

To replace steps or rebuild units

	Within 2 hexes of a	Within 3 hexes of	Equipment repl.	Victory points	Comments
VM-groups	Mobiliz. hex in Vietnam		-1 point	+1 point	No more than 4 per turn and 1 per mobilization hex
Pathet Lao	mobilization hex in Laos		-1 point	+1 point	No more than 4 per turn and 1 per mobilization hex
VM infantry regiment step		Thai Nguyen, Thanh Hoa or Uncle Ho/Giap (rule 3.3)	-0,5 point		VM may also replace regiment steps anywhere by spending VM-group steps stacked with the regiment (rule 3.2)
VM artillery regiment step		as above but must be on a road leading to a supply center	-1 point		Artillery may only be rebuilt in a supply center in China
FEF unit step		a city, harbor or HQ (units replacing) (rule 3.11)		-1 point per 4 Replacements steps	2 replacement points to rebuild a unit from temporary dead box into standby zone and 4 replacement points to rebuild a unit from permanent dead box into standby zone (rule 3.11)

	Supplied within 3 hexes of a			Supplied anywhere in			
	friendly urban area / supply cent. (VM)	friendly city and harbor	supply dump	Vietnam	Laos	Montagnard area	a Trench
VM-groups	x	x	x	x			x
Pathet Lao	x	x	x		x		x
VM infantry Regiment	x	x	x				x
VM artillery Regiment			x				
FEF motorized units			x				
FEF non-mot. units		x	x				x
FEF Thai (BT)	x (part of montagnard area, rule 4.3)	x	x				x
FEF Lao	x (in Laos, rule 4.3)	x	x				x
FEF GCMA			x			x	x

You may move

	Anywhere, including China	in Vietnam	in Laos	in Montagnard area	Comment
VM-groups		x			May be in Laos if within 3 hexes of Vietnam
Pathet Lao			x		May be in Vietnam if within 3 hexes of Laos
VM Regiments	x				
FEF units		x	x		
FEF Lao units			x		May be in Vietnam if within 3 hexes of Laos
FEF Thai units (BT)		x			May be in Laos if within 3 hexes of Vietnam
FEF Vietnamese units		x			May be in Laos if within 3 hexes of Vietnam
FEF GCMA units				x	