



# 'NAM '68



## INSTRUCTIONS



*'Nam '68* is a simple game of strategy for two players, simulating man-to-man infantry combat in the jungles of Vietnam in 1968. One player controls US soldiers, and one player controls North Vietnamese (NVA) soldiers.

### I. COMPONENTS

*'Nam '68* comes with a mapsheet, counter set, and instructions. You will also need a six-sided die to play. All standard rules apply in all scenarios unless optional rules are utilized, or the scenario being played modifies the standard rules.

**Map:** The map represents typical Vietnamese jungle terrain in which firefights occur. A hexagon grid is used to regulate movement. Each hex (full and partial) is in play. Each hex is numbered with a grid-coordinate for identification purposes. (Five partial hexes at the top of the map do not have printed grid-coordinates; these hexes are: designated, left to right -1, B-1, D-1, F-1, and H-1.) Each hex contains a yellow "center dot"; if the hex contains more than one terrain type, the hex is considered the terrain that contains the hex's center dot (e.g. hex A4 is a Jungle hex, E4 is Clear, etc.). **Terrain:** *Jungle* hexes are dark green containing dense jungle symbols (e.g. hex H2, C9). *Brush* hexes are light green containing brush (i.e. light jungle) symbols (e.g. F4, E10). *Clear* hexes are light green (e.g. E1, D3, B9). *Path* hexes are hexes with a "path" symbol (e.g. B9, B5, B4). The North edge of the map is the edge containing the game's copyright notice.

**US Counters:** US counters (also called "men" or "units") represent individual soldiers, are darker green in color, and individually named. Soldiers are rated for fire combat (upper left hand corner) and movement (upper right hand corner). A soldier with a "L" designation is a *Leader*. All US soldiers are carrying M-16 rifles, unless otherwise noted on the counter. Other US weapons are the M-60 machine gun, and Shotgun (SG).

**NVA Counters:** NVA counters are lighter green in color, and are rated in the same way as US counters, except have an ID number, not a name. NVA soldiers are carrying AK-47 rifles unless otherwise noted. Other NVA weapons are the SKS Carbine, and RPD machine gun.

**Fake Counters:** Fake counters (both US and NVA) are noted by "Fake" notation on them. They act like real soldiers while upside down. Once revealed, a fake is permanently removed from play.

**Game Markers:** *Pinned* markers are used when called for during play, and signify an individual soldier that is pinned.

**Die-Roll Modifiers:** All ratings and modifiers in the game are cumulative. Modified rolls less than 1 are considered 1; more than 6 are considered 6.

### II. SETTING UP

*'Nam '68* is played in scenarios. Select the scenario you want to play (see section X). Counters for both sides are set up on the map upside down. You may look at the identity of your own units, but not your opponent. (You may put a small dot on the backs of NVA counters, to help identify the nationality of face down units, if desired.) All units and fakes from both sides remain upside down until revealed. Once disclosed, fakes are removed from play, and other units remain face up for the rest of the game.

### III. SEQUENCE OF PLAY

*Nam '68* is played in Game Turns. Each Game Turn consists of four phases, played in order. Not all phases are necessarily completed each turn. The game continues until one player has achieved his victory conditions, as stated in the individual scenario. The game's sequence of play for all scenarios is as follows.

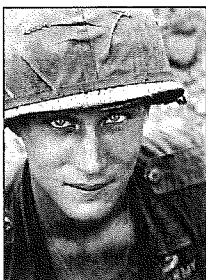
1. *Player 1 phase*: The occupants of one US occupied hex may move *OR* fire.
2. *Player 2 phase*: The occupants of one NVA occupied hex may move *OR* fire.
3. *Initiative phase*: Roll once on the *Initiative Table* (see section VIII), and implement result.
4. *Bonus phase* (only when directed by the *Initiative Table*): See section VIII for details.

