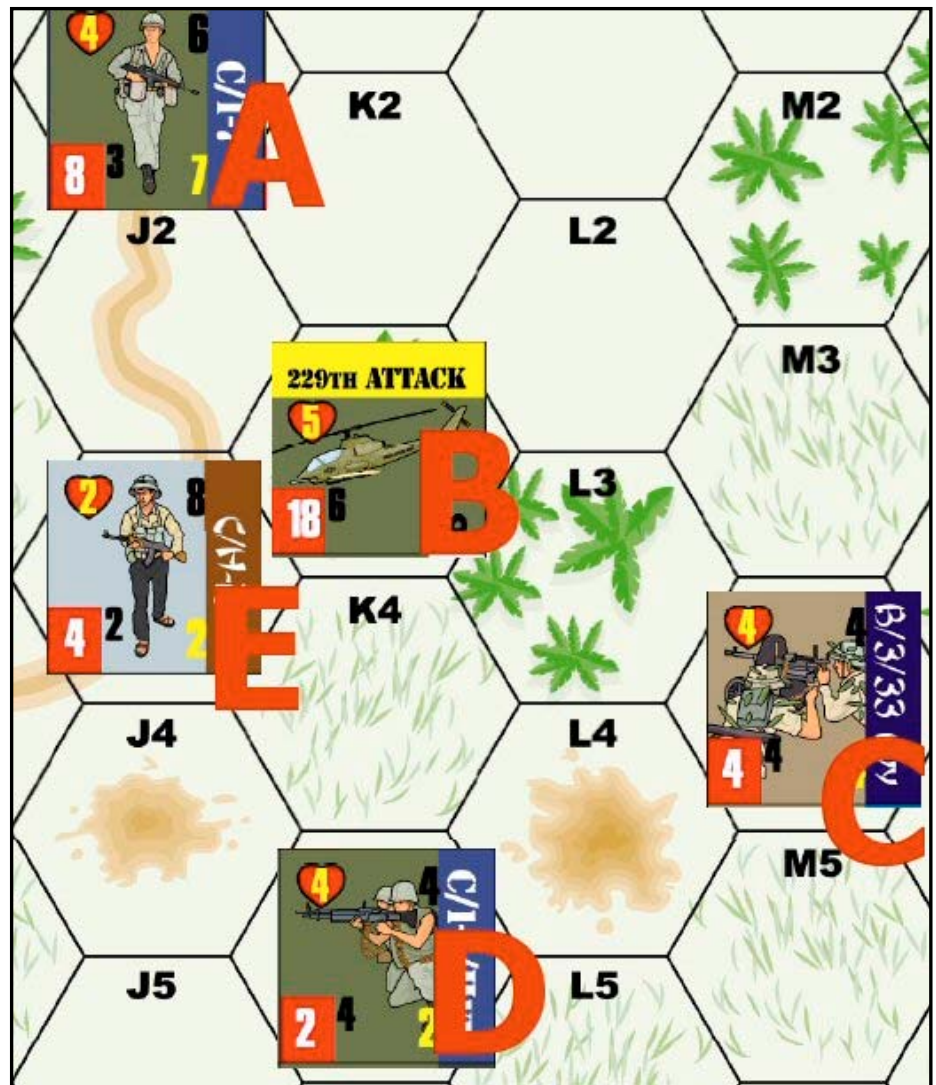
One player controls each side without restriction.

Winning

Winning is described in each scenario outline.

LOS Example

- A and E cannot see each other.
- If E was in J2, A could see them.
- B can see C, but could not if the choppers were in J2.
- D can see E, but cannot see C.



