

Tour of Duty

Wargame Rules for the Vietnam War

“Something is out there.”
“That’s a water buffalo, you stupid mother*****.”

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INTRODUCTION

This set of rules is primarily intended to cover small-scale actions in the Vietnam War between US forces and Communist forces, using 20-28mm miniatures. The intention is to emphasise the features which make this war of unique and special interest.

The basis of the rules is the proven system I have used for small-scale actions in World War II (in fact the Russo-German War), themselves based on "Battle!" By Charles Grant.

Moving the period up to the late 1960's and early 1970's introduces a lot of new weaponry, in addition to the World War II vintage weaponry which is still in evidence. In order to minimise the complexity of rules for different weapons, I have opted to make a number of simplifications and generalisations.

The main features which are new to these rules compared to the set for the Russo-German War are: higher volumes of small-arms fire, leading to an increased use of pinning and suppression tactics; helicopters; evacuation of wounded and killed; fighting in dense terrain, including ambushes and booby-traps; involvement of civilians.

I have changed the turn sequence so that it is no longer predictable. This should add a frustration factor for the stronger side at the same time as creating opportunities for the weaker side.

R.O.E., SAFETY GUIDELINES AND MEDICAL EVACUATION POLICY

In theory, the following rules should apply to the US force:

- No fire is permitted against friends or civilians
- No speculative fire against unidentified people or buildings
- No incendiary weapons to be used
- No support fire inside of safe distance from friends or civilians, or unidentified people or buildings
- All casualties (KIA and WIA) to be evacuated as soon as possible

Safe distance for support fire is 4" for LMGs/HMGs and 12" for heavier weapons (area support weapons and tanks).

In practise, the rules for firing on civilians were frequently broken and there are even cases of men deliberately firing on each other. So, the R.O.E. are amended as follows:

- Units ordered to search villages will very likely kill civilians in the process. See SEARCHING VILLAGES below.
- Any unit coming under fire may make speculative fire on any unidentified targets within 24" of the source of the fire, but may not call

down area support fire on or within safe distance of those speculative targets. Support would not be granted, in any case.

Only the following rule applies to the Communist force:

- All wounded to be evacuated as soon as possible

TROOP CLASSIFICATION

Troops of both sides are classified into one of the following types:

- Grunts
- Veterans
- Elites

Grunts

“Grunts” represents basic infantrymen. They must operate in groups, they are clumsy, they cannot undertake aimed fire and they are prone to panic. Basically, the US grunts rely on firepower support to achieve anything; the Communist grunts rely on their fieldcraft skills to ambush and then slip back into the jungle. US grunts are also likely to kill civilians when searching villages.

Group size is one squad or section of minimum 6 models. All models within the group must attempt to stay within 1” of each other. If the group suffers one third of its start number or more as casualties (KIA and WIA) if US, or one half of its start number if Communists, the group must attempt to withdraw from combat.

Grunts are subject to pinning (see Pinning below). If pinned and suffer a third/half or more casualties, they will not withdraw from combat until they are no longer pinned.

In their first turn after becoming pinned for the first time during the game, Grunts may not fire.

In other circumstances, Grunts can only move if they can trace LOS (line-of-sight) to an officer model.

Veterans

“Veterans” are more experienced soldiers. Compared to Grunts, they have better survivability, they have a limited aimed fire capability and they are less prone to panic.

Unless otherwise specified, the rules for Grunts apply to Veterans.

Unlike Grunts, in their first turn after becoming pinned for the first time during the game, Veterans may still fire (unless pinned from HE or suppressive small-arms fire, see Pinning below).

Unlike Grunts, Veterans may move as required and do not need LOS to an officer.

Elites

“Elites” represents Special Forces. They may operate individually, are adept at fieldcraft, they may undertake aimed fire, and they will never panic.

Elites may operate individually. They do not need to operate in groups. They are never pinned. They can move or fire as required and do not need to trace LOS to an officer.

Examples of Troop Classification

US:

Regular Infantry and Marines are Grunts if on their first tour, Veterans otherwise. Green Berets, Navy SEALs, SOG, etc. are Elites.

Communists:

Armed villagers and inexperienced regulars are Grunts. More experienced troops count as Veterans, whether VC (Viet Cong) or regular NVA (North Vietnamese Army). Specialist reconnaissance teams, sappers and snipers are Elites.

Note that although both sides are graded as above, Communist forces always have better fieldcraft than their US equivalents.

Pinning

Infantry which are under fire and in cover cannot leave cover except to move to other cover with at least the same protection, except Communist units can do so if accompanied by an officer.

Infantry under HE or suppressive small-arms fire who can move in one turn to cover giving better protection, must do so. Furthermore, any infantry under HE or suppressive small-arms fire, and any tanks or other vehicles under HE fire, cannot fire weapons. In this context, HE includes not only High Explosive shells from mortars and artillery, but also helicopter-mounted air rockets and miniguns, and any type of anti-personnel rounds fired by tanks.

Note that troops inside a stone and brick building, which counts as hard cover, may be able to improve their cover if attacked by direct fire weapons by leaving the building on the side away from the enemy fire, because the building will block line-of-sight to the firers.

If troops are forced to move to better cover because of coming under fire, they may not move back in the following turn.

UNIT ORGANISATION

No particular unit organisation is mandated, except that most infantry should be formed into squads or sections of approximately 8 models (Grunts and Veterans must be in units of minimum 6 models). For simplicity, the capacity of all transport vehicles is given in terms of numbers of such infantry sections. Crewed support weapons such as HMGs and mortars are always assumed to be a half-section in size. So, for example, a Huey "slick" can transport one infantry section or two HMGs and their crews.

Officers should be apportioned as appropriate, typically one per three infantry sections. NVA officers will normally be part of a small command group which includes a radioman. The officer model is counted as being both a military officer and a political officer. The officer and radioman can become casualties. All US units are always assumed to be radio-equipped, and they do not lose this ability through taking casualties.

