

Khe Sanh, 1968 (revised edition)

Addenda as of Feb. 1, 2024

The Rules:

Pg 1, Unit Type Symbols (addition): The display of unit symbols from the first edition to the updated rules set did not get translated exactly. For combined arms purposes, the 5 types of units with their symbol names are:

Infantry - Infantry, Marines, Air Cavalry, Airborne

Armor - Armor, Armored Car

Mechanized - Mechanized

Engineer - Engineer, Sapper

Artillery - Artillery or AA

Pg 7, 7.3.3, Ground Combat Results Table

(Correction): The text for a 2 result should read:
"Opponent must Disrupt"

Pg 7, 7.3.3, Ground Combat Results Table (Clarification):
Note that HIF and Arc Light strikes can suffer Attacker results if they make weak attacks and roll very poorly.

Pg 7, 7.4 Combat Advantage Points (Clarification): Any positive result on the Lower Matrix generates CAPs regardless of the source (so HIFs and Arc Light strikes can do so too). Note that NVA AA fire can also generate CAPs if they destroy a helicopter.

Pg 16, A14.3, NVA Player Setup, first paragraph

(Addition): "A captured marker should be placed on Lang Vei base (0404)".

Pg 16, A14.3, NVA Armor Regiment (Addition): "If hex 0505 is enemy occupied, entry or exit is done from hex 0503."