Fire Results Table

Firepower Factors (Armor Piercing or High Explosive)	3	6	12	18	24	36	48
Action Chit							
1	Disrupted	Disrupted	Loss 1	Loss 2	Loss 2	Loss 3	Loss 3
2	NE	Disrupted	Disrupted	Loss 1	Loss 1	Loss 2	Loss 3
3	NE	NE	Disrupted	Disrupted	Disrupted	Loss 1	Loss 2
4	NE	NE	NE	Disrupted	Disrupted	Disrupted	Loss 1
5	NE	NE	NE	NE	Disrupted	Disrupted	Disrupted
6	NE	NE	NE	NE	NE	NE	NE

- ❖ Combat factors greater than 48 use the 48 column.
- ❖ If, due to terrain modification, the Firepower Factors column would be shifted left of the "3" column you may not attack. Less than 3 Firepower Factors may not attack, unless Opportunity or adjacency adjustments would move the FRT column to "3" or more.
- ❖ Units may attack at up to twice their printed range, but halve their firepower factors (dropping fractions) when doing so. For example a unit with a printed range of 4 may attack a target 8 hexes away, but would halve its firepower when doing so.
- ❖ Shift the final column one right (i.e. shift "6" to "12") if ANY of the attacking units are adjacent to the defending units.
- ❖ Shift the final column one right for any Opportunity Fire attacks.
- ❖ Column shifts per the TEC.
- ❖ A unit's range is halved against helicopters.
- ❖ Shift the column one left if the target is a flying helicopter.
- ❖ All column shifts are cumulative.

Close Assault Table

Action Chit	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	DR	DR	DR	DElim	DElim	DElim	DElim
2	AR	AR	DR	DR	DElim	DElim	DElim
3	AElim	AElim	AR	DR	DR	DR	DElim
4	AElim	NE	AR	AR	DR	DR	DR
5	NE	NE	NE	NE	AR	NE	DR
6	NE	NE	NE	NE	NE	NE	NE

- ❖ Attacks at less than 1-2 are not allowed.
- ❖ Attacks at greater than 6-1 resolve on the 6-1 column.
- ❖ Shift the column right two (1-1 becomes 3-1) if ANY of the defenders are disrupted.
- ❖ Column shifts per the TEC.
- ❖ All column shifts are cumulative.

Terrain Effects Chart		
Terrain/Example	Movement Cost	Column Shift to Left (FRT and CAT)
Jungle-Rough/D7	2	2
Tall Grass/G6	1	Negates column shift for opportunity fire attacks.
Open/K5	1	None
Light Jungle/K7	1	1
Dry Creek Bed/G7, H6, H4, etc.	1	1 Unless attacked from adjacent Dry Creek Bed Hex, then no shift.
Ant Hills/L4	2	1

Scenario One... Not Enough: Elements of the 1-7 Air Cavalry air assault into LZ X-Ray.

American Forces:

- ❑ **Turn One:** 3 X 229th Trans and 2 X 229th Attack helicopters, three B/1-7 units (player's choice), Lt. B-Co., and Col. 1-7. All 229th Trans must unload their passenger within one hex of J5.
- ❑ **Turn Three:** 3 X 229th Trans helicopters, remaining B/1-7 unit, two A/1-7 unit's (player's choice), Lt. A-Co. Trans must unload their passenger within one hex of J5. Withdraw 229th Attack Helicopters.
- ❑ **Fire Support:** 18 Firepower (two six-point packets) every turn, one air strike (total for the entire scenario) beginning the turn after the NVA activation (see below).

Communist Forces:

- **On Board at Start:** A/334/32, B/334/32, C/334/32, LT. A, B, C 334/32, CM 334/32, and ONE RGT. Hvy Wpns, set up within two hexes of B10. Activate per special rules.
- **Enter, on row "A", within two hexes of A8:** A/7/66, B/7/66, C/7/66, LT. A, B, C 7/66, CM 7/66. Enter per special rules.

Special Rules:

1. Until activated neither the 334/32 or 7/66 NVA battalions may move or fire normally. The 334/32 Battalion may, however, fire on adjacent units. If the number on the Action Card drawn at the beginning of the American turn is equal to or less than the turn number doubled, the 334/32 NVA Battalion is activated and may move and fire normally. For example, if the American draws a "2" on the first turn, the 334/32 is activated because 2 is equal to or less than 1 (the number of the turn) doubled, which equals two. The 7/66 NVA battalion enters play two turns after the 334/32 Battalion is activated.

