29 OCTOBER

1. OPERATION SUMMARY:

The 1/12 Cav continued its company-sized search and destroy sweeps in its zone of action, with D company occupying a village and assisting in the civic action medical activities. At 1800 hours the 2/19 Arty (-) moved from HOMECOMING to CHARGER CITY (ZA958245), operating base of the 1/12.

The 2/12 Cav conducted small unit sweeps around its company bases and although there was no contact, there were numerous signs that the N-V-A units had recently been in the area.

The 2/8 Cav continued to secure HOMECOMING and PUNT.

The most significant actions of the day were recorded by the 1/9 Cav Sqdn. During the night, elements of the squadron reporting fleeting contact at its patrol sites, and throughout the day, the reconnaissance-by-fire techinques of the squadron were getting results. The scout sections spotted and fired upon isolated groups of enemy, drawing fire in some cases. The squadron's gun ships made several firing passes at a suspected strong point at about 1400 hours at ZAO403 and the squadron's rifle platoons followed up, but no contact was made on the ground between infantry elements. At 1800 the squadron set three ambushes on Highway 19 to prevent movement from south to north.

2. TASK ORGANIZATION 8

1ST BRIGADE No change

No change

3. INTELLIGENCE SUMMARY:

The withdrawal of the 33d Regiment was rapidly becoming a nightmare. More and more armed helicpters began striking units of the regiment. So close were these attacks pressing to the advance base that by noon of the 29th the regimental cadre decided to keep the unit on the move to the west, seeking sanctuary. This time it was headed for its "home" prior to the attack on PLEI ME. This was ANTA Village N-V-A designation) at YA940010, located at the foot of the CHU PONG Massif. It was here during early October, that the 33d had conducted drills and rehearsals of its attack on the PLEI ME C-I-D-G camp.

4. ACTIVITIES STATISTICS:

T OCCUPA	ENEMY	FRIENDLY LOSSES	
LOSSES	KIA	0	KIA
Unk	WIA	2	WIA
0	VCC	0	MIA
0	VCS		
0	WPNS		
0	EQUIP		