

TAC NEWS

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A Riverine scenario from the Vietnam War Supplement to *Micro Armour: The Game—Modern*

TASK FORCE 116: Operation Game Warden

Operation “Game Warden” commenced in February 1966. Its original mission was to conduct patrols on Vietnam’s inland waterways, stop the flow of enemy supplies and other contraband materiel, as well as to carry out inshore surveillance to prevent Viet Cong infiltration and movement in both the Mekong Delta and surrounding coastal waters. This included the Rung Sat “Special Zone” (the estuary leading to the port of Saigon) as enemy mines planted here made shipping into, and out of, the city a hazardous undertaking.

In pursuit of this mission, the year 1966 was used primarily to build up the forces that would make up Task Force 116, train boat crews, and develop tactics. Also, during this year Navy PBRs (Patrol Boat, River) began penetrating inland from the coast, going after the VC more aggressively in small two-boat patrols, then falling back and calling in air support when they encountered stiff resistance. The Task Force saw further growth in 1967, with additional missions assigned to it, including convoy escort and SEAL team insertion.

During the 1968 Tet Offensive PBRs proved they could slug it out with the VC on narrow canals, despite determined enemy action—and even expanded their areas patrolled—at times going as far as the Cambodian border. In 1968 the brown-water navy began turning over their mission and equipment to the South Vietnamese. By the end of 1970 Operation Game Warden had ended, as far as the Americans were concerned.

PBR patrols depended upon air support for raid response and heavy firepower whenever they ran into trouble. At first this was provided by U.S. Army UH-1B gunships, but in June

1966, U.S. Navy helo detachments began providing support. In April 1967, HA(L)-3 was formed from these detachments and became known as the “Seawolves”. Equipped with UH-1Bs on loan from the Army, the Seawolves would support the PBRs until the end. In April 1969 additional air support was provided with the arrival of sixteen OV-10 Broncos, which normally operated in pairs, from VAL-4. These aircraft carried a considerable arsenal, and this, combined with their long “loiter” time made them particularly welcome.

My Tho

On January 31st, 1968, the Viet Cong attacked the city of Vinh Long as part of the Tet Offensive. VC units involved included the 308th, 306th, and 857th Battalions, as well as local troops. As part of the Allied counterattack, U.S. Riverine forces searched for them in the populated areas along the Rach Ruong canal, without success. When the Riverine troops attempted to move from this locale to areas where their firepower was sorely needed, local guerillas stepped in to delay them. Despite a running fight, the boats and their embarked battalions were able to break through to reach their base in the early hours of February 1st.

After less than four hours’ rest, the Army and Navy elements were ordered to conduct operations in the vicinity of Cái Bè. Before the landing could be executed however, they were diverted to My Tho, where allied forces were heavily engaged. Elements of two battalions arrived in My Tho at 1520 on February 1st after another running fight with Viet Cong blocking forces.

SCENARIO LENGTH: 15 Turns

VICTORY CONDITIONS

U.S. Marginal Victory: Force one VC company beyond its break point by the end of turn 15.

U.S. Tactical Victory: Force 2 VC companies beyond their break point by the end of turn 15.

VC Marginal Victory: Prevent any U.S. victory.

VC Tactical Victory: Force the embarked troops beyond their break point by the end of turn 15.

VC Decisive Victory: Force the U.S. troop convoy beyond its break point by the end of turn 15.

TASK 116, OPERATION GAME WARDEN

U.S. FORCES Generation III Cohesion: 15 Troop Convoy [Break Point: 25] 1 x Riverine Monitor GHQ(+0), 2 x LCM-8, 3 x PBR Mk II "A" Company/ 2nd Battalion/60th Infantry [Break Point: 29] 1 x TL3 Infantry "B" GHQ(+0), 9 x TL3 Infantry "B", 2 x 81mm L16 Mortar(1), 2 x 106mm M40 RcR/Jeep	VIET CONG FORCES Generation II Cohesion: 14 1st Company/308th Battalion [Break Point: 36] 1 x TL2 Infantry "A" HQ, 12 x TL2 Infantry "A", 4 x TL2 Support 1st Company/857th Battalion [Break Point: 25] 1 x TL2 Infantry "A" HQ, 8 x TL2 Infantry "A", 3 x TL3 Support Artillery Support: 15 x 122mm Rockets (Off-Map)
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INITIAL DEPLOYMENT

U.S. Troop Convoy: On turn 1, enter the western edge of the map, in column formation.