Winning:

1. The NVA player receives 4 victory points for each American platoon eliminated, and two victory points for each platoon reduced to half-strength or leader eliminated.
2. The American player receives 2 victory points for each NVA platoon eliminated, and one victory point for each platoon reduced to half-strength or leader eliminated.
3. The side that has a unit on, or was the last side to have a unit pass through, K5 receives 8 victory points.
4. The side with the most victory points at the game's end is the winner.

Scenario Length: Seven turns.

Scenario Two... Duck and Run: The 1-7 Air Cavalry defends LZ X-Ray against elements of the NVA 33rd, 66th, and 32nd regiments.

American Forces (Set up first):

- ❑ One Platoon B/1-7: D6.
- ❑ Remainder B Company 1-7 (Two Platoons, HVY, Lt. B-Co): Set up within one hex of G5.
- ❑ A Company 1-7 (Three Platoons, HVY, Lt. A-Co): Set up within one hex of J6.
- ❑ D Company 1-7 (-) (One Platoon, Lt. D-Co): Set up within one hex of J5.
- ❑ C Company 1-7 (Three Platoons, HVY, Lt. C-Co): Set up within one hex of O7.
- ❑ Col. 1-7, 1-7 Scout, 1-7 Mortar: K5
- ❑ 2 X 229th Attack: O2
- ❑ Turn One: 3 X 229th Trans, two D/1-7 platoons, and D/1-7 HVY. All 229th Trans must unload their passengers within one hex of J5.
- ❑ Fire Support: 24 Firepower (Four six-point packets) and one air strike every turn.

Communist Forces:

- A Company 7-66 (Three Platoons, HVY, Lt. A-Co): Set up within one hex of A6.
- B Company 7-66 (Three Platoons, HVY, Lt. B-Co): Set up within one hex of C7.
- C Company 7-66 (Three Platoons, HVY, Lt. C-Co): Set up within one hex of E9.
- A Company 7-33 (Three Platoons, HVY, Lt. A-Co): Set up within one hex of J10.
- B Company 7-33 (Three Platoons, HVY, Lt. B-Co): Set up within one hex of M11.
- C Company 7-33 (Three Platoons, HVY, Lt. C-Co): Set up in hexes P10 and O11.
- RGT HVY Weapons (Two mortars), Major 7/66: Set up within one hex of B10.
- Turn Two: A Company 334-32 (Three Platoons, HVY, Lt. A-Co): Enter C11, D10, E11.

Winning:

1. The NVA player receives 4 victory points for each American platoon eliminated, and two victory points for each platoon reduced to half-strength or leader eliminated.
2. The American player receives 2 victory points for each NVA platoon eliminated, and one victory point for each platoon reduced to half-strength or leader eliminated.
3. The side that has a unit on, or was the last side to have a unit pass through, K5 receives 8 victory points.
4. The side with the most victory points at the game's end is the winner.

Scenario Length: Six turns.

Scenario Three... By My Side: Dawn, November 15th, 1965. Elements of the 7th Air Cavalry defend LZ X-Ray against a massive NVA assault.

American Forces (Set up first):

- ❑ One Platoon B/1-7: D6.
- ❑ Remainder B Company 1-7 (Two Platoons, HVY, Lt. B-Co): Set up within one hex of G3.
- ❑ A Company 1-7 (Three Platoons, HVY, Lt. A-Co): Set up within one hex of H5.
- ❑ D Company 1-7 (Three Platoons, HVY, Lt. D-Co): Set up within one hex of M6.
- ❑ C Company 1-7 (Three Platoons, HVY, Lt. C-Co): Set up within one hex of J6.
- ❑ B Company 2-7 (Three Platoons, HVY, Lt. B-Co): Set up within one hex of L3.
- ❑ Col. 1-7, 1-7 Scout, 1-7 Mortar: K5
- ❑ 2 X 229th Attack: O2
- ❑ Fire Support: 30 Firepower (Five six-point packets) and two air strikes every turn.

