



MICRO ARMOUR® : The Game - Modern

The Assault on "L.Z. X-Ray"

Ia-Drang Valley, Vietnam - November 14, 1965

The US 1st "Air Cavalry" Division arrived in South Vietnam in September 1965. Within two months it was hotly engaged against elements of the NVA 33rd and 66th Regiments in the Central Highlands, operating around Pleiku and the Ia Drang Valley. This was to be the first real test of the US Army's new "Airmobile" Doctrine.

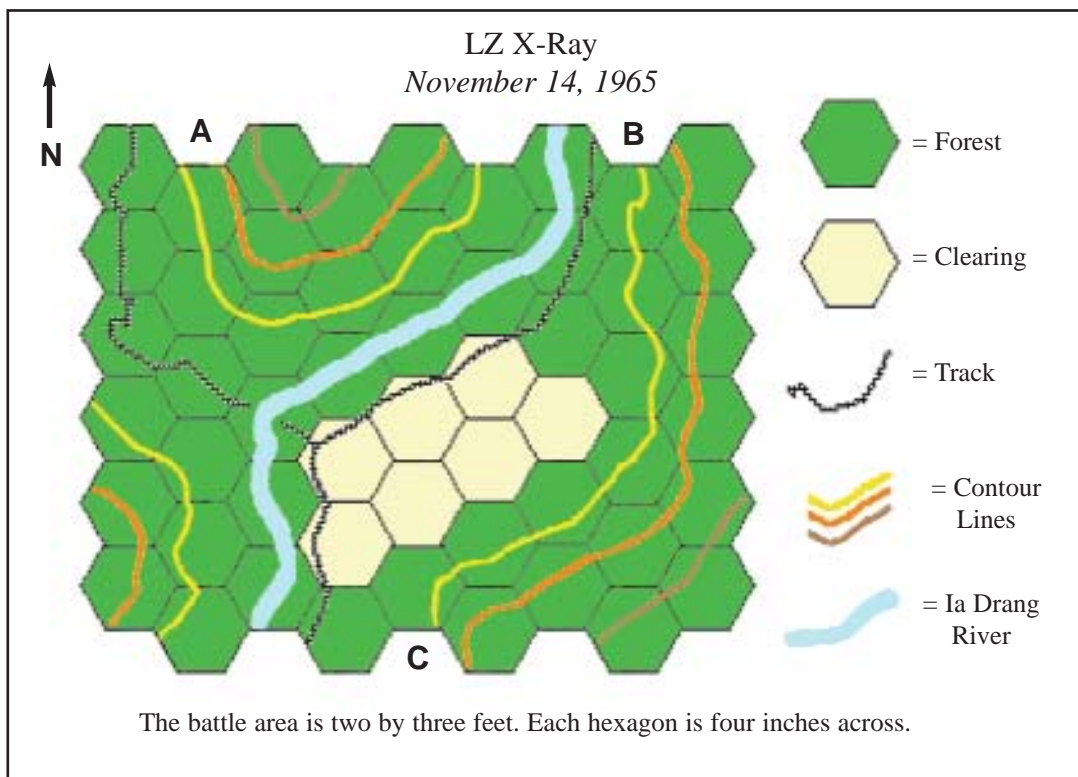
At dawn on 14 November, Lieutenant Colonel Harold G. Moore was in a scout helicopter checking out the Chu Pong Massif trying to find a landing zone big enough to accommodate his battalion (1st Battalion / 7th Cavalry). When he found one, he returned to his base camp at Plei Me and briefed his company commanders. "Touchdown" time on LZ X-Ray (as the clearing had been designated) was set for 1030 hours the same day.

Three batteries of 105mm Howitzers opened a preliminary barrage at 1017. Thirteen minutes later, sixteen "Hueys" landed most of "B" Company, while rocket and machinegun fire from Huey "Gunships" raked the surrounding jungle. "B" Company was followed by "A" and "C" Companies with little difficulty. However, when "D" company arrived, it was met with heavy fire. 1st Battalion had been unfortunate enough to pick a landing zone that was also a NVA staging area. Colonel Moore's landing had preceded the arrival of large



numbers of NVA soldiers gathering for an attack on Plei Me by only a few minutes.