SETTING UP

The setup is determined by the scenario being played. Troops in cover may begin the game "hidden". In this case, they do not need to be placed on the table, but their positions should be marked on a sketch map of the battlefield.

TERROR TACTICS

The following system is used to represent the terrorist/guerrilla tactics used by the Viet Cong, which were such a feature of this war. These tactics will generate paranoia and frustration for the US player and make all operations uncertain.

A number of terror tactics event cards should be made up, from the following list of special events. At the start of the game, the Communist player picks two cards at random. These cards may be played at any time during the game and the event resolved as described. Once played, a card is discarded.

Event Cards

1. Heavily booby-trapped area! Place an additional D3 booby-traps (not mines), with the usual placement restrictions.
2. Tunnels! Either use this event to evacuate one section of VC off the board from anywhere in cover, or use it to add D6 VC reinforcements to anywhere in cover. The reinforcements are hidden.
3. Reinforcements! Gain 6 + D6 reinforcements of the same type as any unit on the table (VC or NVA), which are placed at any friendly table edge which is in cover, or otherwise concealed from view. The reinforcements are hidden.
4. Sniper! Place a VC sniper anywhere on table, hidden in cover. He counts as an Elite rifleman, with the addition that he can target individuals, e.g. officers.
5. Panic fire (all)! A water buffalo or small group of Montagnards wander onto the battlefield, causing one of the US units to panic fire, in turn causing a chain reaction among the entire force. All US forces, except Elites, must give up one ammunition chit.
6. Panic Fire (Grunts)! Choose one US infantry unit of Grunts. This unit sees a twig move and panic fires at it. The unit must give up three ammunition chits.
7. Friendly fire! Rivalry between two units spills over onto the battlefield, or a terrible accident occurs. Pick two US infantry units, not Elites. The units fire on each other with small-arms for one turn.
8. New guys! Casualties are replaced with ***** new guys straight out of boot camp. Downgrade one US Veteran unit to Grunts.
9. Stoned! The veterans among the US forces had too much alcohol and drugs the previous evening. All Veterans react to pinning and new enemy as if Grunts.
10. Spiked grass! The VC have spiked the drugs taken by US forces prior to the battle. The US player must lose D6 men from one infantry unit nominated by the VC player (not Elites).
11. Contaminated water supply! The VC have contaminated the drinking water used by US forces. The US player must lose D3 men from one infantry unit nominated by the VC player. In addition, that unit suffers -1 to hit for the entire game and moves at -1”.
12. VC whore! A Vietnamese whore leaves a satchel charge behind after spending the evening with a crewman in his vehicle. One US armoured

vehicle and its crew, chosen by the US player, is removed before the start of play (this card must be played as soon as it is dealt).

13. Booby-trap! A Vietnamese child detonates a booby-trap inside the US camp. The US player loses D6 men before the start of play (this card must be played as soon as it is dealt). In addition, any US Veteran forces searching a village will automatically take revenge by killing all of the civilians.
14. Rats! The US camp is infested with enormous rats. The US player loses D3 soldiers to rat bites before the start of play (this card must be played as soon as it is dealt).
15. Armed villagers! The VC have recruited the local villagers and supplied them with arms. At any point before US forces make contact with a village, the VC player can replace the civilians with armed guerrillas. They count as rifle-armed Grunts.
16. Arms delivery! The VC have just taken a delivery of arms down the Ho Chi Minh trail. The Communist player can choose to arm any VC unit with two weapons chosen from the following: SA-7, RPG-7, mortar, 12.7mm AA gun.
17. NVA FOO! An NVA forward observer (FOO) has linked up with local guerrillas. The VC player adds one Elite NVA FOO to his forces, directing a battery of 3 off-table mortars.
18. Monsoon! The Monsoon rains have arrived. All movement is reduced by 1" and visibility is reduced to maximum 18".
19. Gap in the wire! Vietnamese laundry women have supplied the VC with information about a gap in the wire protecting the US camp. The Communist player can choose one part of the US camp perimeter and move infantry through the wire as if it were not there. This applies to one section width of wire and any depth.
20. Infiltration! Guerrillas have infiltrated the US camp, acting on inside information. The Communist player can place D3 armed guerrillas inside the US camp.
21. Rear support attacked! Communist forces have attacked the US rear support area. All calls for helicopter or artillery support are at -1 and there is an additional fixed one turn delay before any support arrives.

SEQUENCE OF PLAY

The order of play is randomly determined each turn by dicing. Both players roll 1D6. The highest scorer has first turn. On a draw, the order changes from the previous turn.

During a player's turn, each of the player's units (infantry squad, crewed weapon or vehicle) may move or fire, not both, or make some special action like unlimbering a towed weapon, or if infantry may close assault an enemy, subject to normal restrictions. Units may be activated in any order.

Elites may operate individually if desired, i.e. each model counts as a unit.

Unit fire may not be split, except among weapons of different type, e.g. anti-tank weapons in an infantry squad may be fired at tank targets while the small-arms are fired at infantry targets. A tank or helicopter may only fire one weapon at a time. Unless noted otherwise, all vehicles are assumed to mount forward-firing machine-guns which count as HMGs in the rules.

HIDDEN TROOPS AND BOOBY-TRAPS

Spotting Hidden Troops

All troops on the battlefield are assumed to be visible and may be fired upon, unless they began the game "hidden", or they are completely obscured by intervening terrain such as a hill or jungle.

Hidden troops become visible in the following circumstances:

- They fire
- They move out of cover
- Enemy approaches within spotting distance

Spotting distance is:

<i>Troop Type</i>	<i>Long grass, etc.</i>	<i>Jungle</i>
US Grunts	24"	12"
US Veterans	12"	6"
US Elites	6"	3"

<i>Troop Type</i>	<i>Long grass, etc.</i>	<i>Jungle</i>
Communist Grunts	16"	8"
Communist Veterans	8"	4"
Communist Elites	4"	2"

"Long grass, etc." includes open forest, elephant grass and scrub.

