



VICTORY POINTS

In Vietnam, Objectives determine the winner in a mission, yet they have relatively little intrinsic value. The Free World forces will abandon an LZ or fire base as soon as its usefulness ends, while the Nationalists are even more ready to abandon ground when necessary. What really matters in Vietnam is the 'body count'.

During the game both players keep track of their current Battle Point total.

Players gain Battle Points by Destroying enemy teams and Units as shown below.

Subtract the losing player's Battle Points from the winning player's Battle Points and look up the result on the Victory Points Table to determine the outcome.

1x UNIT DESTROYED



SUBTOTAL



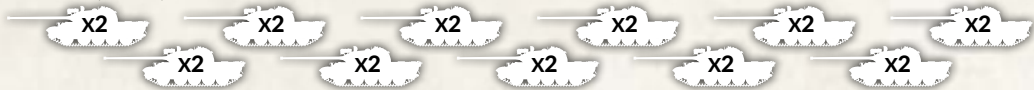
1x M48 PATTON, OR CENTURION TANK DESTROYED



SUBTOTAL



2x K-2 (T-54) OR ZSU-57-2 TANKS DESTROYED



SUBTOTAL



3x OTHER TANK TEAMS DESTROYED



SUBTOTAL



1x HELICOPTER DESTROYED



SUBTOTAL



1x BUNKER OR NEST DESTROYED



SUBTOTAL



1x OBJECTIVE SEARCHED OR EVACUATED

(In missions with the Search or Evacuate rule, see page 186)



SUBTOTAL



TOTAL