U.S. "A" Company: On turn 1, enter the map, embarked aboard the LCM-8s.

VC 1st Co./308th: Deploy anywhere on the east side of the river, 12 inches or less from point "C".

VC 1st Co./857th: Deploy anywhere on the west side of the river, 16 inches or less from point "B".

RIVERINE WEAPONS DATA

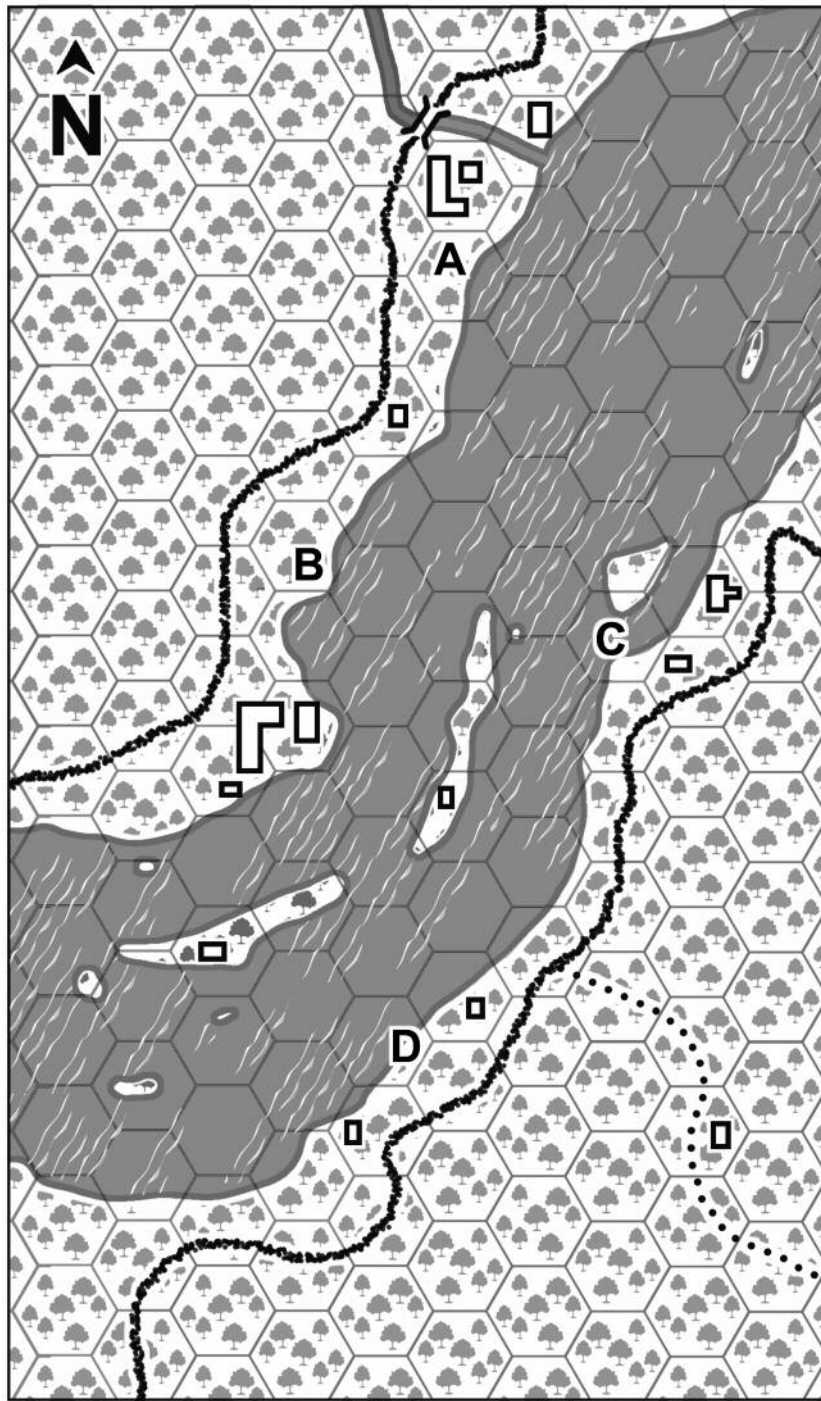
Weapon	Points	Firepower AP / HE	Range AP / HE	Min. Range	Defense [Armor]	Speed W/F/T	Cargo Capacity	Transport Req.
LCM-8 (TL2)	48	2	—	—	[8]	8W	64	—
PBR Mk II (TL3)	65	3	—	—	6	10W	—	—
Bow	—	1 / 6	100 / 100	—	—	—	—	—
Stern	—	0 / 5	50 / 50	—	—	—	—	—
Riverine Monitor (TL3)	180	3	—	—	[10]	8W	8	—
Bow	—	4 / 7	150 / 150	—	—	—	—	—
Centerline	—	1 / 7	100 / 100	—	—	—	—	—
Port	—	1 / 5	100 / 100	—	—	—	—	—
Starboard	—	1 / 5	100 / 100	—	—	—	—	—
Stern	—	2 / 6	100 / 100	—	—	—	—	—
81mm L16 Mortar (TL2)	27	1 / 7	27	2	6**	2F	—	4
106mm M40 RcR/Jeep (TL2)	59	10 / 8(4)	11 / 20	—	3	20W	—	—
122mm Rocket (TL1)	26	3 / 9	24	5	1	0	—	4
Infantry "A" (TL2)	17	7 / 6	1 / 5	—	6**	4F	—	8
Infantry "B" (TL3)	22	1 / 6	1 / 10	—	6**	2F	—	4
Infantry Support (TL2)	22	7	1 / 5	—	6**	4F	—	8

