



THE FACE OF MODERN BATTLE

Xom Phuong, near Nhi Ha, Vietnam, May 4th, 1968, 13:55

The first objective of the NVA during the Tet II Offensive was to open an invasion corridor along the DMZ. At the front was the 3rd Marine Division. The Division was caught in massive battles around Dong Huan and Dai Do. Vulnerable to the constant enemy attacks and unable to push the NVA north, the Division commander requested a battalion to help secure the Nhi Ha area. Sent on loan was the US Army 3rd Battalion, 21st Infantry, 196th Light Infantry Brigade, Americal Division - the "Gimlets". Their mission was to take and hold Nhi Ha in order to block NVA infiltration along Jones' Creek. Elements of the 270th Independent NVA Regiment had entrenched themselves in Nhi Ha and the surrounding hamlet of Xom Phuong. After clearing most of Nhi Ha, Company A was ordered to conduct a reconnaissance in force to Xom Phoung, northwest of Nhi Ha. Hidden amongst the burial mounds, cemetery and rice fields, the NVA had every intention of holding at all costs.

Forces
American / NVA

Location
Vietnam

Game Length
10 turns

Game Objective and Victory Conditions

Decisive: American forces capture the village and secure the E-W road.

Marginal: American forces capture the village or secure the E-W road.

Draw: Satisfy neither American or NVA victory conditions.



Elements of Alpha Company, 3rd Battalion-21st Infantry "Gimlets", 196th Light Infantry

Squad HQ

- 1 Captain w/M16
- 1 Radioman w/M16 & radio
- 1 FOO w/M16
- 1 FOO Radioman w/M16 & radio
- 2 Scout w/M16
- 4 Infantryman w/M16

2.7.7 A

Squad A

- 1 Corporal w/M16
- 1 Machinegunner w/M60
- 1 Assistant w/M16
- 1 Support w/M79 & Colt 45
- 4 Infantryman w/M16
- 2 Infantryman w/M16 & LAW
- 1 Medic w/M16

2.7.7 G

Squad B

- 1 Corporal w/M16
- 1 Machinegunner w/M60
- 1 Assistant w/M16
- 1 Support w/M79 & Colt 45
- 4 Infantryman w/M16
- 2 Infantryman w/M16 & LAW
- 1 Medic w/M16

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Special Rules

1. The soldiers start within 5" of the table edge as indicated on the map.
2. Each soldier has fragmentation (F), smoke (Sm) or white phosphorous (WP) grenades as indicated on the reference sheet.
3. The M79 support unit has high explosive (HE) or smoke (Sm) grenades as indicated on the reference sheet.
4. Artillery support is provided by 105mm Howitzers: 6 x 105mm (two batteries), 3 fire missions, direct support, good availability and 155 Howitzers: 8 x 155mm (two batteries), 3 missions, general support, medium availability both firing HE or smoke.
5. All artillery uses regular drift (5d6).
6. The artillery may be called by the CO or FOO.
7. Place one *Artillery Arrives Now!* Artillery Event Card for each of the two types of artillery in any US deck(s).
8. Air support is provided by one mission of one Phantom (1 attack, heavy bomb, direct support, good availability).
9. The air support may only be called by the CO.
10. Place one *Off-Board Activity Arrives!* Activity Event Card for the air strike in any US deck.
11. To control the village, there must be no NVA forces in any of the three buildings and at least one US soldier in any one building.
12. To control the E-W path, the US must have 1-3 (1d6/2) soldiers in the area marked on the map.

Aftermath

The Gimlets were thrust into a nightmarish battle. During two days of intense fighting the Gimlets finally took Nhi Ha after massive TACAIR heavy strikes. While in Nhi Ha, the 3-21st were under constant harassing attacks from Xom Phoung. During their reconnaissance to the hamlet, A Company came under heavy fire from bunkers and flanking fire from the jungle. The Gimlets could not push into the village nor dislodge the NVA. The Company Commander finally called for a withdrawal from Xom Phuong back towards Nhi Ha.