Fighting between Moore's men and the NVA went on for another three days before LZ "X-Ray" was abandoned. By the time the Ia Drang Valley campaign was over, two full North Vietnamese regiments were badly mauled. So badly, in fact, they had to be withdrawn into Cambodia and completely rebuilt. The "Air-Cav" had proven its value. "Airmobile" operations quickly became an integral part of US combat doctrine and eventually spread to other military establishments worldwide.



The Assault on "L.Z. X -Ray" - Vietnam, 1965

American Forces



Generation III
Cohesion
14

Battalion Task Force / 1st Battalion / 7th Cavalry: *Enter the battle area by air on turn one. [Break Point: 53]*

Task Force HQ: 1 x TL3 Infantry(B) GHQ/UH-1B Huey
"B" Co.(-): 3 x TL3 Infantry(B)/UH-1B Huey
"A" Co.(+): 3 x TL3 Infantry(B)/UH-1B Huey,
2 x 81mm L16 Mortar(1+)/UH-1B Huey
"C" Co.: 3 x TL3 Infantry(B)/UH-1B Huey,
1 x 81mm L16 Mortar(1+)/UH-1B Huey
"D" Co.: 1 x 4.2" M84 Mortar(2)/UH-1B Huey,
1 x TL3 Engineer/UH-1B Huey

Gunship Support: 4 x UH1B (Gunship) [Break Point: 7]

Artillery Battalion (-): 3 x 105mm M102(3) (OFF MAP)

SPECIAL RULES:

- 1) The four UH-1B "Gunships" have their own "Break Point".
- 2) The US player must plot four turns of artillery fire for his three batteries before the NVA player deploys any forces. Cohesion rolls are not required for this fire to arrive, but "Deviation" rolls are required.
- 3) *Remember to take the effects of "Forest" into account when making artillery fire Cohesion rolls.*

VICTORY CONDITIONS:

Maintain a perimeter, free of enemy units, at least four inches beyond the edge of the "Clearing".

TERRAIN SUGGESTIONS:

- 1)"Closed" with one "Track" running North-to-South and one from the center of the map to its Northwest corner.
- 2)The Ia Drang River is fordable only at the point where the "Track" crosses it.
- 3)There is a "Clearing" in the center of the map. The rest of the map is "Forest".
- 4)The river and clearing are at the lowest elevation. The ground rises from there to the map edges.

North Vietnamese Forces



Generation II
Cohesion
15

1st Battalion/33rd NVA Regiment: *Enter the map within four inches of point "A" on turn two. [Break Point: 39]*

1 x TL2 Infantry(B) GHQ-1, 9 x TL2 Infantry(B),
3 x TL2 Support, 3 x 82mm M43 Mortar(1+)

2nd Battalion/33rd NVA Regiment: *Enter the map within four inches of point "B" on turn two. [Break Point: 39]*

1 x TL2 Infantry(B) GHQ-1, 9 x TL2 Infantry(B),
3 x TL2 Support, 3 x 82mm M43 Mortar(1+)

3rd Battalion/33rd NVA Regiment: *Enter the map within four inches of point "C" on turn three. [Break Point: 39]*

1 x TL2 Infantry(B) GHQ-1, 9 x TL2 Infantry(B),
3 x TL2 Support, 3 x 82mm M43 Mortar(1+)

Support Units/33rd NVA Regiment: *Deploy anywhere after the US plots his pre-game artillery fire. [Break Point: 12]*

1 x 120mm M43(3)/Cart, 4 x 14.5mm ZPU-1 AAMG

SPECIAL RULES:

- 1)Each NVA GHQ rolls for orders separately. Orders for one battalion may not be used by units of other battalions.
- 2)The NVA "Regimental Support" stands may never be issued orders from any NVA GHQ.
- 3)The NVA GHQ stands may function as "Forward Observers" for the 82mm and 120mm Mortars.
- 4)Each NVA component has its own "Break Point". Stands may not be transferred between them for any purpose.
- 5)*Remember to take the effects of "Forest" into account when making artillery fire Cohesion rolls.*

VICTORY CONDITIONS:

Have at least three stands three inches or less from the edge of the "Clearing" at the end of turn fifteen.

SCENARIO LENGTH: 15 TURNS