

THE BATTLE OF LONG TAN



LONG TAN RUBBER PLANTATION, SOUTH VIETNAM; AUGUST 18TH-19TH, 1966

Long Tan was a fierce battle in which 108 soldiers of D Coy 6th Battalion RAR survived numerous frontal assaults mounted by the battalions of a reinforced NVA Regiment. The battle started small: an ANZAC platoon stumbling into a VC patrol, but the fire-fight continued to grow. Soon the entire ANZAC company was fighting for its life against repeated Communist attacks. Yet the ANZAC forces didn't lose their head. They fought hard, and they fought well, utilizing the cover of a nearby rubber plantation, and calling intense artillery attacks down on the Viet Cong, who attempted to use the cover of a sudden heavy rain to attempt to close with their adversaries. When the fighting was done, hundreds of Communist troops lay dead in the fields surrounding

the rubber plantations.

- James Luck

ORDER OF BATTLE

AUSTRALIANS

11 Platoon, D Company, 6th Battalion, RAR; set up first in hex 5M6:



✘ 2 x 1^M-7-4

✘ WO2 Lovell w/ Lucky Man Skill

✘ 1 x M-60

10 Platoon, D Company 6th Battalion; set up first in hex 5N3 or 5N4:

✘ 3 x 1^M-7-4

✘ Hero (Richards) w/ The Gunner Skill

Company HQ, D Company, 6th Battalion; set up first in hex 5L4 or 5K4:

✘ 1 x 1^M-7-4

✘ Lt Luck (Forward Observer; see SSR 1)

✘ Medic

✘ Cpt Sullivan w/ Charismatic Skill

✘ 4 x 105mm Off-board Artillery Missions
(5 FP)

12 Platoon, D Company, 6th Battalion; set up first in hex 5K2:

✘ 2 x 1^M-7-4

✘ 1 x M-60

Company HQ, and 4th Platoon, B Company, 6th Battalion; enter on Turn 7 via hex 5H1:

✘ 2 x 1^M-7-4

✘ Lt Ryan

✘ 1 x M-60

✘ Hero (Rowland) w/ Healer Skill

Elements of A Company, 6th Battalion; enter on Turn 8 via hex 5A4:

✘ 2 x 1^M-7-4

✘ 2 x M-113

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VIET CONG (VC)

Elements of the 5th VC Division; set up second in or within one hex of 4B6:



- ✖ 1 x 1-4-3
- ✖ 1 x RPD

- ✖ 1 x Foxholes

Elements of the 5th VC Division; set up second east of hexrow Cxx on Map 4:

- ✖ 6 x 1-4-3
- ✖ 3 x 1-4-4
- ✖ 2 x RPD
- ✖ 1 x RPG-2
- ✖ 1 x 75mm RR WT

- ✖ 1 x 60mm Mortar WT
- ✖ Medic (use NVA; can rally/heal VC units)
- ✖ Hero (Cao) w/ Healer Skill
- ✖ Dobie San w/ Eagle Eye Skill
- ✖ Lt Diem w/ Veteran Skill

Reinforcements; Elements of the 5th VC Division; enter on Turn 2 via hex 4H1:

- ✖ 2 x 1-4-3
- ✖ 1 x RPD

- ✖ Arnat

NORTH VIETNAMESE ARMY (NVA)

Elements of D445 Local Forces; enter on Turn 3 via hexes 5B8-5H8:



- ✖ 4 x 2-4-4
- ✖ 2 x 2-5-4
- ✖ 1 x RPG-2

- ✖ 1 x RPD
- ✖ Lt Khai
- ✖ Lt Thien

Reinforcements; Elements of D445 Local Force; enter on Turn 5 via hex 5H8:

- ✖ 3 x 2-5-4
- ✖ 1 x RPD

- ✖ 1 x RPG-7
- ✖ Nu Dat

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Maps 4 & 5; the hexrow formed by 5xx1 & 4xx1 is the north edge.

SCENARIO LENGTH

Twelve turns. The NVA/VC player has the initiative on Turn 1.

VICTORY CONDITIONS

The side with the most Victory Points (VPs) at the end of the scenario wins. VPs are earned as follows:

- ✖ Both sides receive 1 VP for each Squad or SMC eliminated.
- ✖ Both players receive 2 VPs for every Rubber Plantation (Rice Paddy) hex on Map 5 they control (22.1) at the end of the scenario. The NVA/VC player receives 3 VPs for controlling the Bamboo Huts in hex 5I1.

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SPECIAL SCENARIO RULES

- 1. Forward Observer (FO):** The FO was an artillery officer attached to an infantry company who provided expert direction of Artillery Fire Missions. When present, a FO is the only Leader who can call-in and correct Off-board Artillery Missions. The FO calls in Artillery normally, but can correct the Spotting Round up to two hexes, and can call another Mission (i.e. place a Spotting Round—even in another hex) in the same impulse in which he flips the Spotting Round marker of a previous Mission to a Fire for Effect marker. The FO does not provide any other Leader support to other units, such as directing fire, spotting attempts, rally, etc., unless he is the only remaining Leader of that nationality on the Map. If the FO is eliminated, then another Leader can spot the Artillery as per normal rules. A wounded FO functions like a normal wounded Leader, including spotting Artillery like a normal Leader.
- 2. Rubber Plantation:** The Rice Paddy hexes on Map 5 represent the Rubber Plantation. Consider all Rice Paddy hexes on Map 5 to be Light Jungle.
- 3. Felled Rubber Trees:** Place a Rubble marker in each of these hexes: 501, 502, 503. These represent felled rubber trees and share the same characteristics as Rubble.
- 4. Weather:** Most of the battle took place in heavy rain. Reduce visibility to four hexes from Turn 4. Dusk occurs during Turn 7; reduce visibility to three hexes for Turns 7-12.

