

Vietnam: Rumor of War

Errata as of 4 May 2019

Rulebook

Addition:

4.2 Stacking – in addition to the stacking rules, there is unlimited stacking in any Supply Source hex.

Addition:

7.1 – both sides may also pay 1 supply point to repair one step from a damaged aircraft. Aircraft that have been destroyed may not be rebuilt.

Correction:

7.1 – the entry for Hidden Tunnels (3rd one from the bottom on the blue table) has a typo – ignore “...Variable cost to perform an HQ mission”)

Correction:

In the Sequence of play it says a) AEW resolution, b) SAM resolution, c) Downtown resolution" But 10.3 of the rulebook it says "AEW is always performed first, immediately followed by any combat in the Downtown box and then resolve SAM fire"

Question: Does SAM fire come before or after Downtown box combat?

Correction:

10.4.1 – when interdicting a Strategic Movement, you roll a D10 against the Interdiction value of the aircraft. If you roll equal to or less, the unit may not Strategic Move. If you roll a D10, the aircraft is damaged. Any other roll is no effect. You then roll to stay on station with the interdicting aircraft.

Omission:

Only one aircraft may be used to attempt to interdict an enemy per trigger. You need to wait till the next trigger to attempt interdiction again. Each trigger would require a new reconnaissance mission as well.

Correction:

14.1.2.2 – last paragraph should start with “Fire Bases” – not Fire Zones

Correction:

14.1.3 – the rules for Amphibious movement changed very late in the process and there are some contradictions in the rules....rule 14.1.3 is the correct rule for amphibious movement and takes precedence over all other rules regarding amphibious movement.

Addition:

14.2 Theater Commanders

If for any reason you cannot pay the cost for an HQ mission, Westmoreland is immediately relieved and Abrams is placed in command. Immediately add 15 US Unrest points to the track and do not grant the 10 back for Abrams being placed in command.

Addition:

14.4.2 Communist Line of Communication

PAVN HQs have a LOC if within 15 movement points to any PAVN supply source, PRC Supply Source (if the PRC have intervened) or any functioning Ho Chi Minh Trail terminus.

VC HQs have a LOC if within 15 movement points to any PAVN supply source, PRC Supply Source (if the PRC have intervened), any functioning Ho Chi Minh Trail terminus or any friendly controlled hex of War Zone C, D, Iron Triangle or any friendly controlled Cultivated hex in South Vietnam.

Pathet Lao HQs have a LOC if within 15 movement points of a friendly controlled Pathet Lao supply source.

Khmer Rouge HQs have a LOC if within 15 movement points of a friendly controlled Khmer Rouge supply source.

Addition:

14.8 SOW Aircraft

POW Rescue is missing a “4” result – it is the same result as 3 and 5.

P33 graphics:

It is of course the 173rd Brigade (not Division) and Cavalry is misspelled on the 1st Cav emblem.

Scenario Book

Scenario 3 and 4 should not have the Communist HQ mission already chosen. You start the turn with the beginning of the Sequence of Play and choose (and pay for) whatever mission you want to be on that turn.

Scenario 3 and 4 should have the 7th Fleet at Yankee Station.

Scenario 3 Victory Conditions:

“Variable VPS for Body Count” is not formatted correctly. This should not be bolded nor left justified.

It should look like this:

Additions/Subtractions to the US Military Victory track:

- +/- for Objective Markers gained or lost
- Variable VPs for Body Count
- 1 VP for each routed Capitalist HQ

Etc.

The automatic victory for hex 2970 should be for hex 3722.

Campaign Game victory conditions:

- Delete the +1 VP for Thunder Road being Capitalist controlled in the “Awarded as they occur” section (it is covered later).