This constitutes a full Game Turn. Repeat until the game is over. The US is Player 1, and the NVA is Player 2, in each Game Turn until a "Phase Sequence Reversed" result is rolled on the *Initiative Table*. If this occurs, the NVA will be Player 1, and the US Player 2, in each subsequent Game Turn, until another "Phase Sequence Reversed" result is rolled, and so on.

### IV. FIRE AND MOVEMENT

During your side's movement/fire phase, the said player may choose one hex to move *OR* fire. This is called *selecting* a hex. If you move, you may not fire. If you fire, you may not move. All counters in the hex are involved in the selected option. *Examples*: A hex containing selected by the US player the hex may be moved or fired. you wish (subject to limits

*Movement*: All counters Units may move only if they ing a turn. The units in a se- the same hex; they may end hexes; units are never required control" in this game, but they enter a hex containing an



three US soldiers and a fake is during his phase. Everything in You may select a hex as often as given on the *Initiative Table*).

have a movement factor of two. have been selected to move dur- lected hex do not have to move to their turn in the same or different to move. There are no "zones of counters must end movement if enemy counter (inverted or face up). Units moving off-map may not return. *Entry Costs*: It costs a unit (from either side) one movement factor to enter a Clear hex, or to enter any hex along a Path. It costs two movement factors to move into a Jungle or Brush hex. *Examples*: (1) A unit is in hex D2. It costs one movement factor to enter E2, D3, or C3; and two movement factors to enter E3, C2, or D1. (2) A unit is in hex A8. It costs two movement factors to move from A8 into hex B7, B8, 7, or 8; it costs one movement factor to move into hex A7 or A9. *Exit Costs*: If a unit moves off-map, it is charged at the cost similar to the terrain it is exiting from (e.g. exiting from I5 costs 2, exiting from C10 costs 1).

#### ***Movement Entry Costs***

into Clear = 1   along Path = 1   into Brush = 2   into Jungle = 2

*Stacking*: After initial set-up, there is no limit as to how many units occupy the same hex. Counters may freely enter or pass through hexes containing counters of their own side. However, units must stop movement for the phase if they enter a hex occupied by the enemy.

*Fire Combat*: If a hex is selected to fire during a turn, all the soldiers in the hex may fire. They must fire at the same enemy target hex. The only rule is that all target hexes must be announced before any fire combat is resolved.

*Fire Range*: All soldiers with a M-16 or AK-47 have a firing range of seven. The range for other weapons are given in the optional rules section (section IX). Range is

figured at one per Clear hex, two per Brush, and three per Jungle; if Path present, use the other terrain in hex. When determining range, take the most direct route from the firer's hex to the target hex (if more than one "most direct route" available, use the most advantageous for the firer). Don't count the firer's hex, but do count the target hex when determining range. *Examples: An M-16 is firing from hex B5. Range to target in hex D6 is six; to target in E2 is five; to target in A7 is five; to target in A3 is six; to target in C5 is two (but is also adjacent to the firer's hex).* You may fire through an enemy occupied hex if desired, but not through a friendly occupied hex.

**Long Range:** If the target hex is over 60% of the weapon's range, the fire combat is considered to be at Long Range. *Examples: An M-16 and an AK-47 (range of seven) each have Long Range at targets at range five, six, or seven; a range 9 weapon's Long Range is six or more; a range 4 weapon's Long Range is three or more; a range 6 weapon's Long Range is four or more.*

**Adjacent Range:** If the target hex is adjacent to the firer's hex, it is considered Adjacent, no matter what terrain is involved.

### Range Values

into Clear = 1   into Brush = 2   into Jungle = 3  
(into Path = as Terrain in hex)

**Pinned Units:** Units that are Pinned may not move or fire. Only unpinned units may move or fire. If a hex is selected that contains both unpinned and pinned units, only the unpinned soldiers may move/fire. Pinned units may be engaged in melee (see section VII). In the standard rules, if a pinned unit receives another Pinned result, there is no further effect to the pinned unit.