**Water should be considered "clear" terrain, for movement only.

SPECIAL RULES

- a. Viet Cong rocket attacks must be plotted 10 turns in advance of their arrival.
- b. Mortar attacks must be either direct fire or plotted 10 turns in advance.
- c. Adjust game scales as follows:
 - 1 inch = 10 meters; 1 turn = 20 seconds
 - 1 watercraft/vehicle stand = 1 watercraft/vehicle
 - 1 infantry stand = 1 fire team/squad
 - 1 weapons stand = 1 weapon team

Also see rules A-01.00 through A-07.00. in the Riverine section of the Vietnam War Supplement.



TASK FORCE 116 MAP

This map represents a typical section of the Bassac River between Can-Tho and the China Sea, circa 1968.

MAP KEY



A B Deployment
C D Areas

TERRAIN

- Map Scale: 1 inch = 10 meters. Each hex is 4 inches from top to bottom.
- This map is about 62 inches long x 34 inches across.
- Terrain is "closed" (maximum sighting distance is 10 inches over land, 40 inches over water).

Sources:

Croizat, Lt. Col. Victor. *Vietnam Riverine Warfare: 1945–1975*. New York: Blandford Press, 1986

Fernandes, John. *The Vietnam War Supplement (to Micro Armour: The Game—Modern)*. Minneapolis: GHQ, 2005

Fulton, Maj. Gen. William. *Vietnam Studies, Riverine Operations: 1966–1969*. Washington D.C.: Dept. of the Army, 1985

Sheppard, Don. *Riverine—A Brown Water Sailor in the Delta: 1967*. Nashville: Presidio Press, 1992

UPCOMING RELEASES FOR 2023–2024!

