

# FNG

**THE GAME OF MAN TO MAN  
COMBAT DURING THE VIETNAM WAR**



**TWO-HOUR WARGAMES**

*"Entertaining games playable in 2 hours or less..."*



# FNG

*The Game of Man to Man Combat During the Vietnam War*



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## FNG

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## INTRODUCTION

Bullets thwack into the muddy paddy dike you're using as cover. A light machine gun has part of your squad pinned down. Two of your men are lying wounded out in the open and screaming for help while one of your guys is "hunkered down" behind that fallen log and isn't moving anytime soon. There's a bomb laden plane overhead that could help, but you have no way to get a hold of him. All hell's breaking loose and everyone is looking to you for the answer, hoping that you don't do something dumb to get them all killed like some Freakin' New Guy. The sweat beads up on your forehead as the pressure mounts, and you wonder; what have I gotten myself into!?!?

Welcome to the world of FNG.

What you hold in your hands may be the most realistic portrayal of man-to-man combat during the Vietnam War. If you have played Chain Reaction 2.0 (also from Two Hour Wargames) then some of the mechanics used in this game will feel familiar. If you haven't, don't worry, as FNG is an easy game to learn. Yes, easy to learn but difficult to master.

FNG is tough to master because it places you, the player, in a unique position. You are the leader of a squad to platoon size unit and are responsible for the decisions that determine whether your men live or die. Unlike other miniatures games, in FNG you don't have total control. Instead, you make the plan, set it in motion, and watch as your men carry it out. In short, "lead men" not "push lead"!

You'll see that when under fire your men behave in realistic ways. Place them under fire in the open and watch them break. But place them in the right position and they can become heroes. It's all up to you.

But the game doesn't end with a one up battle. FNG has a unique and easy to use campaign system that allows you to personalize your men. Watch them gain experience as each battle is linked to the prior one. As casualties occur you'll receive replacements, green boys with no combat experience. It's your challenge to blend them with your grizzled veterans to form a coherent fighting force.

If you're looking for total control over all your troops, then FNG isn't for you. It's all about placing your men in situations where they can succeed. Go in without a plan or hope to "hot dice" your way to victory, they won't last long, and neither will you. However apply good tactics, sound strategy and you'll be rewarded with victory and a fun time as well.

So sit back, give the game a quick read; pop in your favorite 60's music CD, and prepare for hours of fun with this challenging yet simple game. When the bullets start flying, fight with bravery and courage, and try to not to freeze up in the face of danger like a **FNG!**

Be sure to check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads for FNG and all the other THW games.

<http://games.groups.yahoo.com/group/twohourwargames/>

## THE LEAST YOU NEED TO KNOW

At the end of most sections there will be a box like this called "The Least You Need To Know". This summarizes each section to assist you with getting into the game. So let's get going.

## EQUIPMENT REQUIRED

To play FNG you will need the following items-

- Three or more six-sided dice with at least one being a different color from the other two. The more the better.
- One ruler or measuring device. If you have more the game will move faster.
- Any combination of metal, plastic or paper figures in a consistent scale. This can be 15mm, 25mm, or whatever you prefer.
- A flat surface at least 3x3 feet.
- Material to represent buildings and other terrain features. This can be as simple as felt cloth to as elaborate as resin cast buildings.
- A deck of regular playing cards.

## EASY FIGURE IDENTIFICATION

Players are encouraged to use a system to allow them to identify the Reputation or "Rep" of any given figure from a distance. Here's an easy to use system that we recommend.

On the rear of each base, paint small stripes to represent different Reps.

- Rep 3 = One stripe.
- Rep 4 = Two stripes.
- Rep 5 = Three stripes.
- Rep 6 = Four stripes.

You can take this a step further by color-coding the stripes to represent different squads.

## DICE

Sometimes there will be a reference to "passing" dice, as on the Fast Move Table. If the score on an individual die (d6) is equal to or less than the target number, that die is said to have "passed". *Example – The figure has a Rep of 5. This means that "5" is the target number to determine success. On a roll of 5 or lower the die has passed. On a roll of 6 it has not. During the game it is possible to pass 2, 1, or 0 dice.* This is explained in greater depth elsewhere in the rules especially in the section dealing with Reaction Checks.

Other times, the score of a d6 is simply added to a character's Rep. *For example, ranged combat uses dice this way.* Sometimes they are just added together.

Some times there will be a reference such as "zero terrain (1-3) or one piece (4-6)". This means that 1d6 is tossed with a result of 1-3 meaning one thing and a result of 4-6 the other.



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### HOW MANY DICE TO ROLL?

Scattered throughout the rules, and repeated on the Quick Reference Sheets (QRS), are a number of tables needed for play. Notice that there is a number in the upper left-hand corner of each table. This indicates the number of dice used to resolve this action, or “check”. A “1” means 1d6 should be used while a “2” indicates the use of 2d6. In addition, some tables have a number followed by “LD”. This indicates that the player taking the test may roll an additional d6 if a Leader is present as described under the Leader Dice rules.

### SCALE AND FIGURES

FNG is set up for man-to-man combat. This means each figure represents one man. A model represents one vehicle, while the crew inside count individually. However, you may not need to use figures to represent the crew. Remember you can use *any figures from any manufacturer*.

The easiest way to mount 25mm figures for FNG is 1 figure on a 1” square base. Vehicles do not need to be mounted but if they are then use the smallest basing necessary. Figures previously mounted for other rule systems will also work.

You should mount your figure carefully so that it is facing one flat edge. This defines the unit’s Front. The opposite base edge is the Rear and the other two sides are the Flanks.

### QUALIFYING FOR FLANK OR REAR

Being to the flank or rear, or shooting from a target’s flank or rear, depends upon the actual physical location of the attacker.

To qualify as a flank attack the figure must be behind the front facing of the target.

To qualify as a rear attack the figure must be behind the rear facing of the target.

Note that the effects of flank and rear attacks are covered by Reaction Checks, specifically the Surprise Check.

### CHARTS AND TABLES

Wherever possible all the charts and tables that you will need during the game have been grouped in the back of the book. When reading a section it is recommended that you review the chart or table in question.

### THE LEAST YOU NEED TO KNOW

- FNG is broken down into two parts. The first part is further broken down into two sections. These parts are entitled:
  - Part One – Section One: Basic Training – Infantry
  - Part One – Section Two: Basic Training – Armor
  - Part Two - Campaigning FNG
- FNG is played with six sided dice.
- You will need a measuring device.
- One figure equals one man or vehicle.

- FNG can be played with any figures from any manufacturer.

## FIRST THINGS FIRST

This section will guide you through the game and is a good reference to use.

- 1 – Choose which army you want to play (pg 33)
- 2 – Choose your Star and his Attribute (pg 6)
- 3 – Generate your squad members (pg 8)
- 4 – Choose the weapons you will use from the Army Lists (pg 64) and the weapons section (pg 9)
- 5 – Fill out the Unit Roster Sheet (pg 72)
- 6 – Pick your Jr NCOs (pg 14)
- 7 – Choose any vehicles you may want to use from the Army Lists (pg 64)
- 8 – Determine the crew Reps from the Army Lists (pg 64)
- 9 – Fill out the Vehicle/Gun Unit Roster Sheet (pg 73)
- 10 – Choose the Mission you want to play (pg 39)
- 11 – Generate any enemy forces (pg 42)
- 12 – Lay out the terrain (pg 37)
- 13 – Determine the level of Support (pg 41)
- 14 – Deploy the forces (pg 39 - 42)
- 15 – Determine Opening Moves if playing a Large Action (pg 43)
- 16 – Begin the game.
- 17 – Determine reinforcements as needed, starting when the first shots are fired (pg 44)
- 18 – Check for recovery of figures after the battle is over (pg 23)
- 19 – Check for follow-up Missions (pg 60)
- 20 – Check for Medals and More (pg 61)

## PART ONE – Section One BASIC TRAINING - Infantry

In this first section you will be introduced to the Infantry rules. You will learn how to move your figures, fire with them, take reaction tests, and much more. Learning the rules will be a simple process and you should be able to get started in 30 minutes or so. At the end of this section there will be an introductory scenario to help you get acquainted with the rules.

The first thing you need to know is how to put your force together.

### FORCE BASICS

Players will recruit their force from the appropriate Army List located in the second part of the book entitled Part Two - Campaigning FNG The basic unit in FNG is the squad. As players familiarize themselves with the rules they can easily command multiple squads or a platoon. In time it will be easy for players to even command multiple platoons or a company.



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But no matter what size formation you decide to use, the basic starting point is the individual soldier or character. And the first question is, he a Star or is he a Grunt?

### STARS AND GRUNTS

There are two types of characters in FNG. They are called Stars and Grunts.

**Stars** – The character that represents you, the player. The Star is the main character around which the whole FNG campaign revolves. Stars start with a suggested Rep of 4 (or whatever you choose) and your choice of one Attribute (more on this later).

**Grunts** – These are the *non-player characters* (NPC's) that your Star will encounter. They will come and go as the campaign progresses. Some of these Grunts will be under your control while others will not. Example – You're a Leader of a US infantry squad. Your character is a Rep 5, Born Leader, character with a submachine gun. You have nine Grunts in your squad all of various Reps and Attributes. You control yourself and your squad. While on patrol you run into a Viet Cong infantry squad. They are all Grunts and not under your control.

### PLAYER ADVANTAGES

Being a Star in FNG has three important advantages. They are:

- The *Larger Than Life* rule.
- The *Cheating Death* rule.
- The *Free Will* rule.

**As the above rules are optional players may choose to use all, some, or none of them as desired.** In addition, some Grunts may be allowed to utilize any or all of the player advantages. An example of a candidate for this would be the "grizzled old veteran".

### LARGER THAN LIFE (LTL)

FNG can be used to capture the flavor of Vietnam War action movies where the Star is a "larger than life" character. This is represented in the following two ways.

1 – When LTL is used, a Star *may not be killed by anyone with a lower Rep than his own*. The worst damage he can receive will be a disabling wound or out of the fight result. Treat all results of obviously dead (OD) as out of the fight (OOF).

2 - When the Star is "legally killed" by a character of equal or higher Rep, he may choose instead to cheat death.

### CHEATING DEATH

To cheat death the player declares his intent and he is removed from play and allowed to immediately end his involvement in the battle. This represents some amazing occurrence that has happened allowing him to have cheated death. Example – You get waxed by a RPG and decide to invoke the Cheating Death rule. You decide that the

blast knocked you unconscious and left on the field but somehow you found your way back to your unit safe and sound.

However, cheating death does have repercussions. Anyone cheating death will have his Rep immediately reduced by 1. But don't fret as you can rebuild your Rep and perhaps improve upon it!

### FREE WILL

This is the biggest rule that separates Stars from Grunts. With the exception of the Surprise and In Sight tests, Stars do not have to roll Reaction checks. Instead they can choose their response. Example – Sgt Slag is being charged by 50 NVA soldiers. He is a Star and decides to exercise his Free Will. He decides to Run Away.

### DEFINING YOUR CHARACTERS

There are two characteristics that define each one of your characters whether Star or Grunt. These are Reputation (Rep) and Attributes.

### REPUTATION

Reputation represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. You use it to shoot, melee, take morale checks (called Reaction Checks), recover from damage, and when trying to move faster than normal speed. In FNG we will deal with a variety of Reputations.

Each is assigned a number with the higher number Reps consistently performing better than the lower ones. It should be understood that a squad would likely be composed of members with differing Reps.

Reputation 6 – These "heroes" are the stuff of legend and are few and far between.

Reputation 5 - These are veterans of numerous successful combats.

Reputation 4 - These are reliable men of some experience. Soldiers of any unit that have taken part in some combat would be examples of Rep 4.

Reputation 3 – These are guys of unknown quality who have seen little or no action. These make up most of the recruits that come into the unit as replacements.

Reputation 2 - These are green or poor quality "targets" with little motivation or desire for combat.

To generate the Rep for a figure go to the appropriate Army List in Part 2 and roll 1d6 under the correct unit type. Example – A roll of "3" for a US Marine would be a Rep of 4.

### IMPROVING REP AND SHORT TIMERS

Unlike previous wars, US soldiers sent to Vietnam did not have to fight in the war for its duration. Tours of duty in Nam for soldiers were

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twelve months for Army, and thirteen months for Marines. The effect of this system was that the less time a soldier had left to be “in country”, the less likely most of them would be to expose themselves to danger, limiting their usefulness and practically negating the experience they had earned with blood and sweat. When their time was up and they rotated home, their incoming replacement would likely have very little, if any, experience, and the process would start all over.

Soldiers just arriving in the Nam will roll 1d6 to determine their starting Rep. On a result of 1-4 they will have an initial Rep of 3 with a result of 5-6 they will be a Rep 4. The higher Reps represent soldiers with more training or previous combat experience.

At the end of each month the character rolls 2d6. Subtract one from the total for each kill they have scored. If the adjusted total is less or equal to the number of months into their tour then they will increase one Rep.

Example - Coleman arrives in Nam as a Rep 3. The first month into his tour he gets a confirmed kill. He rolls 2d6 and scores a 5 on his dice roll and then subtracts 1 from it for the confirmed kill so his total is a 4. As the modified score is higher than the number of months he has been in country (4 vs. 1) he remains at his current Rep.

Next month (2) he rolls 2d6 and scores a 3. From this score subtract one for the kill he had last month. If he had additional kills this would have reduced his score by 1 for each kill. His modified total is a 2 and as this equal or lower than the number of months in country his Rep increases one level to a Rep 4.

Three months later (5) he rolls again and scores a 5 modified by two kills making it a three. As this is equal or lower than his time in country his Rep raises again to Rep 5.

Follow the above procedure until they reach Rep 5 (Rep 6 for Stars). They are now considered to be “old hands”.

When they reach the end of their tenth month (eleventh if Marines) each character must roll 2d6. Add one to their dice total for each kill that they have made during their tour. If the score is equal or less than the number of months that they have into their tour then they will have their Rep reduced by one. Once you have reached the tenth (eleventh) month you cannot raise your Rep

Example- Coleman has been in country for ten months. At the end of the month he rolls 2d6. His score is a 7 and he adds 2 for the kills he has made. The modified score is a nine, which means it is less than the number of months into his tour. His Rep goes down one level to Rep 4...starting to short time it.

Follow the above procedure for until either they complete their tour or they reach Rep 3. They are now considered to be “short timers”.

Anytime a figure rolls “doubles” on the dice when checking for either raising or lowering Rep the figure will stay at that Rep until their tour is over.

### OPTIONAL SQUAD GENERATION

In the basic game you roll up your squad from the Army Lists in the rear. For added realism use the following rules.

Any Rep 3 squaddie is fresh and hasn't completed anytime in country. The end of their first month is their first month!

Any Rep 4 squaddie has been in country 1/2d6 months.

Any Rep 5 squaddie has been in country 1d6 + 3 months.

This means your squad will have a variety of Reps and soldiers will be rotating home all the time.

### REPUTATION POINTS

It is also possible for your squaddies (both Stars and Grunts) to improve their Rep based on them just surviving and completing missions. As their tour wears on, they will accumulate Reputation Points (RP).

Each time a character has completed a Mission he receives 1 RP toward improving his Reputation. A completed Mission is one where the character did not run away, did not score an out of fight result, and engaged in either shooting or melee combat. Consult the table below for the number of RP needed to advance to the next level.

**REP ADVANCEMENT TABLE**

Rep	RP
2	2
3	4
4	6
5	8
6	NA

If a character runs away he loses any current RP and must start over. Once a character improves his Rep he starts over at 0 RP accumulated.

As above, once a character has only 2 months to go on his tour, he begins to roll for “short timers syndrome” and may not increase his Rep.

Example- Private Dobbs is a Rep 4 Grunt and has 5 RP. He is 5 months into his tour. He finishes the Mission successfully and receives 1 RP, which brings his total to 6. He is now advanced to Rep 5. Private Barnes is a Rep 3 Grunt with 3 RP. Unfortunately Barnes received an out of fight result during the Mission so he loses his accumulated RP and stays a Rep 3 but now with zero RP.

## ATTRIBUTES

FNG uses Attributes to further define different characters. At the start of the campaign each Rep 4 Star is allowed one Attribute chosen from the list below. If the player decides to start as a Rep 5 then he is allowed to choose two Attributes. Each time the Star increases in Rep by one he is allowed to choose another Attribute.

In addition, Grunts and Stars may also purchase a new Attribute by spending 8 RP.

Grunts have their initial Attribute determined by a die roll and a drawn card. When a Grunt raises a level in Rep then they are allowed to add another Attribute by using the same procedure.

## OTHER SQUAD AND ENEMY ATTRIBUTES

Although in theory every figure on the board could have an Attribute generated for them it is more practical to only use the Attribute system for your squad members and the new recruits. To do otherwise will increase the amount of recordkeeping but the choice is entirely up to you.

Here is a list of Attributes and what they mean in games terms.

- **Agile:** When the figure is fast moving he does not suffer any penalty when firing. In effect a score of 8 would ignore the fast movement penalty unless his target was fast moving.
- **Ambidextrous:** No penalty when firing with two weapons.
- **Athlete:** Can throw grenades 8" instead of 6". Can also throw grenades *back* by passing 1d6 versus his Rep. He only has to be an eligible target to attempt this. Example – Hien tosses a Chinese potato masher type grenade at Smith (Rep 4). Smith rolls 1d6 and scores a 3 so he can pick it up and throw it back. When attempting to throw it back Smith must still follow the normal grenade tossing procedure.
- **Born Leader:** Adds 1d6 to all Reaction tests except In Sight and Surprise. Any friendly character within 4" of him will react as he does. Example – Smith, the natural born leader, rolls 3d6 for a Wanting to Charge test and passes 2d6. All of the characters within 4" will also count as if passing 2d6 without rolling dice.
- **Brawler:** Adds 1d6 when in melee but can still only count the best two.
- **Clumsy:** If a "1" is rolled when attempting to Fast Move, will move 1d6" and fall prone instead.
- **Coward:** Treats Duck Back as Hunker Down.
- **Crack shot:** Add 1d6 when firing to hit and may choose the best score. This only counts if the shooter is firing one shot. Example – Coleman is a "crack shot". He takes one shot at a Viet Cong soldier when in ambush. He is allowed to roll two dice and scores a 3 and 6. He chooses to keep the 6. Later, Coleman decides to fire three rounds. The "crack shot" Attribute does not apply.
- **Dumb ass:** Roll 1d6 when active and compare.
  - Roll Rep or less and behave as desired.
  - Roll higher than Rep and do nothing.
- **Fast:** Able to move 2 extra inches each move.
- **Fluent:** Soldier automatically passes any "Language Barrier" tests. Characters must already possess the Language Attribute to gain Fluent. If they do not already have it then Language is substituted.
- **Grenadier:** Add 1D6 when firing to hit with a grenade launcher, and may choose the best score. Example- using an M-79 would roll 2d6 instead of 1d6.
- **Hard as nails:** Treat first Obviously Dead result as a Knock Down instead.
- **Jodie:** Will roll only 1d6 when taking a Received Fire test.
- **Knifeman:** Will add 1d6 in melee but only if armed with a hand-held bayonet. May count only the best two scores. When throwing a bayonet (range of 4") may roll 2d6 to Hit and choose the best score.
- **Language:** Soldier adds +1 to his reduced Rep when attempting to speak with or order "indigenous troops" to do something. See "Language Barrier" for more.
- **Looter:** Empty structures, entrenchments, corpses, or anything that offers possibility of loot delay him for 1d6 turns. A Leader can cut this short by forcing a Rally check.
- **Marksman:** +1 to Rep when firing with any smallarms.
- **Medic:** If a soldier with this attribute reaches an OOF soldier

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within 3 turns of his being put OOF, he can roll against his own Rep on 2D6 in an attempt to give medical aid to the stricken soldier. Pass 2D6, the OOF soldier is considered to be knocked down, and may operate as normal. Pass 1D6, the OOF soldier is considered knocked down and -1 Rep for remainder of game, and may act normally (it's just a flesh wound!). Pass 0D6, OOF soldier is still OOF and needs to be evacuated, or he may die (See "Recovery").

- **Nerves of steel:** Not subject to Duck Back.
- **Pigman:** Soldier gets to add +1 to his Rep when firing to hit with a light machine gun. Example- Cowboy with a Rep 4 using an M-60 would be Rep 5 for firing.
- **Pointman:** Soldier gets +1 to Rep for spotting enemy ambushes, tunnel entrances and booby traps only. Point men may use 8", rather than 4", to be part of a group as long as they are ahead of the group in the direction of travel. Only 1 figure with the Pointman Attribute per group may act in this manner.
- **Quick Reflexes:** Allows those that are Fast Moving to take the In Sight Reaction check.
- **RTO wizard:** Counts 1 Rep higher when using a radio.
- **Runt:** Counts 1 Rep lower in melee.
- **Scout:** Fast and Tough.
- **Shirker:** Is always considered outgunned when taking Received Fire test.
- **Shortsighted:** -1 to Rep penalty on In Sight checks.
- **Sickly:** Slow and counts -1 to Rep when making Recovery Checks.
- **Slow:** Subtract 2" from move.
- **Sniper:** Crack Shot, Tough, and Stealthy.
- **Stealthy:** Other figures have a penalty of -1 to Rep when making In Sight checks against him. If this figure isn't moving and concealed or in cover, other figures must make In Sight checks to see him at all, even during their own turns.
- **Street Punk:** Roll 1d6 and consult below.
  - 1-3= Tough, Brawler, and Looter
  - 4-6= Shirker and Looter.
- **Tank Killer:** +1 to Rep when using Who Wants To Be A Hero? Table.

- **Tough:** Treats Hunker Down as Duck Back.
- **Unlucky:** If within 3 inches of a figure that is hit, has a chance (1) of taking the hit instead. Example – Ivan is hit by fire but Jones is 2" next to him. Jones is unlucky so rolls 1d6. On a score of "1" Jones is hit instead.
- **Wuss:** Will only roll only 1d6 if trying to Rally, Charge, or Being Charged.

## RANDOM CHARACTER GENERATION

When it is necessary to generate Grunts for your squad use this table in conjunction with the table in the Army Lists found in the second part. After the number of characters needed is established roll 1d6 for each one. This will give their Rep as noted on the Army Lists. To determine their Attributes roll another 1d6, note if the score is odd or even, and consult the appropriate table. Next draw a card to discover the Rep and Attribute of the character.