## V. RESOLVING FIRE COMBAT

When a hex is selected to fire, each firing soldier rolls one die at one selected target hex. Units in a hex must fire at the same target hex. Casualties are immediately applied. First Accuracy is resolved for each firing soldier; if *Accurate*, occupants of the target hex must roll for *Casualties*.

**Procedure:** Firing player selects the target hex, discloses all firing/target units (removing fakes; see section VI), then resolves fire. To do so, each unpinned soldier rolls a die once on the *Fire Accuracy Table* to determine his accuracy, modifying the roll (cumulative) as necessary. *Example: Williams (+1 fire rating) fires at an adjacent target (+1) in Brush, and rolls a 2;  $2+2=4$ , so result is Inaccurate since target is not in a Clear hex.*

### FIRE ACCURACY TABLE

Roll:	1	2	3	4	5	6+
Result:	In	In	In	In*	Acc -1	Acc

*Modifiers (cumulative):*

add firer's Fire rating   +1 if target is Adjacent   -1 if Long Range

**Key:**

**Acc** = Accurate; roll on *Casualty Table*

**Acc -1** = Accurate, roll on *Casualty Table*, with -1 to the roll

**In** = Inaccurate; no effect

**In\*** = Inaccurate; no effect *unless* target is in a Clear hex, in which case the result is "Acc -1"

If a soldier's fire is *Accurate*, all the units in the target hex must individually roll on the *Casualty Table* to see if they become casualties from this fire. If inaccurate, there is no effect.



## CASUALTY TABLE

Roll:	1	2	3	4	5	6+
Effect:	NE	Pin	Pin	Pin	KIA?	KIA?

*Modifiers (cumulative):*

-1 if "Acc -1" result      +1 if NVA target is Adjacent to US firer's hex  
+1 if Shotgun is firer, and target is in adjacent hex      +1 if M-60 is firer

*Key:*

NE = no effect

Pin = Pinned; unit has a Pinned marker placed on it (if already pinned, no further effect)

KIA? = Roll one die: if target is in *Clear* hex, 1-6 = killed  
if in *Brush* hex, 1-5 = killed; 6 = Pinned  
if in *Jungle* hex, 1-4 = killed; 5-6 = Pinned

*Fire Example: It is the US player's turn, and he selects to fire from hex C6, which contains two of his men armed with M-16s and one fake. (An unpinned US leader is adjacent to them, in D5.) He turns his firing men over, and removes the fake. There are enemy occupied hexes at A5 (range 4), C2 (range 7), and E6 (range 6). He chooses to fire at Brush hex A5, which contains three inverted enemy units; these are flipped over, and one which was a fake is removed. The first US unit (rated +0) rolls a 5, which is Accurate but carries with it a -1 modifier for its Casualty Table rolls. So, all NVA units in the target hex must roll on the Casualty Table. The first NVA unit rolls a 2, modified to 1, so is not effected. The second NVA unit rolls a 6, modified to 5 (a KIA? result). This unit must roll again, since it is in Brush terrain; a roll of 3 means it has been killed and is removed from play. The second US unit (rated +1) fires next at the target, and rolls a 3, modified to 4, which is inaccurate since the target hex is Brush (had it been Clear, the result would have been "Acc-1").*

### VI. DISCLOSURE

Counters of both sides remain upside down and hidden until : (1) the hex containing the counter is chosen to fire, (2) the hex containing the counter is fired upon, or (3) an enemy soldier is in the same hex as the counter. Once revealed, counters remain right side up for the rest of the game. *Examples: (1) A hex contains three soldiers and a fake. They remain hidden from the opponent's view, but the player decides to fire from their hex. At this point, all four counters are turned over; the fake is removed from play, and the three soldiers fire. Any unrevealed units in the target hex are also disclosed. (2) An already disclosed enemy fires on a hex containing seven upside down counters. All seven are revealed, and any fakes among them are removed.*