If the spotters are Grunts, or are in moving vehicles, these distances are halved.

If hidden enemy are spotted, the enemy whereabouts is assumed to be automatically communicated to all friendly units on the table, including tanks and helicopters.

Grunts who spot new enemy are subject to panic for the first turn. They cannot move and automatically make unaimed fire at the new enemy.

Moving Hidden Troops

Hidden troops can be moved by the controlling player. Their movement must be recorded on a map of the battlefield, showing their position after each turn. While moving, Veterans count as Grunts for spotting purposes.

Spotting Booby-Traps and Mines

The use of booby-traps and mines, including the number and type, must be specified by the scenario being played. Booby-traps can only be placed in buildings or on paths or tracks. Mines can only be placed on tracks and in clearings. The following rules apply to both traps and mines.

Whenever an infantry unit passes the location of a trap, roll 1D6 per crossing model to see whether the trap is sprung, or detected, or neither, as follows:

<i>Troop Type</i>	<i>Sprung</i>	<i>Detected</i>	<i>Ignored</i>
Grunts	1,2,3	4	5,6
Veterans	1,2	3,4	5,6
Elites	1	2,3,4	5,6

For example, if a squad of Grunts in file is moving along a track and passes the location of a booby-trap, the first model (the point man) must roll. If the trap is Ignored, i.e. undetected and not sprung, then the next model dices, and so on. If all models in the squad get an Ignored result, they should consider themselves very lucky.

If a squad passes a booby-trap in line abreast, only one model would need to dice. Likewise, if a single model searches a building, only that model needs to dice.

If the infantry squad is moving "cautiously" (see INFANTRY MOVEMENT below), or the infantry squad belongs to the same force which set the trap, then the first die result may be re-rolled. The second roll must stand.

It takes one turn of no other activity for a trap to be made safe.

The rules above also apply to anti-tank mines. In that case, count each vehicle as a Grunt infantryman.

Effect of Sprung Traps and Mines

Traps and mines may take the following different forms:

- Claymores
- Anti-tank mines
- Anti-personnel mines
- Grenade-based & C4-based traps
- Woodland traps, e.g. punjis

In all cases, the infantryman triggering the trap is automatically made a casualty. In the case of woodland traps, the infantryman is automatically wounded, never killed. In the case of grenade-based traps, place the mortar template over the casualty. Any other model under the template is also hit on a 3+. Do the same for anti-personnel mines, but use the artillery template instead. In the case of Claymores, use two mortar templates placed adjacent just like the fire from a battery of two mortars. The direction of fire should be recorded by the US player when the Claymores are deployed.

A vehicle triggering an anti-tank mine counts as if hit by artillery.

INFANTRY MOVEMENT

Infantry can move the following maximum distance in one turn:

<i>Terrain</i>	<i>Movement</i>
On roads	5"
Cross-country	4"
Difficult Terrain	3"
Moving "Cautiously"	-1"

Crossing Obstacles

Infantry take one turn to cross obstacles.

Terrain Definitions

Paddy Fields:

Flooded paddy fields count as difficult terrain, unflooded paddy fields count as normal cross-country. The banks or dykes around the fields count as soft cover, but do not impede movement.

Jungle, Forest and Plantation:

Jungle and dense forest counts as impassable terrain, except along paths which count as difficult terrain, or wider tracks which count as normal cross-country. Open forest and plantations count as difficult terrain. Troops on the edge may fire out without penalty and count as in soft cover when fired upon.

Long grass, Scrub, etc.:

Long grass, scrub, etc. may count as cross-country or difficult terrain, depending on how hard-going it is. The type of terrain should be agreed between the players at the start of the game.

Buildings

Buildings count as normal cross-country for movement purposes. Buildings count as hard cover if constructed of stone and brick, or soft cover if constructed of wood or similar materials.

Crewed Weapons

Mortars, HMGs, Recoilless Rifles, etc. take one turn to set up for firing, and one turn to dismantle. Otherwise, they can be manhandled by infantry at the usual movement rates. While set up for firing, they cannot move except to change their direction of fire. In that case they cannot also fire in the same turn.

LMGs, RPGs, etc. move and can be set up and dismantled without any penalties. They may be fired in the same turn in which they moved. Note that LMG implies a bipod machine gun, such as the American M60.

Infantry Moving and Firing in Buildings

In buildings sectioned into separate rooms, infantry models can be positioned loosely in a room. Assume that all infantry in a room can shoot out of any side with windows or doors (and be shot at). In larger buildings without rooms, infantry models need to be positioned against a particular wall. Assume that troops can move in or out of any building wall with doors or windows, but if there are windows only then this counts as an obstacle.

VILLAGE SEARCHES

A US infantry squad may be ordered to search a village. It takes a maximum of 4 turns to perform the search, during which the squad can perform no other action. Each turn, roll 1D6 and consult the following table:

<i>D6 Score</i>	<i>Result</i>
1	Booby-trap sprung, unless Elites
2	Booby-trap sprung, unless Veterans or Elites
3	Civilians killed, unless Veterans or Elites
4	No effect
5	No effect
6	VC arms cache discovered

The search stops if a booby-trap is sprung, an arms cache is discovered, 4 turns of searching expire, or if the unit comes under fire. Booby-traps are of the grenade type, and are assumed to affect 2 men searching. One is immediately a casualty and the other is diced for as if under a mortar fire template. In the turn following a sprung booby-trap, the squad will leave the buildings and use whatever weapons are at their disposal to destroy the village and its inhabitants.

The implications of finding an arms cache or killing civilians will depend on the scenario being played.