Example – US player Jim Bob Joe recruits another figure and rolls 1d6. His score is a 5 so this character is a Rep 4. Next he rolls again and scores a 4, so he will check the "Even" table. He next draws the 3 of Spades. The recruit is a Knifeman.

## ODD TABLES

Card	Attribute	Card	Attribute
Diamond 2	Fast	Heart 2	Clumsy
Diamond 3	Ambidex	Heart 3	Wuss
Diamond 4	Brawler	Heart 4	Sniper
Diamond 5	Clumsy	Heart 5	Marksman
Diamond 6	RTO	Heart 6	Ambidex
Diamond 7	Coward	Heart 7	Language
Diamond 8	Brawler	Heart 8	Dumb ass
Diamond 9	Agile	Heart 9	Scout
Diamond 10	Shortsight	Heart 10	Shirker
Diamond J	Slow	Heart J	Wuss
Diamond Q	Jodie	Heart Q	Clumsy
Diamond K	Looter	Heart K	Scout
Diamond A	Tough	Heart A	Runt

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Card	Attribute	Card	Attribute
Club 2	Slow	Spade 2	Dumb ass
Club 3	Knifeman	Spade 3	Jodie
Club 4	Runt	Spade 4	Hard As Nails
Club 5	Brawler	Spade 5	Pigman
Club 6	Wuss	Spade 6	Marksman
Club 7	Jodie	Spade 7	Tank Killer
Club 8	Stealthy	Spade 8	Street Punk
Club 9	Unlucky	Spade 9	Scout
Club 10	Fluent	Spade 10	Stealthy
Club J	N of Steel	Spade J	Born Leader
Club Q	Tank Killer	Spade Q	Stone Cold
Club K	Slow	Spade K	Brawler
Club A	Tough	Spade A	Fast

### EVEN TABLES

Card	Attribute	Card	Attribute
Diamond 2	Slow	Heart 2	Clumsy
Diamond 3	Grenadier	Heart 3	Wuss
Diamond 4	Brawler	Heart 4	Crackshot
Diamond 5	Sickly	Heart 5	Q Reflexes
Diamond 6	Stealthy	Heart 6	Ambidex
Diamond 7	Street Punk	Heart 7	RTO
Diamond 8	Shortsight	Heart 8	Dumb ass
Diamond 9	Fast	Heart 9	Coward
Diamond 10	Agile	Heart 10	Looter
Diamond J	Pigman	Heart J	Wuss
Diamond Q	Jodie	Heart Q	Clumsy
Diamond K	Born Leader	Heart K	Agile
Diamond A	Runt	Heart A	Runt

Card	Attribute	Card	Attribute
Clubs 2	Q Reflexes	Spade 2	Sickly
Club 3	Stone Cold	Spade 3	Knifeman
Club 4	Marksman	Spade 4	Runt
Club 5	Unlucky	Spade 5	Brawler
Club 6	Fast	Spade 6	Wuss
Club 7	H As Nails	Spade 7	Jodie
Club 8	Dumbass	Spade 8	Pointman
Club 9	Looter	Spade 9	Clumsy
Club 10	Slow	Spade 10	Slow
Club J	Crackshot	Spade J	N of Steel
Club Q	Brawler	Spade Q	Q Reflexes
Club K	Born Leader	Spade K	Slow
Club A	Agile	Spade A	Marksman

### THE LEAST YOU NEED TO KNOW

- Players will be in charge of at least a squad but will eventually be able to command up to a company as they become more familiar with the rules.

- Characters are divided into “Stars” representing you and “Grunts” representing your unit, friends, and enemies.
- You start the game with one “Star” and a squad of “Grunts”.
- “Stars” are separated from Grunts by the usage of three rules, LTL, Cheating Death, and Free Will.
- Reputation or Rep ranges from a high of 6 to a low of 2. Generally speaking the higher the Rep the better the figure will perform.
- Your unit will more than likely be composed of figures of differing Reps.
- It is possible for both “Stars” and squaddie “Grunts” to advance or decrease in Reputation by accumulating Reputation Points (RP) or when making their monthly “in country” check at month’s end.
- There are a variety of “Attributes” that help to personalize your characters.

### WEAPONS

Along with a character’s Reputation and Attributes, the other defining characteristic is the type of weapon that it is carrying.

There are two basic ways to inflict damage in FNG. The first way is through weapons fire, and the other is through hand-to-hand combat, also known as melee. Trust me on this. Hand-to-hand combat should be a last resort.

Most figures are assumed to have a ranged weapon, whether pistol, sub machine gun, etc. Some figures such as civilians may not. This is clarified in the Army Lists found in Part Two Campaigning FNG.

Please note that not all the participants in the Vietnam War are included in FNG. As these rules focus on the American involvement during the years 1967-1968 you will not see some of the other nations. These nations and other pieces of equipment, weapons, etc. will be made available online in the form of supplements. These supplements will be posted periodically and found for your use on the Two Hour Wargames Yahoo group.

The Vietnam War saw a very wide variety of weapons used, some of which were left over from World War II and the French-Indochina War. Although the weapons may have been manufactured in different countries, most of them can be defined by their purpose. Therefore, each weapon is so defined and in some cases weapons have been lumped into broader categories. All of the weapons used in FNG can be found in the rear of the book and under the appropriate Army List. Weapons are defined by four characteristics.

- **Type** – What it is and what it does.

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- **Range** – This is the maximum distance in inches at which a shooter may engage a target. The range listed for every weapon is its “effective range” or the range at which the shooter is deemed to have a “reasonable chance” of hitting the target.
- **Targets** –In effect, the maximum number of d6 allowed when fired by the figure. Each die has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the “spread” of the weapon. Example – A submachine gun with a Target of 3 may fire at up to three targets in a three-inch width.
- **Impact** – The relative damage a hit from the weapon will do. The higher the Impact the more deadly the weapon.

### LIST OF WEAPONS:

This is a generic listing for the weapons used by some of the forces that took part in the Vietnam War. Each nation has specific weapons that they used and this is explained in the Army Lists elsewhere in the book.

**PISTOLS** – These weapons were used by officers, police, and insurgents during the Vietnam War. They came in a wide variety of shapes and sizes, were standard issue or in some cases privately purchased, and were used mostly by officers or as a backup weapon.

**Small Caliber Pistols** - These are self-loading, magazine fed, semi-automatic pistols of many makes and models in calibers roughly 6.35mm/. 25-cal. Examples would be the Mauser, Beretta, Browning, and similar.

**Medium Caliber Pistols** -These include self-loading, magazine fed, semi-automatic pistols as well as revolvers of many makes and models chambered for various 7-mm, 7.62-mm, 7.63-mm, 7.65-mm, 9-mm, .32-cal, and .380-cal rounds. Examples of these makes and models of this class are Browning, Tokarev, and similar.

**Large Caliber Pistols** - These include self-loading, magazine fed, semi-automatic pistols as well as revolvers of several makes and models including but not limited to Colt and Webley-Scott in large calibers like the .45-cal ACP, and .455 Webley-Scott.

**Medium Caliber Machine Pistols** - These self-loading, magazine fed selective-fire pistols (semi-automatic or full automatic mode) were French made and saw limited use.

**SUBMACHINE GUNS** – Submachine guns were produced and used in prodigious numbers by all Armed Forces as well as some civilian police. This class includes all selective fire (semi- automatic or full automatic), large capacity, magazine fed, short ranged, compact weapons fitted with a permanent, removable, folding, or retractable butt stock. Submachine guns used a variety of ammo including 7.62-mm, 7.65-mm,

9-mm, and .45-cal pistol ammo. In FNG they are classified into two groups.

**Medium Caliber Submachine Guns** – This weapon class was used medium rounds including 7.62-mm, 7.65-mm, and 9-mm. Examples would be the Swedish-K, the PPSH series of 9-mm weapons, and similar types.

**Large Caliber Submachine Guns** – These weapons were limited in use and used .45-cal pistol ammo. Examples would be the M-1 Thompson and the M-3A1 “Grease Gun”.

**COMBAT SHOTGUNS** - These weapons are slide action, short barrel, and magazine fed weapons. The military models have bayonet lugs. Examples are the Winchester M1917 Trench Gun and Remington 12-gauge.

Combat Shotguns are handled a little differently than most ranged fire weapons. When using the Combat Shotgun roll 4d6 counting the best 2 scores. Combat Shotguns do not have to be reloaded after each fire but are affected by the Tight Ammo rule explained elsewhere. Although only half of the dice rolled are counted to inflict damage, pump shotguns must count every die rolled toward the “tight ammo” rule.

Furthermore, Combat Shotguns can engage multiple targets as other weapons with the following restrictions.

- At a range of 3” or less they will hit only 1 target.
- At any range over 3” they will hit their maximum targets of 2.

Example – Cpl. Barnes fires a Combat Shotgun at two targets. Unfortunately, he is at 2” range and can only hit one of them even though the Target Rating is 3. He is allowed to roll 4d6 counting the best two against the target.

**BOLT ACTION RIFLES AND CARBINES** - Firing a powerful cartridge of 6.5-mm to 8-mm caliber, these weapons were usually sighted out to a range of 2,000 meters or yards. During the conflicts in Southeast Asia, the most widely used bolt action rifles were Russian Moisan-Nagants and their derivatives. These rugged rifles were produced in huge numbers during WW II and many found their way into the hands of militia units and Communist guerrillas.

### SEMI-AUTOMATIC RIFLES OR CARBINES-

Though assault rifles were coming of age, semi-automatic rifles were still widely used throughout the world during the Vietnam War. Examples of these would be the Russian and Chinese SKS rifles and the M1 Garand that had seen service in WW II and Korea

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### **Semi-Automatic Medium Caliber Carbine -**

This popular weapon known as the M-1 uses a pistol caliber round (.30-cal Carbine) and is magazine fed

### **Selective Fire Medium Caliber Carbine -**

This unique weapon known as the M-2 uses a pistol caliber round (.30-cal Carbine) and is magazine fed. It is a selective fire (semi-automatic or fully automatic) weapon with a fixed wooden butt stock.

**Selective Fire Rifles** – Also called “assault rifles”, these weapons use detachable box magazines, were capable of semi-auto or full auto fire, and became standard issue to all forces as the Vietnam War progressed. The M-14, M-16, AK-47 and Type-56 rifles were all of this type.

**MACHINE GUNS** – These were the killing weapons of WW I trench warfare, and later they became an integral part of any unit in the field. They came in a variety of calibers and were produced by a variety of nations. For simplicity they have been classified as follows:

**Light Machine Gun** – These deadly weapons are crewed by a gunner and an assistant, and are easily set up, taking one turn of Activation to ready. Examples of this class would be the American M-60 and Russian RDP. These weapons formed the back bone of most infantry squads. Also included in this group is the US BAR or Browning automatic rifle, which was supplied in large quantities to South Vietnamese Army and militia units early in the war.

**Medium Machine Gun** – These weapons were formerly known as the Heavy Machine Guns of WW I. These positional weapons were air or water-cooled, and either tripod or wheeled carriage mounted. Crewed by two or three men. Examples of the MMG would be the German 7.92-mm Maxim MG08 and Bergmann MG10/MG15 sometimes used by Communist forces, and the Browning .30-cal that was being phased out by US forces but supplied early during the war to South Vietnamese units.

**Heavy Machine Gun** – These weapons also were effective against lightly armored vehicles. Crewed by two or three soldiers and were often found mounted on vehicles. An example of this group would be the .50-cal Browning M2/M2HB (aka MA DEUCE), or Russian .51-cal HMG. Belt fed, air-cooled, tripod or vehicle mounted and the standard issue HMG of US forces, and North Vietnamese anti-aircraft units.

**ANTI-TANK WEAPONS** – This category includes any weapon whose primary purpose was to defeat tanks. They range from Recoilless Rifles to Hand Tossed Anti-Tank Grenades and everything in between.

**Recoilless Rifles** - Recoilless rifles (RR) use a rocket-propelled charge, much like the bazooka, only much larger. These weapons had a lethal back blast, so the weapon cannot be fired if the loader is directly behind the shooter, and anyone 6” directly behind the shooter will take an Impact 2 hit. Though one man could conceivably operate a Recoilless Rifle, crews generally were of at least 2 men, with one of them

acting as the loader. All Recoilless Rifles were breech loaded, single shot weapons, and with some having intricate breach block mechanisms.

**Small Bore RR** – Included in this category are the man portable Chicom type-36 and (US) M-18 57mm Recoilless Rifle (RR). These weapons could be fired from the shoulder, or from a mounting, such as a tripod.

**Large Bore RR** – Also man portable, the Chicom type-52/56 75mm RR and Soviet B-10 82mm RR would fall into this category, along with the US 90mm RR.

**Very Large Bore RR** – Large bore recoilless weapons were usually mounted on a large tripod or small two wheeled carriages, being crewed by 2 or 3 soldiers. Both the US and Communist forces used large bore recoilless rifles. 106mm and 120mm sizes (US) were often vehicle mounted, along with being the primary weapon of the US Marine Ontos vehicle, while the NVA used wheeled-carriage mounted 107mm RRs.

### **BAZOOKAS, B-40s, RPGs, and LAWs, ETC. –**

Truly man portable, this class of weapons served as the mainstay anti-vehicle and anti-emplacment weapons of all forces. Some were also very effective in the anti-personnel role.

**RPGs and B-40 rockets** – The RPG-2 and RPG-7 rocket propelled grenade launchers (RPGs) were ubiquitous among the Viet Cong and the NVA, and each squad should have one. RPGs have a lethal back blast so anyone within 6” directly behind the shooter will receive an Impact 2 hit. RPGs may fire only once per turn, and have a minimum distance they must travel before they arm. Any RPG round which lands/impacts within 12” of the shooter is considered a dud.

**LAW** – The M-72 Light Anti-tank Weapon, or LAW, was developed by the US and saw extensive use in Vietnam as a one-shot bunker buster. At least a pair were usually carried in a squad. LAWs have a dangerous back blast, and anyone within 4” directly behind the shooter will take an Impact 2 hit. LAWs are not reloadable, and once used they are gone.

**Bazooka** – The 2.36" Rocket Launcher (aka BAZOOKA) came in a variety of models. They were all man portable with a crew of two, were single shot and reloadable. These weapons had a lethal back blast, so anyone 6” directly behind the shooter will take an Impact 2 hit. Bazookas may be fired once each turn when fully crewed, every other turn if used by one person.

**Anti-tank grenades** – These weapons may be hand delivered, tossed up to 2”, or launched from a rifle up to 20”.

**GRENADES AND OTHER WEAPONS** - This section covers hand grenades and other unique



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weapons such as the flame-thrower and "Molotov Cocktail".

**Grenade** – Grenades are all given a 6" range when thrown and can engage an unlimited number of targets in a 5" blast circle. Perfect for clearing out buildings and lighter vehicles (AR 1) the hand grenade has an Impact of 2. All factions involved in the Vietnam War had access to one or more type of these anti-personnel grenades, whether manufactured or home made.

**Rifle Launched Grenades** - In addition to being thrown by hand, grenades can be launched from rifles or carbines designed for this purpose. The range for this is 20".

**M-79 and M-203 Grenade Launchers** – Also called a "bloop gun" or "blooper", the M-79 was a single shot, break-barrel type reloadable grenade launcher that lobbed a 40mm grenade out to an effective range of around 350m. Designed to be a support weapon to operate within the minimum safe distances of mortars, the M-79 was quite versatile and could fire a variety of ammunition types, including high explosive (HE), buckshot, smoke, tear gas, and illumination rounds. The M-203 was a later development, and was basically tube and trigger housing mounted beneath the barrel of an M-16, though it still fired the same 40mm rounds as the M-79. The M-203 can only be fire once per turn, where as the M-79 acts as a normal weapon (historically, a good "blooper" could get off 6 rounds a minute!). 40mm HE rounds have a minimum distance that they must travel before arming. Any HE round that lands within 12" of the shooter is considered a dud.

**Flame-thrower** – First used famously in the Pacific Theater during WW II, flame-throwers were great for cleaning out bunkers. This weapon leaves a path of flame wherever it is used that will last until the battle is over. Flame-throwers have a limited range of 12" and Target Rating of a 3" wide path. As with a blast effects circle, every figure within the 3" wide path is an eligible target. Flame-throwers also have an Impact of 5 and an APW of 5. These weapons may be fired only once per turn. There are three special circumstances that affect flame-throwers.

1. Each time a flame-thrower is fired note the die score rolled on the Ranged Combat to Hit Table. If the score is a "1" then the flame-thrower has only one shot left. Any other result is ignored.
2. Whenever the operator is hit by any ranged weapons fire or is caught in any blast effect circle roll once on the Ranged To Hit chart counting as if a Rep 3 to see if the tank has been damaged. If the result is a Hit then the tank will explode and all those within a 5" blast circle will take hits as if caught in a flame-throwers blast.
3. Those attempting to pass through residual flame left behind by a flamethrower attack must take a Wanting to Charge Reaction test. If they are able to "charge", they may move through the flame. Each figure must test for damage as follows:
  - Roll 2d6.

- Subtract the Reputation of the figure from the dice score.
- Apply the result to the Ranged To Hit Chart just as if the figure had been the target of an attack.

**Molotov Cocktail** – The name "Molotov Cocktail" is derived from Vyacheslav Mikhailovich Molotov who was the Foreign Minister of the Soviet Union. When the Soviets invaded Finland in what was to become known as the Winter War the poorly-equipped and heavily-outnumbered Finnish Army adopted their use. They were named after Molotov in mockery of his radio broadcasts saying that when the Soviets were dropping bombs on the Finns, they were really dropping food. The Finns responded by saluting the advancing tanks with "Molotov cocktails".

The reason the weapon has been used against tanks so effectively is that tanks are most vulnerable underneath and a "Molotov Cocktail" will often blow up the gas tank, destroying the machine (particularly for older tank models). These weapons saw widespread use by all sides in World War II, and are still a favorite field expedient weapon. They were very effective against light tanks as well as being very bad for enemy morale.

**Satchel & Demolition Charges** – Large canvas covered bombs used against both tanks and buildings. Must be hand-tossed at a range of 1" or less or placed directly next to the target. A satchel charge must be readied before it may be used. It takes one turn of Activation to ready a satchel charge. Once readied, the satchel charge will explode at the end of the readying figure's next Activation. This category also includes all other similar devices such as "sticky bombs", grenade clusters, etc. These explosive are excellent for taking out bunkers and fortifications.

## OUTGUNNED

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Rating (OGR). If you shoot at someone with a higher OGR weapon than they have, they are forced to Duck Back and cannot fire back. If they shoot at you with a higher OGR weapon, then you are forced to Duck Back. This is known as being outgunned. Note that Stars may never be outgunned.

### OUTGUNNED RATINGS

*"Star" is never outgunned.*

- OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.
- OGR 4 = HMG, MMG, and LMG.
- OGR 3 = SFR, MP and SMG
- OGR 2 = Semi-automatic rifles and carbines.
- OGR 1 = Other weapons not listed.

**TIGHT AMMO**

When firing a weapon, a result of two or more "1"s will result in the weapon being out of ammo. The shooter may not fire again until he has reloaded.

On the shooter's next Activation he may automatically reload but may not fire unless in reaction or on the following turn of Activation. Figures are assumed to have enough reloads to last the whole battle.

**HAND-TO-HAND WEAPONS** – These are divided into two classes. The first is a knife or bayonet used by hand while the second is a "fixed" bayonet (attached to a rifle). Anyone in hand-to-hand with a bayonet-less weapon will count as "0" Impact.

**YEAH, BUT WHERE'S THE ...**

As mentioned previously, the Vietnam War saw a huge variety of weapons used by many different forces.

Some of these weapons are not in the rules.

However, this does not pose a problem, as the weapon categories in FNG are broad enough that these weapons will fit into one or more of them. When desiring to use these weapons you can simply choose the appropriate category to use.

**USEFUL GEAR**

**Flashlight**- Flashlights have 2 modes of operation: regular and red filtered. In regular operation at night, a flashlight provides double the LOS available based upon the terrain to the front of the using figure. In clear terrain this would be a total of 24" (12" plus another 12"), while in forest the flashlight would provide only a total of 12" of LOS. No LOS increase will be possible in elephant grass, as it is too dense. Flashlights are very obvious at night, and mark the user as a big target. Any figure firing at the flashlight user, or anyone illuminated by the flashlight, is considered to be +1 Rep for firing purposes.

In red filter mode, the flashlight only provides 6" of LOS to the front of the figure, restricted by terrain LOS limitations, and cannot be seen by anyone outside of the illuminated area. Outdoors, this mode really confers no bonus, though it is particularly useful in the pitch black of a tunnel complex. When using the red filter mode the +1 to Rep for being fired at is not used.

**Pencil flare/starburst cluster**- These small single shot devices were used for both signaling and illumination, and several were usually carried by a squad. When launched (does not count as firing), the player nominates a point within 18" of the firer as the center of the 24" illumination circle. The flare lasts one full turn.

**Starlight scope/device**- Considered "Top Secret" gear by the US Government, this light amplification system began to appear in line combat units in mid 1967 in small numbers. By late 1968, at least each platoon had access to one or more for night missions.

For the Starlight scope to work, there must be a decent amount of ambient light, such as from the moon or stars. It will not function on rainy nights. When in operation, night LOS is tripled in open terrain, and doubled in any other terrain except elephant grass. As the device makes no light of its own, its use cannot be detected.

**Wire cutters**- Wire cutters can be used to clear barbed wire obstacles at 1" x 1" per full turn of use, and to add +1 to a users Rep to deactivate tripwire booby traps and CMDs.

**Flak jacket**- Intended to protect individuals from shrapnel, a flak jacket will reduce the Impact of blast weapons, such as bombs and grenades, by -1 down to a minimum Impact of 1.

**Chicken plate**- Cumbersome armor issued to helicopter crews. Reduces the Impact of ballistic and blast weapons by -1, down to a minimum of 1. Chicken Plates are far too cumbersome to wear on the ground or in the field. Any crewman on the ground will be considered to have removed his armor so that he can move more freely.

