



THE FACE OF BATTLE

Hill 881N, 1245 hrs, May 1st, 1967



On April 30th, First, Second and Third platoons of Echo Company set out on patrol to take a small knoll at the base of Hill 881N. First and Second platoon were to head to the objective. Third platoon was to take the high ground to the east. The platoons found the going rough as they walked through thick vegetation, bamboo stands and tall grass. First and Second platoon encountered NVA forces at the base of the hill and were under heavy mortar fire. Unable to proceed, the next morning the forces regrouped to take the mortar positions. As they advanced on the hill, the familiar *kathunk* sound of mortar fire filled the air.

Attacker American Marines	Conflict Vietnam War
Defender North Vietnamese Army	Location Quang Tri, Vietnam

Decisive Victory Condition Destroy or capture all 3 mortar positions.
Marginal Victory Condition Destroy or capture 1 or 2 mortar positions.

Game Length: 4+1d6 turns



First and Second Platoon, Echo Company, 2nd Battalion, 3rd Marines

First Platoon

1 Platoon Leader (2nd Lieutenant) w/M14	2.7.8 A
1 Staff Sergeant w/M14	2.7.8 A
1 Corpsman	2.7.10
1 Runner w/M16	2.7.9
1 RTO Radioman w/M16 and PRC-25	2.7.8
1 Corporal w/M16	2.7.8 A
6 Rifleman w/M16	2.7.8
1 Lance Corporal w/M16	2.7.8 A
1 Machinegunner w/M60	2.7.8
1 Assistant w/M16	2.7.8
1 Lance Corporal w/M16	2.7.8 A
1 Grenadier w/M79	2.7.8
2 Rifleman w/M16	2.7.8

Second Platoon

1 Platoon Leader (2nd Lieutenant) w/M14	2.7.8 A
1 Staff Sergeant w/M14	2.7.8 A
1 Corpsman	2.7.10
1 Runner w/M16	2.7.9
1 RTO Radioman w/M16 and PRC-25	2.7.8
1 Corporal w/M16	2.7.8 A
6 Rifleman w/M16	2.7.8
1 Lance Corporal w/M16	2.7.8 A
1 Machinegunner w/M60	2.7.8
1 Assistant w/M16	2.7.8
1 Lance Corporal w/M16	2.7.8 A
1 Grenadier w/M79	2.7.8
1 Rifleman w/M16	2.7.8
1 Corporal Scout (attached) w/M16	3.7.10 G

Special Rules

1. The American soldiers start 1d6+2" from the table edge anywhere in the setup zone as indicated on the map.
2. Each soldier has two fragmentation (F) and two white phosphorous (WP) grenades.
3. There are 2d6+2 HE for the M79's.
4. Artillery Support, 4x105mm, 1d6 missions (attacks), General Support, Low Availability, HE or Smoke, pre-plotted drift, the 2nd Lieutenant or Staff Sergeant is FO.
5. Place an *Artillery Arrives Now!* Activity Card in one deck.

Aftermath

The Marines immediately came under mortar fire. The sounds of *Incoming! Incoming!* filled the air. As the Marines headed for cover, the NVA opened fire with small arms. The steadfast Marines pushed their advance. As with many of the encounters during the hill fights, the battle suddenly ended. The NVA simply vanished. The patrols found wooden mortar platforms built on the reverse slope, a few bunkers, and little sign of the enemy. During the fighting on April 30th and May 1st, Echo company lost more than 20 men - 10% of the unit strength. The advance on Hill 881N was delayed.