

converge on one of the NLF concentrations. That's the only way you're likely to corner him; he isn't any faster but he *is* inverted, he can usually decoy you with dummies while his troops escape.

A useful technique is to call artillery fire on a suspected (inverted) enemy position. The danger here is that the arty might kill a few peasants. Remember that peasants cannot be placed in forest. It is generally best to let your Americans interrogate peasants twice (the maximum number of times), but be judicious with your ARVN — they're hotheads and they don't mind torturing and killing civilians.

Tanks are a mixed blessing — they can do a remarkable amount of damage to the enemy, but they are vulnerable. It is best to let them lay back where it's safe and lob in low-velocity HE fire (12 attack points). Never use vehicles on the road, it's sure to be mined. And seldom should you mount infantry in APC's; they're probably safer hugging the terrain than sitting behind armor.

When you search a hex, try to have a backup squad where it can fire on a revealed unit even if the searching squad is pinned by a surprise attack. If you suspect a booby trap, it might be better to bypass — this applies especially to villages, where you can expect traps. Look out for ambushes in small clearings and around roads. Try to kill Cadres; if he's spread thin it will hurt him. Above all, protect your platoon leaders! You can survive the loss of radiomen, but if your units are immobilized en masse you'll never recover. If you're fool enough to risk a company or platoon commander I have no sympathy for you.

Two more points: it is a great temptation to use every airstrike you are allocated. Don't. It costs fifty handicap Victory Points, and there are seldom NLF concentrations strong enough to warrant the use. And be confident in the might of the United States Army. Now go teach those commies a lesson they'll never forget.

Conclusion

Search & Destroy is a significant step forward in the art of conflict simulation. The revolutionary step-by-step rules system, whereby the Players decide the precise amount of complexity desired, is a logical and excellently developed sequel to the Optional Rules system long in use. In addition, many ideas developed for *Grunt* and expanded and improved for *Search & Destroy* are quite unknown elsewhere and accurately tell the tactical tale of what is probably the most unusual — and certainly the most tragic — war of the 20th Century.

In short, *Search & Destroy* is well worth buying, even if you own *Grunt*. It is an important addition to any gamer's library, and I predict high retail sales, due to the relevance of the topic to the general public. *Search & Destroy* is a winner.

SCENARIOS

The Mechanized Sweep

In the later stages of the war, heavy mechanized sweeps were made of lightly held NLF areas in the hope of flushing troops and (with lesser emphasis) discovering supplies. The NLF responded by deploying three-man teams armed with anti-armor missiles, who were to hide in the treeline or in the elephant grass, taking shots and running away. The mechanized sweep was rarely successful, and rarely took casualties.

ARVN Player Forces: Two tanks, five APC's carrying an ARVN elite platoon.

Deployment: Enter on any edge on Game-Turn One.

Additional ARVN Firepower: None.

(Option: Five Cobra strikes, 5 Attack Points, no delayed arrival).

NLF Player Forces: Three Missile Teams; armed with RPG-7's, represented by VC units, but fully mobile without Cadres; One Ammo Cache, 20 dummies.

Deployment: Missile teams in treeline or broken, ammo and dummies anywhere.

Victory Conditions: Standard, with the following additions:

- A) Each destroyed APC: 2 Victory Points
- B) Each destroyed tank: 4 Victory Points
- C) Each revealed NLF team: 10 Victory Points (plus any inflicted casualties).
- D) Ammo Cache is worth 40 Victory Points if captured.

Game Length: 15 Game-Turns.

Special Rule: ARVN infantry may not dismount until NLF fire or are revealed.

Note that this scenario hasn't been adequately playtested; feel free to alter Victory Points scale.

Pilot Rescue

Often American pilots would be shot down in enemy territory. Rescue 'copters raced NLF troops to reach him, as other U.S. planes protected the downed pilot.

U.S. Player Forces: One Pilot in clear or broken terrain; represented by leader unit.

Additional U.S. Firepower: 10 Airstrikes.

NLF Player Forces: Eight VC squads (need no Cadre).

Deployment: Two squads enter on each map edge on Game-Turn One.

Special Rules: Two Hueys (unarmed) and two Cobras enter on the East edge on Turn Six. Only Hueys can pick up the Pilot; this takes one Turn. Use Additional Vulnerability rule. If both Hueys are downed, two more enter on Turn Twelve. Downed 'copters do *not* produce more Pilots (presumed killed).

Victory Conditions: If Pilot is rescued by Turn Twenty, U.S. wins. If not, NLF wins.

River Ambush

Often NLF units would ambush American patrol boats on backwater streams. In such

cases, the armored boats usually tried to escape.

U.S. Player Forces: Four patrol boats.

Deployment: Enter on any stream, on Turn One, in line.

NLF Player Forces: Two NVA platoons.

Deployment: Anywhere.

Victory Conditions: Standard, plus 30 Victory Points for each destroyed patrol boat. If no casualties are inflicted and boats escape, U.S. wins.

Game Length: Ten Game-Turns.

Special Rules: Each patrol boat has 12 Attack Points, which can be split in half to attack two hexes. Boats move along hexsides, at the rate of forty hexsides per Turn. Boats defend with three Points regardless of terrain. Boats may only exit the map on the opposite edge from their entrance point.



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