**THE LEAST YOU NEED TO KNOW**

- Unless otherwise stated each figure is assumed to have a weapon as depicted on that figure.
- Weapons are grouped and categorized by type.
- Each weapon has an Outgunned Rating (OGR) with 5 being the best and 1 the worst.
- There is a chance that a weapon may temporarily run out of ammo.

**ORGANIZING YOUR FORCE**

Individual figures or vehicles are combined to form your basic unit or squad. Either the squad by itself or combined squads will make up your force.

There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

**GROUPS**

The active player may combine his figures into groups for movement. A group is one or more figures within 4" of another figure in the group.

Grouping figures this way allows you to move them as, *well*, a "group", for the current Activation. The player decides the order in which his groups will move.

Groups are not permanent. A player may group his figures, as he desires, during each turn of Activation. For example, say you have 3 GI's in a line with an interval of 3" between figures. On your Activation you could move these figures as a group of three, as a group of two and another of one, or as three groups of one. In any event the choice you make this Activation does not have to be repeated on your next Activation.

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All figures within a group must be from the same unit, unless a Leader has spent a prior turn “taking command” of the figure(s). Example – A soldier from 1<sup>st</sup> Squad finds himself alone and next to figures from 3<sup>rd</sup> Squad. The Leader may declare the figure now attached to 3<sup>rd</sup> Squad until further notice. It takes one turn to “detach” figures from a unit.

Remember that a “group” differs from a “unit” in that groups are created and disbanded on an ad hoc basis, while units are permanent organizational structures.

### LEADERS

At the start of the battle, each side must divide their figures into squads. Each squad will have 1 figure designated as its Leader. (See Army Lists elsewhere for more clarification). Leaders have the following benefits:

- The Leader allows for all figures in the unit to activate together when in one group using the Rep of the Leader (group cohesion rules permitting).
- The Leader rolls 3d6 for all reactions except for the In Sight and Surprise tests.
- Leaders are allowed to apply Leader Dice to certain reaction tests for figures under their command.

In addition to each squad having a Leader, each side may have 1 figure designated as the overall Leader of the side. This is usually the Platoon or Company commander. The overall Leader can form a group composing all friendly figures within a 12” radius. These figures may themselves be grouped with other figures within 4” as noted under the group rules above. In effect the overall Leader can coordinate the actions of any friendly groups that are near by.

### LEADER DICE

Some tests may allow for the use of Leader Dice. These tests are:

- “Fast Move” tests.
- “Wanting to Charge” tests.
- “Rally” tests.

To use the Leader Dice bonus a different colored die is rolled in addition to the dice that would normally be rolled. *To determine how many dice are passed count the Leader Die against the Reputation of the Leader first.* The result is either a pass or fail. If the die is passed then the testing figure(s) are assured of at least passing 1 die on the test. Should the Leader Die fail, the testing figures are still eligible to Pass 2, 1, or 0 dice as indicated by the other two dice rolled. To put it another way, a passed Leader Die may be used to negate one failed die on the current test.

Example – A group consisting of a Leader (Rep 5) and two Rep 3 soldiers wants to take a Wanting to Charge test. One die is rolled versus the Rep 5 Leader and the score is a “4” which means that the group has already passed 1d6. The other two figures roll a “5” and “3” and a “1” and “2” respectively.

When adding the Leader Dice this means one figure passed 2d6 (1 + the LD) while the other passed 2d6 (2 + the LD but never more than pass 2d6) as well.

### JUNIOR NCO'S

In addition to a squad leader, usually an NCO or Non-commissioned officer such as a sergeant, each squad will have at least one junior NCO. His role is to lead the squad if the Leader becomes incapacitated. The junior NCO can also lead a group that has been split from the squad. When this occurs he is allowed to activate all the figures in the group using his Reputation. The junior NCO uses Leader Dice but does not roll 3d6 for his personal reactions.

Whenever a squad loses its Leader and Junior NCO as either killed in action (KIA) or out of the fight the squad member with the highest Rep will assume command and function as a junior NCO.

## THE LANGUAGE BARRIER

Any time any character needs to communicate with a character that speaks a different language, there is the possibility that the communication may not be properly understood. Though the majority of troops will be of the same nationality, there are instances where units will be of mixed identity, such as Special Forces CIDG, and getting the troops to do as you command can be key to battlefield survival. The following rules are taken from the point of view of a US Advisor to an allied indigenous unit, be it ARVN or CIDG.

Language Barrier tests are necessary whenever an Advisor attempts to get his unit to do anything more complex than “follow me and shoot the bad guys”. This does not mean that the soldiers are dumb, just that the Advisor may need to explain his orders to them in a way that they’ll understand him. This would include actions such as splitting a squad into smaller fire teams, setting up suppressing fire, ordering one fire team or squad to create a base of fire while another assaults, executing enveloping maneuvers, ordering a soldier to search for booby traps, and many other instances.

A character attempting a Language Barrier test reduces his Rep by half, rounded up, adds any bonus for the Language attribute to determine the target number he must roll less than, then rolls 2d6 and consults the following chart.

**2**

### LANGUAGE BARRIER

**Pass 2d6**

- Figures understand the orders and move to execute them without delay.

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### Pass 1d6

- It takes a little more explaining, but the figures will execute the orders next turn. In the meantime, the figures hesitate, and may not advance. However, they may move due to reaction and received fire checks.

### Pass 0d6

- The Advisor is speaking in gibberish, and the figures either act of their own accord (1 – 2), stick to the Advisors side and do whatever he does and go where he goes (3 – 4), or they stop what they are doing and chat confusedly amongst themselves attempting to piece out what he said to them, counting as Duck Back (5 – 6). Any figures already in Duck Back will count as Hunkered Down.

*In all cases, whether orders are understood or not, figures will continue to react as normal.*

Example- Special Forces SSGT. Kelly (Rep 5) has the Language attribute and commands a CIDG platoon. He is grouped with 10 Indigenous troops, and wishes to split his squad into a pair of fire teams, having one stay in cover to suppress the enemy while the other half flank the enemy position. This prompts a Language Barrier test.

SSGT. Kelly must test against a 4 (Rep 5 divided by 2, rounded up, +1 for Language attribute). He rolls 2d6 and scores a "2", and a "6", for a result of pass 1d6. His troops hesitate while he re-explains the plan in simpler terms, but will execute the plan and act normally next turn.

### THE LEAST YOU NEED TO KNOW

- Groups are those figures within 4" and sight of at least one other figure of the same unit.
- There is no limit as to the size of a group.
- A Leader spending one turn "taking command" may attach figures from one unit to another unit.
- The overall Leader (Platoon or Company commander) can activate more than one group at the same time.
- Leaders always roll 3d6 when taking most personal Reaction checks and allow their group the benefit of Leader Dice when charging and taking certain other tests.
- Each squad has one or more junior NCOs that can function as a Leader if need be.
- When all Leaders and junior NCOs are lost the highest Rep in the squad will assume command.
- A Language Barrier test may be required to get soldiers to perform certain tasks if the same language is not spoken.

### TURN SEQUENCE

FNG is played in turns. Although battles can last an unlimited number of turns, each turn does follow a strict sequence.

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- Select 2d6 of different colors for use as Activation dice.
- Nominate one side as one color and the other side as the remaining color for the duration of the game for Activation rolls.
- Roll the Activation dice. The result is called the Activation score.
- If the Activation scores are the same (doubles) then neither side may fire or move but BOTH sides can check "men down" and reload weapons.
- If the Activation scores are not doubles then read each die individually. The higher score determines which side can activate their groups first.
- The Activation die score also determines which Rep or higher groups the corresponding side may activate. Example – A Black 4 is rolled. Only figures from the black side, which are Rep 4 or higher, or grouped with a Rep 4 or higher Leader, may move.
- If a player wishes to communicate via a radio he must first roll for the current Atmospheric Conditions.
- After all actions and reactions have been finished for the first group the player is allowed to proceed to the next group. Groups may be activated in any order desired but no group or figure may be activated more than once per turn.
- After all of the first side's groups have been activated, the other side may activate one group at a time. This is based on the score of that side's die, under the above Rep restriction, and continues to do so until all groups have been activated. To continue the example from above – A Black 4 and Red 3 were rolled. After Black has finished activating units and all reactions caused by that Activation have ended, Red may activate any Rep 3 or higher figures, or any group with a Rep 3 or higher Leader. After any reactions triggered by that group's Activation have been completed, Red may continue to activate groups until all eligible Red groups have been activated once or Red simply chooses not activate any more groups.
- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.
- This system will mean that many times lower rep figures will not be able to move. This even includes vehicles. This reflects their lack of confidence and hesitancy to engage the enemy.

### ACTIONS

When a figure is Active, he may voluntarily do one of the following actions.

- Ready a weapon/change crew position.
- Move up to full distance and fire at any time while completing his move.

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- Stay in place (allowed to change the direction faced) and fire if desired.
- Attempt to charge into melee.
- Commit a non-combat action, such as attempting to defuse a booby trap, set fire to a hootch, search a hovel for contraband, use a radio, etc.

### PICK UP THE GUN, READY A GRENADE, OR CREWING A WEAPON

Figures may pick up dropped weapons or “ready” a grenade to throw next turn but this will take one turn of Activation to do so. It also takes one turn to “set up” a non-vehicle crew served weapon such as a machine gun as well as moving from one vehicle position to another. Example – Sliding from the gunner position in a tank to the loader position.

### RADIO COMMUNICATIONS

Radios are the lifeline of the American combat unit in Southeast Asia. Aside from basic communications, a unit that has a radio has a pretty good chance of summoning help when it is needed most, be it to medevac the wounded out, call for artillery support, or have artillery fire illumination on a dark night. Without a radio, you’re just people alone in a very big and deadly war.

Unfortunately, radios aren’t perfect, and neither are the people that use them. Atmospheric conditions can play a big part in whether or not a message gets through to where it needs to go.

Anytime a player wishes use a radio the player must first roll 1d6 to check atmospheric conditions. On a result of 1-4 conditions are normal. On a result of 5 conditions are better than usual and all radio operators get a +1 to their Rep for that turn for using a radio. And on a result of a 6 conditions are worse than usual all radio operators have a -1 to their Rep that turn for using a radio. Rainy weather automatically gives a -1 to Rep for all radio communications for the game. This means that it is possible to have a -2 to your communications rolls while fighting during a monsoon storm!

When a radio is used to call another unit, be it another platoon 20 meters away or the battalion HQ 10 miles away, the individual using the radio must roll his Rep or less on 1d6 to establish contact for each different call he makes. If a call is a failure, then no more attempts at sending a radio communication may be made that turn, as it is assumed that the rest of the turn is spent trying to get through. See “Calling for Additional Support” in “Campaigning FNG” for more.

Example- Cpl Jones’ platoon is in heavy contact with a Vietcong Main Force company, and his LT (Lieutenant) wants him to call for support. Cpl Jones is Rep 4, and atmospheric conditions are normal this turn. He rolls a ‘3’ on 1d6, which is a success (he scores equal or lower than his Rep), and makes contact with Battalion HQ, who informs him that no

artillery or additional forces are currently available. He then attempts to call a FAC plane flying overhead to try to get air support and rolls a ‘6’ on 1d6. As this is a failure, Cpl Jones may not attempt to contact anyone else this turn.

### THE LEAST YOU NEED TO KNOW

- Each turn in the battle follows a specific sequence.
- Only one side at a time is Active.
- A dice roll determines Activation.
- There is a minimum Rep for Activation determined by the dice roll.
- Radio communication can be very “iffy” due to weather and Atmospheric Conditions.
- It takes one Activation phase to pick up a weapon, ready a grenade, set up a crew served weapon, or change crew positions in a tank.

### MOVEMENT

There are two types of movement, voluntary (when the figure is active) and involuntary (caused by a Reaction check.) This applies to both infantry and vehicle movement.

First let’s discuss Voluntary Movement.

#### NORMAL MOVEMENT

Normal movement for all infantry figures is eight inches. However, this can be affected by certain Attributes.

Vehicle movement is covered elsewhere in the rules.

#### FAST MOVE

A group of one or more figures may attempt to Fast Move each turn if desired. To Fast Move roll 2d6 and apply the scores to each figure in the group individually. If a Leader is with the group then they can use the Leader Dice bonus.

Example – A group of four figures with an NCO want to Fast Move. They consist of one “Rep 5” (NCO), two “Rep 4”s, and one “Rep 3”. The player rolls 1d6 versus the NCO Rep for the Leader Dice result. It is a “6” and is no help. The other scores are a “5” and “4”. Applied to each figure individually the results would be the NCO (Rep 5) passes on the “5” and “4” and moves up to 16” The Rep 4 figures pass on the “4” or 1d6 so move up to 12”. The Rep 3 passes 0d6 so may move up to 8” but will still count as if “fast moving” for shooting. Note that sometimes groups may end up strung out when they move fast.

#### GOING PRONE

Figures may choose to go prone in either of two situations.

- When a result of Duck Back is called for the figure may choose to “go prone” instead if there

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is no cover within 12". The prone figure can still be seen.

- A figure may choose to go prone voluntarily at any point when Active.

Going prone ends the figure's Activation (no further fire or movement). There is no movement penalty for getting up again when active or reacting. You can crawl 2" when prone.

### ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building counting 1" of movement to pass through a doorway. If doing so from a window that will end their move but they can still shoot.

### FIRE AND MOVE

Figures may fire at any time during their Activation, at the start, end, or in between. Figures may continue their move after they fire so long as they do not exceed their allowed movement distance or get stopped by a reaction test.

### SWIMMING

Figures may attempt to swim across water at a speed of up to six inches per activation. At the beginning of each activation a figure is in water deeper than he is tall, the figure must roll 2d6 against his Rep and consult the "Swim Check" table.

## 2

### SWIM CHECK

#### Pass 2D6

• **No Problems.** The figure may continue to swim normally.

#### Pass 1d6

• **Slight Trouble.** The figure begins to founder slightly. He may only move at half movement this activation. If 1d6 or less is passed next turn, the figure is in Big Trouble. Figures in Slight Trouble count as -1 to their Rep for melee combat.

#### Pass 0d6

• **Big Trouble.** Something is wrong, and the character is in danger of drowning. He does not move this turn, and must either pass 2d6 or be reached by another figure next turn, or he will drown.

Figures that are swimming may not fire or throw weapons, only engage in melee combat, counting any weapon as +1 to its impact. This means that fighting bare handed counts as Impact 1, as each combatant will attempt to drown the other.

Any figure put OOF will drown in 2 turns if not aided. Any figure Knocked Down will automatically be in Slight Trouble as above when he recovers the following turn.

To aid an OOF figure, either one or more figures must swim to them, keeping them afloat and moving at half swim speed to reach safety, or the crew of a watercraft must move next to him and haul him aboard. If only one swimming figure attempts to

rescue the casualty, he will be -1 to his Rep for Swimming Checks for as long as he has the casualty in tow, or until another figure arrives to help.

### INVOLUNTARY MOVEMENT

Figures may be forced to move during battle due to Reaction Checks. The procedure for checking Reaction will be described later. However, the possible Reaction moves are as follows:

**DUCK BACK** – Move away from the threat, towards nearest cover, and duck behind it, or go prone if no cover is within 12". Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. This does not limit the figure's ability to move or fire if called on to do so by a subsequent Reaction check. Next Activation the figure will function as normal.

**HUNKER DOWN** – Sometimes either from volume of fire or fear, figures in cover may decide to Hunker Down. In effect, they are in a perpetual state of Duck Back and may not try to pop up or move in any way. A Hunkered Down figure stays that way until either rallied, the side withdraws, or the battle ends. Those figures Hunkering Down, and taking direct fire from the enemy, will automatically Runaway. If an armed enemy moves to within 6", is in sight, and confronts them they will surrender instead.

**RUNAWAY** – Leave the board. Those surrounded with no gap of at least 6" between enemies will surrender.

If there is a building within sight and away from the enemy, the reacting figure will run to it at fastest speed. It may take more than one turn to reach. Once inside figure will not move or shoot unless attacked.

If no building is in sight, the figure will head for the nearest table edge and exit the board at the fastest speed possible.

Those that have Runaway may take a Rally Reaction check to return to the fight if a friend prior to leaving the board confronts them.

### THE LEAST YOU NEED TO KNOW

- There are two types of movement, voluntary when Active and involuntary when forced by a Reaction check.
- Normal movement is 8" but figures may move faster by taking a Fast Movement test or have their movement reduced due to an Attribute.
- Figures may also go prone at various times.
- Duck Back means you cannot see or be seen by the threat that made you Duck Back.
- Hunker Down means due to volume of fire or self-preservation you have chosen to stay in Duck Back mode.

- Those that Runaway may still have chance to return to the fight if they are rallied.

## RANGED COMBAT

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in FNG to represent them. First, let us deal with ranged combat or “shooting” as it is commonly called.

### LINE OF SIGHT

To shoot something you must see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by terrain and buildings and can sometimes be affected by weather conditions.

- At night, the LOS is reduced to 12”. However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods is reduced to 12” in the daytime and 6” at night.
- LOS in jungle and bamboo forests is reduced to 8” in the daytime and 6” at night.
- LOS in elephant grass is reduced to 4” at all times.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12” in the daytime and 6” at night.

### IN SIGHT OR HIDDEN

A figure is “In Sight” if he can be seen. This means either in the open, or in cover that still allows him to be seen. An example would be in a window of a building.

A figure is “Hidden” if he is in cover *and* has yet to be seen by the enemy. An example would be someone in a window of a building. Note that this is the same as being “in sight” but the difference is that the enemy has not yet spotted the figure.

Here’s an example of how this works. Phu starts the turn “hidden” in a building window. The enemy has not yet seen him. Dixon comes into the street and is now “in sight”. Phu takes an “In Sight” check as he can see Dixon. Dixon cannot see Phu so he does not take the “In Sight” test. Phu passes 1d6 and opens fire. Pop, pop, he misses and Dixon scores a Duck Back on his reaction.

Next turn Dixon pops up. If Phu is still in the same place then Phu will roll an “In Sight” check, and is still “hidden”. To become spotted, and no longer “hidden”, the hidden figure must have fired and missed, and the target, or any other figures friendly to the target also with line of sight to the shooter, must not Duck Back in reaction.

### RECON BY FIRE

Troops often fire into areas that they suspect to house hidden or concealed enemies in an attempt to either flush them out, or provoke them into action. During a player’s activation, he may declare that some of his troops are going to recon by fire. To do this, he

must either define an area no larger than 2”x2” per vehicle or figure involved in the recon by fire, or select a specific piece of terrain as his target area (such as a house, a small stand of bamboo, or a roadside ditch), and use all of their firing dice (the weapons Target stat) on that area counting as -2 to hit. Note that any “hits” scored do not count unless the target has betrayed their location as follows. Any enemy within this area must then make a “Received Fire check”, with those in cover (not concealment) getting an additional 1d6 to their roll. Any troops that pass 1d6 or less are considered to have betrayed their location somehow and are now both spotted and the possible recipients of any weapons fire that may have scored a hit. Combat may then occur as normal. Ammo checks are made while reconing by fire as in normal combat

### RESOLVING FIRE

Fire continues between two figures or more until either one side Ducks Back, is forced to Runaway, goes prone, is knocked down, or put out of the fight (OOF). It is common for figures to fire multiple times in one turn.

### SHOOTING A WEAPON

To score a hit, first declare who the shooter is and who the target is. Note that all figures firing at the same target and passing the same number of dice if taking an In Sight check will fire together and the results then executed.

- Roll 1 to 6d6, depending upon the Target Rating of the weapon, and add each one of the scores individually to the shooter’s Reputation. Compare each die + Rep total to the Ranged Combat To Hit Table. There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.
- Find the total for each on the appropriate line on the table to see if a hit is scored.

### TARGET SELECTION

You can shoot at as many targets as the weapon’s Target number. However, these must be within the swath of the weapon. Example: A LMG can target 6 figures in a 6” swath. When shooting at multiple figures nominate which figures are to be fired at and how many dice at each. *Arrange the dice from high to low. The highest scores get applied first then working down to the lowest.*

### SWATH OR PATH OF FIRE

Each weapon has an arc of fire or “swath” equal to 1” for each point of Target Rating.





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Example – In the above example the shooter has a 3” swath, defined by the width at the end of the cone. He is allowed to shoot 3 targets, one per inch of swath.

Pfc. Kowalski has a SMG. This allows him to shoot at up to 3 figures in a 3” width. He decides to shoot at two figures. He wants to put 2 rounds on the first guy and 1 on the second. He rolls a 5, 3, and a 1. Kowalski’s Rep is a 5 so he has scored a 10 and 8 on the first guy (Rep plus die score) and a 6 on the last guy.

However, if there is a gap of over an inch between targets then the shooter must expend 1d6 for each vacant inch over one. Example – Two targets in the swath of an LMG are 3” apart. The shooter decides to apply 2d6 to the first target, then 2d6 to the two extra vacant inches between targets and the final 2d6 to the second target.

### EXPLAINING THE RANGED COMBAT TO HIT TABLE

- Miss! The attacker has missed the target but will still cause a “Received Fire” check.
- Hit! The attacker has scored a hit on the target and can possibly inflict damage. Roll on the Damage Table.
- Some results apply to certain situations and are treated on a case-by-case basis. If the situation applies to the target or shooter then the result is usually a Miss.
- Prone means the target is lying down to present as small a target as possible.
- Concealed means the target is obscured but not protected from fire. Example – Hiding in bushes.
- Cover is defined as; the target as a passenger in a vehicle, or behind a solid obstruction (such as a wall) that reduces the area of the target exposed to fire.
- Fast moving means either the shooter or target is fast moving.
- Second (third) or higher target means that this target and all additional targets have been missed.

### DETERMINING DAMAGE

Anytime a figure is hit the shooter must roll on the Damage Table. Roll 1d6 and compare the score to the Rep of the target.

- If the die score is equal to the weapon Impact or less the target is Obviously Dead.
- If more than the Impact but equal or less than the target Rep the target is Knocked Down.
- If the score exceeds the targets Rep the target is Out of the Fight.

Example – Sgt. Slag (Rep 5) is hit with a round from a LMG. The shooter immediately rolls 1d6. He scores a “4”. The Impact rating of a LMG is 3. If the score had been a 3 or less Slag would be dead. Had the score been greater than 5, Slag would have been out of the fight. However, as he scored a 4 versus Slag’s Rep of 5, Slag is knocked down instead.