FIRING

Firing is either:

- Aimed, direct fire (e.g. small-arms fire from Veterans or Elites)
- Aimed, indirect fire (e.g. from mortars or artillery)
- Unaimed/speculative/suppressive fire (e.g. small-arms fire from Grunts)

AIMED, DIRECT FIRE

Aimed, direct fire may be used by small-arms, tank and anti-tank weapons, and anti-aircraft weapons, but not by Grunts.

Troops may only fire on targets they can see, i.e. they are not hidden to them nor completely obscured by intervening terrain, and in the case of crewed weapons are within a 45 degree arc of straight ahead (i.e. $\pm 22\frac{1}{2}$ degrees).

Infantrymen may shoot through other infantrymen in the same squad.

Small-Arms

Consult the table below for to-hit scores required on 1D6 per firer. Note small-arms in this context implies any type of rifle or carbine, but not SMG.

<i>Firer\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>	<i>upto 12"</i>	<i>upto 16"</i>
Veteran rifleman	4+	5+	6+	-
Elite rifleman	4+	4+	5+	6+

Tank and Anti-Tank Weapons

See GROUND VEHICLES below.

Anti-Aircraft Weapons

See HELICOPTERS below.

AIMED, INDIRECT FIRE

Aimed, indirect fire may only be used by area support weapons. The target does not need to be visible to the firer, but the target does need to be visible to a spotter who calls down fire.

Calling Down Fire

Indirect fire may be called down on a target by an infantry unit for which the target is not hidden and is visible. The directing unit may not make any other action while directing fire. If the firers are within line-of-sight of the directing unit, then communication is assumed to be automatic. Otherwise, fire may only be directed by radio-equipped elements.

All US are assumed to be radio-equipped and able to call on directly allotted support assets. Only US command elements or dedicated FOOs may call other support assets.

Only Communist command elements or dedicated FOOs may call on any Communist support assets.

To direct fire using radio, every turn the player must roll for successful communication, needing 2+ on 1D6, except needing 3+ on the first turn directing a new target (even if the firers are the same). Note if this roll is failed, the radio unit does not count as directing fire and may therefore move or make other actions.

Area Support Weapons

Area support weapons includes on-table mortars, on-table fire support helicopters and off-table artillery. For fire support helicopters, see HELICOPTERS below.

The availability of off-table artillery must be agreed before the game. Limited availability can be simulated by increasing the score needed for successful communication (from units calling down fire) by 1 or 2.

Mortars have the following minimum and maximum range:

<i>Mortar</i>	<i>Range</i>
Minimum range	6"
Maximum range	48"

Off-table artillery has range to anywhere on the battlefield.

For every new target the range must first be found with ranging shots. The firing player must roll 5+ on 1D6 to range the target, improving to 4+ in subsequent turns. Once ranged, D6" scatter dice are used to determine the fall of each shot.

All infantry under the shell blast template are hit on a 3+ on 1D6, including infantry inside lorries or other vehicles counting as open-topped.

All vehicles under the template are hit automatically. Mortars can damage or destroy lorries and other soft-skinned vehicles only, and artillery can damage or destroy any type of vehicle.

Roll 1D6 for each vehicle hit by mortar or artillery fire and consult the table below for effect. For damaged vehicles, roll on the same damage table as for hits from anti-tank guns (See GROUND VEHICLES below).

<i>Vehicle</i>	<i>No Effect</i>	<i>Damaged</i>	<i>Destroyed</i>
Lorries and other soft-skinned vehicles	1 - 2	3 - 4	5 - 6
APCs	1 - 3	4 - 5	6
Tanks	1 - 4	5 - 6	-

Mortars use a template of 3" diameter and artillery uses a template of 4" diameter.

Battery Fire

Where a battery of more than one artillery gun or mortar fires at the same target, either fire can be concentrated at the same point, or else fire can be spread along a line perpendicular to the direction of fire. In this latter case, use the normal scatter mechanism above but change the point of aim for each gun in the battery. The first shot is at the target specified, the second shot is aimed one blast template's width to the right of this, the third shot one blast template's width to the left, the fourth shot two blast template's width to the right, and so on.

Typically, allotted artillery support for US forces will be equivalent to 4 guns. Normally, Communist forces will only be able to call on mortar support. If NVA this might be a battery of 3 mortars, or just 1 mortar if VC guerrillas.

UNAIMED/SPECULATIVE/SUPPRESSIVE FIRE

Unaimed/speculative/suppressive fire may be used by small-arms, LMGs/HMGs, anti-aircraft weapons and area support weapons. Small-arms implies assault rifles/assault carbines. It is not permitted to older, single-shot rifles as used by some Communist forces.

Unaimed/speculative/suppressive fire is assumed to be heavy fire, making up for lack of accuracy with weight of fire. This type of fire can be used at suspected enemy positions (reconnaissance by fire), or at known enemy positions, in order to pin an enemy. The downside is that this type of fire consumes a large amount of ammunition.

The maximum range for this type of fire is the maximum range at which the given weapon can cause casualties, as indicated by the tables below. For example, although a rifle may make aimed fire out to 16", it may only make suppressive fire out to 12".

Crewed weapons may only be fired at targets within a 45 degree arc of straight ahead (i.e. $\pm 22\frac{1}{2}$ degrees).

Infantrymen may shoot through other infantrymen in the same squad.

Small-Arms

Unaimed/speculative/suppressive small-arms fire counts as HE for the purposes of Pinning, as long as there is a minimum of 6 models firing at the same target.

Consult the table below for to-hit scores required on 1D6 per firer.

<i>Weapon\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>	<i>upto 12"</i>	<i>upto 16"</i>	<i>upto 20"</i>
Assault Rifle	5+	6+	6+	-	-

A US infantry section is assumed to have enough ammunition for 5 turns of unaimed/speculative/suppressive small-arms firing, a Communist infantry section enough for 3 turns. Each section capable of this type of fire should have an appropriate number of ammunition chits and discard one after each turn of firing. When all chits are discarded, the section is considered to be out of ammunition and may not make any type of fire thereafter, until re-supplied.