### VII. MELEE

Opposing units that end any phase in the same hex may not fire on each other, but must engage in melee combat. If a player moves one or more of his units into a hex containing enemy counters, all counters in the square are disclosed, and any fakes removed. All remaining units engage in melee combat. *Procedure:* Each soldier (pinned or unpinned) rolls one die: 1-4 = no effect, 5-6 = one enemy unit is killed. (Determined killed soldier randomly from those present.) *Modifiers:* If rolling unit is US soldier in a Clear or Path hex, +1; if rolling unit is Pinned, -1. Losses are assumed to occur simultaneously. If opposing units remain in the hex after all rolls have been made, all surviving units roll again. This is repeated until one side or the other is en-



tirely eliminated from the hex. *Example: The NVA player moves three units into a jungle hex containing three hidden US counters. The US counters are disclosed, revealing one fake. The remaining two US and three NVA units must engage in melee. The NVA rolls 3, 1 and 6, so one US unit is killed. The US player rolls 6 and 5, so two NVA are killed. Since there are still opposing units in the hex, the melee continues. The remaining NVA rolls a 5, so the US unit is killed. The US unit rolls a 4, so a single NVA soldier survives the melee.*

#### VIII. INITIATIVE TABLE

The *Initiative Table* is rolled on once per turn as per the sequence of play. Implement the result immediately.

#### Initiative Table

Roll	Results
1	all US units are unpinned; <b>NVA player Bonus phase</b>
2	all US and NVA units are unpinned; <b>Phase Sequence Reversed</b>
3	<i>No Effect</i>
4	all US and NVA units are unpinned; <b>US player Bonus phase</b>
5	all US units in a hex containing a Leader (even if Leader is pinned) are unpinned (including the Leader), and all NVA units are unpinned
6	all NVA units are unpinned; <b>US player Bonus phase</b>

**Key: Unpinned:** Units that are "unpinned" have their Pin marker removed, and may function normally. Units already unpinned are unaffected. **Bonus phase:** The named side gets a "bonus phase"; any hex may be selected and it is conducted normally in this bonus phase *except* counters that moved/fired previously during this Game Turn may not move/fire during the bonus phase. When the bonus phase is completed, a new Game Turn immediately starts (e.g. no further *Initiative Table* roll is done). *Example: The NVA gets a bonus phase, and selects a hex with three soldiers in it; one soldier previously moved in the NVA portion of the current game turn, so it cannot move/fire, but the other two may as usual. Phase Sequence Reversed (PSR):* Current player 1 becomes player 2 (and *visa versa*) for subsequent turns. *Example: US is player 1, but PSR occurs, so NVA is now player 1. The NVA remains player 1 until another PSR result occurs, at which time the US becomes player 1 again.*

*Examples: (1) US player takes his turn, moving one chosen hex of units, and then the NVA player takes his turn, moving a unit from a chosen hex. A 2 is rolled on the Initiative Table, so all US and NVA pinned units are unpinned AND the phase sequence is reversed. So, the NVA player will go first in the new turn, followed by the US player. This new Sequence is followed until "Phase Sequence Reversed" is rolled again. (2) If a 1 had been rolled, only US pinned units would have been unpinned (any NVA pinned units would remain pinned), AND the NVA player would get Bonus phase, and so could select a hex to move / fire which had not been selected earlier this turn. After this bonus phase has been taken, a new Game Turn begins.*

#### IX. OPTIONAL RULES

Players may agree to use any of the following optional rules.

**GRENADES:** Any US weapon rolling for fire combat against an adjacent hex has a +1 modifier to any *Casualty Table* rolls to reflect the use of grenades.

**M-60 LIGHT MACHINE GUN:** The US M-60 has a range of nine, with Clear hexes counting zero (instead of one) when determining range. A M-60 also gets a +1 modifier on any *Casualty Table* rolls. *Example: A man with an M-60 and a +2 fire rating fires at a target through three Clear hexes and three Jungle hexes, so range is nine, which is Long Range so suffers a -1 modifier to its Fire Accuracy Table roll. Let's say he rolls a 4; this is modified to 5, so his fire is accurate, but he gets a -1 modi-*

fier to the Casualty roll; along with the +1 for being a M-60, all NVA units in the target hex will therefore have a +0 modifier to their individual Casualty Table rolls.

