

# Hanoi, the fight for the delta

Start: January 1951

Victory point = 50

VM victory level = 49

## FEF

(1312) <b>Nghia Lo</b>	BT	Trench			
(1208) <b>Son La</b>	BT				
(1311) <b>Tu Le</b>	BT				
(1703) <b>Lai Chau</b>	2/2 RTA	Supply dump			
(0917) <b>Ha Dong</b>	1/24 RTS	Trench			
(1017) <b>Son Tay</b>	2/24 RTS	Trench			
(1117) <b>Vinh Yen</b>	10 BPCP	4/7 RTA	2/1 RTA	Trench	
(1018) <b>Hanoi</b>	8 GSAP	1 RCC	2 BEP	1 BPC	6 BPC
	7 BPC	Trench			
(0920) <b>Ban Yen Nhan</b>	1/3 REI	2/3 REI	Trench		
(1023) <b>Uong Bi</b>	1/5 REI	Trench			
(0923) <b>Hong Hay</b>	2/5 REI	Trench			
(1126) <b>Tien Yen</b>	3/5 REI	Trench			
(0823) <b>Haiphong</b>	RICM	3/6 RIC	Trench		
(0620) <b>Nam Dinh</b>	DNA	Trench			
(0810) <b>Sam Neua</b>	BCL				
(1401) <b>Phong Saly</b>	BCL				
(0106) <b>Xieng Khouang</b>	BCL				
(0902) <b>Muong Khoua</b>	BCL				
(0101) <b>Luang Prabang</b>	BCL				
<b>Within delta or any coastal hex north of delta</b>	3/4 RTM Supply dump	RACM	3 Tabor	11 Tabor	1 Tabor
<b>Temporary dead box</b>	1 BEP	1/8 RTM	3 BPC		
<b>Permanent dead box</b>	3/3 REI	BVN (237)			

Garrison in these cities/villages have trenches:

(1119) *Phu Lang Thong*, (1021) *Sept pagodes*, (0319) *Phat Diem*, (0925) *Cam Pha*, (0520) *Bui Chu*, (1019) *Bac Ninh*, (1229) *Mon Cai*

## VM

(1217) <b>1 hex northwest of Vinh Yen</b>	312 div		
(1218) <b>1 hex northeast of Vinh Yen</b>	308 div		
(1418) <b>1 hex northwest of Thai Nguyen</b>	304 div	(-2 steps)	
<b>Within 1 hex of (0218) Thanh Hoa</b>	320 div	(-2 steps)	
<b>Within 2 hexes of (1318) Thai Nguyen or (1416) Tuyen Quang</b>	238	246	176/316
	Supply dump		
(1123) <b>1 hex northeast of Uong Bi</b>	98/316	174/316	
<b>South of Ma river in Vietnam</b>	138		
(1809) <b>Lao Kay</b>	148		
<b>In Vietnam and within 2 hexes of Vietnamese mobilization hexes</b>	12 x VM-gr	12 x dummies	42
<b>Stacked with any regiment part of a division</b>	Uncle Ho		
<b>In Laos and within 2 hexes of Laos mobilization hexes</b>	2 x Pathet Lao	2 x dummies	
<b>Number of VM friendly urban areas in the Montagnard area</b>	15		
<b>Urban areas, initially friendly to the VM</b>	"Cao Bang" scenario plus: (1921) <i>Cao Bang</i> , (1622) <i>That Khe</i> , (1522) <i>Dong Dang</i> , (1423) <i>Lang Son</i> , (1424) <i>Dinh Lap</i> , (1910) <i>Pakha</i> , (1809) <i>Lao Kay</i> , (0816) <i>Hoa Binh</i> , (0916) <i>Tu Vu</i> , (1016) <i>Hung Hoa</i>		