Batch 1

UK124— **Marmon Harrington Mk. IV**
 AC144— **Breda Ba. 65** -WWII Italy
 N660— **XA-180 Patria Pasi** -Finland
 N661— **Arjun Mk.1 MBT** -India
 MJ11— **Type 87 RCV**
 GWT8— **DD Indomito class**
 HAU1— **L02 Canberra** -Modern Australia

Batch 2

US129— **M3 Towed 105mm howitzer**
 G608— **PzIV C**
 N662— **Vijayanta MBT** -India
 W135— **9K52 Luna-M**
 W136— **M-55 S** -Ukraine
 UKN62— **CA York**
 HAU2— **DDG-39 Hobart** -Modern Australia

Batch 3

UK125— **LCS(M)** -Landing Craft Support(Medium)
 N663— **NAMICA** -India
 N664— **CUCV** -U.S. Commercial Utility Cargo Vehicle
 N665— **CUCV w/VAMPIRE**
 N666— **XA-181 Patria Pasi w/Crotale missiles** -Finland
 W137— **T-64 BV** -Ukraine
 GWB45— **BB Majestic class**
 HAU3— **FFH-150 Anzac** -Modern Australia

Batch 4

R81— **Voroshilovets Tracked Truck**
 G609— **SdKfz 253**
 N667— **BMP-2 Mortar Carrier** -India
 N668— **M-SHORAD Stryker** -Modern US
 W138— **T-72 w/KMT-7 Mine Roller**
 USN101— **CA-36 Minneapolis (late war)**
 HAU4— **Supply A195** -Modern Australia

Batch 5

US130— **LCP(L)** -Landing Craft Personnel(Large)
 N669— **Stridsvagn 122 MBT** -Sweden
 N670— **WZT-3M** -Poland, also used by India
 AC145— **Dassault Alpha Jet MS1** -Modern France
 W139— **BTR-3** -Ukraine
 IJN62— **Akatsuki class destroyers** -4 in class
 HAU5— **L100 Choules** -Mod. Aus

Batch 6

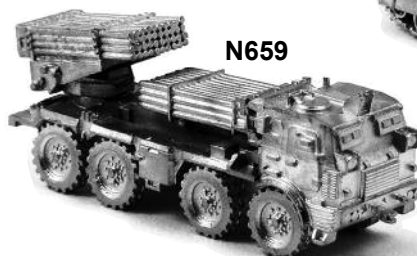
AC146— **Bristol Beaufighter** -WWII UK
 J14— **Su-Ki Amphibious Truck**
 N671— **Mastiff w/Choker Mine Roller** -UK
 IS27— **Merkava IV Windbreaker**
 SK13— **K-SAM Pegasus**
 RC35— **PCL-09** -SP How. on SX2150 truck
 UKN63— **DD 'L' & 'M' classes**

NOW AVAILABLE

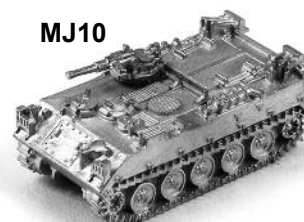
US128	M4 Sherman w/Bulged Turret	— Replacing app. armor. 5/pk	\$13.99
R80	BT-7	— Served in the Far East, Op. Barbarossa. 5/pk	\$13.99
N658	MIM-72/M48 Chaparral	— Pose as traveling or firing. 4/pk	\$13.99
N659	RM-70/85 MLRS	— Launchers pose in travel or fire mode. 3/pk	\$13.99
MJ10	Type 73 APC	— Replacing the older Type 60. 5/pk	\$13.99
SK12	K263A1	— Vulcan air defense on modified K200. 5/pk	\$13.99
RC34	Type 63 MLR	— A 12-tube launcher in deployed mode. 5/pk	\$13.99
HUS30	EPF Spearhead Class	— Expeditionary Fast Transport. 1/pk	\$13.99



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N659



MJ10



N658