**SHOTGUN:** US units armed with a shotgun has a range of four, and has a +1 modifier at Adjacent targets on Casualty Table rolls. (Note that this is in addition to the "Grenade" modification.)

**SKS CARBINE:** NVA men armed with a SKS Carbine have a range of six.

**RPD LIGHT MACHINE GUN:** The RPD has a range of seven, and count Clear hexes as zero (instead of one) when determining range.

**FIRING LIMITS:** Roll two dice immediately after a player has announced that he is "firing" during his phase. The number rolled is the maximum number of his men that can fire from the selected hex this phase.

**DOUBLE PINNED RESULTS:** A pinned unit that is fired upon receives a -1 Fire Accuracy Roll modifier. If a pinned unit receives another Pinned result while already pinned, it is considered *Wounded* (for the rest of the scenario has a -1 fire modifier, and may move one hex per turn only if unpinned and accompanied by a friendly unit). A wounded unit that receives a Pinned result is killed.

**DOUBLE-TIME:** Allow units to move one hex farther than they normally would be able to move in a turn. *Example:* US normally needs to stop in first Jungle hex entered, now may enter two. They can normally enter two path/clear hexes, so now allowed to move three. This does not apply to pinned or wounded men, or men armed with a machine gun, and cannot be used by a man two turns in a row (every other turn is fine, but not consecutive turns).

**LEADER CHARACTERISTICS:** You may "rank" Leaders if you wish. Allow *Excellent* Leaders to treat result of 2 and 3 on the Casualty Table as "no effect" instead of "pinned". Allow *Capable* Leaders to treat results of 2 Leaders receive no bonus. as "no effect". *Average* Leaders receive no bonus. *Poor* Leaders treat 1 rolls as "Pin". *Example:* An *Excellent* US Leader is under accurate fire from an AK-47 and a 3 is rolled on the Casualty Table, so the result for him is no effect.



**LEADER MORALE:** In association with Leader Characteristics, you may introduce the effects of Leaders on morale and fire combat. *Morale:* Any pinned man in the same hex with an unpinned Leader may roll a die at the very end of each game turn. If a 5 or 6 is rolled, that pinned man becomes unpinned. (If the Leader is Poor, no roll may be made.) *Fire Combat:* Any non-Leader firing a weapon from a hex containing an unpinned Leader receives a +1 modifier to his Fire Accuracy Table. (This reflects increased confidence or increased fire output.) This applies to up to three men per turn (your choice if more than three present; designate who receives the bonus before any rolls are taken). If the Leader is Poor or Average, no modification is given.

**COWERING:** You may designate, by name or ID#, 25% (rounded up) of each side's starting force as having the *Cowering* rating. During play, if a pinned man with a *Cowering* rating is supposed to become unpinned, immediately roll a die: Even = unpinned, odd = remains pinned. You may raise (or lower) the percentage of units with this rating as desired.

**OPTIONAL LINE OF SIGHT:** You may use the center dots in each hex to determine the *Line of Sight* (LOS) between firing and target hexes. *Procedure:* Place a straight edge from the firer's hex dot, and the target hex dot; this traces the "line of fire" between the hexes. *Example:* An M-16 in B9 cannot fire at hex A7, since LOS passes through A8 and not B7, making the range eight, which is beyond the M-16's firing range of seven.

**ENTRENCHED:** Use inverted Pin markers to signify Entrenched US hexes. An Entrenched hex only benefits the US side, and only those US units occupying it. They may not be created nor destroyed during play. *Effects:* (1) Each US unit in an Entrenched hex get a -1 on any KIA? rolls it must make. (2) Each US unit in an En-

trenched hex gets a +1 modifier to any Melee roll it makes.

