

TAC NEWS

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OPERATION JUNCTION CITY **THE FIGHT AT AP-BAU-BANG, MARCH 20, 1967**

Phase I of Operation "Junction City" was conducted from late February to mid-March 1967 and involved the U.S. 1st and 25th Infantry Divisions and various ARVN forces. They were deployed in the shape of a giant horseshoe, pointing south. 1st Division was on the east and north with the 25th Division on the northwest and west. The 25th was also tasked with driving a force through the open (southern) end of the "Horseshoe" to drive the enemy into the troops holding the perimeter. The total area covered included nearly 2,500 square kilometers. In addition to the 1st and 25th Divisions, the

operation included the 173rd Airborne Brigade, two ARVN units (Task Force WALLACE), the 35th Ranger Battalion, and one troop from 1st Cavalry Regiment. Later 1st Brigade / 9th Infantry Division was added along with elements of the 5th Cavalry.

All units conducted air and ground assaults to block enemy escape routes, conducted search and destroy operations, secured lines of communication, and provided security, especially for engineers clearing mines, repairing roads, and bridging the area's many streams. Colonel William W. Cobb's 11th Cavalry provided the armored "Hammer" that on D+1 would drive north into the horseshoe to locate and destroy enemy forces and facilities. This force, along with 2nd Brigade / 25th Division jumped off on 23 February seeking to locate and destroy NVA/VC installations and immediately began to uncover significant caches of supplies and equipment. Only four minor contacts were made during the day's search however. The enemy simply weren't there!



For armored units in Phase II of "Junction City", which began on 17 March, operations at battalion and squadron level were normal and mobility was stressed. The VC assault on the US fire-base near Ap-Bau-Bang is an example of a Mech Cavalry Squadron in action. The base was situated in flat country with woods to the north and west and a rubber plantation to the south, and occupied by Troop A / 3rd Squadron / 5th Cavalry. The squadron's "scout" platoon occupied "Combat Outpost 3" to the north. The VC opened fire in the last hours of 19 March, with rocket barrages and probing attacks continuing through the night. The climax came at 0500 on 20 March, however, when the VC launched their final assault.

US FORCES

3RD SQUADRON/5TH CAVALRY

GENERATION: III COHESION: 14

"A" Troop / 3rd Squadron / 5th Cavalry:

Deploy within the fire base boundary.

[Break Point: 21]

2x TL3 Infantry(B)/M113 CAV,
2x M551/Shillelah,
1x 4.2" M84 / M106(1+),
1x 105mm M2A1(3)/Truck

Scout Platoon / 3rd Squadron / 5th Cavalry:

Deploy at "Outpost 3".

1x TL3 Infantry(R)/M113 CAV

"B" Troop / 3rd Squadron / 5th Cavalry:

Enter the map at point "B" on turn 3.

[Break Point: 15]

2x TL3 Infantry(B)/M113 CAV,
2x M551/Shillelah,
1x 4.2" M106(1+)

"C" Troop / 3rd Squadron / 5th Cavalry(+):

Enter the map at point "C" on turn 4.

[Break Point: 25]

1x TL3 Infantry(B) GHQ/M577,
4x M48A2,
2x TL3 Infantry(B)/M113 CAV,
2x M551/Shillelah,
1x 4.2" M106(1+)

DEFENSIVE WORKS

Perimeter Defenses: 20x Barbed Wire Markers,
10x "Standard" Minefields,
8x "Light" Improved Positions



US VICTORY:

Avoid VC victory and force two or more VC battalions beyond their "break points."

VIETCONG FORCES

63RD VC ASSAULT REGIMENT

GENERATION: II COHESION: 14

1st Battalion / 63rd Regiment:

Deploy in "Area A", 3+ inches from nearest enemy stand.

[Break Point: 98]

1x TL2 Infantry(B) HQ,
22x TL2 Infantry(B),
2x TL2 Support,
1x 82mm M43 Mortar(3)

2nd Battalion / 63rd Regiment:

Deploy in "Area B", 3+ inches from nearest enemy stand.

[Break Point: 48]

1x TL2 Infantry(B) HQ,
19x TL2 Infantry(B),
2x TL2 Support,
1x 82mm M43 Mortar(3)

2nd Battalion / 63rd Regiment:

Deploy in "Area C", 3+ inches from the nearest enemy.

[Break Point: 48]

1x TL2 Infantry(B) HQ,
24x TL2 Infantry(B),
3x TL2 Support,
1x 82mm M43 Mortar(3)

63rd Regiment GHQ:

Deploy anywhere 6+ inches from the nearest enemy stand.

1x TL2 Infantry(B) GHQ+0,
1x TL2 Infantry(B) GHQ-1

Artillery Support: Preplanned (See Special Rule 4)