### COVERING FIRE

Covering fire or suppressive fire is an option that any infantry figure can use. Covering fire means that the shooter is firing as fast as possible at a target in hopes of keeping its head down. This can only be used if the shooter starts the phase already knowing that there is, or could be, a target in view. To represent this, use the following procedure.

1 – When either active or in reaction declare the figure is providing covering fire.

2 – When the figure is allowed to shoot either during Activation or in reaction, he is allowed to roll 3d6 for its In Sight test instead of two. He counts the best score to determine when he is allowed to fire.

Example- The US player is Active. His squad comes into view of a LMG for the first time. The two sides exchange In Sight tests and the US squad Ducks Back. The Viet Cong player now declares he is using suppression fire on that group. The next time the US group pops into view from the same place, the LMG is allowed to roll 3d6 for its In Sight check.

On the US turn, Cpl. Jim Bob Joe decides to run along the wall, staying in cover, to a position away from the original US group. He is now out of the swath of the LMG. On his turn, he pops up and the LMG can only roll 2d6 for an In Sight test, as Jim Bob Joe is no longer in the suppression fire swath of the LMG. The two men exchange fire. Once the LMG fires at the new target he can no longer claim suppression fire at the original group of US figures.

### AUTO-KILL OR CAPTURE

If a figure comes into physical contact with an out of the fight figure he may choose to either automatically dispatch the figure or capture him (tie up, etc.) instead. This can only be done when Active.

### THROWING GRENADES

Grenades can be thrown up to 6” by using the Ranged To Hit Table as normal. Simply nominate a spot where the grenade is to land, roll 1d6, and add the score to the Rep of the thrower. As the grenade is a weapon that defines its targets by using a “blast effect circle”\*, damage is handled a bit differently.

\* A blast effect circle signifies the area where the blast and fragmentation of the grenade can be lethal. An AOL CD works really well to represent this!

### SCORING A HIT WITH A BLAST EFFECT WEAPON

Those figures in a “blast effect circle” after a “hit” from a grenade or similar weapon are all eligible targets and are hit as if from a single round

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of gunfire. This means each target in the blast area must roll on the Damage Table.

Example - A grenade has been thrown and a score of "8" is scored. There are three targets in the blast effect circle. However, one of them is in cover and counts a Miss. The others are not so are hit. The grenade has an Impact of 2. The figures that were hit are Reps 4 and 3. The shooter then rolls 1d6 for each target and consults the Damage Table. He scores a "1" on the Rep 4 figure and a "5" on the Rep 3 figure. Consulting the table shows that the Rep 4 figure is obviously dead while the Rep 3 figure is out of the fight.

### MISSING WITH A GRENADE

If a Miss is scored when throwing a grenade, then roll 2d6 vs. the Rep of the thrower and consult the Where'd the Grenade Go table. This table is only used when throwing a grenade by hand and not when using a grenade launcher. When using a grenade launcher the grenade just misses and explodes harmlessly. It can however, cause an Outgunned situation.

### DROPPING OR ROLLING A GRENADE

Use this procedure when a grenade is being dropped over a wall, dropped through a window inside a structure, or rolled into a room.

Do not use the Ranged To Hit table first. Instead roll 2d6 vs. the Rep of the user and compare to the Bombs Away table.

### "WHO'S GOT THE GRENADE?"

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. It is not necessary to keep track of where the grenades are on an individual basis. Yes, it's "fudging" but it makes the game move more quickly!

### THE LEAST YOU NEED TO KNOW

- Shooting is handled differently from melee.
- Line of Sight can be affected by a variety of things from buildings to weather.
- Firing between two figures will continue until one may no longer fire back.
- To shoot a weapon roll 1d6 and add to your Rep.
- Some weapons may use more than 1d6.
- Weapons can fire at targets to their front at a width of 1" per each point of Target Rating.
- Some weapons, such as a grenade, have a blast effect circle wherein all figures are eligible for damage.
- Shooting modifiers from are all figured into the Ranged to Hit Table.
- Figures hit by fire will always go down whether knocked down or out of the fight.
- Out of the fight figures can automatically be captured or dispatched.
- It is possible to drop a grenade or have it hit the wrong target.

## MELEE

Hand to hand combat, or *melee*, is carried out when two or more figures come into contact via a passed Charge Reaction check. To fight a round of melee, follow the procedure below.

- Each figure in melee will roll 2d6.
- Modify the Rep of each figure by the following factors if they apply.

### MELEE MODIFIERS

- |  |    |
|--|----|
| • Prone and in melee                   | -1 |
| • Each point of Impact less than enemy | -1 |
| • In melee with 2+ enemies             | -1 |
| • In melee with 3+ enemies             | -2 |

- Compare each result vs. each enemy in melee. After the number of dice passed are determined for each figure compare the results to the Melee Damage Table listed on the Quick reference Sheet at the back of the book.

Example – Pfc. Barnes (Rep 4) and comrade Vang (Rep 4) are in melee. Barnes is using a fixed bayonet (Impact 2) while Vang is using a handheld knife (Impact 1). Vang counts a -1 for the Impact difference and counts as a Rep 3. They now roll 2d6 each with Barnes scoring a "3" and "1" which means he passed 2d6. Vang rolls a "5" and "2" so passes 1d6. Barnes has won the melee by 1d6 more than Vang.

### DETERMINING DAMAGE

Anytime a figure loses a melee the winner must roll on the Melee Damage Table. Roll 1d6 and compare the score to the Rep of the target.

Example – Comrade Hien (Rep5) loses a round of melee by one die and the weapon used by the winner is a "fixed bayonet" with an Impact of "2". Sims, the winner, rolls 1d6 and scores a "2". Hien is "obviously dead". If Sims had scored a "3" through "5" then Hien would have been knocked down while a roll of "6" would have meant he was out of the fight.

### CONTINUOUS MELEE

If after a round of melee the sides are still in contact they will fight again on the next phase of Activation regardless of which side is active. However, the active player may decide to break off the melee instead.

### BREAKING OFF MELEE

Anytime a figure is active it may choose to end the melee and move at least 1" away from the enemy unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off, both sides take an immediate In Sight check. They may thus be allowed to shoot in the same turn that they are breaking off the melee.

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Example – Phu and Dixon are in hand-to-hand combat. Dixon becomes active and decides to “step back” 1”. Both immediately take an “In Sight” check with Phu counting as stationary.

### UNARMED COMBAT

Not all damage in melee is lethal. Unarmed combat will only result in the target being knocked out but still out of the fight.

#### THE LEAST YOU NEED TO KNOW

- All the figures in contact in a melee fight at the same time by rolling dice against each other.
- Melee is influenced by Impact of the weapon and number of enemies that are being faced.
- Figures that fight one round of melee and are still in contact will fight again the next Activation regardless of whose it is.
- Active figures may break off a melee as desired.
- Unarmed combat is considered non-lethal.

### BATTLEFIELD CASUALTIES

When your men get wounded you have to decide what to do about it. If you want to recover them this section will explain how to do it.

#### RETRIEVING THE WOUNDED

You may choose to use other figures to retrieve wounded comrades. When doing so they may not fire but may only concentrate on the job at hand. However, when doing so they will receive benefits to their reaction test when fired at.

Retrieving wounded is up to the discretion of the player and is not mandatory. However, be sure to read the section on Replacements.

#### MOVING CASUALTIES

It will often become necessary to move wounded or “out of the fight” comrades out of harms way. In addition, it may be desirable to prevent deceased comrades from falling into enemy hands.

Any figure can help move an injured comrade when active. If several figures join together to transport a friend (or enemy for that matter) the group may activate together. Use the following rules to transport figures

One healthy figure can:

- Drag an immobile figure at 2” per turn counting prone when doing so.
- Carry one figure at half normal move rate.

Two healthy figures can:

- Carry an immobile figure at normal move rate.

Four healthy figures can:

- Carry an immobile figure at Fast Move rate. Roll one pair of dice for the group and apply the worst result to all four figures

### WOUNDED WAY STATION

Players may choose to leave or group their wounded in one place protected by at least one non-wounded figure. This can be used instead of carrying them off the table.

#### EVACUATING THE WOUNDED (Medevac)

During the game, players may have the chance to move their retrieved casualties off of the table, whether by man power, chopper, or the back of a jeep. Any OOF casualty evacuated during a game gets an additional 1D6 when rolling on the recovery table.

#### THE LEAST YOU NEED TO KNOW

- When a figure is out of the fight he can no longer move or fight.
- Retrieving wounded is strictly voluntary but those doing so will receive benefits to their reaction tests.
- Wounded that are evacuated have a better chance of returning to the unit later.

### REACTION CHECKS OR TESTS

This is the most important part of the rules. Understanding the how, when, and why of these tests will be the difference between victory and defeat.

#### HOW TO CHECK REACTION

The Reaction Check represents the effect of various stressful situations on a figure’s ability to perform tasks.

Taking a Reaction Check involves rolling either 1d6 or 2d6 counting each die score separately versus the Reputation of the figure testing.

If a die score is equal to or less than the Reputation of the figure then he is said to have “passed” that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

Each test, or check, will have either a “1” or a “2” in the upper left hand corner of the test to let you know how many dice you should use. In addition, there will be a small LD next to it if the test allows for the use of Leader Dice.

#### HEROES ALL

Whenever a figure rolls double ones (snake eyes), on any of the following tests, he will immediately go into Hero mode. This means he will automatically Pass 2 dice on these same tests whenever he is required to take them again. In addition, the figure cannot be “Outgunned”. This will last only for the duration of the battle or until he is taken out of the fight. His Rep however, remains the same. The tests are:

- Received Fire.

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- Wanting to Charge
- Being Charged

### TYPE OF REACTION CHECKS

There are a variety of Reaction checks that must be made in FNG. Some are used a lot while others are rarely used. As you play the game, you'll internalize this and soon the Reaction tests will become second nature.

### WHEN TO TAKE A REACTION CHECK

Reaction checks are taken for the following reasons.

#### “IN SIGHT” CHECK

Anytime an enemy starts “out of sight”, and comes “into sight”, use the “In Sight” Check. This may result in BOTH sides taking the test simultaneously.

Example – Phu is in the middle of the village “street”. Dixon comes around the corner of a hootch and they see each other. Both figures take the “In Sight” check.

Note that sometimes only one side may be required to take the check such as if one side is hidden or if the opponent is making a Fast Move. **Note:**

***Figures making a Fast Move may not take the In Sight Check unless they have the Quick Reflexes Attribute.***

Example – Phu is stationary and Dixon comes into sight while Fast Moving from around the corner. Only Phu takes the check.

Note: Popping into view in place is considered to be “moving”.

Hidden figures and those providing suppression fire are allowed to toss a third die.

Example – Smith and Jones come around the corner of a building. Phu and Hien are in sight while Nguyen is hidden in the pagoda tower. All of the figures are Rep 4 and all see each other with the exception of Nguyen who has yet to be seen so counts as hidden. Next 2d6 is rolled for each figure of the visible figures while Nguyen tosses 3d6 as he is hidden. Here are the following results.

- Smith scores a “3” and a “5” and passes 1d6.
- Jones scores a “2” and “4” and passes 2d6.
- Phu scores a “3” and “4” and passes 2d6.
- Hien scores a “5” and “6” and passes 0d6.
- Nguyen scores a “4”, “5” and a “3” and counts only the “3” and “4” so passes 2d6.

The figures will fire in the following order.

- Phu fires first for passing 2d6 and being stationary.
- Nguyen can also fire as he has also passed 2d6 and is stationary. But as he is hidden he may instead decide to hold his fire.
- Jones may fire next as he passed 2d6 but was moving. Stationary figures get first fire priority.
- Smith may not fire as he passed only 1d6 and was moving. However, after all reaction fire is

finished he may fire because he is Active. But if he fired in reaction he may not.

- Hien may not fire at all as he has passed 0d6 and he is not Active. He may however fire if dictated by a Received Fire check.

### OUT OF RANGE

On the rare occasion that a target comes into view but is out of range the In Sight check is taken when the target comes into range.

Example – Barnes steps into view but is out of range of Hien. Hien may not take the In Sight test. Later in the turn Barnes comes into range and Hien is now allowed the check.

Please note that one side may be in range (and will take the check) while the other may be out of range (and does not take the check).

### “RECEIVED FIRE” CHECK

Every time a figure is fired upon, it must take the “Received Fire” Check.

When an Active character is forced to take a “Received Fire” Check he may fire at any target he desires.

When an inactive character is forced to take a “Received Fire” Check he is forced to return fire on any figure that caused the check.

### REACTION FIRE OR NOT

Anytime a figure is called upon to fire and has only a melee weapon, he will charge instead. If it would take more than one turn of Fast Movement to reach the shooter, the figure will instead Duck Back.

If the figure shot at has a ranged weapon, but may not return fire due to range constraints, he must Duck Back.

### “WANTING TO CHARGE” CHECK

A figure may only charge into melee if it is within its “Fast Move” distance of the target. It must then take the “Wanting to Charge” check. Figures may only enter melee by taking this test. If the figure charges and does not pass the “Fast Move” test with enough bonus movement to close, he will stop at the end of his movement and fire instead of continuing the charge.

If a Leader is with the group and in sight then the figure is allowed to use the “Leader Dice” bonus.

### “BEING CHARGED” CHECK

Anytime a figure is being charged to it's front and can see the enemy that is charging him it must take the “Being Charged” Check.

### “SURPRISE CHECK”

When a figure is charged or shot at to its rear by a previously unseen enemy it must take a “Surprise” Check.

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### “RALLY” CHECK

Anytime a figure has Runaway or has Hunkered Down it has a chance to rally and return to the battle. Whenever they are confronted by a friendly figure within 4” they may try to rally and return to the fight. The figure attempting to rally them need not be a Leader.

### “OVERRUN” CHECK

Whenever an armored vehicle attacks an infantry figure, the figure must take an Overrun Check. Note that an APW is any weapon that can penetrate at least an Armor Rated 1 vehicle.

#### THE LEAST YOU NEED TO KNOW

- Reaction checks are taken for various reasons.
- Rolling either 1d6 or 2d6, and comparing the individual die scores versus the Rep of the figure is taking a reaction check.
- To “pass” a die roll the score must be equal or less than the Rep of the checker.
- Even if more than 2d6 are rolled you can only pass either 2, 1, or 0 dice. The extra die result is always discarded.
- Rolling “snake eyes” when taking some reaction checks can cause the figure to become a Hero.

### RECOVERY AFTER THE BATTLE

After each battle roll 2d6 vs. their Rep for all figures that were “out of the fight” and consult the table below, 3d6 if they were evacuated off of the table during the game:

## 2 RECOVERY TABLE

### Pass 2d6

- Figure recovers and stays in the squad.

### Pass 1d6

- Figure recovers and returns to the squad in 1d6 turns as a Replacement

### Pass 0d6

- Figure either dies from wounds or returns home

Those that chose to Runaway must refer to the section entitled Medals and More in the second part of the book.

### INTRODUCTORY INFANTRY ENCOUNTER

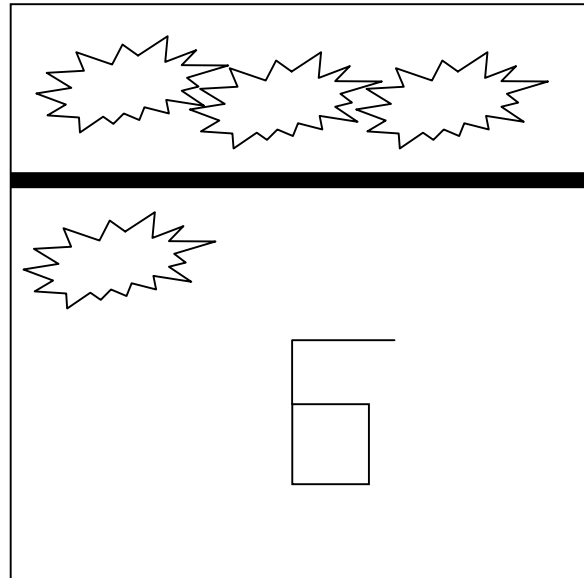
To help familiarize yourself with the infantry rules here is a simple Mission to get you going. JUNE 1967 - You’re in command of a small group of US Army soldiers on the coastal plains of II Corp. Your unit has been ordered to check out a small hamlet, deep in a valley. Your platoons LT has sent a fire team up ahead to scout out the area before moving everybody up. Currently it is you and three other troopers.

Leader -NCO (you) Rep 5 Large Caliber SMG

Rifleman (Able) Rep 4 Select Fire Rifle  
Rifleman (Baker) Rep 3 Select Fire Rifle  
Machine Gunner (Charlie) Rep 4 Light Machine Gun

Your major concern is making it to the hamlet without taking casualties. You are now coming up onto an old house. Here’s what the area is like.

#### NORTH



It’s a 3’x3’ board. A wide dirt trail runs from west to East, 12” in from the North. The whole area between the trail and north edge is wooded, reducing movement by ½ speed and counting as cover. Those at the edge can look out while visibility within the woods is reduced to 12”.

Across the road is a 6”x6” patch of similar woods. In the center of the board is a small concrete block house with a low stone wall on the north and west front yard. There are doors on the north and south wall and windows on all four walls.

You’ve reached the woods on the north side of the road and are within 24” of the house.

You are currently in cover and cannot be seen until you fire or come out of the woods. There is a Viet Cong soldier (Pham) at the corner where the two walls join together and another in the doorway to the south (Thiet). No one else is visible

Here are the Viet Cong:

Leader -NCO (Dong) Rep 4 Medium Caliber SMG

MG Gunner (Ha) Rep 4 RDP LMG

Rifleman (Nguyen) Rep 3 Bolt Action Rifle assistant to Ha.

Rifleman (Pham) Rep 3 Bolt Action Rifle

Rifleman (Thiet) Rep 3 Select Fire Rifle

When the shooting starts roll 1d6 for the location of the remaining Viet Cong.

1 – 2 = All are in the house.

3 = The MG Gunner and Nguyen are in the house while the NCO is in the small woods to the left.

4 = The MG Gunner and Nguyen are at the edge of the stone wall in place and ready to fire on the road/woods while the NCO is in the house.

5 - 6 = The MG Gunner, Nguyen, and the NCO are moving to the house from the small woods to the left.

It takes one turn of Activation for the LMG to “set up” for action.

## PART ONE – Section Two BASIC TRAINING – Vehicles And Buildings

In this section you will learn the rules that pertain to vehicles. Basically when we speak of “vehicles” we are talking about tanks and similar types. Once you combine this section with the previous section you will have the complete basic rules. If you desire you can play FNG using only infantry or tanks and these will provide very enjoyable games, though historically inaccurate. But when you combine the two elements you can capture the true flavor of combat in the “Iron Triangle” or the outlands of I Corp.

### FORCE BASICS

Players will recruit their vehicles from the appropriate Army List located in the second part of the book entitled Part Two - Campaigning FNG. Each vehicle consists of *both* the vehicle itself, and its crew. Each member of the crew will have one or more roles in the operation of the vehicle. It is important to remember the adage that a chain is only as strong as its weakest link!

Players will usually start with one or two vehicles and work their way up to larger numbers. Be advised though that as the number of vehicles increases, the game will take on a different complexion. What was a combined arms or infantry driven game, becomes one centered around tanks and anti-tank weapons.

No matter what size formation you decide to use, the basic starting point is the individual vehicle and its crew.

### DEFINING YOUR FIGURES

In “Basic Training – Vehicles and Buildings” there are two common elements that define each vehicle. The first is the vehicle itself and the other is the crew that mans it. Let’s begin with defining the vehicles.

### TRACKED OR WHEELED

Vehicles are usually wheeled or tracked. The easiest way to determine this is by looking at the model! There are, however, some hybrids such as armored personal carriers called half-tracks. For

movement purposes half-tracks are treated like fully tracked vehicles.

### OPEN TOPPED OR FULLY ENCLOSED

It is important to look at the model of the vehicle that is being used to see if it is “open topped” or fully enclosed. A half-track for example is open topped, as are some assault guns where there is no armor to the rear. A tank is considered fully enclosed. However, when the Tank Commander has the hatch open, and is sitting half in, half out, the tank is classed as open topped for him yet enclosed for the other crewmembers. Riders in open topped vehicles are exposed to small arms fire and other threats.

### TYPE OF VEHICLES

There are many types of tanks and other vehicles in FNG. These include, but are not limited to; light tanks, medium tanks, heavy tanks, armored personnel carriers (APCs), armored cars, trucks, jeeps, and helicopters. Helicopters are covered in the Additional Support section.

All ground vehicles are defined by the following characteristics. They are:

- **Vehicle** – The model of vehicle. Example – M-113 APC
- **Armor** – This is a numeric value given to the overall armor effectiveness of the vehicle. When there is one number then that is the value all around the vehicle. When there are two values then the second is the reduced armor value when the vehicle is hit to the side or rear. In addition, the top and bottom of the vehicle has an armor value equal to its side value divided by two and rounded down. Example – The North Vietnamese PT-76 amphibious light tank has an armor value of 4/2. This means its frontal armor is 4, its side and rear is 2, and its top and bottom is 1.
- **Main Gun** – The numeric value of the strength of the weapon. They range from 2 to 9 with the latter the strongest. This is known as the weapon’s Armor Piercing Rating or APR. The main gun may only fire in a straight line. Tanks that have turrets may traverse them in different directions whereas those with a fixed position gun are limited to shooting straight ahead.
- **AA MG** – This is the anti-aircraft machine gun mounted on the turret and operated by the Tank Commander. If the vehicle has one, its type will be listed in the AA MG column. The AA MG has a 180-degree arc of fire to the front of the turret so as the turret turns so does the AA MG.
- **Hull MG** – This machine gun is usually mounted lower on the front of the hull. The hull MG has a 45-degree arc of fire to the front, and is operated by the Radio

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Operator (RTO) or Loader in some cases. If the vehicle has one, its type will be listed in the Hull MG column.

- **Co-axial MG** - The co-axial machine gun is mounted alongside the main gun. This is used primarily as a spotting check while the loader is preparing the gun. The arc is the same as the arc of the main gun. The co-axial machine gun is usually fired by the gunner who does so by activating a footplate. If a vehicle has a co-axial machine gun its type will be listed in the appropriate column.
- **Speed** – The top speed, in inches, that the vehicle may move each turn of Activation. The figure before the slash is how far the vehicle may move if it stays on a road for the entire move. The figure after the slash is the vehicle's cross-country movement rate. Example – The US M-48A3 Patton can move 18" per turn spent entirely on the road or 12" if traveling cross-country. Vehicles may combine on and off road movement by prorating any distance used.
- **Crew**- The number of crewmembers per vehicle. The number of crew in the vehicle will be in the Crew column.

