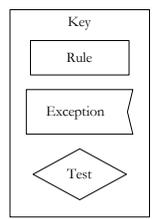


FIRE IN THE LAKE

GMT Games
4 player Visio rules Version 1.0 by R Monk
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Negotiations:

- Must be open
- NVA and VC may only transfer Resources
 - Only to or from active player

Adjacent:

- Spaces that border one another
- Departments separated by LoCs
- LoCs or Departments separated by Towns

Support/Opposition of/to Saigon regime in Cities and Provinces:

- Active Support
- Passive Support
- Neutral
- Passive Opposition
- Active Opposition

Always Neutral (no marker):

- LoCs
- Departments w/ Population = 0

[Total Support] =

- 2x [Population in Active Support] + 1x [Population in Passive Support]

[Total Opposition] =

- 2x [Population in Active Opposition] + 1x [Population in Passive Opposition]

Available = in holding boxes

Players pay for Operations space by space as they go

Province and City control:

- COIN Control if ([US pieces] + [ARVN pieces]) > ([NVA pieces] + [VC pieces])
- NVA Control if [NVA pieces] > [all other Faction pieces]

