

SAIGON NEWS

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SAIGON 75 PLAYER'S NEWSLETTER

- Issue #1

IS SAIGON ABOUT TO FALL?

This is the first issue of the Under Pressure series Newsletter. This one is dedicated to *Saigon 75*. This small, irregularly-published booklet will offer tactical advice, historical landmarks, rules clarifications and game variants. Suggestions and comments from players will also find their way into future issues. So don't hesitate to send us your contributions. saigon75news@free.fr

*Major General Lê Minh Đảo

He commanded the 18th ARVN division during the fierce three-week battle of Xuân Lộc. His division was overwhelmed on April 21, 1975, opening the road to Saigon for the People's Army of Vietnam forces (NVA).

Quả Mít

*Thân em như quả mít trên cây,
Da nó sù sì, múi nó dày.
Quân tử có thương thì đóng cọc,
Xin đừng mân mó nhựa ra tay.*

April 4 1974 With the political, economic and military situation in South Vietnam deteriorating rapidly, President Nixon asks Congress to increase military aid to South Vietnam. The measure fails to pass the House of Representatives.

Saigon in 1974



April 16 1974 Talks between the GRP and the Thieu government fail. [The Provisional Revolutionary Government of the Republic of South Vietnam (PRG) is the government founded in 1969 by the National Front for the Liberation of South Vietnam (also known as Viet Cong) to ad-

minister the territories under its control during the Vietnam War].
April 27-May 2 1974 The Battle of Svay Rieng was the last major operation of the Vietnam War carried out by the South Vietnamese army against the communist forces of the People's Army of Vietnam (PAVN).

The Đảo variant*

The variant proposed below corresponds to the original rules as conceived by the authors with a view to a back-and-forth game to decide the winner. They were not retained by the publisher, who wanted a more «balanced» game between North and South. This variant favors the NV and is therefore recommended for players with a good command of the South Vietnamese side. The rules set out below replace those in the rulebook.

6c. Bonus Battle Dice

During attack or defense combat, the SV player may use a single air support marker per friendly unit engaged on the ground..

10. Recovering Objective tokens

The Objective tokens are placed face down at random.

For the SV player, a recovered Objective token can only be used to re-roll one of his dice. (Determining Unit Availability[S.2], Combat [S.6], SV Desertion [S.9]).



SAIGON 75 is a Nuts Publishing available in all good game stores and at nutspublishing.com.



Outnumbering makes a difference

Provinces are controlled during the Province Control Check. *Quyết Thắng* markers are placed or removed during this phase.

In this phase, the SV regains control of a province if it has more units than the NV player.

This rule also applies during the Combat Phase. If, at the end of a combat, the SV player has more units than the NV player, the *Quyết Thắng* marker is removed from the province.

Where's the subtlety in that?

It allows the SV player to regain control of a province during the Combat Phase, and thus possibly allow units that would later fight in adjacent provinces to retreat to that province. Here's an illustrative example:

It's Turn 6, and the NV player controls 11 provinces. The situation is critical for the SV player. He must regain control of 2 provinces to avoid a +3 desertion test at the end of his phase. The SV player plans to retake Pleiku province with an air-supported offensive. The province of Phú Yên will return to his control at the end of the combat phase, even without fighting, since he has more units there than the NV player. But isn't it also in the SV player's interest to attack in Phú Yên province?



This is where two elements come into play to which the SV player, more specifically, must pay particular attention: the decision to fight or not, and the order in which battles are resolved if they do take place. Let's imagine that the offensive on Pleiku is a resounding failure and that the SV player has to suffer 3 retreats. The only adjacent province not controlled by the NV is Binh Dinh. However, only one SV unit will be able to retreat there, the other two being eliminated due to stacking rules. If an attack is now also carried out beforehand at Phú Yên, thanks to the Ammo Shortage card, the NV player will only be able to fight with one die. This gives the SV a good chance of winning and thus regaining control of the province without waiting

for the end of the combat phase (the *Quyết Thắng* marker is removed). From then on, the 3 units that have to retreat can be divided between Binh Định and Phú Yên. We can thus see that an attack carried out first at Phú Yên can potentially «secure» the planned offensive on Pleiku.

**Note that if the SV player fails and/or suffers a Retreat or Loss at Phú Yên, this in no way prevents him from regaining control of the province at the end of the combat phase (because he has more units).



Vendée 93 is the next game in the *Under Pressure* series and will be published by [Fellowship of Simulations](https://fellowshipofsimulations.com). *Kickstarter to be launched in 2024*