### NOTE ON MACHINE GUNS

Note that all vehicle-mounted machine guns are treated as Medium Machine guns in the rules unless specified otherwise.

### THE LEAST YOU NEED TO KNOW

- The crew of the vehicle all have separate roles and help to determine how the vehicle will perform
- All vehicles are recruited from the appropriate Army List.
- All vehicles have a variety of factors that define them.
- The higher the Armor Rating (AR) of the vehicle the harder it is to destroy.
- Attacking a vehicle from the side, rear, top or bottom is normally easier than attacking it from the front.
- The main gun has a numeric Armor Piercing Rating (APR) with the higher numbers being better.

### REPUTATION AND CREWS

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a figure's overall ability to perform his job. The Reps of crews are just like those used for infantry, with the exception that they range from three to six. Note that towed anti-tank guns work on the same principles, with the role of Tank Commander being replaced by a Leader.

## FIVE MAN CREWS AND WHAT THEY DO

Here's a breakdown of who they are and what they do in real life. The following sections will explain their duties as reflected in the rules.

### Tank Commander (TC)

- Responsible for everything the tank does, or fails to do.
- Controls the movement/positioning of the tank by giving orders to the Driver.
- Spots targets, and chooses the appropriate weapon to engage with.
- Directs Gunner on target either by giving orders to the Gunner, or taking control of the turret himself.
- Directs Bow Gunner on target by giving orders to Bow Gunner. Bow Gunner also known as the Hull machine gunner.
- Chooses type of main gun ammunition by giving orders to the Loader.
- Observes fire by watching the tracer(s) through binoculars, or an auxiliary sight, and gives corrections to bring the Gunner on target.
- Engages enemy dismounted troops, soft-skinned vehicles, lightly armored vehicles, and aircraft with the turret AA MG.
- Navigates using map and terrain association (the tank's massive ferrous metal content makes compasses useless).
- Keeps higher HQ informed via radio by giving orders to RTO.
- Calls for, and observes, artillery fire via radio.
- Coordinates fire and maneuver with other tanks via radio or hand-and-arm signals.
- Coordinates fire and maneuver with friendly infantry via hull-mounted "tank phone"

**Tank Commander** – The Tank Commander has the following roles in FNG

- 1 - Takes the "In Sight" check whenever targets come into view.
- 2 – Operates the AA machine gun when the tank is not "buttoned up" (hatch closed).
- 3 – Takes the "Clank" test.

### Driver (DR)

- Moves and positions the tank according to the TC's orders.
- Constantly looks for inter-visibility lines in preparation for moving to a hull-down position on a moment's notice.
- Unless ordered otherwise by the TC or Gunner immediately turns the front of the hull towards incoming fire and seeks a hull-down position.
- Responsible for preventive maintenance, battle damage assessment, and repair (BDAR) involving the tank's hull.
- Emplaces hasty obstacles (barbed wire and/or mines), camouflages the tank, and mans



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dismounted Observation Posts during long halts (w/Loader).

**Driver** – The Driver has the following roles in FNG  
1 – Takes the “Run Over” test when wishing to go over, or though, other vehicles, or structures.  
2 – Takes the “Lose Control” test if attempting a turn at over ½ speed.

### Gunner (GNR)

- Engages targets with the tank's main gun, or co-axial MG, according to the TC's orders.
- Responsible for preventive maintenance and BDAR involving the tank's turret and weapons.
- Prepares range sketch cards of designated engagement area to allow for engaging targets during limited visibility conditions.
- Serves as TC in the TC's absence.

**Gunner**– The Gunner has the following roles in FNG  
1 – Declares whether firing at the turret or hull of a vehicle and rolls on the “Place Round” table to see if a hit is scored.  
2 – Rolls on the “Firing at Building” table when firing the main gun at a building.  
3 – Operates the co-axial machine gun.  
4 – Replaces the TC if gone or incapacitated.

### Loader (LDR)

- Safes, loads, and arms the main gun according to the TC's orders.
- Emplaces hasty obstacles (barbed wire and/or mines), camouflages the tank, and mans dismounted Observation Posts during long halts (w/Driver).
- Aids Driver, Gunner, and RTO with maintenance and BDAR tasks.

**Loader** – The Loader has the following role in FNG  
1 – Rolls on the “Loading” table immediately after the main gun has fired.

### Radio Operator (RTO)

- Operates the tank's FM radios according to the TC's orders (usually just flips frequencies while the TC transmits, but may transmit actual messages if the TC is busy or incapacitated).
- Responsible for preventive maintenance and BDAR involving the tank's radios.
- Engages targets with the tank's bow gun according to the TC's orders.
- Serves as Loader in the Loader's absence.

**Radio Operator**– The Radio Operator has the following roles in FNG  
1 – Operates the Hull machine gun.  
2 – Operates the radio.

## FEWER THAN FIVE MAN CREWS

Sometimes there will be fewer than five men in the crew. *This can either be by design or if members are incapacitated. When a crewmember has more than one role he can only perform one at a time.* The following sections will describe the roles of the various crewmembers in game terms in smaller crews or when other crewmembers are incapacitated.

### FOUR MAN CREWS AND WHAT THEY DO

**Tank Commander** – The Tank Commander has the following roles in FNG  
1 - Takes the “In Sight” check whenever targets come into view.  
2 – Operates the AA machine gun when the tank is not “buttoned up” (hatch closed).  
3 – Takes the “Clank” test.

**Driver** – The Driver has the following roles in FNG  
1 – Takes the “Run Over” test when wishing to go over or though other vehicles or structures.  
2 – Takes the “Lose Control” test if attempting a turn at over ½ speed.

**Gunner**– The Gunner has the following roles in FNG  
1 – Declares whether firing at the turret or hull of a vehicle and rolls on the “Place Round” table to see if a hit is scored.  
2 – Rolls on the “Firing at Building” table when firing the main gun at a building.  
3 – Operates the co-axial machine gun.  
4 – Replaces the TC if gone or incapacitated.

**Loader/Radio Operator** – The Loader and Radio Operator roles are combined as follows in FNG  
1 – Rolls on the “Loading” table when wishing to reload the main gun.  
2 – Operates the Hull machine gun.

### THREE MAN CREWS AND WHAT THEY DO

**Tank Commander** – The Tank Commander and Gunner roles are combined as follows in FNG  
1 - Takes the “In Sight” check whenever targets come into view.  
2 – Operates the AA machine gun when the tank is not “buttoned up” (hatch closed).  
3 – Takes the “Clank” test.  
4 – Declares whether firing at the turret or hull of a vehicle and rolls on the “Place Round” table to see if a hit is scored.  
5 – Rolls on the “Firing at Building” table when firing the main gun at a building.  
6 – Operates the co-axial machine gun.

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**Driver** – The Driver has the following roles in FNG

- 1 – Takes the “Run Over” test when wishing to go over or through other vehicles or structures.
- 2 – Takes the “Lose Control” test if attempting a turn at over ½ speed.

**Loader/Radio Operator** – The Loader and Radio Operator roles are combined as follows in FNG

- 1 – Rolls on the “Loading” table when wishing to reload the main gun.
- 2 – Operates the Hull machine gun.

### TWO MAN CREWS AND WHAT THEY DO

**Tank Commander** – The Tank Commander, Gunner, Radio Operator, and Loader roles are combined as follows in FNG

- 1 - Takes the “In Sight” check whenever targets come into view.
- 2 – Operates the AA machine gun when the tank is not “buttoned up” (hatch closed).
- 3 – Takes the “Clank” test.
- 4– Declares whether firing at the turret or hull of a vehicle and rolls on the “Place Round” table to see if a hit is scored.
- 5 – Rolls on the “Firing at Building” table when firing the main gun at a building.
- 6 – Operates the co-axial machine gun.
- 7 – Rolls on the “Loading” table when wishing to reload the main gun.
- 8 – Operates the Hull machine gun.

**Driver** – The Driver has the following roles in FNG

- 1 – Takes the “Run Over” test when wishing to go over or through other vehicles or structures.
- 2 – Takes the “Lose Control” test if attempting a turn at over ½ speed.

### THE LEAST YOU NEED TO KNOW

- Vehicles have from 2 to 5 crewmembers.
- Each crewmember has a specific job.
- Smaller crews will result in one or more crewmember performing more than one roll and will affect the vehicles overall efficiency.

## MOVEMENT

The following sections describe the movement mechanics for vehicles in FNG

### BASIC MOVEMENT

A vehicle may move up to its maximum speed as specified on the appropriate list when active. Treat the vehicle as a group made up of its crew. The vehicle may be activated if the TC’s Rep allows. Should the TC be absent or incapacitated the vehicle may move if the Driver’s Rep allows. The distance listed before the slash is for road movement while the distance listed after the slash is for cross-country movement.

## GROUPS

All Group rules previously learned in the Infantry section also apply to vehicles except they may be 12” apart instead of 4” and still count as part of the group.

### STOPPING

Vehicles may stop whenever they desire. If they wish to move after stopping during a turn, they must spend 2” of movement.

Example – An M-48 Patton tank with 18” movement moves 10” forward and stops. It fires and decides to resume movement. This would reduce its total movement by 2” so he could move up to another 6” if he desired.

### REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse, it may do so at up to ¼ of the speed remaining to it that turn of Activation. The vehicle must have previously been stopped or must stop prior to moving in reverse.

### URNS

A ground vehicle may make as many turns as desired up to a 90-degree change of direction when active. Turns may be made whenever desired during their Activation so long as the vehicle moves forward half its body length between turns.

However, if the ground vehicle is moving at over ½ speed and desires to make a turn of 45 degrees or greater the Driver must roll on the “Losing Control Table” below.

Watercrafts, such as Monitors and Armored Transport Craft (ATC), have very little maneuverability once at speed. When a moving watercraft wishes to make a complete 180-degree turn without stopping, it will take 2 consecutive turns to complete, with the craft being at the apex of the turn after the first Activation. The turn will have a radius of at least 6”, plus twice the speed the craft is moving at the beginning of the turn.

Note: Unlike ground vehicles, once a watercraft has begun to move it will continue to move during each subsequent activation, until the craft is ordered to stop. This means that the boats driver/pilot/helmsman may make turns and alter his speed, but crewmembers manning weapons are still subject to normal Activation rules. Should the craft run into a solid object, such as another craft, a river bank, or large rock, the occupants will test for damage as per being in an out of control vehicle.

Example- A Monitor is heading along the right bank of a 20” wide canal at a speed of 6” when some VC fire on it with an RPG-7 from the left bank. The Monitor begins a 180-degree turn to bring its flamethrowers to bear on the ambush. Its turn radius will be 18” (initial 6” for a turn + twice its 6” speed). The first part of the Monitors turn has placed it mid canal, 18” ahead and 9” into the canal from its starting point. Unfortunately for the crew,

this turns activation roll left them unable to respond to the fire. But no more RPGs come their way either. As the turn finishes, the Monitor is now directly across the canal from where it began its turn, moving at a speed of 6" and almost against the canal bank. When its activation comes up, there is a good chance that some VC will be attending a BBQ in their honor.

**TURNING ON A "DIME"**

There will be times when the tanker will want to turn in place and proceed in another direction. This is easily done as follows:

- The tank must have previously stopped prior to turning on the spot.
- The tank may turn on the spot up to 180 degrees per Activation.
- Boats and Sampans can only turn 90 degrees per activation, except for PBRs.
- PBRs (Patrol Boat, River) have engines powerful enough to spin them in place up to 180 degrees, even if they have not stopped and are still considered moving.

Note that there is no need for a Driving roll of any sort.

**RUNNING OVER AND THROUGH THINGS**

Armored vehicles may run over or through things such a buildings, trees, non-armored vehicles, etc. To do so they compare their Armor Rating (AR) to the AR or Defensive Value (DV) of the item being run over.

If their AR is equal to or greater than the DV, roll on the "Run Over" table with the Drivers unmodified Rep.

If the AR is lower, then subtract the difference and apply it to the Rep of the driver, then roll on the "Run Over" table.

Example – An AR 3 tank wanting to run through a DV 5 building, would test at –2 from the Rep of the driver.

Note that running through a building will result in a breach equal in size to the tank's width plus 1" per side.

**DRIVER DISABLED**

If the driver of a vehicle becomes disabled for any reason the vehicle will continue on its current path for 2d6 inches until it comes to a halt. If it hits something prior to halting treat it as if passing 1d6 on the "Run Over" table.

**EMBARKING AND DISEMBARKING**

Getting into, or onto, a vehicle (called "embarking"), regardless of the vehicles type, costs a figure 4" of movement. This means that it may take a figure more than one turn to embark if the terrain is very rough, or if he had to travel to reach the vehicle in the first place. If the vehicle has moved up to 4" before the figure attempts to embark, or is stopped, the attempt is automatically successful. However, if the

vehicle has moved greater than 4", the figure must attempt to "jump for it" by rolling 2d6 against his Rep and consulting the "Jump for it!" table.

Exiting the vehicle costs a figure no movement, unless they must climb over a railing or sidewall, in which case exiting (also called "disembarking") costs a figure 4" of movement. This means that it may take a figure more than one activation to exit a vehicle. If the vehicle has moved up to 4", or is stopped, the disembarking is automatically successful. However, if the vehicle has moved greater than 4", the figure must attempt to "jump for it" by rolling 2d6 against his Rep and consulting the "Jump for it!" table.

<p><b>2</b></p> <p><b>Pass 2D6</b></p> <p>• <b>Success!</b> The figure has successfully embarked, or disembarked and acts normally,</p> <p><b>Pass 1d6</b></p> <p>• <b>Close call!</b> The figure barely makes it to safety, either by luck or because he was helped by a buddy. If embarking, the figure is shaken and counts as in Duck Back. If disembarking, the figure is shaken and has lost half of his movement for this round, and may only fire in reaction.</p> <p><b>Pass 0d6</b></p> <p>• <b>Disaster!</b> The figure has fallen! Roll 1d6. On a 1-2, the figure takes an Impact 1 hit, on a 3-4 the figure takes an Impact 2 hit, on a 5 the figure takes an Impact 3 hit, and on a 6 the figure has been hit or run over by the vehicle and killed.</p>	<p><b>"JUMP FOR IT!"</b></p>
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Refer to the section on Swimming if a character that attempts to embark or disembark from a watercraft fails to do so successfully.

**FIRING**

Firing machine guns from a vehicle is handled normally on the Ranged To Hit Table, while firing the main anti-tank gun is handled as follows.

**FIRING THE MAIN GUN**

The TC, or Leader in the case of a towed anti-tank weapon, spots the target and, subject to the "In Sight" test, will tell the Gunner where to fire. Alternately, having failed the "In Sight" test and lived to tell about it, the TC may order the Gunner to fire next Activation at a target that is already in sight. *The tank must be stopped in order to fire.* The Gunner may immediately fire if the gun is loaded and ready to go.

Prior to firing the gun, the Gunner must nominate the target. In addition he must specify whether aiming at the turret or hull if appropriate.

Next roll 2d6 versus the Rep of the Gunner and check the table below. This determines if the Gunner hit the spot he was aiming for, hit another

portion of the target, or missed the target completely.

## 2

### PLACE ROUND TABLE VS. GNR

*GNR Rep –1 at over 48"*

#### Pass 2d6

- Hit Target aimed for.

#### Pass 1d6

- Miss if target or shooter "Fast Moved".
- Hit other targets if at 12" range or less.
- Otherwise Roll 1d6
  - Hit Turret\* on 1 or 2
  - Hit Hull on 3 – 6 (If "hull down" then Clank test)

#### Pass 0d6

- Miss, target ignores fire.

\*Turret hit increases AR of target by 1 point.

Once a hit has been made and the round placed roll 2d6 versus the difference in value of the Armor Piercing Rating and the Armor Rating of the target. Keep in mind that turret hits will increase the AR of the target by 1 point. Refer to the Penetration Table in the QRS at the end of the book.

**Hits that cannot penetrate will cause a "Clank" test instead.**

Example – M-48 "Iron 5" is firing at the PT-76. The Gunner nominates the hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and scores a hit on the hull.

The APR of the M-48's main gun is a 7 while the PT-76 frontal Armor rating is a 4. The difference is 3. The NVA player rolls 2d6 and scores a 1 and 5 or a result of pass 1d6. The vehicle is disabled and each crewmember rolls 1d6 versus the penetration difference of 3 in this case. The four crewmembers each roll 1d6 with the driver and loader scoring less than the difference (they are dead) and the tank commander and gunner scoring higher (they bail out.)

### SPECIAL OVERKILL RULE

When penetrating a target and scoring a result of pass 2d6, and either 5,5 or 6,6 is rolled, this means the round went right through the vehicle. Roll 1d6 per crewmember with highest score being hit and killed.

Example – A US M-48 tank with a main gun APR of 7 fires and hits an NVA PT-76 in the side with an AR of 2. The US player rolls 2d6 on the "Penetration" table and scores 5 and 5, or pass 2d6. Due to the Special Overkill rule, the round passes through the PT-76 killing only one crewmember, whomever rolls the highest on 1d6.

### "HANDS OF FATE" FIRING

There may come a time where the odds are deemed to be so hopeless that the tanker will try anything and trust to fate that it works. Examples of this would be firing the tank while on the move or firing at a

target that normally cannot be penetrated. If the player desires to do one of these he most certainly can and there is a chance of success. This is called the "hands of fate" shot. *Anytime a player scores "snake eyes" or 1,1 on the "Place Round" dice roll when there is no chance to penetrate this will occur.* When this occurs he is allowed to roll on the "Penetration" table vs. a Penetration Value of "1".

### LOADING THE MAIN GUN

The loader is responsible for clearing the gun and reloading it. The gun is always loaded at the start of the battle unless specified otherwise. When a gun is fired the loader must immediately roll on the "Loading" table unless there is no loader in place. In which case the gun may only be loaded when the loader arrives in place.

Example – An ARVN M-41 Walker Bulldog has lost its loader. It is not active so cannot reload. The next turn of Activation the RTO moves to the loader position and rolls on the "Loading" table to see if the round will be reloaded.

To load the gun, roll 2d6 versus the Rep of the loader and compare to the Loading table.

### IS IT ARMOR PIERCING, CANISTER, OR HIGH EXPLOSIVE?

When a vehicle mounting a gun first arrives on the table and each time the gun is reloaded, the owning player must note whether the gun is loaded with an armor piercing (AP), Canister (CAN), or high explosive (HE) shell.

Should there be a need to change the type of shell loaded, either the gun must be fired and reloaded as normal, or the Loader may take a "LOADING" test. Success indicates the desired ammunition has been loaded.

Should a gunner score a hit on an armored vehicle while firing an HE round, count an APW of 1 when determining the effect of the hit.

Canister rounds act like giant shotgun blasts. When a canister round is fired, it covers a swath 2" wide at the barrel, 18" long, and 6" wide at its far end. Everyone, friend or foe, within the swath is hit as if by an Impact 3 weapon. Canister causes no damage to armored vehicles, as it is strictly an anti-personnel round.

Note that not every gun is capable of firing HE and CAN ammunition. Those guns are noted on the Army Lists in Part 2 - Campaigning FNG

### SPECIAL ANTI-TANK WEAPON FIRING PROCEDURE

Anti-tank weapons such as the Bazooka, RPG, and LAW weapons will use the following, similar, procedure when firing at vehicles and buildings.

First choose the target. If firing at a tank declare whether you are trying to hit the turret or

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hull. When firing at a building declare the spot you are aiming for.

Next roll 2d6 versus the Rep of the shooter and check Squad Anti-Tank Fire Table. This determines if the shooter hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

Once a hit has been made and the round placed roll 2d6 versus the difference in value of the Armor Piercing Rating and the Armor Rating of the target. Keep in mind that turret hits will increase the AR of the target by 1 point

### Hits that cannot penetrate will cause a "Clank" Test instead.

Example – An NVA RPG team is firing at a M-113 as it rolls by. The shooter nominates the hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and has scored a hit on the hull.

The APR of the RPG is a 6 while the side armor of the M-113 is a 4. The difference is a 2. The NVA player rolls 2d6 and scores a 1 and 5 or a result of passed 1d6. The vehicle is disabled and each crewmember rolls 1d6 versus the penetration difference, 2 in this case. The five crewmembers each roll 1d6 with the driver and loader scoring less than the difference (they are dead) and the tank commander, RTO, and gunner scoring higher (they bail out.)

### THE LEAST YOU NEED TO KNOW

- Vehicles may move up to their maximum speed when active.
- Vehicles may perform a variety of movement actions from moving in reverse to executing high-speed turns.
- Watercrafts differ from ground vehicles in that they will move both when Active and Inactive.
- It is possible to combine forward and backward movement in the same phase.
- It is possible for armored vehicles to run over or through buildings.
- Attempting to embark or disembark from a moving vehicle can be very hazardous.
  
- The vehicle must be stopped to fire the main gun.
- Firing the main gun is a two-step process, declaring the target and rolling to place the round on target.
- Not all main guns can penetrate all armor ratings and this can result in a Clank test instead.
- It is possible to achieve a "miracle" shot and disable or destroy an otherwise invulnerable target.
- The loader must test to reload the main gun immediately after it has been fired.
- Towed anti-tank guns are easier to load than vehicle mounted main guns.

## CREW SMALLARMS

Crews that abandon or leave their vehicle will either have a pistol (1-4) or SMG/Select Fire Rifle (5-6). They can perform as a regular infantryman but at -1 to their Rep at all times.

## APW VERSUS PERSONNEL

When using an APW versus personnel, count its Impact as 4 or its APR, whichever is higher. Vehicular main guns firing HE use a 5" blast-effects circle similar to that of a grenade. Vehicular main guns marked with an asterisk (\*), lack HE ammunition and may only be fired at a single personnel target with no blast effects circle.

## ATTACKING VEHICLES

Infantry may choose to close assault a vehicle with either a Satchel Charge or "Molotov Cocktail". To do so the player declares which figure or figures are attempting to attack the vehicle and which side he is attacking.