Communist Forces:






















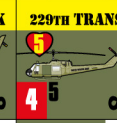







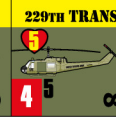
- A Company 7-66 (Three Platoons, HVY, Lt. A-Co): Set up within one hex of C2.
- B Company 7-66 (Three Platoons, HVY, Lt. B-Co): Set up within one hex of C4.
- C Company 7-66 (Three Platoons, HVY, Lt. C-Co): Set up within one hex of B5.
- A Company 7-33 (Three Platoons, HVY, Lt. A-Co): Set up within one hex of P8.
- B Company 7-33 (Three Platoons, HVY, Lt. B-Co): Set up within one hex of M9.
- C Company 7-33 (Three Platoons, HVY, Lt. C-Co): Set up within one hex of J9.
- Entire Vietcong H-15 Battalion (Nine Platoons, HVY, two leaders): Set up within two hexes of P1.


- **RGT HVY Weapons (Two mortars), Major 7/66:** Set up within one hex of B10.

Winning:

















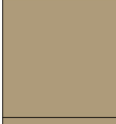



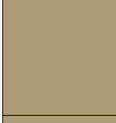











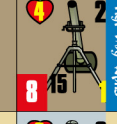



























1. The NVA player receives 4 victory points for each American platoon eliminated, and two victory points for each platoon reduced to half-strength or leader eliminated.
2. The American player receives 2 victory points for each NVA platoon eliminated, and one victory point for each platoon reduced to half-strength or leader eliminated.
3. The side that has a unit on, or was the last side to have a unit pass through, K5 receives 8 victory points.
4. The side with the most victory points at the game's end is the winner.

Scenario Length: Five turns.

 A/1-7	 B/1-7	 C/1-7	 D/1-7	 LT. A-CO.
 A/1-7	 B/1-7	 C/1-7	 D/1-7	 LT. B-CO.
 A/1-7	 B/1-7	 C/1-7	 D/1-7	 LT. C-CO.
 A/1-7	 B/1-7	 D/1-7	 D/1-7	 LT. D-CO.
 I-7 SCOUT	 I-7 MORTAR	 229th ATTACK	 229th TRANS	 COL. 1-7
 B/2-7	 B/2-7	 B/2-7	 B/2-7	 LT. B-CO. 27
 229th ATTACK	 229th TRANS	 229th TRANS		

 A/1-7	 A/1-7	 A/1-7	 A/1-7	 A/1-7
 B/1-7	 B/1-7	 B/1-7	 B/1-7	 B/1-7
 C/1-7	 C/1-7	 C/1-7	 C/1-7	 C/1-7
 D/1-7	 D/1-7	 D/1-7	 D/1-7	 D/1-7
 229th TRANS	 229th ATTACK	 I-7 MORTAR	 I-7 SCOUT	 A/1-7
 A/1-7	 A/1-7	 A/1-7	 A/1-7	 A/1-7
 229th TRANS	 229th TRANS	 229th ATTACK		

 B/7/66	 B/7/66	 B/7/66	 B/7/66	 Lt. B-CO. 7/66
 A/7/66	 A/7/66	 A/7/66	 A/7/66	 Lt. A-CO. 7/66
 C/7/66	 C/7/66	 C/7/66	 C/7/66	 Lt. C-CO. 7/66
 A/334/32	 A/334/32	 A/334/32	 A/334/32	 Commander 7/66
 B/334/32	 B/334/32	 B/334/32	 B/334/32	 Lt. A-CO. 334/32
 C/334/32	 C/334/32	 C/334/32	 C/334/32	 Lt. B-CO. 334/32
 A/3/33	 A/3/33	 A/3/33	 A/3/33	 Lt. C-CO. 334/32
 B/3/33	 B/3/33	 B/3/33	 B/3/33	 Commander 334/32
 C/3/33	 C/3/33	 C/3/33	 C/3/33	 Lt. A-CO. 3/33
 Right Wing	 Right Wing	 Lt. C-CO. 3/33	 Lt. C-CO. 3/33	 Lt. B-CO. 3/33
 A/4-15	 A/4-15	 A/4-15	 A/4-15	 A/4-15
 B/4-15	 C/4-15	 C/4-15	 C/4-15	 H-15
 Fired	 Fired	 Fired	 Lt. C-CO. 3/33	 Lt. B-CO. 3/33
 Fired	 Fired	 Fired	 Fired	 Fired
 Fired	 Fired	 Fired	 Fired	 Fired
 Fired	 Fired	 Fired	 Fired	 Fired
 Fired	 Fired	 Hover	 Hover	 Hover
 Hover	 Hover	 Air Strike	 Air Strike	 Air Strike

