

La vallée de la mort and Na San Addenda

as of November 7, 2006

Na San

Map:

- **Terrain Correction:** The area in the very NE corner should be V5 (not V15).

Rules:

- **4.3 Operations Phase** (correction): Step 6 should be step 7 (this should be step 6) and read "Repeat Steps 1-6."

La vallée de la mort

Map:

- **Terrain Clarification:** Hills are Old Baldy, Phony Mountain, E2, E3, D1, D2, D3, Beatrice and Gabrielle. F20 is the French HQ area.

Rules:

- **5.7 Repair and Recovery Phase** (clarification): the player that had the initiative in the last Assault Phase is the initiative player during this phase.
- **8.1.1 Entering the OTHA** (Addition) Units may not enter the OTHA from the Map.
- **8.1.2 Exiting the OTHA** (addition): Units move into one of the four valley zones (exception, VM 148th Regiment, see Section 8.1), VM player's choice.
- **8.2 French Reinforcements** (correction and clarification): The 5 (not 4) French air units that appear as reinforcements are the 3x F4Us (Section 8.2, last paragraph) and 2x C-119s that appear per the Random Event. The red print got dropped from the counters but not the rules reference.
- **8.2 Example** (correction): The VP total should be 10 (not 9).
- **9.5 Airdrop table** (clarification): The disruption result for a replacement step applies to whatever unit takes it. If not taken the replacement step is eliminated (the slackers join with the Rats of Nam Yum).
- **9.6 Anti-Aircraft (AA/flak) Fire** (Addition): AA units which are in valleys should be placed so that they are adjacent to one on-board area (for DR modifier effect when firing).
- **10.0.1 and 10.0.2** (typo correction). The first Cases should be 10.0.1 and 10.0.2.
- **10.2 Artillery Bombardment** (clarification): Artillery units attack for each step in the unit (i.e., a 2 step unit expends 2 supply steps and rolls twice when resolving an attack). A player can elect to have just 1 step "fire" (and expend just 1 supply point) but the unit would still be considered "fired" for the turn (the second step could not fire later).
- **10.2 Artillery Bombardment** (correction): -1 for Bombardment (4th DRM of +1 is incorrect).
- **10.2 Artillery Bombardment** (clarification): Perform a DR for each unit in an area that is subjected to artillery bombardment.

- **11.3 Withdrawal Movement** (addition): Units utilizing Withdrawal Movement and move from or into an area adjacent to undisrupted enemy units are subjected to an "opportunity fire" attack by each enemy unit. Results are applied immediately and the unit can continue to withdraw. However, each unit/area that is triggered can perform the opportunity fire without limit (i.e., an enemy unit can perform opportunity fire each and every time a withdrawing unit crosses its path).
- **12.1 Fire Combat** (correction): Change the text in the first sentence parenthesis to read (that is once offensively and once defensively per turn).
- **12.1 Fire Combat** (clarification): A Fire Combat attack is successful if the attacker's DR is less than or equal to the firing unit's CF. **Note:** the Chart is correct.
- **12.1 Defensive Fire Combat** (clarification): The units doing the assault would not benefit from the trenches when undergoing defensive fire and use the area's terrain DRM (if any).
- **12.2.1 Assault Combat** (correction): Two dice (not one) are used to resolve Assault Combat.
- **12.2.1 Assault Combat Example** (correction): The disrupted VM 1/88 battalion could not have fired defensively since it is disrupted. Good thing it missed!
- **12.2.1 Defender Procedure**(correction) should be numbered 12.2.2
- **12.3.3 Retreat** (addition): French units may continue a retreat to the closest friendly occupied fortified area.
- **14.7 Viet Minh Command Control** (addition): VM engineer units are exempt from this rule (they may attack with any other VM division).

Charts:

- **Air Support Table** (correction): The DRM for low altitude strikes is +2 (not +1).
- **AA Fire Table (9.6)** (clarification): An AA unit in a valley area is adjacent to a numbered map area only if it's deployment has it physically next to the numbered map area. I.E., an AA unit in a valley area can only be adjacent to one numbered valley area, and its placement in the valley area should be clear as to what numbered map area that it is adjacent.

Counters:

- There are two types of AA units; 37mm (3 units) and MG (9 units). There is one counter marked 37mm that is an MG (the icon is correct).
- The 1st and 2nd T'ai units are printed as companies instead of battalions. Their attributes and the rules stipulate these are indeed battalions. The 431st T'ai unit was printed as a battalion and should be a company. None of this has any influence on play as long as you remember that these units are battalions for stacking.
- **Note:** Replacement counters for these four units are printed on the counter sheet in ATO Issue 17.

Some Optional Rules:

The following may be used for greater realism or as play-balance devices:

- **5.5.2 Artillery Bombardment.** The French player can “Bombard” with his artillery units during the Assault Phases as well. If he decides to use this option it is applied exactly the same as “Strategic Bombardment” except it costs 2 supply points per Artillery AF used in this fashion. If using this option, increase the French at start supply by 10. *Note: The French forces were trained to respond quickly to battlefield changes while Viet Minh units were more rigid and worked with a rehearsed plan.* **
- **11.1.1 Fortification/Trench Movement:** When units move from one fortification area to another fortification area or trench area to another trench area, they do not have to end movement if the area entered is adjacent to area occupied by enemy unit unless that unit is on a hill area. *Note: This was the reason for these defensive works being built. They provided cover from fire and allowed units to move covered from the enemy’s fire.* **
- **5.6.4 Assault Combat Declaration:** For play-balance declare Assault Combats following Movement in Case 5.6.1 (favors slightly non-initiative player).
- **12.1 Fire Combat.** Units may normally only fire once per turn offensively and once defensively. Undisrupted units may fire more than this by performing a Morale Check DR.
 - If the unit passes the Morale Check it may fire. Subtract 1 from the DR if the unit is in a fortified area (all French Union units) or is paired with a Chinese Advisor (VM unit). There is no limit to the number of times a unit can attempt to fire again, even if it failed earlier in the turn (neutral).**
 - **12.1 Fire Combat** (additional). A VM unit that fires for a second time only does so with half the printed CF (drop fractions but not less than 1). **Note:** *The VM relied upon rehearsal and strict adherence to following the orders of their superiors. As such their ability to react to sudden developments or engage in lengthy, sustained fire-fights was not the same as their French Union opponents.* **
 - **14.1 French Tanks:** Allow French tanks to roll for repair during the Disruption Recovery Impulse at the end of each Assault Phase (Pro-French).
 - **14.4.1.1 Anti-Trench Tactics:** During a turn, if a French Engineer begins adjacent to or in a vacant area with VM trenches and does not move or become disrupted by VM defensive fire, they can roll to reduce the trench value by 1 in that area. During the recovery Impulse, the French player rolls the die and if the result is a 1 or 2, the trench value of the area is reduced by one (Pro-French). *Notes: The French did sortie out many times with their engineers and blow up/fill in trenches which the VM had dug.* **

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