They must then take a "Wanting to Charge" check, and the target an "In Sight" check *not* a "Being Charged" check. This is the normal infantry reaction test and not the armored "In Sight" test. The Tank commander takes the test. If the TC is buttoned up he may only take the test if charged to the front 180-degrees.

When the attackers come into contact with their target they roll 2d6 and compare to their Rep. Check the result on the Who Wants to Be a Hero Table.

Example – Diem spots an ARVN M-41 rolling along. He wants to be a hero and takes a "Wanting to Charge" test to go. He passes 2d6 and charges at the tank head on.

The TC is in the hatch and takes an "In Sight" test. He passes 1d6 and immediately opens fire with the AA machine gun. In addition, *any other members of the tank crew manning other machine guns may test to fire as well!* He scores a miss and Diem takes a "Received Fire" test and keeps going.

He contacts the tank and rolls 2d6 versus his Rep. He scores a result of pass 2d6 and the Satchel Charge is successfully placed under the oncoming tank and the AR of 1 is used. The difference is 4 and Diem rolls 2d6 for his attack. A 3 and 4 is scored, 2d6 is passed and the M-41 is blown up.

Note that the under armor of a vehicle is used if it is attacked successfully from the front or rear. In addition, it is possible to move, throw the device, and continue the move.

Note that anyone attempting this move is never "Outgunned".

## DAMAGE VERSUS PENETRATION

If a shooter does not have an APW it is still possible to damage an AR 0 vehicle if armed with a light, medium, or heavy machine gun. To do so, just carry out the attack as normal. If the result is a Hit

on a score of 10 or higher, then roll 1d6 and add it to the Impact of the weapon firing. If the total is 7 or higher the vehicle is disabled and the driver must now roll versus his Rep on the Losing Control Table.

#### THE LEAST YOU NEED TO KNOW

- Crews that abandon vehicles may not return to them until after the fight is over.
- Infantry can attack vehicles with Satchel Charges or “Molotov Cocktails”.
- It is possible to damage AR 0 vehicles without an APW.

#### REACTION TESTS

Reaction tests are taken by the Tank Commander, or his replacement if he is incapacitated, and in the following circumstances.

##### “IN SIGHT” TEST

Anytime an enemy starts “out of sight” and comes “into sight” use the “In Sight” check. This may result in BOTH sides taking the test simultaneously. It is also taken when a tank comes into view of a building for the first time and wishes to fire at it. If there are enemies in the building then they will test for “In Sight” as well.

Example – M-48 “Tread Heavy” clears a bamboo grove and sees a log bunker for the first time. The US player announces that he will take the “In Sight” test to fire at the building even though he doesn’t know if there are enemy inside. See “Recon By Fire” for more.

##### “CLANK TEST”

Whenever a tank is fired on and not penetrated the Tank Commander must take the “Clank” test.

Note that “Retire” means the tank will move directly away from the fire into a position that provides complete cover so as not to be seen by the firing unit.

##### UNDERGUNNED

When firing, some main guns and anti-tank guns have insufficient firepower when facing certain threats. This is reflected as follows:

If the Armor Rating (AR) of the target is higher than the Armor Piercing Rating (APR) of your weapon (i.e. you cannot penetrate the enemy’s armor) then you are “Undergunned”. This can change dependent upon the situation. However, in this case you may choose to fire anyway using the “Hands of Fate” firing rule. However, if forced to retire due to a reaction test then you must.

Example – The Russian T-55 has a main gun APR of 6 while the M-48 it is facing head on has an AR of 7. The T-55 cannot penetrate the M-48 head on but as it is active decides to try a desperation “Hands of Fate” shot. It does not roll 1,1 but still causes a “Clank” test. The M-48 fires back causing the T-55 to take a Clank test and he passes 2d6.

Even though the T-55 has reloaded he must retire. Next turn the T-55 moves to the side of the M-48 where its main gun APR of 6 can penetrate the AR of the M-48 side (4) so does not count as “Undergunned”.

#### THE LEAST YOU NEED TO KNOW

- The Tank Commander is responsible for taking the In Sight and Clank test.
- Undergunning occurs when the APR of the weapon cannot penetrate the AR of the target.
- Undergunning can change when firing at a different facing of the same target.

#### BUILDINGS

Buildings are classified by their Defensive value (DV) as listed below:

- Typical woven grass “hootch” – these structures are so flimsy that they provide no inherent protection what so ever and have a DV of 0. They do count as concealment.
- Typical frame structure – Made of wood or lightweight materials providing a DV of 1
- Sandbagged position – Single row of sandbags equal to a DV 1. Multiple sandbag thick positions would be DV 2.
- Masonry buildings – Brick type house or structure providing a DV of 2.
- Masonry buildings reinforced with sand bags – provide a DV of 3.
- Concrete – These structures have a DV of 4.
- Wooden log bunkers – typical jungle bunker with DV of 4. This also includes sunken command bunkers and the like often found on US firebases.
- Reinforced concrete/steel structure – Typical permanent base bunker with DV of 6.

##### BUILDING AREAS

In addition to their DV, each building is also rated as having of one or more “areas”. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes we need to divide buildings into “areas” of roughly 6” x 6”. “Roughly” because if your building is 6” x 8” or even 8” x 8” there is no need to call it more than one area. Additional floors beyond the ground floor areas will also count as additional areas.

As noted on the “Penetration Results” table, a hit can have a catastrophic effect on a building area.

If an area that collapses has another area above it roll 1d6 for that upper area. On a roll of 1-3 the upper section collapses as well. On a 4-6 it does not.

In the event that *all* of the areas on one level of a building have collapsed, we can assume that when the last one of these collapsed all areas above it collapsed as well.

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### FIRING AT BUILDINGS

The Tank Commander spots the target and subject to the "In Sight" test will either tell the Gunner where to fire immediately or have to wait until next Activation.

The Gunner may immediately fire if the gun is loaded and ready to fire. Prior to firing the gun the Gunner must nominate the target spot.

Next roll 2d6 versus the modified Rep of the Gunner and check the Firing at Buildings Table. This determines if the Gunner hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

After a hit has been made resolve the damage as normal consulting the Penetration Table.

## PART TWO – CAMPAIGNING FNG

FNG is unique among tabletop war games in that it can be played in a variety of ways. It can be used for one-off skirmishes between 2 players, same-side cooperative battles where all players fight against an enemy controlled by the game mechanics, or solo play. In addition these games can be either non-related combat missions or grouped together in an on-going campaign.

In this part you will learn how to link your battles together into a continuous campaign where the result of one battle will sometimes affect the course of the next. During this campaign your squad or platoon will constantly change and your characters come and go as the fortunes of war dictate.

The Vietnam War was unlike any other war in that there never was a clearly defined "front line". Most actions took place in isolated areas, where troops arrived, fought, and then left. On only a few occasions did the fighting actually take place in the cities of South Vietnam. From the American point of view, this war wasn't about gaining territory, it was about ridding South Vietnam of what began as a Communist insurgency, and later became an all out invasion. And unlike previous wars, where soldiers, sailors, and airmen served for the duration of the conflict, Vietnam era soldiers had only to survive a tour of duty in country, of around 12-13 months, before returning home. Of course, surviving is not always as easy as it sounds

To get started, let's have a little background on the country, the combatants and establish the timeline of the campaign.

### THE COUNTRY

Vietnam has a long history of invasions, revolutions, and insurgencies. Just about every Asian power invaded or fought with the peoples of Vietnam at one point or another. Even Europeans have had their hands on the lands of Southeast Asia, with the French holding the area, then called Indochina, as a colony until the Japanese invaded in WW II and took over.

During the Japanese occupation a guerrilla war was constantly waged against them by the peoples of the area, many of who were turning to Communism and the teachings of Mao Tse Tung.

At the close of WW II, it became evident to the Vietnamese that the French intended to return as their colonial masters, several "raids" on Japanese armories took place, and the weapons were stashed for later use. It wasn't long before guerrillas were once again waging war against what they saw as an oppressive regime. The Viet Minh fought the French for over a decade, eventually forcing French capitulation after the battle of Dien Bien Phu in 1957.

At the Paris Accords, the country was divided in half, and elections on unifying the country were promised. In the north, the Communist Party held sway, while a form of democracy was put in place in the south. The promised unification vote never came, and eventually the Communists decided to take matters into their own hands, and the insurgency in South Vietnam began.

From the time Vietnam was split in two, the United States supported South Vietnam. Southeast Asia had become the latest proxy battlefield for the Cold War, and the US couldn't abide a communist take over of the whole area.

As tensions rose, so did the ferocity and frequency of combat in South Vietnam. Once the insurgency was in full swing, the US began to send supplies and advisors to aid the embattled South Vietnamese government and army. Eventually, American supplies, property, and citizens became priority targets for the communists, and the US Marines had to be brought in to guard American assets and lives after a particularly nasty attack on Danang. Thus began the "conventional" phase of the Vietnam War. Eventually, all branches of the US Armed Forces would participate in the war, as would many of the civilian agencies.

### THE LAY OF THE LAND

The American military command eventually divided South Vietnam into four different Corps zones. I Corps (pronounced 'Eye' Corp) was composed of the northern most quarter of the country, whose' north border was the Demilitarized Zone (DMZ) which separated SVN and NVN. The majority of the population of this area lived in, or was moved to, the coastal areas. The western portions became depopulated jungle lands, where the North Vietnamese Army (NVA) had large contingencies of men and material always moving through the area, trying to bring the war to the coast. The inland coastal portions of I Corp were probably the most heavily booby-trapped areas in all of Southeast Asia.





Since their landing at the airbase of Danang, I Corp became the operational area of the US Marines. It has been said that they would have been more suited to the swamps and waterways of the IV Corps area, but the Marines were never redeployed. US Army and ARVN units supplemented the Marines, including the famous 1<sup>st</sup> Cavalry Division (airmobile).

The terrain of I Corps can be characterized by rolling hills and small valleys filled with scrub and forests in the north, with the hills becoming the beginning of the steep and heavily jungled Central Highlands the farther south you progress.

II and III Corps formed the center of South Vietnam. The steep mountains that began in I Corp run south and dominate II Corp, eventually giving way to rice growing lowlands mid way through III Corps. The Central Highlands were notorious for their dense primeval triple canopy jungles, and heavy enemy infestation. The Vietnamese lived almost exclusively in the lowlands and coastal areas, while an indigenous minority people called "Montagnards" (pronounced Mountain yards) lived a secluded and primitive life in the mountains and valleys until the war came. These small forest people would become brave fighters and wonderful allies under the command of US Special Forces, forming the backbone of the western border interdiction efforts, CIDG units, Hatchet and Mike Forces, and the Mobile Guerrilla Force.

Within III Corps there were several special areas, called War Zone C and D, and the Iron Triangle, all of which were north and northwest of Saigon. These areas were riddled with extensive tunnel networks, one of which, located within the "Hobo Woods", contained the communist HQ for all of South Vietnam. The terrain in III Corp varied greatly and included wide rivers, thick jungle, open rice paddy land, swamps, rubber plantations, canals, and large urban areas. Enemy activity was intense in this Corps, mainly due to "the Parrots Beak", a kink in the border with neighboring Cambodia that pointed directly at Saigon, and acted as the main infiltration route for VC and NVA forces making their way into the southern portion of the country from their cross border sanctuaries.

IV Corps, the southern most portion of South Vietnam, is crisscrossed with a massive number of waterways, both natural and man-made. The Mekong River flows through the area, emptying out into the sea via a massive delta. IV Corp is the most fertile rice growing land in the country, and as such, contained the majority of the South's population among the towns, villages, and hamlets scattered along the various water courses. The terrain is mostly flat and composed of vast rice paddies, swamps, estuaries, and plains of reeds, all of which is dotted with dense jungle and forest. In the rainy season, the vast majority of the area is under water, and travel is mostly restricted to boats and helicopters.

Within IV Corps, the VC and NVA had several sanctuaries, such as the swampy "Rung Sat Special Zone", which they used as R&R centers, places to stockpile weapons and supplies, and training centers. The VC and NVA felt safe in these areas, and the US Navy SEALs and US Riverine Forces went a long way towards changing that, and stemming the flow of reinforcements and supplies into the country.

## THE COMBATANTS

### Communist Forces

**Viet Cong**- Short for "Vietnamese Communists" in Vietnamese, the Viet Cong (VC), whom called themselves the "National Liberation Force" (NLF), began life as an organization similar to the Viet Minh that fought the French earlier. The majority of the VC forces were recruited straight from their homes (sometimes forcefully) to fight against the Government and their US allies on their home turf. The intimate knowledge of their local terrain helped the VC become excellent guerrilla fighters, capable of appearing and disappearing seemingly at will. Coupled with their proficiency at constructing booby traps and tunnel complexes, "Charlie" (from the US military phonetic spelling of VC, or Victor Charlie) was extremely effective at hit-and-run style tactics. Their small numbers acted as

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a 'force multiplier', tying up a much larger number of troops and resources to ferret them out.

The VC can be broken down into 3 categories: Cadre, Local VC, and Main Force VC.

**Cadre-** Though FNG does not deal with Cadre, a word on them is necessary as they were an integral part of the Communist force structure. Cadre acted as the political element of the VC, to the extent that they created their own "shadow government" which operated in the rural areas virtually hidden and in parallel with the official government. The Cadre collected taxes from people under its influence, held forced and voluntary political rallies and 'education seminars' (usually in secret to avoid being busted by the police or military) in the villages and hamlets, and operated an extensive espionage network. In some respects, the armed VC units existed to protect this political body for the day that it could step into place and take over running the country, not just act as guerrillas and support for the NVA.

**Local VC-** Consisting mainly of part-time fighters and 'reservists', these men and women rarely, if ever, left their district. Local VC are poorly armed with obsolete or older weapons, and usually operated as local security, ambush, and harassing forces. They would mount an attack then melt back into the populous with ease. As they lived and operated around their home villages, you never knew who was a VC and who wasn't. In game terms, local VC will most often be encountered in small cells or squads who will normally ambush, snipe at, or harass a larger force, then split (if they fight at all) before they can be hurt. Local VC will also be encountered as guides and sometimes point elements of the large Main Force VC and NVA units.

**Main Force VC** - Main Force VC are well trained and better equipped than their local cousins. Operating in platoon, company and battalion size units, they conduct large-scale attacks on outposts, firebases, convoys, and troop units within their Areas of Operation (AO). Though organized into regiments and divisions, their unit troop strengths were always under what would normally be considered for units of those stated sizes. As a rule, Main Force units dispersed their troops throughout an area in base camps of up to company and sometimes battalion sizes, in order to minimize chances of discovery and being attacked by air or artillery. In FNG, Main Force units will be found to be well armed and supplied with infantry support weapons, and they will sometimes have access to mortar and (more rarely) artillery support, and can sometimes be a real force to be reckoned with.

**The North Vietnamese Army-** The NVA consists of regular North Vietnamese Army troops who have made their way into South Vietnam via the infamous 'Ho Chi Minh trail', or possibly via crossing the DMZ. The NVA are well trained, well led, and very well armed. Though they can operate in any size unit formation, it was not unheard of for whole regiments to have been involved in attacks on firebases or line units. During the war, the NVA were willing to take massive

casualties in order to achieve their objectives, positive that the will of the US public would fail and US troops would withdraw from combat long before they ran out of North Vietnamese soldiers. In game terms, the NVA, or "Mr. Charles" as they were sometimes called, are a very capable and aggressive force when they want to be, well supplied with infantry support weapons and indirect fire assets. Even armor was occasionally available to NVA units, although nowhere near the scale of availability to US forces.

### Free World Forces

Like the Viet Cong, the Army of the Republic of South Vietnam was not waging the war on its own. Many countries sent military forces to Vietnam to aid the government in its struggle against the communists. Though not all of these forces were large, their combined efforts definitely had an impact on the war. Below is a brief description of some of the forces that fought against the communists.

**ARVN-** The Army of the Republic of Vietnam began the war ill equipped and poorly prepared to face the onslaught that would befall them. With US backing and support, the armed forces were modernized and better trained, often having US military personnel attached as advisors. Though often viewed as poorly led cowards, many ARVN units, such as the Rangers or the "fighting 25<sup>th</sup>", had exemplary combat records and were very proactive and tenacious in combat. The stymieing of NVA attacks at Dak To or during their 1972 Easter Offensive in the Central Highlands is an excellent example of what the ARVN were capable of accomplishing when properly led and supported. However, there is documented proof that many ARVN units were not what they were cracked-up to be. The fact of the matter was that the Vietnamese were in the war for the long haul, and nobody really wants to be killed. Most US troops saw the ARVN as clumsy, slow to react, overtly corrupt, and prone to breaking when under pressure or even firing on friendly troops during the heat of battle, making them a force to be more wary of than the VC. In FNG, the ARVN are well armed, and reasonably well supported. In most cases their leadership isn't the best, but they are well capable of taking on Main Force VC units of their own size and coming out on top in most cases.

**US Armed Forces** -The United States sent thousands of troops, airmen, and sailors overseas to participate in the Vietnam War. Every branch of service was represented 'in country' at one time or another, and though their duties were often similar in overall nature, their composition was often very different.

**US Marines-** The first official full scale military units beyond 'advisors' came from the Marines. After landing at Danang, they spread out

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into the countryside of I Corp in order to secure the area from the VC and NVA. During the course of the war, the Marines would endure sieges and large scale clashes with the NVA that closely resembled set-piece battles in all but their evolution and conclusions. US Marines operated from regular bases and firebases, conducting heliborne, mechanized, and amphibious assaults on enemy or suspected enemy positions in at least platoon size. Well supported by their own organic artillery and air assets, the Marine ground pounder knew that help was always within reach, and it would more than likely be a fellow Marine to the rescue.

**US ARMY-** The Army sent a variety of types of units to Vietnam, including 'leg' infantry, airborne, airmobile, riverine, armored, and mechanized units. Some units even had specialized troops for entering enemy tunnels and long-range reconnaissance. Each unit type had its own method of operation, and the full support of US military might to back it up. One thing they all had in common though was their use of helicopters. Be it for scouting, supply, or assault, the helicopter was a vital asset to all types of units. Armored vehicles were also common among many units, though not all were able to employ them in the ways that they'd wish. Surprisingly, tanks and APCs were found to have a definite role in the jungle war in Vietnam.

The US Army also deployed a sizable contingent of Special Forces soldiers, also known as 'Green Berets', to Vietnam. Often treated with suspicion and malevolence by the mainstream military, the SF had a vital roll in training South Vietnamese military forces, conducting reconnaissance along enemy infiltration routes, and blocking and harassing the enemy forces all along the border areas. Operating from often isolated 'A' camps, Special Forces utilized Civilian Irregular Defense Group forces (CIDG) composed of indigenous peoples to defend and patrol the frontier areas and Central Highlands, acting as both early warning systems and reaction and strike forces. In many cases SF units, such as the Mobile Guerrilla Force (MGF), acted as 'force multipliers' who's missions were to "out guerrilla the guerrillas" by running rampant through their rear areas, destroying everything and anything they found, including enemy formations. Over running and destroying Special Forces camps were high priorities to the NVA. In FNG, Special Forces units are capable of a variety of missions and are very well led and supported, though not always as well armed as their mainstream brethren.

**US Navy-** Aside from the massive warships and carriers operating along the coast and in the Gulf of Tonkin, and the air support that their planes provided to ground troops, the Navy also had a sizable force of Riverine forces in South Vietnam, mostly in III and IV Corps. These units, called the "Brown Water Navy", operated PBRs (Patrol Boat, River), Swift boats, and various types of assault transport and support craft among the twisting waterways, shuttling and supporting ground troops in their effort to destroy the enemy. The

renowned Navy SEALs were also deployed to conduct special operations against the VC in their sanctuaries.

**US Air Force-** The Air Force was instrumental in the war in Vietnam. Not only did their planes bomb North Vietnam alongside planes of the US Navy, but they also provided much needed firepower and support to forces in contact on the ground. Directed in by Forward Air Controllers (FACs), they were capable of dropping bombs and napalm right where they were needed most. The Air Force also operated search and rescue helicopters, para-rescue teams, and combat controllers through out the country, and sometimes "beyond the fence" for missions into North Vietnam, Laos and Cambodia.

**ANZAC-** The Australian and New Zealand Army Corps deployed both conventional ground forces, and their SAS special forces to Vietnam. Starting with Operation Junction City, the ANZACs fought in many places across the country, and in all Corps save IV Corp, though the majority of their operations occurred in Phouc Tuy province. By wars end, the VC and NVA would come to hate and fear the men from 'down under' and their "grab them by the throat and kick their arse till they're dead" tactics.

## HISTORICAL TIMELINE

The campaign timeline starts in January 1967 and runs through December of 1968, during the decline of the Viet Cong, the rise of the NVA as the major fighting force, but just before the sweeping changes of Vietnamization began to take place within the US and South Vietnamese armed forces. Highlights of the time frame are listed below.

### 1967

- **1/8-26/1967** – Operation Cedar Falls takes place. Allied forces consisting of 14,000 ARVN and 16,000 US soldiers, including elements of the 3<sup>rd</sup> Cav, clear out "the Iron Triangle" northwest of Saigon. It is the largest combined forces offensive to date.
- **2/8-12/1967** – A truce occurs over the Tet New Year holiday. It will be the last "peaceful" Tet of the war.
- **2/22/-5/14/1967** – Operation Junction City, the largest US operation of the war, involving 22 US battalions, attempts to destroy the NVAs South Vietnam HQ. The only airdrop of US paratroopers during the war takes place at the operations outset. The communists lose over 2,700 men, while US loses are around 280 KIA and 1,500 WIA.
- **4/6/1967** – The Viet Cong and NVA attack Quang Tri City.
- **4/20/1967** – US aircraft bomb Haiphong Harbor in North Vietnam for the first time.