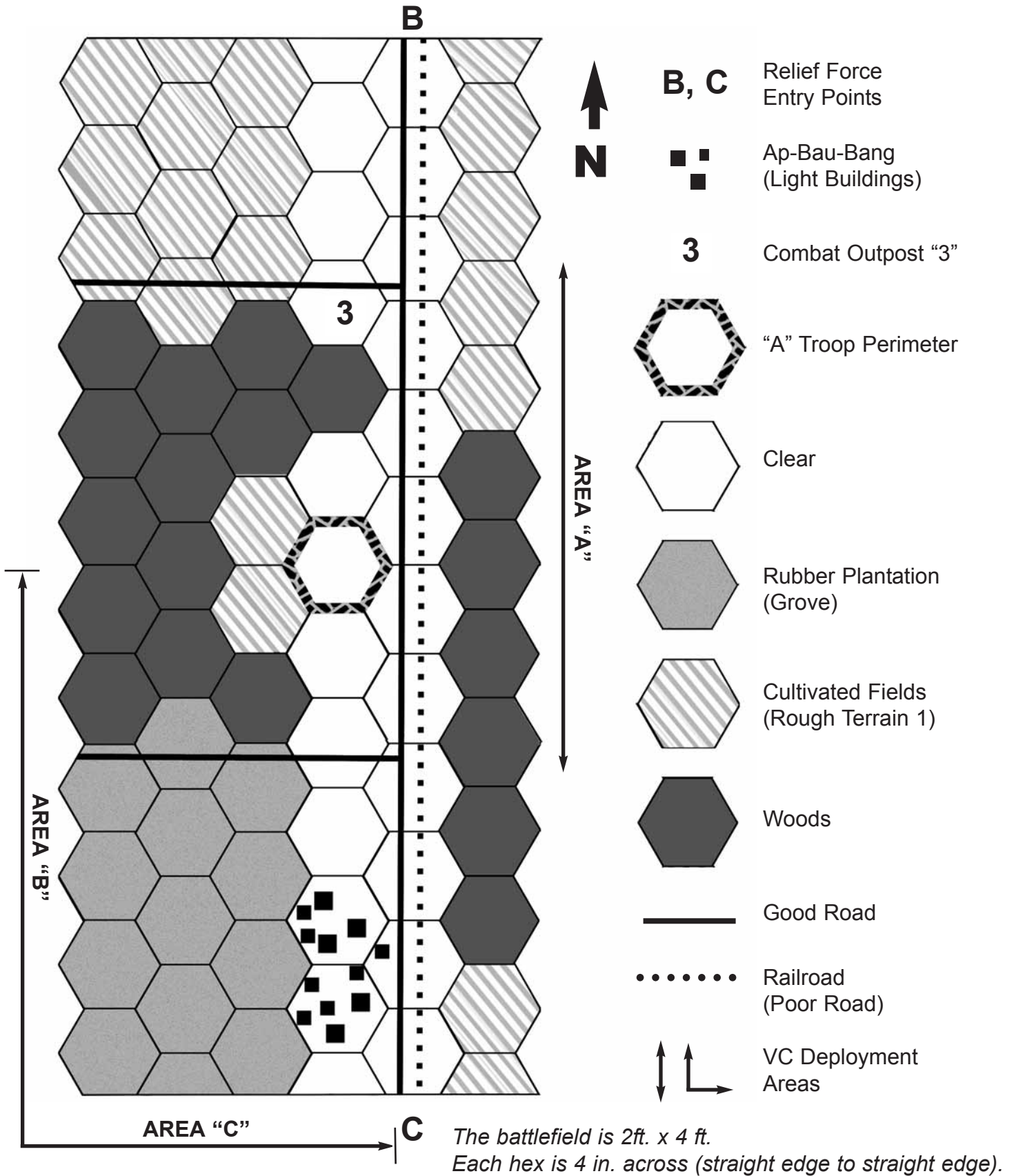
3x 132mm BM13(12)
[OFF MAP]

VC VICTORY:

Force "A" Troop beyond its "break point."



OPERATION JUNCTION CITY



GAME LENGTH: 20 TURNS

TERRAIN: "MIXED"

"OPERATION JUNCTION CITY" SPECIAL RULES

1. The US Player deploys first and the VC Player has the initiative on turn one (1).
2. VC GHQ/HQ stands may function as "Forward Observers" for 82mm mortars.
3. One VC GHQ represents the Regiment's Commisar. It may issue orders only if the other GHQ is destroyed.
4. The VC player must "preplan" his MRL attacks. They must be plotted before the US player deploys his forces and may be scheduled to arrive up to six (6) turns before the game actually begins on turn one!

Reminder:

Please see Modern Micro Armour rule 07.12.9 for information concerning the time it takes to reload multiple rocket launchers.



Scenario featured in *The Vietnam War Supplement to Micro Armour: The Game - Modern*, both by the late John Fernandes.

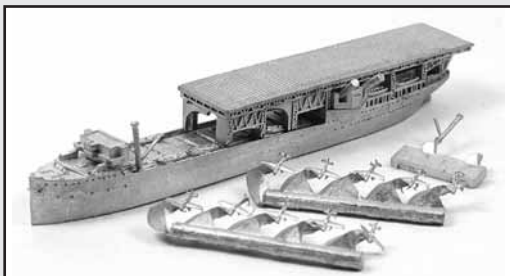


FN3 BT-42



TW19 Mamba APC

Photos not to scale



USN87 AV-3 Langley

AUGUST 2012 RELEASES

FN1	WWII Finnish Individual Infantry 60+/pk	\$9.95
FN2	WWII Finnish Heavy Weapons 50+/pk	\$9.95
FN3	BT-42 5/pk	\$9.95
G570	Granatwerfer 42 120mm, Sd. 251 2/2/2/2/pk	\$9.95
USN87	AV-3 Langley 1/pk	\$15.95
UKN49	MV Otaio 1/pk	\$9.95
N551	M777 155mm Howitzer w/FMTV 2/2/2/pk	\$9.95
TW19	Mamba APC 5/pk	\$9.95
G571	Panther G w/IR Sights Wehrmacht '47, 4/pk	\$9.95
G572	SdKfz 251/7 w/Uhu IR Searchlight W'47, 4/pk	\$9.95
G573	SdKfz 251/1 w/ IR Sights Wehrmacht '47, 4/pk	\$9.95

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