**WEATHER CONDITIONS:** Roll one die after set up in any scenario. A 1-4 means "no effect". A 5 means it is particularly overcast/misty/rainy (lower all weapon ranges by one the entire scenario). A 6 means it is exceptionally clear (raise all weapon ranges by one the entire scenario).

**ROLE PLAY OPTION:** At the start of a scenario, the US player secretly selects one soldier to represent him. If that soldier is killed, the US player loses the game.

**HOUSE RULES:** Players may agree on house rules or game modifications as desired, as long as all are agreed to before the start of play.

**RULE INTERPRETATIONS:** During play, if a situation arises where there is more than one reasonable way to interpret what should be done, resolve the issue by a friendly roll of the die.

## X. SCENARIOS

1. **FIREFIGHT:** Determine sides. *US Set Up:* The US player randomly selects six men with M-16s, one Leader, and three fake counters. All US counters must be placed upside down in hex B4 and/or C4 (all in one hex, some in both, or any combination, as desired). *NVA Set Up:* The NVA starts with ten random soldiers with AK-47s, one Leader, and four fakes. Units are placed upside down in any hex (or hexes) along any map edge, in any combination desired.

*Victory Conditions (VC):* Place five slips of paper, numbered 1-5, in a mug. Each player draws one slip; this gives his victory conditions for the game. Reveal slips only after game is over. **US VC:** US immediately wins: 1= when over half the number of NVA men are killed; 2= when over two-thirds the number of NVA are killed; 3 = when at least twice as many US men (minimum of four) have exited off east edge of map than have been killed at time of exit; 4 = as 3, except west edge of map; 5= when four or more US men have exited off east or west map edge. **NVA VC:** NVA immediately wins: 1-2= when over half of starting US men have been killed, and there are 2+ NVA men still alive; 3-4 = when over two-thirds of US men have been killed, and there are 2+ NVA men still alive; 5= if US is unable to fulfill his VC (due to lack of numbers). Whoever fulfills his VC first, wins. If neither accomplish them, the game is drawn.

2. **MEETING ENGAGEMENT:** Determine sides. *Set Up:* Place all US units and fakes in a mug, and draw 13. US units are set up face down within three hexes of east map edge. Place all NVA units and fakes in a different mug, and draw 21, setting up face down within three hexes of west map edge. Scenario lasts 20 game turns.

*Victory Conditions:* If at least twice as many NVA men than US men have been killed, the US wins. If as many or more US men than NVA men have been killed, the NVA wins. Otherwise, a draw occurs.

*Bidding Option:* Players secretly bid, in number of units drawn, to see who plays NVA; low bid plays NVA. If bids tied, roll to see who plays NVA at stated bid. *Example:* The winning bid is 19, so the NVA draws 19 units from the mug.

3. **BACK TO BASE:** Determine sides. *Set Up:* The US randomly draws five men (redrawing fakes), placing units face down in any single hex at least three hexes from the closest map edge hex (e.g. hex C4 is fine, but B3 is not). No US fakes are used. The NVA then draws five men (redrawing fakes), then takes five fakes. All ten units are placed in any hex, faced down, no closer than four hexes from the US occupied hex. *Special Rule:* If all five NVA fakes have been revealed, allow all US men to move with Double-Time bonus.

*Victory Conditions:* US wins by getting all five men off the map (any side). NVA wins by preventing this and having three or fewer of his men killed. A draw occurs otherwise.

*Bidding Option:* Players secretly bid to see who plays the US; high bid plays US.

If bids tied, roll to see who plays US at stated bid. To win, the US player must get the bidded number (or more) of his men off the map.

**Optional Victory Conditions:** At the end of the game, roll on this table to determine victory conditions.

1-2 = as regular scenario conditions

3-4 = as regular scenario conditions, except if US exits 4+ men, he achieves his VC

5 = as regular scenario conditions, except if NVA loses 4 or less men killed, he achieves his VC

6 = combine (3-4) and (5), above.

