

New Units and Rules from Joseph Miranda on Consimworld 12/20/2022

Year of the Rat Variant Counters (Communist)

NVA Tank Regiments

The Communist player receives tank regiments (2-1-6) by the Order of Battle. Tank regiments use ARVN ZOC effects and movement costs on the TEC.

Communist Additional NLF Regiments

The Communist player receives additional NLF infantry regiments (2-1-6) by the Order of Battle. Design note: these units are mainly to balance the additional ARVN forces.

NVA Divisional Reorganization

The Communist player may exchange NVA divisions (XX) for three regimental sized infantry battlegroups (BG).

6-6 = 2 x 2-1-6 plus 1 x 1-1-6

5-6 = 1 x 2-1-6 plus 2 x 1-1-6

4-6 = 3 x 1-1-6

Reorganization is performed at the start of the Communist movement phase. To breakdown or build up, the units must be located in a Communist base, or a town or Allied base in South Vietnam which can trace a line of supply to a Communist base. Disrupted and Pinned units can not reorganize.

Exchange the units in the hex. A division does not have to be rebuilt from the BG from which it initially broke down. Divisions and BG can otherwise operate normally in a turn of reorganization. Only NVA units can use this rule, not NLF. BG used to replace eliminated NVA divisions can also be used for this rule, but not tank regiments.

Design note. There are limits to where reorganization can take place to keep this rule from going overboard. The idea here is that you have to be in a logistically supported objective position to make this happen.

Year of the Rat Variant Counters (Allied)

Allied Base Camps

Allied base camp units (0-1-0) represent various firebases, special forces camps and ARVN regional forces.

They are static units. They have normal zones of control. They can not attack. They defend normally but if forced to retreat they are eliminated. Additionally: Allied airmobile units can fly into and out of Base Camps in the same manner as towns. They are affected by the Siege rule.

Base camps are always in a Supplied state. Other Allied units in the same hex are Supplied, but a line of supply can not be traced to a base camp.

ARVN 81st Rangers

ARVN 81st Ranger brigade (2Y6) is an additional Allied unit.

Design note: 81st Rangers were a high level ARVN unit, employed as a strategic reserve and special reaction force. It was an over strength battalion but I included it to counter some of the additional NVA forces in the variant game.

ARVN River Assault Groups (RAG)

RAG units (3-2-6) represent riverine craft and contingents of ARVN amphibious troops. RAG units function as standard ARVN ground units, with the following special cases.

RAG units can move, retreat and advance only on hexes adjacent to rivers. The river hexes do not necessarily have to be connected as long as they are adjacent (for example, the rivers on both sides of Vinh Long; due to other waterways below the scale of the map.). They can also enter swamp hexes adjacent to rivers (unlike other

ARVN units), paying one movement point; also, their ZOC extend into swamp hexes. They can not gain a road movement bonus.

YOTR Variant Orders of Battle

Allied Initial Setup (all scenarios)

Vinh Long: 1 x **3-2-6** riverine (1 RAG).

Any hexes in South Vietnam: 8 x **0-1-0** base camps. No more than two base camps can be placed per Region. Further, they must be placed either on clear hexes, or rough with roads or trails. They can not be placed on bases, towns, rough (non-road) or swamps.

Allied Reinforcements (all scenarios)

Turn 2: 1 x **2Y6** (81 Ranger).

Order of Battle C. Fulfilled Vietnamization. Add 1 x **3-2-6** riverine to the initial force. Place on any hex adjoining a river hexside in Mekong Delta West or East. Also, ARVN airmobile units (**2Y6**) now can enter swamp and rough hexes (paying 2 MP); their zones of control now extend into swamp and rough. Design note. The special **2Y6** movement and ZOC rules represent increased ARVN ability to operate in the countryside.

Special Rule B: Pacification Deployment. Add 2 x **0-1-0** Base Camps to Allied initial deployment (per above).

Order of Battle: Stronger US Commitment

The Allies begins with an additional US 3 x **4Y6** brigades. These are deployed on any Allied bases in South Vietnam (these are the three **4Y6** normally received on turn 10). Using this option, all US units can move, fight, etc., starting with Turn 2 (regardless if attacked by Communists or not). Use victory modification "P".

Communist Initial Setup (all scenarios)

NVA Units

Outside Quang Tri Region: 2 x **2-1-6** tank regiments.

Outside Central Highlands Region: 1 x **2-1-6** tank regiment.

NLF Units

In Quang Tri or Quang Nam Region: 1 x **2-1-6** regiment

In Rung Sat, Darlac or Tay Ninh Region: 1 x **2-1-6** regiment

Order of Battle H. Increased NLF Participation. Add 1 x **2-1-6** NLF regiment to Communist initial deployment. Place per NLF units in any Region in South Vietnam (other than Saigon).

Order of Battle M. Stronger NVA Offensive. Add 1 x **2-1-6** tank regiment to turn 4 reinforcements.