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- **4/24-5/11/1967** – “The Hill Fights”. US Marines battle the NVA in the Khe Sanh area, which is located less than 10 miles from North Vietnam, and along the DMZ. Almost 1,000 NVA, and 160 Americans are killed.
- **5/18/1967** – US and ARVN forces enter the DMZ for the first time to battle the NVA. Both sides suffer heavy losses.
- **6/1967**- The US Mobile Riverine Force (AKA the Brown Water Navy) becomes operational in the III and IV Corp areas of South Vietnam. Their mission is to interdict the waterways and halt Viet Cong and NVA reinforcements and supplies from reaching the interior of the country, along with destroying any enemy installations along the waterways.
- **7/7/1967** - North Vietnam's Politburo makes the decision to launch a widespread offensive against South Vietnam. Planned to occur in three phases, the first phase involves attacks against remote border areas in an effort to lure American troops away from South Vietnam's cities. The phase 2 (Tet Offensive) will be an attack against the cities themselves by Viet Cong forces aided by NVA troops, in the hope of igniting a "general uprising" to overthrow the government of South Vietnam. The third phase involves the actual invasion of South Vietnam by NVA troops coming from North Vietnam.
- **9/13/1967** – National elections are held in South Vietnam, with 80% voter turnout. Nguyen Van Thieu is elected president with Nguyen Cao Ky as his vice-president, with just 35% of the total votes.
- **9/21-10/31/197** – Con Thien, just 2 miles south of the DMZ, is put under siege by NVA forces. Huge long-range artillery duels take place between US and NVA forces, while B-52 bombers are used in a tactical role to help lift the siege.
- **11/3-12/1/1967** - The Battle of Dak To occurs in the mountainous terrain along the border of Cambodia and Laos, including the battle of Hill 875 as the U.S. 4th Infantry Division heads off a planned NVA attack against the Special Forces camp located there. During the fighting, the 4th Battalion, 503rd Airborne Infantry earns a Presidential Unit Citation for bravery. Massive air strikes combined with U.S. and South Vietnamese ground attacks result in the NVA withdrawing into Laos and Cambodia to recuperate in their sanctuaries. NVA losses are put at 1644. U.S. troops suffer 289 killed.
- **12/1967** - By year's end, U.S. troop levels reach 463,000 with 16,000 combat deaths to date. By this time, over a million American soldiers have rotated through Vietnam, with length of service for draftees being one year, and most Americans serving in support units. An estimated 90,000 soldiers from North Vietnam infiltrated into the South via the Ho Chi Minh trail in 1967. Overall Viet Cong/NVA troop strength throughout South Vietnam is now estimated up to 300,000 men.

## 1968

- **1/5/1968** – US forces begin Operation Niagara I in an effort to map NVA positions around Khe Sanh.
- **1/22/1968** – Around 20,000 NVA troops under the command of Gen. Giap attack the American air base at Khe Sanh. A 77-day siege begins as almost 5000 U.S. Marines in the isolated outpost are encircled and pounded by artillery. The siege attracts enormous media attention back in America, and many worry that another Dien Bien Phu may be imminent.
- **1/31/1968** – Viet Cong and NVA forces launch a massive surprise attack against over 100 towns and installations throughout South Vietnam during the Tet holiday. The old capitol of Hue quickly falls to the NVA, who then systematically murder several thousand people thought to be “dangerous” to communist goals. It will be almost a month before the city of Hue is recaptured by US forces.

By the end of fighting, the “general uprising” expected by the communists never appeared, and what could have been an overwhelming communist victory turns into a slaughter for the Viet Cong. Having come out of hiding to do most of the fighting, the Viet Cong sustain staggering losses and cease to be a cohesive fighting force. The bulk of the fighting inside South Vietnam will now fall more and more to NVA regulars.
- **2/6-7/1968** – NVA forces attack and overrun the Special Forces camp at Lang Vei, 7 kilometers west of Khe Sanh base. During the battle, the NVA make their first use of tanks, committing 12 PT-76s to the attack. Afraid that this attack signaled what could be a larger attack against Khe Sanh, the Marines do not reinforce the Special Forces and CIDG defenders, and the Americans are forced to evacuate. By battles end, 7 NVA tanks are destroyed and about 500 NVA soldiers are killed. Despite successfully destroying the base, NVA generals decide to not use tanks in attacks against Khe Sanh base due to their heavy losses at Lang Vei. US casualties are heavy for the small defending force, with 9 US Special Forces soldiers killed, 9 more missing, and over 160 CIDG troops killed.
- **3/11/1968** – The 28 day Operation Quyet Thang begins in the Saigon area, comprising of 33 US and ARVN battalions.
- **4/1/1968** – The US 1<sup>st</sup> Cavalry Division (airmobile) begins Operation Pegasus to reopen Route 9 and reach the besieged Marines at Khe Sanh.
- **4/30-5/1/1968** – NVA forces attempt to open an invasion route through the DMZ into South Vietnam at Dai Do. A US Marine battalion nicknamed “The Magnificent Bastards”,

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supported by intense artillery and bombing missions, stops the NVA.

- **5/10/1968** – The Special Forces camp at Kham Duc, along the Laotian border, is overrun by the NVA.
- **6/1/1968** - General Westmoreland is replaced as U.S. commander in Vietnam by General Creighton W. Abrams.
- **10/1968** – Operation Sealord begins. With over 1,200 US and South Vietnamese Navy warships and gunboats taking part, it is one of the largest combined operations to destroy communist supply lines into the Mekong Delta and the interior of South Vietnam. Communist supply lines are heavily disrupted during the two-year operation.

### TIME IN THE CAMPAIGN

The campaign time frame takes place from January '67 and is played in bi-monthly turns (though you could start your campaign at any point within this timeline). Each month has two parts, an early part and a late part roughly corresponding to two-week periods.

Example – The first campaign turn is early January while the second is late January.

### WHERE THE BATTLES TAKE PLACE

The area in which the battles take place will determine the forces involved. Any battles between NVA and US Marine forces will take place in I Corp, the northern portion of South Vietnam, while US Army, Special Forces, and ARVN battles can take place anywhere in the country. Riverine operations are restricted to IV Corp and the southern portions of III Corp.

Players must use the correct Army Lists for the faction they wish to play.

### SETTING UP THE BATTLE

FNG battles typically take place in the dense jungles, forests, and along the waterways of South Vietnam. However, combat in the outskirts of the urban areas, or even in the pastoral villages and hamlets were not unheard of. The choice of location is up to you.

Some Missions may specify what the terrain will look like but in general just be sure to populate the board with appropriate scenery.

### SELECTION OF BATTLEFIELD TERRAIN

Terrain is selected and placed in accordance with the Mission being played. There are three basic types of terrain.

#### Open

- The area is dotted with either zero (1 - 3) or one (4 - 6) terrain feature per square foot of table.

#### Broken

- Denser than open, this terrain has one (1-3) or two (4-6) terrain features per square foot of table.

### Rugged

- This area is inundated with trees, rocks, thickets, and/or other movement and vision restricting features. This terrain has two (1 - 2) or three (3 - 6) terrain features per square foot of table.

### TERRAIN FEATURES AND SCENERY

This section describes terrain and what effect it may have on figures. For ideas on terrain and buildings, I suggest viewing movies of the appropriate genre.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be clearly marked. It is easy to use a piece of felt or string for this purpose. Upon or within these can be laid out trees, rocks, scrub, etc. with the edge of the felt or string outlining the terrain boundaries.

Please note that it is possible to overlay different terrain types on each other.

The types of terrain are as follows:

**Clear** – Open terrain that does not provide either concealment or cover and does not reduce normal movement through it. Any area devoid of other terrain types.

**“No effect” scrubs** – Low lying bushes that provide concealment but do not hinder movement and do not provide cover.

**Elephant grass** – Dense areas of razor sharp grass that often topped 10' tall are common throughout the country. Elephant grass reduces LOS to 4" at all times, and reduces movement by ¼.

**Steep hillsides** – The dominant terrain type in the Central Highlands. Foot movement is reduced by ¼, and ground vehicles may not be present.

**Impassable rock formations** - Base of inaccessible mountains or sheer cliff side. Movement not allowed.

**Rough terrain or wooded area** – Movement reduced by 1/2 through area. Visibility is also reduced when inside, to 12" in day and 6" at night. Provides both concealment and cover.

**Jungle and bamboo** - Movement is reduced by ½ in Jungle and bamboo stands, as figures must pick their way through carefully. Vehicles must make overrun checks to move in jungle. See vehicles for more. LOS is reduced to 8" in the daytime, and 6" at night in jungle and bamboo. Jungle provides both cover and concealment, while bamboo only provides concealment.

**Rice paddies** - Rice paddies are usually rectilinear in shape, with raised borders made of packed mud. During the dry season, dry rice paddies are considered open terrain, and the dikes offer cover. In the wet seasons they turn into quagmires, which reduce foot movement by ½, though the dikes still provide cover and there is no

movement reduction for moving along their tops. Vehicles cannot traverse flooded rice paddies.

**Definite road** – Anything from an asphalt highway to a dirt road. Allows full movement for vehicles.

**Trails**- Count as open or clear terrain for infantry movement, but are too small for vehicles.

**Built up urban areas** – Cities and towns. These would be dense areas of buildings with streets usually 12" or more wide. Entering and exiting buildings reduces movement. Buildings grant both concealment and cover. In addition to these built up areas, there may be smaller pockets of buildings clustered together, or in some cases only one standing alone.

**River, canal** - This terrain feature must be at least 6" wide and at least 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24", or a shoreline of an ocean or bay.

After placing a river, roll 1d6. On a roll of 1 the river is not fordable and a bridge must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length.

Fording is performed as follows:

- The figure must stop at the river's edge and forfeits any remaining movement.
- Next turn, the figure moves to the opposite edge and stops inside the river.
- On subsequent turns, the figure moves out of the river at the normal rate.

Figures in rivers are considered "downhill" of others on the river's bank.

**Barbed wire** – Not so much a terrain feature as a placed obstacle, barbed wire is meant to impede progress through an area, with a strand usually being ½" wide and 12" long. Often times, barbed wire obstacles were placed with 2 strands sided-by-side, with a third strand on top between the two. A figure that contacts barbed wire must end his movement for the Activation, and cannot fire of his own accord, though he may still react. Movement through barbed wire is 1" per Activation, until the area is cleared. Objects may be placed over barbed wire in order to cross it unimpeded, such as ladders, logs, bodies, etc. Barbed wire can also be cleared with explosives, which will clear a 1" wide gap per Impact number (thus, a satchel charge will clear a 5" circle of barbed wire). Using wire cutters will open a 1" x 1" gap in barbed wire per Activation, and the user cannot fire, move, or react.

#### THE LEAST YOU NEED TO KNOW

- FNG can be used to recreate battles that take place anywhere in South Vietnam.
- The campaign timeline starts in 1967 and extends to the end of the 1968.
- Terrain features can affect both shooting and movement.

## TIME OF DAY AND WEATHER

Weather can be a large factor in battles, as it limits visibility and often grounds powerful aerial assets. The players can agree upon the time of day of the encounter and weather it takes place in, or it could be generated randomly. After setting up terrain, but before the game starts, each player (or the solo player) rolls 1d6, adds the result together, then consult the table following.

### Weather and Time of Day (1)

- 2** = Predawn contact. 6 turns of night will occur before sunrise and normal daytime conditions.
- 3** = Predawn contact. 6 Turns of night will occur before sunrise and daytime conditions with variable weather.
- 4** = AM contact, clear skies.
- 5** = PM contact, clear skies
- 6** = Night contact, clear skies (2)
- 7** = Evening contact, clear skies. 6 turns of day, then nighttime conditions for remainder of the game
- 8** = AM, variable weather
- 9** = PM contact, variable weather
- 10** = Evening contact, variable weather, 6 turns of day, then nighttime conditions for remainder of the game
- 11** = Evening contact, heavy continuous rain. 6 turns of day, then nighttime conditions for remainder of the game.
- 12+** = Night, heavy continuous rain. (2)

**Clear skies** - All support will act normally.

**Variable weather**- Roll 1d6 each turn until weather changes. In that case no additional rolls are needed. Score 1-2= clear skies, 3-4= overcast skies, 5-6= rain, 7= heavy continuous rain.

**Overcast skies** - Cloudiness or fog. Air support has a chance (1 – 2) of not being able to fly. Air support also has a (1 – 3) chance of being 1-3 turns longer in arriving.

**Rain**- Air strikes and aircraft are unavailable, and gunships/helicopters have a chance (1 – 4) of not being available.

**Heavy continuous rain**- No aircraft of any kind may fly. All artillery and mortars double deviation. Reduces LOS to 12" in daytime and to 6" at night.

(1) Add +1 to any weather dice rolls during monsoon season, late May through September.

(2) Night only if a Perimeter Patrol (ambush), Defend, or Probe missions, otherwise an evening encounter.

## MISSIONS

The campaign in FNG revolves around not only how your squad or platoon carries out their Missions, but making sure that your men (especially your 'Star') survives their tour. The Missions are interlocking and the results of one can affect the

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results of the next. The following are designed more for solo campaigning and campaigns where one side (for example US or NVA) is the main side being played by the players, and one off games than for a narrative style campaign.

### SQUAD ACTIONS

In these actions the squad operates independently. There are a variety of Missions and each has its own specific objective. Here they are.

- Recon or reconnaissance patrol.
- Perimeter patrol.
- Fight
- Probe
- Search and Destroy
- Defense

*In all cases your squad will be pitted against one enemy squad at the start. Any possible reinforcements may only arrive after combat has started and then by the normal procedure outlined elsewhere in this section.*

### DETERMINING THE MISSION

Each campaign turn (remember there are two each month) roll 2d6 versus the Rep of the squad Leader and consult the table below:

2 MISSION TABLE	
<b>Pass 2d6:</b>	• Mission.
<b>Pass 1d6:</b>	• No Mission but +1 to Leader Rep for next Mission check.
<b>Pass 0d6:</b>	• No Mission.

Any result where the player passes 2d6 and “doubles” are rolled will result in your squad being involved in a Large Action instead.

Consult the tables below to determine what type of Mission it will be. Roll 2d6 against the appropriate army and “Corps Area” Mission Tables to determine the Mission.

### 2 I Corp

#	US	Com
2	Perimeter	Recon
3	Fight*	Fight
4	Recon	Perimeter
5	Defense	Recon
6	Defense	Fight
7	S&D	Recon
8	Recon	Fight
9	Fight	Probe
10	S&D	Fight
11	Perimeter	Defense
12	Fight	Probe

\* Denotes “Fighting Patrol”

### 2 II, III, IV Corp

#	US	Com
2	Perimeter	Recon
3	Fight	Defense
4	Fight	Perimeter
5	S&D	Perimeter
6	Perimeter	Fight
7	S&D	Probe
8	Recon	Recon
9	Fight	Defense
10	S&D.	Probe
11	Defense	Probe
12	S&D	Fight

Note that the Mission is rolled for one side only. Example – I’m playing a US Army squad in the Central Highlands of II Corp. and roll a 7. My Mission is “Search and Destroy”.

### RECONNAISSANCE PATROL

#### MISSION:

- Your squad has been assigned to scout out the area to your front. You are to gain information on the terrain features, such as woods, hills, and especially any built up or fortified areas, whether hootches, hamlets or bunker complexes. In addition information on any enemy forces and their activity should be gathered.

#### GOAL:

- To accomplish this Mission you must get a Scout or NCO to the middle of the far table edge and remain there for three turns before returning and exiting from your table edge.

#### TERRAIN:

- Terrain is “Broken” and “may or may not” include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

#### DEPLOYMENT:

- You enter the board from anywhere on the table edge closest to you (near table edge) on your first Activation.
- If playing against another player he may set up anywhere within 24” from the far table edge and cannot start in LOS of the near table edge.
- If playing solo/same side enemy forces are discovered via the “Contact Table” below.

**2****CONTACT TABLE**

*Rolled versus the "Support level of the enemy"*

**Pass 2d6**

- Contact! Enemy unit found and considered to be hidden. Roll appropriate In Sight checks.

**Pass 1d6**

- Contact! Enemy unit found but not hidden. Roll appropriate In Sight checks.

**Pass 0d6**

- No contact!

Contact can only occur when a figure or figures comes into LOS of a terrain feature or building.

Example – The US 1<sup>st</sup> squad enters the board on turn one. On turn three it comes into LOS of a bamboo hootch. The US player rolls 2d6 versus the level of Support of the enemy. In this case it is a 3. He scores a 3 and a 5, passing 1d6. Something is in the hootch and a card is drawn from the appropriate Reinforcement table. The unit is then placed in the house and is considered hidden for the In Sight Check.

**PERIMETER PATROL****MISSION:**

- Also known as an ambush, your squad is charged with providing an early warning of enemy activity and to prevent any enemy infiltration.

**GOAL:**

- To accomplish this Mission you must not allow any enemy to exit the near edge of the board. If faced with overwhelming numbers the player may exit the nearest table edge.

**TERRAIN:**

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

**DEPLOYMENT:**

- You may set up anywhere up to two feet from the near table edge. You can deploy within LOS of the far table edge, as that is the direction any enemy forces will arrive from.
- If playing against another player he is allowed to enter anywhere along the far table edge and is immediately subject to an "In Sight" test as soon as they enter the board.

**FIGHTING PATROL****MISSION:**

- You are to move out to the center of the table and prevent any enemy patrols from entering your half of the table.

**GOAL:**

- To accomplish this Mission you must not allow any enemy to remain in the center part of your half of the table at the end of the battle.

**TERRAIN:**

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

**DEPLOYMENT:**

- You may set up anywhere up to the center of the table. You can deploy within LOS of the far table edge, as that is the direction any enemy forces will arrive from.
- If playing against another player he is allowed to enter anywhere along the far table edge and is immediately subject to an "In Sight" test as soon as they enter the board.

**PROBE****MISSION:**

- Your squad is to harass the enemy in an attempt to either find a weak spot in their defenses, or to cause damage to their men and material.

**GOAL:**

- To disrupt the enemies operations by engaging them in hit-and-run style attacks, causing more damage to them than is inflicted on you.

**TERRAIN:**

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he rolls a D6. If it comes up a '6' then the probe is against a fortified position, such as a Fire Support Base (FSB). The other player sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

**DEPLOYMENT:**

- You enter the board from anywhere within 36" of your enemy, but out of LOS on your first Activation.
- If playing against another player he may set up anywhere within 24" from the far table edge and cannot not start in LOS of the near table edge. If they are placed in a fortified position, they must place it as close to the center of the table as possible.
- If playing solo/same side enemy forces are discovered via the "Contact Table" found in the Recon Mission section previously, unless the target is a fortified position. In



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this case, the position is set up as close as possible to the center of the table.

### **SEARCH AND DESTROY**

#### **MISSION:**

- Your squad is charged with searching an area for enemy caches and complexes, and capturing and destroying them.

#### **GOAL:**

- To accomplish this Mission you must search out 1 or more enemy installations and either destroy them, or eliminate all enemy forces on the table.

#### **TERRAIN:**

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.
- The defending player places 6 numbered markers/tokens on the table, and notes which one(s) are real objectives.

#### **DEPLOYMENT:**

- You may set up anywhere up to 6" from the near table edge.
- If playing against another player he is allowed to break up his squad into smaller groups and place them "hidden" anywhere on the table 12" away from your forces and is immediately subject to "In Sight" tests as soon as the game begins.

#### **SPECIAL:**

- If playing against another player, same side, or solo the enemy is allowed one to three installations. These can be a buried weapons cache, small bunker complex, bamboo hootch rest area, etc.

### **Defense**

#### **MISSION:**

- Your squad is currently on its own, and the enemy is nearby. You must hold out against them and defend your position until help arrives.

#### **GOAL:**

- To accomplish this Mission you must not allow any enemy to take your position or outpost.

#### **TERRAIN:**

- Terrain is "Any" and "may or may not" include urban areas.
- You may also construct a small outpost if desired. The outpost will be made of sandbags.
- If playing against another player he sets up terrain and you decide which terrain feature is your "defense position", or nominate a place to place your outpost.
- If playing solo/same side then roll dice for which table edge the enemy will enter from.

#### **DEPLOYMENT:**

- You may set up anywhere on the table, but no closer than 18" to any table edge. You can deploy your squad all together, or split into 2 groups. Any troops not within an outpost are considered dug-in and "in cover". You may not begin the game hidden. Reinforcements will arrive from a random table edge that will be consistent throughout the game, and may not be the same table edge as the enemy's entry point.
- If playing against another player he is allowed to enter anywhere along any table edge and is immediately subject to an "In Sight" test as soon as they enter the board. Reinforcements will also arrive from this table edge for the duration of the game.

#### **DETERMINING LEVEL OF SUPPORT**

After the Mission is determined the players must determine what level of support of assets are to be allocated to their Mission. This can range to extensive reinforcements to none at all!

To determine the level of "Support" roll 2d6 and count the lower number. If the Mission takes place in a built up urban area then add 1 to the final score. Example – Dodger is playing the US side and is on a Recon Mission into a village. He rolls 2d6 and scores a three and a two. The two is the lower number and because it is an urban setting he adds one so his level of activity is a three (2+1).

On the other side Jim Bob Joe is playing the Viet Cong. He also rolls 2d6 to determine the level of "Support". He scores a one and a three. Adding a +1 for the urban setting his level of "Support" is a two.

In gaming terms with the US "Support" higher (3 vs. 2) he can expect more reinforcements.

Note that the level of "Support" will often be different for each side and is used whether playing against someone else, same side, or solo.

### **LARGE ACTIONS**

In these Missions the squad is part of a larger force such as a Platoon or Company. Large Actions are divided into either Attack or Defend Missions.

### **ATTACK**

#### **MISSION:**

- An Attack Mission has a clearly defined objective that measures the success of the Mission.

#### **GOAL:**

- The attackers are to clear the area of enemy forces, and occupy it by the end of the battle.

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### FORCES:

- See “Generating Enemy Forces”.

### TERRAIN:

- Terrain is “Any” but must include at least one built up urban area
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

### DEPLOYMENT:

- You enter the board from anywhere on the table edge closest to you (near table edge) on your first Activation.
- If playing against another player he may set up anywhere up to the center of the board, in cover or buildings, but cannot not start in LOS of the center of the near table edge.

### DEFEND

#### MISSION:

- A Defend Mission has a clearly defined objective that measures the success of the Mission.

#### GOAL:

- The Defender must occupy a specified area or objective free of enemy units until battle’s end.

### FORCES:

- See “Generating Enemy Forces”.

### TERRAIN:

- Terrain is “Any” but should include at least one built up area, such as a village, base, or a valuable target for the enemy, such as a convoy or Landing Zone (LZ).
- LZs are clear areas large enough to land at least one helicopter, and they count as being either totally clear or scrub, with clearly defined perimeters, usually of jungle or woods.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the force will enter from.