4. **PERIMETER ASSAULT:** *Bidding:* Players secretly bid for sides. Any whole number higher than one may be bid. Low bidder plays the NVA (resolve ties randomly, with the winner taking the NVA at the stated bid). *Set Up:* US draws 7 (non-fake) units randomly, plus one random Leader, and two fakes. Entrenched markers are placed in hexes G10, G9, H8, and I8. All US units are placed face down in these hexes, as desired. The NVA draws the bidded number of (non-fake) units randomly, plus one random Leader, and 6 fakes, and places them as desired face down in any hex or hexes at least four hexes away from any US occupied hex. *Sequence of Play:* The NVA is player 1 at the beginning of the game, and the US is player 2.

*Victory Conditions:* Each US starting hex (e.g. G10, G9, H8, and I8) is worth one Victory Point (VP) to the side that last solely occupied it. The side with the most VP at the end of 11 Game Turns wins. If level scores, the US wins.

5. **FREE FORM SCENARIOS:** Players may devise their own scenarios, with starting units, type (and fakes), positions, victory conditions, sequence of play, and special rules of their choosing. For the sake of play balance, one player should devise the scenario, and his opponent should be able to choose the side he will play.

#### *Designer's Notes*

'Nam '68 was designed as an introductory tactical firefight game, and is based on the game system employed by 'Nam Diary, first published in *Panzerschreck* magazine in 2001. This new game retains much of the mechanics of its predecessor but a lot has been added to the design, such as more weapon types, new terrain, different scenarios, and several enhancements to the *Fire Accuracy Table* and *Casualty Table* provided. The game system is simple enough to accommodate various tastes and home brewed scenarios, and provides a playable and accessible game of tactical Vietnam era jungle combat. Range values refer to effective, or tactical, range in jungle terrain.

For an even quicker game more suitable for beginners, you may wish to disregard die-roll modifiers for the Tables, and refrain from using any of the optional rules.

*Designer:* Gary Graber

#### Weapon Ranges

M-16 ... 7

AK-47 ... 7

Shotgun ... 4

RPD ... 7 (& Clear = 0)

M-60 ... 9 (& Clear = 0)