LMGs/HMGs

All LMG/HMG fire is assumed to be unaimed/speculative/suppressive fire and counts as HE for the purposes of Pinning.

Consult the table below for to-hit scores required on 1D6, per target within the fire corridor. The fire corridor is a 2" wide rectangle centred on the firing model and stretching out to the limit of the weapon's range.

<i>Weapon\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>	<i>upto 12"</i>	<i>upto 16"</i>	<i>upto 20"</i>
LMG	4+	5+	6+	6+	-
HMG	4+	5+	5+	6+	6+

LMG/HMG fire is not ammunition-limited.

.50 Cal HMG

The .50 cal HMG was a particularly heavy machine-gun and much respected. For troops under fire from this weapon, cover saves count as if under HE fire.

Anti-Aircraft Weapons

Unaimed/speculative/suppressive fire directed at aircraft can distract pilots or cause them to have to retreat from the combat area, and can cause casualties although with reduced odds compared with aimed fire.

See HELICOPTERS below.

Area Support Weapons

The same rules apply as for aimed, indirect fire. The only difference is that these weapons can be called down onto suspected enemy positions rather than known enemy positions.

TAKING HITS

Cover Saves

Any vehicle behind hard cover, or any infantry model in or behind hard or soft cover, can make a cover saving roll to negate any hit. Consult the table below for the score to be equalled or beaten on 1D6.

Hard cover implies a stone wall or similar, soft cover implies a bush, tree or similar, or a fold in the ground.

Soft cover can also mean “partial hard cover”, e.g. ACAV APC crews manning its machine-guns count the crew shields as soft cover.

<i>Cover</i>	<i>Save against small-arms</i>	<i>Save against US small-arms*¹</i>	<i>Save against AT & HE*²</i>
Soft cover	5+	6+	-
Hard cover	2+	3+	5+

*¹ US small-arms reduce the cover save because it is assumed that they include a number of grenade launchers and LAW designed for use against targets in cover. Grenade launchers (such as the M-79 and M-203) are otherwise not explicitly covered in these rules.

*² HE in this context, and throughout the rules unless stated otherwise, includes not only High Explosive shells from mortars and artillery, but also helicopter-mounted air rockets and miniguns, and any type of anti-personnel rounds fired by tanks.

Identifying Casualties

Where an infantry squad takes casualties, if it is important to determine who is a casualty and who is not, do so by randomisation (e.g. count clockwise from one man using 1D6 or 2D6). As a general rule, assume that LMGs, RPGs, rifles, SMGs, radios, etc. can be picked up and used by survivors if the squad takes casualties from small arms fire, but not if they take casualties from HE, i.e. if under small arms fire the player can choose the casualties, but if under HE fire use randomisation.

Casualties include both killed and seriously wounded. US forces must attempt to evacuate all casualties, so for simplicity we do not differentiate killed from wounded. It is simply necessary to mark the total number of casualties, e.g. replacing every model that becomes a casualty with a killed or wounded model.

Communist forces only need to attempt evacuation of their wounded. Therefore, for every Communist casualty, dice again. On a score of 1-2 the casualty is killed and the model removed from play, on 3+ the casualty is wounded and should be replaced with a wounded model as for the US forces.

Casualties Among Gun Crews

Gun crews which suffer any casualties may still fire, but at half the normal rate, so long as there are at least two crew remaining. For most weapons this means that they can fire every other turn. This rule applies not only to anti-tank gun crews but to ALL crewed weapons, including LMGs.

Medical Evacuation

Models for evacuation are marked with wounded or killed models. In the case of US forces, these represent both killed and wounded. In the case of Communist forces, these represent only wounded.

In the next turn after taking casualties, the squad cannot move because it is assumed that the casualties are being tended to and prepared for evacuation. However, it may fire as normal.

Thereafter, any movement must be at "cautious" speed, with two fit models allocated to every casualty model. If there are insufficient fit models, then the squad cannot move and must call up medevac support.

If not through medevac support, evacuation must be back towards an aid post or off a friendly table edge.

Medevac support can take the form of a Dustoff (helicopter medevac, US only), APC or another infantry unit to help with moving the casualties.

See HELICOPTERS below for details of Dustoff.

CLOSE ASSAULT

Infantry can assault enemy infantry who are within a normal move distance, instead of moving or firing. So long as one member of the squad or squad makes contact, it is assumed that all members of the opposing units take part in the assault.

Enemy who are assaulted get one free turn of firing on the attackers at close range (<4") as they charge in. If the attackers have insufficient survivors to complete the assault, they retire back to their start position. This fire may only be with small arms, including vehicle-mounted machine-guns, and only if the firers are eligible to fire (e.g. not under HE fire). SMGs may fire, counting as if assault rifles.

To resolve a close assault, each player uses 1D6 for every 3 rifle-armed infantry (rounding down), 1D6 for every 2 assault-rifle-armed infantry (rounding down), and 1D6 for every SMG-armed infantry or assault specialist. Players roll and compare highest scores. The highest scorer in each dice pair makes one kill on the enemy. Unpaired dice need to roll 2+.

Elites always count as assault specialists.

The loser, who suffers more casualties, surrenders. In a draw, immediately resolve another round of close assault and continue until there is a result. If prisoners are taken, one man per four prisoners must be detailed to guard them. The prisoners and their guards can take no further part in the battle and may be removed from the table.

Grunts may not take prisoners. Instead they are killed.