 B/7/66	 B/7/66	 B/7/66	 B/7/66	 B/7/66
 A/7/66	 A/7/66	 A/7/66	 A/7/66	 A/7/66
 C/7/66	 C/7/66	 C/7/66	 C/7/66	 C/7/66
 A/334/32	 A/334/32	 A/334/32	 A/334/32	 A/334/32
 B/334/32	 B/334/32	 B/334/32	 B/334/32	 B/334/32
 C/334/32	 C/334/32	 C/334/32	 C/334/32	 C/334/32
 A/3/33	 A/3/33	 A/3/33	 A/3/33	 A/3/33
 B/3/33	 B/3/33	 B/3/33	 B/3/33	 B/3/33
 C/3/33	 C/3/33	 C/3/33	 C/3/33	 C/3/33
		 Right Wing	 Right Wing	
 A/4-15	 A/4-15	 A/4-15	 A/4-15	 A/4-15
 B/4-15	 C/4-15	 C/4-15	 C/4-15	 C/4-15
		 Disrupted	 Disrupted	 Disrupted
 Disrupted	 Disrupted	 Disrupted	 Disrupted	 Disrupted
 Disrupted	 Disrupted	 Disrupted	 Disrupted	 Disrupted
 Disrupted	 Disrupted	 Disrupted	 Disrupted	 Disrupted
 Brothers by my Side	 Brothers by my Side	 Brothers by my Side	 Disrupted	 Disrupted
 Artillery Barrage	 Artillery Barrage	 Artillery Barrage	 Brothers by my Side	 Brothers by my Side

<p>Brothers by my Side</p>   	<p>1 LOGISTICAL PROBLEMS</p> <p>Delay next American Reinforcements by two turns</p>	<p>1 LOGISTICAL PROBLEMS</p> <p>Delay next American Reinforcements by two turns</p>	<p>2 SNEAK ATTACK!</p> <p>American must place one NVA/UC Company not used in scenario within two hexes of an American unit</p>
<p>Brothers by my Side</p>   	<p>2 SNEAK ATTACK!</p> <p>American must place one NVA/UC Company not used in scenario within two hexes of an American unit</p>	<p>2 SNEAK ATTACK!</p> <p>American must place one NVA/UC Company not used in scenario within two hexes of an American unit</p>	<p>2 SUDDEN STORM!</p> <p>The Americans get no air support this turn</p>
<p>Brothers by my Side</p>   	<p>1 SUDDEN STORM!</p> <p>The Americans get no air support this turn</p>	<p>1 LOST NVA</p> <p>The Americans may move two NVA Infantry platoons that are not adjacent to American units</p>	<p>3 LOST AMERICANS</p> <p>The NVA may move one U.S. Infantry platoon not adjacent to NVA units</p>
<p>Brothers by my Side</p>   	<p>3 LOST AMERICANS</p> <p>The NVA may move one U.S. Infantry platoon not adjacent to NVA units</p>	<p>4 POOR TACTICS</p> <p>The NVA player must move one company directly toward the nearest U.S. units. Using all MP's, Close Assaulting if possible</p>	<p>5 POOR TACTICS</p> <p>The NVA player must move one company directly toward the nearest U.S. units. Using all MP's, Close Assaulting if possible</p>
<p>Brothers by my Side</p>   	<p>6 POOR TACTICS</p> <p>The NVA player must move one company directly toward the nearest U.S. units. Using all MP's, Close Assaulting if possible</p>	<p>6 NO EVENT</p>	<p>6 NO EVENT</p>
<p>Brothers by my Side</p>   	<p>6 NO EVENT</p>	<p>4 NO EVENT</p>	<p>4 NO EVENT</p>
<p>Brothers by my Side</p>   	<p>3 NO EVENT</p>	<p>3 NO EVENT</p>	<p>4 NO EVENT</p>
<p>Brothers by my Side</p>   	<p>5 NO EVENT</p>	<p>5 NO EVENT</p>	<p>5 NO EVENT</p>