SKS Carbine ... 6






































































**HOURS:**  
Tues/Wed 11-5:30 pm  
Thurs/Fri 11-8:30 pm  
Sat/Sun 11-5:30 pm

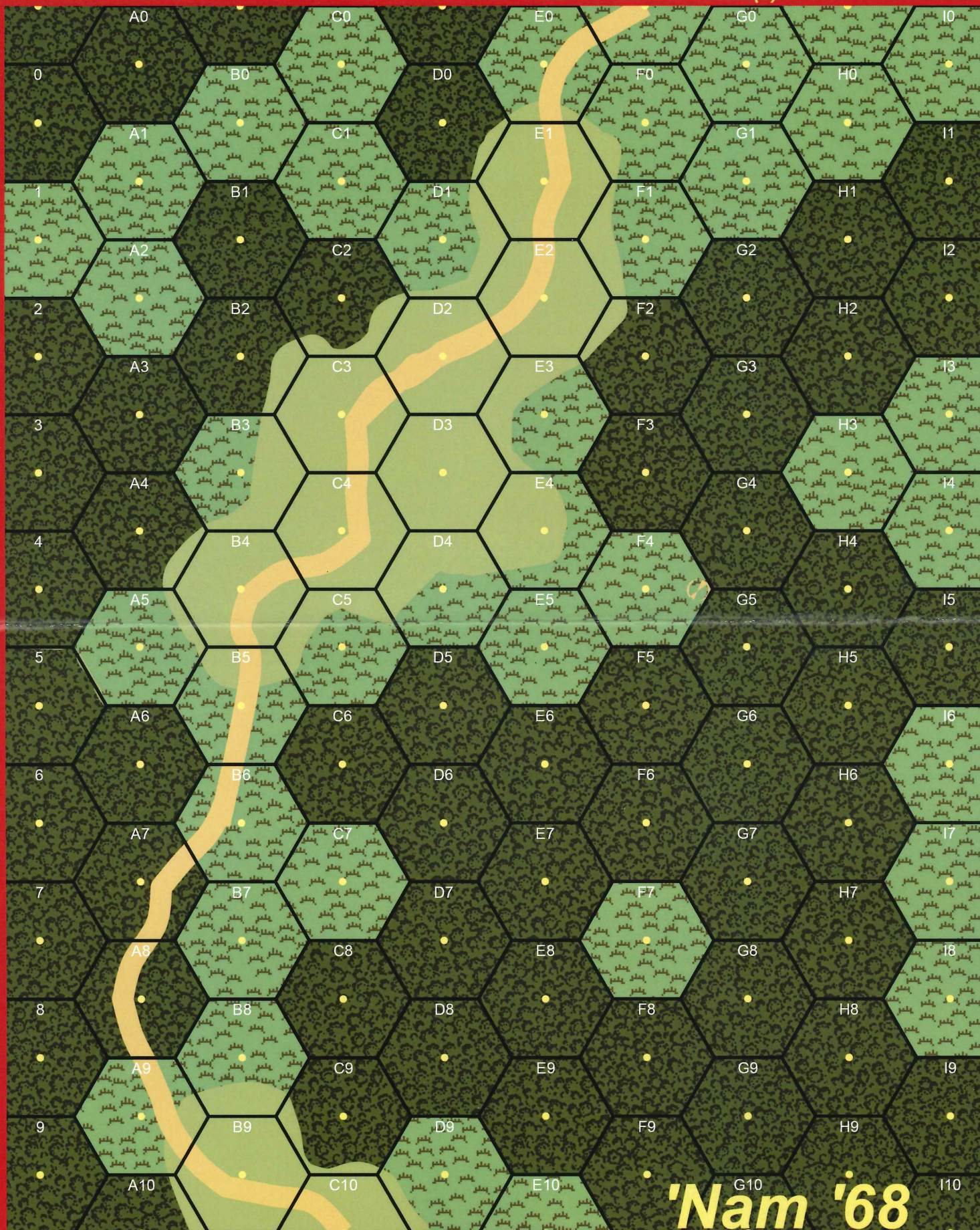
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+1 2   L Williams	+1 2   L Hughes	+1 2   Morton	+0 2   Sanders	+1 2   Bennett	+0 2   Hernandez	+1 2   Reilly
+1 2   Johnson	+1 2   Delgado	+1 2   Alexander	+0 2   Henry	— 2   Fake	— 2   Fake	— 2   Fake
+1 2   Nelson	+1 2   Davis	+0 2   SG Lucas	+1 2   SG Sebastian	— 2   Fake	— 2   Fake	<b>Pinned</b>
+2 2   M-60 Parker	<b>Pinned</b>	<b>Pinned</b>	<b>Pinned</b>	<b>Pinned</b>	<b>Pinned</b>	<b>Pinned</b>
<b>Pinned</b>	<b>Pinned</b>	<b>Pinned</b>	+1 2  L NVA 10	+0 2  L NVA 20	+0 2  NVA 11	+1 2  NVA 12
+0 2  NVA 13	+1 2  NVA 14	+0 2  NVA 15	+0 2  NVA 16	+1 2  NVA 17	+1 2  NVA 18	+0 2  NVA 19
+1 2  NVA 20	+0 2  NVA 21	+0 2  NVA 22	+0 2 SKS  NVA 31	— 2  Fake	— 2  Fake	— 2  Fake
+0 2 SKS  NVA 31	+0 2 SKS  NVA 31	+2 2 RPD  NVA 41	— 2  Fake	— 2  Fake	— 2  Fake	— 2  Fake





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