HELICOPTERS

Types of Helicopter

All helicopters are classified into one of the following types:

- Transport (“Slick”)
- Medevac (“Dustoff”)
- Observation/Scout
- Gunship

Typically, Slicks and Dustoffs are UH-1 Hueys, Scouts are OH-6 Cayuses (“Loach”), Gunships are either Huey gunships or AH-1 Cobras (“Snake”).

Transport helicopters can undertake troop landing/pick-up and re-supply missions. They will also evacuate casualties and give fire support from a door-mounted LMG, but these are secondary functions.

Medevac helicopters can undertake medevac missions only.

Observation/Scout helicopters can undertake fire director/observer missions only.

Gunship helicopters can undertake fire support missions only. They are assumed to be equipped with a combination of rocket pods and miniguns.

Other helicopter options are possible, but these are considered special cases which should be specified for the particular scenario being played. For example, a “Pink Team” consisting of a Scout and a Gunship, a long-range rescue helicopter (HH-3 “Jolly Green Giant”), or a large capacity troop transport such as the CH-47 Chinook.

Non-gunship helicopters mounting LMGs can fire these as normal LMGs while the helicopter is either hovered or landed, but must not be delayed in executing their primary mission.

Requesting Helicopter Support

US players must dice for helicopter support, as follows:

<i>Mission</i>	<i>Score needed</i>
Medevac	3+
Planned fire support	2+
Unplanned fire support	5+
Planned troop landing/extraction	2+
Unplanned extraction	3+
Re-supply	6+
Fire director/observer	6+

Modifiers:

Bad weather	-1 to -4
Other helicopters on table	-2 per helicopter
Friendly area support fire on table	-2

If a planned helicopter mission, dice for arrival in the planned turn. If the helicopter fails to arrive, dice next turn and continue until it does.

If an unplanned helicopter mission, dice for the mission as soon as required. If successful, the helicopter arrives after D6 turns. If unsuccessful, the mission request is turned down.

With the exception of Medevac, one unit may only request one helicopter per mission per game, and may not make any helicopter request if the unit already has a request outstanding, or if any other unit has a request outstanding for the same mission.

If there is no heavy weapons fire (HE and equivalent) on the turn prior to their arrival, then the Communist player is informed that the helicopter(s) can be heard converging on the battlefield.

Helicopter Movement

All helicopters are assumed to operate at treetop level.

A helicopter can make one of the following movements in one turn:

- Move on-table to any point
- Move off-table from any point
- Land
- Take-off
- Hover, turn and/or move over the battlefield as required

Helicopters can obviously only land in open terrain.

Medevac

The medevac helicopter must land in open terrain as near as possible to the casualties. The casualties must be moved to the helicopter and embarked, taking a whole turn to embark. If necessary, fit models must return for the other casualties.

One Huey medevac helicopter can take 4 casualties.

Fire Support

A gunship helicopter can give fire support using rockets and miniguns, sometimes supplemented by machine-guns and grenade launchers. If not determined by the scenario being played, dice to determine if the gunship is a Huey or a Cobra, as follows:

<i>D6 score</i>	<i>Gunship</i>
1-4	Huey
5-6	Cobra

The gunship's primary weapons of rockets and miniguns count as aimed, indirect area support weapons, equivalent to the fire from a battery of three artillery guns, fired in a long sheaf in the direction of aim. They must be directed by a radio-equipped command element or FOO just like off-table artillery, but unlike artillery they do not need to be ranged.

The Huey can fire for one turn, the Cobra for two turns.

In addition, both types of helicopter may fire an LMG for upto two additional turns at the same target, or at different targets if visible.

In all cases the helicopter must hover to fire. Once all weapons are expended, the helicopter must depart the battlefield.

Troop Landing/Pick-up

The transport helicopter must land in open terrain. It takes one turn with no other activity for an infantry squad to embark or disembark a transport helicopter, once landed.

One Huey "slick" can transport one infantry section or equivalent. One UH-34 Choctaw ("Seahorse"), as used by US Marines, can transport two infantry sections. One CH-47 Chinook can transport five infantry sections. Infantry sections must embark/disembark one at a time.

Note Special Forces can disembark from transport helicopters by abseiling, and can embark using ladders or special rigs. In this case the helicopter does not need to land and the troops do not need to spend one turn embarking/disembarking, so long as they remain stationary in the turn before embarking and after disembarking. The helicopter still needs an area of clear terrain, but not a prepared LZ.

Re-supply

The supply helicopter must land in open terrain. The number of turns required to disembark supplies, the number of men required, and the capacity of the supply helicopter, will vary depending on the nature of the supplies and is outside the scope of these rules. If supply helicopters are to be used, the rules for these should be specified by the scenario being played.

Fire Director/Observer

A scout helicopter can operate as an air FOO for the purpose of calling down fire on targets that would otherwise be obscured by terrain. The scout can spend the entire game over the battlefield if required, unless driven away or shot down by anti-aircraft fire.

Anti-Aircraft Fire

Anti-aircraft fire can be aimed, direct fire or unaimed/speculative/suppressive fire. Aimed, direct fire is permitted to SA-7 only. This is assumed to be a one-shot weapon.

Unaimed fire is permitted to small-arms (with the usual restrictions) and to anti-aircraft guns. Its main purpose is to drive off the aircraft rather than shoot it down. Small-arms must meet the same requirements for minimum volume of fire as for pinning.

Only airborne helicopters can be attacked with anti-aircraft fire. SA-7 and AA guns are assumed to have unlimited range on the battlefield. Small-arms has the same range limitations as for firing on ground targets.

<i>Weapon</i>	<i>Drive off</i>	<i>Hit</i>
SA-7	4	5,6
Small-arms	6	-
AA guns*	3,4,5	6

*AA guns implies any dedicated anti-aircraft gun, including the 12.7mm AA MG.

Modifiers:

Target moving on or off table -2

If the helicopter is driven off, then it abandons its mission and immediately exits the table back to base.

