

Khe Sanh, 1968 (revised edition)

Addenda as of Nov 15, 2019

The Rules:

Pg 1, Unit Type Symbols (addition): The display of unit symbols from the first edition to the updated rules set did not get translated exactly. For combined arms purposes, the 5 types of units with their symbol names are:

Infantry - Infantry, Marines, Air Cavalry, Airborne

Armor - Armor, Armored Car

Mechanized - Mechanized

Engineer - Engineer, Sapper

Artillery - Artillery or AA

Pg 7, 7.3.3, Ground Combat Results Table (Correction):
The text for a 2 result should read: "Opponent must Disrupt"

Pg 16, A14.3, NVA Player Setup, first paragraph (Addition): "A captured marker should be placed on Lang Vei base (0404)".

Pg 16, A14.3, NVA Armor Regiment (Addition): "If hex 0505 is enemy occupied, entry or exit is done from hex 0503."