

LOST YOUTH



Combat Operations in Vietnam in the mid 1960s

By Jim Wallman

The War in Vietnam was, and remains, controversial both within the United States and in the Socialist Republic of Vietnam.

This game is about combat operations 'in country'. Player teams will re-create the command structure of US, South Vietnamese and National Liberation Front forces. As was typical of this sort of operation, the 'Free World' forces have a shocking array of support weapons with massive firepower, the NLF have determination and political will.

What they will face, in this operation, will remain difficult to determine. The unequal levels of firepower were, sometimes, balanced by the unequal flow of intelligence. The 'National Liberation Forces' often knew far more about the American and South Vietnamese forces than was the case the other way around. So, one side has overwhelming firepower, but the other knows they are coming.



This is asymmetric warfare, and both sides are faced with considerable challenges to conduct operations. Game play is operational, mostly, with player teams controlling military forces on maps. And, of course, there are the problems of coordination between the US and South Vietnamese forces - 'allies' with very different perspectives on the war and what they are fighting for.

Player roles

- Village Militia
- Viet Cong Command
- Viet Cong - Tactical
- ARVN, Tactical
- US Military - Command
- US Military - Tactical
- CONTROL TEAM