If the helicopter is hit, it is assumed destroyed or forced to land. The helicopter model should be replaced with a crashed equivalent at the spot that it was hit. All crew and any troops being carried are made casualties. These will include KIA and WIA and must be evacuated as normal following the ROE and Evacuation Policy for US forces.

Attacking Helicopters on the Ground

Helicopters on the ground can be attacked (e.g. by anti-tank gun or infantry assault), counting as a soft-skinned vehicle.

GROUND VEHICLES

Vehicle Movement

Consult the following table for the maximum distance that a vehicle can move in one turn.

<i>Vehicle</i>	<i>On roads</i>	<i>Cross-country</i>
Lorries and other wheeled vehicles	24"	6"
Tracked vehicles	15"	8"

Traversing a tank turret by upto 45 degrees counts as free movement and does not stop the tank firing. However, traversing a turret by greater than 45 degrees, or any movement of the vehicle itself, prevents firing in the same turn.

Ditching, Obstacles and Difficult Terrain

Tanks and APCs moving across difficult terrain or crossing obstacles must dice for ditching. In other respects, they move across this terrain with no penalty. They ditch, i.e. become permanently stuck, on a score of 1 on 1D6. Lorries and other wheeled vehicles cannot cross difficult terrain or obstacles.

Jungle, forest and plantation counts as impassable to all vehicles.

Small village buildings of light construction can be destroyed by a tank driving over them. They are counted as an obstacle, so the tank must dice for ditching.

Towing, Limbering and Unlimbering

Towing has no effect on vehicle movement. Limbering or unlimbering takes 2 turns with no other activity.

Infantry Riding In or On Vehicles

Infantry can ride on top of tanks at 4 models per tank (i.e. a half-section), but not if the tank crosses difficult terrain or obstacles. The tank may only fire its machine-gun while it is carrying passengers. It takes one turn with no other activity for infantry to get on or off the tank. The tank must remain stationary, but can fire its machine-gun.

If the tank is hit, the men may become casualties just as if it were an open-topped vehicle (see below).

Infantry can ride in lorries or APCs at one infantry section or equivalent per vehicle. A heavy weapon and its crew counts as half a section (e.g. HMG, mortar). While embarked, infantry can fire weapons provided for them, e.g. ACAV M-60s, but the usual restrictions apply, i.e. they cannot fire while moving.

It takes one turn with no other activity for an infantry squad to embark or disembark a lorry or APC.

If any vehicle carrying passengers is destroyed, all of the passengers are automatically made casualties. If an open-topped vehicle is damaged but not destroyed, roll for each passenger. They are made casualties on a 4+ on 1D6. Lorries and tanks carrying tank riders count as open-topped.

Anti-Tank Guns

Consult the table below for the to-hit scores required on 2D6. Note the target must be within the maximum effective range for the anti-tank weapon (see the Vehicle and Anti-Tank Gun Reference Table at the back of the rules). All range measurements should be made from the breech end of the barrel to the front of target vehicles.

<i>Weapon\To-hit</i>	<i>upto 5"</i>	<i>upto 10"</i>	<i>upto 20"</i>	<i>upto 30"</i>	<i>Upto 40"</i>
US tank firing	4+	5+	6+	7+	8+
Other anti-tank	5+	6+	7+	8+	9+

Modifiers:

Add +1 on the to-hit roll for every turn firing at the same target, if both firer and target are stationary.

Subtract -1 if firing at a moving target.

If a hit has been achieved, then roll 2D6, add the firing weapon's Strike Value and compare with the target's Armour Value to determine if the target is penetrated and damaged. The Strike Values and Armour Values for different vehicles and guns are listed in the Vehicle and Anti-Tank Gun Reference Table.

The Armour Value is modified according to the following circumstances:

<i>Factor</i>	<i>Modifier</i>
Front armour	+1 AV
Rear armour	-1 AV
Angle of attack <45 degrees	+1 AV

If the Armour Value is equalled, the target is damaged. If the Armour Value is exceeded, the target is destroyed.

Damaged vehicles roll 1D6 and consult the following table to determine the effect of the damage.

<i>Score</i>	<i>Damage</i>	<i>Game Effect</i>
1	Crew are stunned	Cannot make any action next turn
2	Wheels and tracks hit	Vehicle is permanently immobilised
3	Wheels and tracks hit	Vehicle is permanently immobilised
4	Turret traverse mechanism destroyed	Turret cannot be traversed
5	Gunner and commander are hit	Vehicle may only make move actions
6	Entire crew become casualties	Vehicle effectively out-of-action

Note if a "turret traverse mechanism destroyed" result is rolled, but the vehicle does not have a turret, then re-roll.

Anti-Tank Rockets

Infantry shooting at tanks with anti-tank rockets use the same procedure as for anti-tank weapons, but using the following table for Strike Values and maximum effective range.

<i>Weapon\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>	<i>upto 12"</i>
LAW	SV 9	SV 8	-
RPG-7	SV 9	SV 8	SV 6

Anti-tank rockets may also be used against bunkers and troops inside buildings, with the same effect as any other aimed fire HE weapon. For simplicity, ammunition for these weapons is not limited.

Aiming for The Tracks

Any anti-tank weapon firing at a target from the side at less than 10" range may choose to aim at the wheels and tracks to immobilise the vehicle rather than trying to penetrate the hull or turret armour. In this case the weapon gets +2 to its effective Strike Value, but all hits must roll on the damage table with a -1 modifier, even hits which would normally destroy the vehicle. If a 1 is rolled on the damage table, the shot has no effect.

Tanks Firing on Infantry

Tanks and anti-tank guns can elect to fire anti-personnel shells against infantry, instead of Armour Piercing shells. These may be High Explosive or more specialised anti-personnel shells like Canister or Beehive shells. In this case, roll to hit as for anti-tank guns but use the indirect fire shell blast template and damage effect table above, as if artillery.

Rate of Fire

For simplicity, all weapons firing HE or equivalent can fire only once per turn but all have the same lethality. However, crewed anti-tank guns (i.e. not mounted in a vehicle) of less than 75mm calibre used in an anti-tank role may fire twice per turn. They must fire at the same target.

Firing on Troops in Buildings

Troops inside buildings of stone and brick construction count as behind hard cover when fired on by direct fire weapons. Buildings constructed of wood or similar material confer no cover benefit.

There are no damage tables for inflicting casualties on troops inside stone/brick buildings from indirect fire weapons, nor for reducing the building itself with HE fire. However, indirect HE fire may be directed at buildings because troops inside still count as "under HE fire" if the building is hit, i.e. they are pinned.

However, wooden buildings are assumed destroyed from a single HE shot, and troops inside are considered hit as if the building were not there.

Infantry Close Assaulting Vehicles

Any infantry squad of more than 4 models may assault any type of vehicle.

Soft-skinned vehicles and APCs are attacked with grenades and small arms. A hit is automatic. Roll for effect as if the vehicle was hit from a mortar.

Tanks may only be attacked from the side or rear, primarily by detonating satchel charges, grenade bundles or similar in the wheels and tracks. A score of 5+ is needed on 1D6 to cause damage. If successful, roll on the vehicle damage table with a -1 modifier.

Infantry assaulting open-topped vehicles that have enemy infantry embarked in fact assault the infantry, ignoring the vehicle. Resolve the assault as normal, except the attackers get 1 extra D6 to represent the advantages of lobbing grenades inside the vehicle. If the attackers win, the vehicle is assumed to be permanently immobilised.

BUNKERS AND WIRE

Bunkers

Bunkers can only be damaged by thrown HE or aimed fire HE. If hit, the bunker is destroyed and all its occupants become casualties. Any other attack has no effect, except that troops inside can be pinned as normal by HE or equivalent fire and they can be assaulted by infantry. If assaulted, the troops inside count -1 to their close assault dice rolls because of their vulnerability to grenades and SMG fire.

Wire

Barbed wire should be represented by sections of approximately 4" in length. It is impassable to infantry, but can be crossed by armoured vehicles, which destroy a section-width in the process.

A section of wire is destroyed by a direct hit from any HE weapon, whether direct or indirect. This must be strict HE and excludes anti-personnel weapons which have effects similar to HE in these rules.

Wire can be cut by a sapper equipped with wire-cutters, taking one turn of no other activity to cut through one section. Remove the section from the table to show that it is cut and can be crossed by infantry with no penalty.

Sappers and Satchel Charges

VC sappers are Elites, equipped with satchel charges and wire-cutters. Satchel charges count as "thrown HE". Place the artillery blast marker against

the sapper model in the desired direction of aim. Targets under the template are hit as normal for artillery/HE.

NIGHT FIGHTING

Unaided night-time visibility depends on the phase of the Moon and the weather. Dice at the start of the game. Maximum unaided visibility is 6" + 2D6".

US command elements and US scouts are assumed to have access to night vision equipment which enables them to spot enemy out to normal viewing distance, which is unlimited. However, the US player must nominate a 45° arc which is being scanned that turn, so it is still possible for enemy to approach hidden on the blind side. Although targets may be spotted at beyond unaided night-time visibility, they may only be fired on using direct fire by scouts with sniper rifles.

US bases may be protected with trip flares, as a type of booby-trap. The normal rules apply, except that when sprung, the trap launches a flare which illuminates a large area centred on the model which sprang the trap. The area covered can be assumed to be the whole battlefield, except where terrain intervenes. The flare lasts for one turn, during which eligible units may fire as normal.

Illumination shells may be requested from allotted artillery support. The fire must be called down as normal and has the same effect as trip flares except that it lasts for two turns.

VEHICLE AND ANTI-TANK GUN REFERENCE TABLE

<i>Vehicle</i>	<i>Gun Calibre</i>	<i>Armour Value</i>	<i>upto 10"</i>	<i>upto 20"</i>	<i>upto 30"</i>	<i>upto 40"</i>	<i>upto 50"</i>	<i>upto 60"</i>
PT-76	76 mm	12	8	7	5	4	-	-
M-48	90 mm	17	13	11	9	8	6	4
M-551 Sheridan	special	14	11	9	8	6	4	-
M113 APC	.50 cal HMG	12	-	-	-	-	-	-
M113 ACAV	.50 cal HMG, 2 M60 LMGs	12	-	-	-	-	-	-
Truck, car, helicopter, etc.	-	6	-	-	-	-	-	-
75mm Recoilless Rifle	75mm	-	8	7	5	-	-	-

All US tanks also have a .50 cal HMG.

GLOSSARY

ACAV	Armoured CAValry vehicle, variant of the M-113 APC
AP	Armour Piercing
APC	Armoured Personnel Carrier
AT	Anti Tank
C4	Type of plastic explosive used by US forces
Casevac	Casualty Evacuation (same as Medevac)
D6	Ordinary, six-sided die, numbered 1 to 6
Dustoff	Medevac Helicopter
FOO	Forward Observation Officer
Grunt	Slang term for US Army infantryman
HE	High Explosive
HMG	Heavy Machine Gun
KIA	Killed in Action
LAW	Light Anti-tank Weapon (US-designed)
LMG	Light Machine Gun
Loach	Light Observation Helicopter
LOS	Line Of Sight
LZ	Landing Zone
Medevac	Medical evacuation (same as casevac)
NVA	North Vietnamese Army
ROE	Rules Of Engagement
RPG	Rocket Propelled Grenade (Soviet-designed)
SA-7	Man-portable anti-aircraft weapon (Soviet-designed)
Special Forces	Elite units such as US Green Berets
Tour of Duty	US period of military service
US	United States
VC	Viet Cong
WIA	Wounded In Action