### DEPLOYMENT:

- You may set up anywhere up to two feet from the near table edge. You can deploy within LOS of the far table edge, as that is the direction any enemy forces will arrive from.

### SPECIAL:

- The Defending force is subject to the “Opening Moves” section found later in the book.

### LARGE ACTION SUPPORT AND ASSETS

Large Action Missions have more Assets and Reinforcements allocated to them. They have a minimum Support Level for their force of a “4” and start with a Reinforcement Card no lower than “10” which is explained later. Example – Jim Bob Joe pulls a “7” for his Reinforcement Card. Because this is a Large Action it is treated as a “10”.

### GENERATING ENEMY FORCES

In Large Actions both sides will have additional forces at the start. If playing against another player then each side chooses their force. If attacking an urban or built up area be sure to allocate the attacker at least twice the number of units as the defender.

When playing solo/same side then follow the procedure below.

- 1 – Pull 1 card for each point of “Support” the enemy has. If the non-player side is attacking a built up urban area then double this amount.
- 2 – Trade these cards into identical ones of the same color.
- 3 – For each card add two of the opposite color.
- 4 – Break the table into 6 different sections. Assign any structure or other cover such as woods or urban area a value of 2 sections.
- 5 – Roll 1d6 to determine which section the cards will be placed.
- 6 – Roll 1d6 to determine number of cards to be placed in that section.
- 7 – Repeat until all cards have been used up.
- 8 – Begin game as usual conducting any In Sight tests upon first Activation.

Example –

It is determined that the NVA Level of Support is 3. I draw three cards from the NVA Reinforcements Table. They are a Jack of Hearts, an 8 of Spades, and a 7 of Clubs. This results in a mortar barrage, a 3-man sapper unit, and the rest of the platoon.

I next turn the Jack of Hearts into a Spade so all three of the cards are black. I then add six red cards, two for each unit. I shuffle the nine cards and place them down on the table.

Next I section off the table into 6 sections. There is a house and small woods on the table. I assign the house the 1 and 2, the woods a 3 and 4 and the 5 and 6 go to open areas.

Next I roll 1d6 and score a 3 and draw three cards. I roll again and score a 4. I take the three cards and place them in the woods.

Next I roll 1d6 and score a 2 and draw two cards. I roll again and score a 1. I take the two cards and place them in the house.

Next I roll 1d6 and score a 6 and I draw the last 4 cards. I roll again and score a 5 and place them in the open area.

I roll Activation dice and the NVA go first. Any cards that are In Sight of an enemy are revealed and units deployed. In this case the last four cards drawn are In Sight of an American tank.

I flip the cards over and find a 3-man sapper unit, and three worthless red cards. The sapper unit takes an In Sight test.

**OPTIONAL RULES: ACTIVITY LEVEL AND POSTURE**

Enemy forces don't always operate in a predictable manner. For one reason or another, enemy units might want to seek contact with their foe, or even avoid him as much as possible. As an optional rule, players can randomly determine the Activity Level and Posture of VC and NVA troops that they encounter in order to attempt to provide a little more realism and add a little different feel to their games.

At the start of the game, the VC or NVA player rolls 1d6 and consults the appropriate table below:

VC ACTIVITY AND POSTURE	
1	= Low activity, Avoidance posture
2	= High activity, Avoidance posture
3	= Low activity, Moderate posture
4	= High activity, Moderate posture.
5	= Low activity, Aggressive posture
6	= High activity, Aggressive posture

NVA ACTIVITY AND POSTURE	
1	= High activity, Avoidance posture
2-3	= Low activity, Avoidance posture
4	= High activity, Moderate posture.
5-6	= High activity, Aggressive posture

**Low Activity** "Where's Charlie?" On any turn that reinforcements are due, roll 1d6. On 1-3, reinforcements arrive, on 4-6 no reinforcements arrive this turn.

**High Activity** "We've stepped in it!" Standard reinforcement rules apply. In addition, on the turn following any turn where gunfire has occurred NVA or VC reinforcements arrive if the Activation dice total 7, 8, or 9.

**Avoidance Posture** All figures count a -1 to Rep when rolling on the Received Fire table. Once fired upon, the unit will attempt to disengage and escape further contact, whether by heading off table, hiding, or escaping down tunnels.

**Moderate posture**- All figures will act as normal, though the unit will attempt to minimize its own casualties by attempting to withdraw once it has sustained 25% casualties or has lost the advantage.

**Aggressive posture**- All figures count as +1 to Rep when rolling on received fire table. Units are spoiling for a fight and will only voluntarily withdraw from the battle once they have received 75% casualties.

**OPENING MOVES FOR LARGE ACTIONS**

Next we need to determine the opening moves for the attacking force when playing a Large Action. This may either be you, another player, or enemy forces run by the rules. Roll 2d6 and consult the following chart to determine where to deploy the attacking force:

2 OPENING MOVES	
2	= Barrage!
3	= Outflanked! Left.
4 -10	= Frontal Assault!
11	= Outflanked! Right.
12	= Overrun!

**OPENING MOVE RESULTS**

**Barrage!**

- Attack begins with a barrage. If playing a Large Action then HQ has authorized an artillery barrage or perhaps an air strike instead. Roll 2d6 vs. the Rep of each figure on the board at game start using the Artillery Barrage Effects table:

2 ARTILLERY BARRAGE EFFECTS	
<i>2d6 vs. Rep</i>	
<i>Figures in cover or open topped AFV's +1 to Rep</i>	
<b>Pass 2d6</b>	
• No Effect	
<b>Pass 1d6</b>	
• Starts game in Duck Back	
<b>Pass 0d6</b>	
• The casualty is badly wounded, and "out of the fight" due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!	

- In addition each vehicle on the table is subject to a Hands of Fate attack. On a roll of "2" any vehicle with a top AR of less than 2 is destroyed, while those with an AR of 2 or higher is disabled.
- Having worked out the affects of the bombardment, play now proceeds with a Frontal Assault!

**Outflanked!**

- Left or Right: An upper echelon foul up has resulted in the line being penetrated!
- The attacking force will deploy on the table edge to the left or right of the defender as denoted after "Outflanked!" This table edge now becomes the enemy's table edge for all purposes.

**Frontal Assault!**

- The attacking force advances from the expected direction.

**Overrun!**

- Well ain't this just typical? Enemy forces have successfully bypassed or destroyed a neighboring unit and advanced elements of the assault are now approaching from behind your lines! You'd think someone

would have told you. Chalk it up to SNAFU. The friendly table edge is now the enemy table edge. In turn your friendly board edges are now to your left and right. If you are lucky enough to get reinforcements roll a d6 to determine which friendly table edge they arrive from. An odd result means “left” and an even result means “right”.

<u>Support Level</u>	<u># of Cards</u>
5 or 6	3
3 or 4	2
1 to 2	1

After all cards are drawn, place them face down on the appropriate side of the table *without looking at them*. After this is done the players are allowed to deploy their forces based on the Mission parameters. Once this is finished the game begins.

## REINFORCEMENTS

In this section you will be introduced to the other weapons that are available at higher levels of command. By using this section you can watch your battles escalate into larger engagements on their own. Naturally you can choose to use or not use this section and still have an enjoyable game.

### HQ SECTION AND PLATOON/COMPANY ASSETS

Each player starts as a squad Leader. The squad is composed of five to fifteen men depending upon the nation that you choose. The squad organization is located in the appropriate Army List.

Each squad has other resources or assets that can be sent to support the squad in its Mission. These take the form of other squads that are in their platoon, or other items such as anti-tank weapons. These assets are either assigned to their Platoon or their Company HQ. The assets are determined in advance based on the country of origin, but are doled out at random.

### REINFORCEMENTS

Assets arrive on the battlefield as reinforcements. The number of reinforcements that you receive is in direct relationship to the level of “Support” you have and the Mission that you are assigned. Here is how reinforcements arrive.

### DETERMINING AVAILABLE REINFORCEMENTS

In gaming, the players usually have prior knowledge of the forces that they have available, and sometimes an idea of what the enemy will have as well. This is especially true when trying to play by same side or solo. In reality all that the squad Leader could be sure was available to him were his men. In theory he had other forces and assets but these were doled out by the higher ups based on certain priorities. Sure you’d like to have a tank for support, but perhaps there are pressing issues elsewhere that need it more. And as for knowing what enemy force you’d be facing, well good luck!

To recreate this uncertainty we use “Reinforcement” tables and a common deck of cards. Look at the following table to see how many cards each side is allowed to draw prior to the battle. Note that there may be more than one player per side but this does not affect the number of cards that are drawn.

### WHEN TO CHECK FOR REINFORCEMENTS

*Once shots have been fired there is a chance of reinforcements arriving.*

- When the Activation dice comes up “seven” for the first time determine which side has the higher die score. That side will check for reinforcements. If the side has more than one card then he may now look at them and keep the highest card while discarding the others. This card is called the Reinforcement card.
- Place the discarded cards under the Reinforcement card.
- Next the side draws a card from the deck. If the card drawn is equal or higher than the Reinforcement card then that side will not receive any reinforcements that turn. Place the card under the current Reinforcement card.
- If the card is lower than the Reinforcement card then the side will receive reinforcements. Place the new (lower) reinforcement card over the old reinforcement card. *Note that Aces are high, and so an Ace Reinforcement card will never signal the arrival of reinforcements.*
- Look at the appropriate list and match the card drawn to determine what has arrived.
- Follow the procedure each time “seven” is rolled.

Example – Turn three of the battle has started and the Activation dice are tossed. They come up a US 4 and VC 3 which totals seven so there is a chance for reinforcements. The US player has scored higher so he flips his cards over. He has a two, a ten, and a three. He keeps the higher card so the ten becomes his Reinforcement card. He places the two and three into under his current reinforcement card, the ten. He then draws a card. It is a Jack so there are no reinforcements available at this time and the card is placed under the ten.

Two turns later the Activation dice come up seven again. This time it is a VC 5 and US 2. The VC player flips over his one Reinforcement card and reveals a Jack. He next draws a new card and scores a ten. The ten is placed on top of the Jack and becomes his new Reinforcement card. Because it is less than the original card he will receive reinforcements. Looking on the VC Reinforcement Table he sees that he receives a 2 man RPG-7 team and a 3-man sapper cell.

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### VIET CONG REINFORCEMENTS TABLE

K = Artillery fire (2)  
Q = Mortar fire (1)  
J = Rest of Platoon with RTO (4)  
10 = RPG-7 team and a 3 man sapper cell (3)  
9 = One Main Force infantry HQ squad with an attached medic and officer  
8 = Sniper (5)  
7 = HMG Team  
6 = LMG Team with officer  
5 = One Main Force infantry squad w/select fire rifles and satchel charges  
4 = One Main Force infantry squad with mixed weapons  
3 = One green local infantry squad with mixed weapons (6)  
2 = One local infantry half-squad with mixed weapons (6)

(1) The side can call in for a Mortar Fire Mission as outlined later.

(2) On a 1-3 on 1d6 the side can call in for an Artillery Fire Mission as outlined later, otherwise they receive a Mortar Fire Mission.

(3) Sappers are armed with either SMGs or pistols, and all carry satchel charges wire cutters, grenades and only 2 reloads for their weapons. When attempting to spot hidden sappers, or making "In Sight checks" at night against sappers, searchers are -1 to their Rep.

(4) If the Viet Cong player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives a LMG team.

(5) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6)

(6) Local Viet Cong squads with mixed weaponry cannot have more than 2 select fire weapons per squad, and *either* 1 LMG or 1 RPG with 3 rockets per squad. Half squads may not have more than 1 select fire weapon, and only have a chance (1 – 3) of having *either* a LMG or an RPG with 3 rockets. Green squads are all Rep 3, with the Leader having a chance (1 – 3) of being Rep 4.

### NVA REINFORCEMENTS TABLE

K = Mortar fire (1)  
Q = Artillery fire (1)  
J = Mortar Fire  
10 = Tank (2)  
9 = Engineer Squad (3)  
8 = 3 man Sapper cell (4)  
7 = Rest of Platoon (5)  
6 = Rest of Platoon  
5 = Sniper (6)  
4 = One infantry squad with attached Medic and officer  
3 = One infantry squad  
2 = One infantry half-squad (7)

(1) The side can call in for a Mortar or Artillery Fire Mission as outlined later.

(2) Tank. When this result comes up the player will receive a PT-76 tank. If the terrain prevents tanks being used, then the player will receive a LMG Team.

(3) The Engineer squad is a regular squad with one Satchel charge for every 2 full figures and also a flamethrower. They were used primarily against fortifications, breaching defenses, and destroying vehicles.

(4) Sappers are specially trained infiltrators and carry either select fire rifles or SMG. Each figure also carries a satchel charge, wire cutters, and grenades. When attempting to spot hidden sappers, or making In Sight checks at night against sappers, searchers are -1 to their Rep.

(5) If the NVA player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.

(6) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6)

(7) Half-squads can have either an RPG (1 –2) or a LMG (3 –4) or neither (5 – 6), but may never have both.

### US ARMY REINFORCEMENTS TABLE

K = Gunship (1)  
Q = FAC and Air strike (2)  
J = Mortar fire (3)  
10 = Artillery fire (3)  
9 = Tank (4) and rest of infantry platoon  
8 = Tank  
7 = Sniper (6)  
6 = Artillery  
5 = Rest of platoon (5)  
4 = One infantry squad and attached LMG Team  
3 = One infantry squad  
2 = One infantry squad

(1) If daytime, player receives 1 helicopter gunship. Refer to Helicopter Availability chart. If nighttime there is a chance (1 - 3) that the gunship will be a "Nighthawk", or (4 - 6) "Puff the Magic Dragon". If the weather is raining, then the player will receive an artillery mission instead.

(2) A FAC arrives on the scene, with 1 aircraft ready for an air strike. Refer to the appropriate Aircraft Availability table. Radio contact must be made with the FAC before the air strike can be used. Each turn the player rolls a d6. On a 1 - 4 the FAC remains in the air and can be contacted for further possible air strikes, on a 5 -6 the FAC departs the area and takes no further part in the battle.

(3) The side can call in for a Mortar or Artillery Fire Mission as outlined later.

(4) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following. If the terrain

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does not allow ground vehicles, then the player receives an Artillery Fire Mission instead.

(5) If the US player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.

(6) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6).

### **US MARINES REINFORCEMENTS TABLE**

K = Gunship (1)  
Q = FAC and Air strike (2)  
J = Mortar fire (3)  
10 = Artillery fire (3)  
9 = Tank (4) and rest of the infantry platoon  
8 = Tank  
7 = Sniper (6)  
6 = Artillery  
5 = Rest of platoon (5)  
4 = One infantry squad and attached LMG Team  
3 = One infantry squad  
2 = One infantry squad

(1) If daytime, player receives 1 helicopter gunship. Refer to Helicopter Availability chart. If nighttime there is a chance (1 - 2) that the gunship will be a "Nighthawk", "Go-Go Bird" (3 - 4), or "Puff the Magic Dragon" (5 - 6). If the weather is raining, then the player will receive an artillery mission instead.

(2) A FAC arrives on the scene, with 1 aircraft ready for an air strike. Refer to the appropriate Aircraft Availability table. Radio contact must be made with the FAC before the air strike can be used. Each turn the player rolls a D6. On a 1-4 the FAC remains in the air and can be contacted for further possible air strikes, on a 5-6 the FAC departs the area and takes no further part in the battle.

(3) The side can call in for a Mortar or Artillery Fire Mission as outlined later.

(4) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following. If the terrain does not allow ground vehicles, then the player receives an Artillery Fire Mission instead.

(5) If the US player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.

(6) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6).

### **US SPECIAL FORCES/CIDG REINFORCEMENTS TABLE**

K = Gunship (1)  
Q = FAC and Air strike (2)  
J = Mortar fire (3)  
10 = Artillery fire (3)  
9 = Tank (4) and rest of the infantry platoon  
8 = Tank  
7 = Artillery fire  
6 = Rest of platoon (6)  
5 = Rest of platoon  
4 = One infantry squad and attached US Advisor  
3 = One infantry squad  
2 = No reinforcements!

(1) If daytime, player receives 1 helicopter gunship. Refer to Helicopter Availability chart. If nighttime there is a chance (1 - 3) that the gunship will be a "Nighthawk", or "Puff the Magic Dragon" (4 - 6). If the weather is raining, then the player will receive an artillery mission instead.

(2) A FAC arrives on the scene, with 1 aircraft ready for an air strike. Refer to the appropriate Aircraft Availability table. Radio contact must be made with the FAC before the air strike can be used. Each turn the player rolls a D6. On a 1-4 the FAC remains in the air and can be contacted for further possible air strikes, on a 5-6 the FAC departs the area and takes no further part in the battle.

(3) The side can call in for a Mortar or Artillery Fire Mission as outlined later.

(4) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following. If the terrain does not allow ground vehicles, then the player receives an Artillery Fire Mission instead.

(5) If the US player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.

### **ANZAC REINFORCEMENTS TABLE**

K = Gunship (1)  
Q = FAC and Air strike (2)  
J = Mortar fire (3)  
10 = Artillery fire (3)  
9 = Tank (4) and rest of the infantry platoon  
8 = Tank  
7 = Sniper (6)  
6 = Artillery  
5 = Rest of platoon (5)  
4 = Rest of platoon  
3 = One infantry squad and attached LMG Team  
2 = One infantry squad

(1) If daytime, player receives 1 helicopter gunship. Refer to Helicopter Availability chart. If nighttime then there is a chance (1 - 3) that the gunship will be a "Nighthawk", or there is "no support available"

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(4 – 6). If the weather is raining, then the player will receive an artillery mission instead.

(2) A FAC arrives on the scene, with 1 aircraft ready for an air strike. Refer to the appropriate Aircraft Availability table. Radio contact must be made with the FAC before the air strike can be used. Each turn the player rolls a D6. On a 1-4 the FAC remains in the air and can be contacted for further possible air strikes, on a 5-6 the FAC departs the area and takes no further part in the battle.

(3) The side can call in for a Mortar or Artillery Fire Mission as outlined later.

(4) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following. If the terrain does not allow ground vehicles, then the player receives an Artillery Fire Mission instead.

(5) If the ANZAC player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.

(6) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6).

### ARVN REINFORCEMENTS TABLE

K = Gunship (1)  
Q = FAC and Air strike (2)  
J = Mortar fire (3)  
10 = Artillery fire (3)  
9 = Tank (4)  
8 = Rest of platoon (5)  
7 = Sniper (6)  
6 = Artillery  
5 = Rest of platoon (5)  
4 = One infantry squad  
3 = One RF/PF infantry squad  
2 = No reinforcements

(1) If daytime, player receives 1 helicopter gunship. Refer to Helicopter Availability chart. If nighttime then there is a chance (1 – 3) that the gunship will be a “Nighthawk”, or there is “no support available” (4 – 6). If the weather is raining, then the player will receive an artillery mission instead.

(2) A FAC arrives on the scene, with 1 aircraft ready for an air strike. Refer to the appropriate Aircraft Availability table. Radio contact must be made with the FAC before the air strike can be used. Each turn the player rolls a D6. On a 1-4 the FAC remains in the air and can be contacted for further possible air strikes, on a 5-6 the FAC departs the area and takes no further part in the battle.

(3) The side can call in for a Mortar or Artillery Fire Mission as outlined later.

(4) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following. If the terrain does not allow ground vehicles, then the player receives an Artillery Fire Mission instead.

(5) If the ARVN player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.

(6) Snipers are handled as outlined later in this section and are Rep 4.

### GUNSHIP AVAILABILITY

Whenever a result of “Gunship” is drawn and unless otherwise previously directed, roll 1d6. Check the appropriate Gunship Availability table for your location and find the corresponding vehicle that arrives. See “Whirlybirds” for more on using helicopters.

#### **1** I CORPS GUNSHIP AVAILABILITY

1 = Marine AH-1 Cobra  
2 = UH-1 “Frog” Gunship (1 – 3) or Bushmaster (4 – 6)  
3 = UH-1 ARA  
4 = UH-1 “Hog” Gunship  
5 = OH-1 Cayuse “Loach”  
6 = Army Pink Team- OH-1 and AH-1

#### **1** II, III, IV CORPS GUNSHIP AVAILABILITY

1 = UH-1 Slick  
2 = UH-1 “Frog” Gunship (1 – 2), or Sea Wolf (if IV Corps (3 – 4), or Bushmaster (5 - 6)  
3 = UH-1 ARA  
4 = UH-1 “Hog” Gunship  
5 = OH-1 Cayuse “Loach”  
6 = Pink Team- OH-1 and AH-1

### AIR STRIKE AVAILABILITY

Whenever a result of “Air strike” is drawn roll 1d6. Check the Aircraft Availability table for your location and find the corresponding aircraft that arrives. A FAC is necessary to coordinate the attacking aircrafts strike with the grunts on the ground.

#### **1** I CORPS AIRCRAFT AVAILABILITY

1 = Marine F-4 (Rep 6) (1)  
2 = USAF A-1 Skyraider  
3 = USAF F-100 “Hun”  
4 = Marine A-4 Skyhawk (1)  
5 = RAAF Canberra  
6 = USAF A-37 Dragonfly

(1) Marines on the ground with a radio can directly contact Marine flown aircraft that are on-station without the need of a FAC to act as a communications intermediary.

**1** II, III, IV CORPS AIRCRAFT AVAILABILITY

- 1 = RAAF Canberra (VNAF A-1 if IV Corp)
- 2 = USAF or VNAF A-1 Skyraider (VNAF Rep 4 max)
- 3 = USAF F-100 "Hun"
- 4 = USAF A-4 Skyhawk
- 5 = USAF F-4
- 6 = USAF A-37 Dragonfly

**TANK AVAILABILITY**

Whenever a result of "Tank" is drawn roll 1d6. Check the Tank Availability table for your faction and find the corresponding vehicle that arrives.

Example - The US Army player draws an 8 for reinforcements, which is a tank. He rolls 1d6 and scores a two, which means he receives an ACAV.

**1** US ARMY TANK AVAILABILITY

- 1 = M-113 APC
- 2 = M-113 ACAV
- 3 = M-113 APC
- 4 = M-557 Command Track (1)
- 5 = M-48 Main Battle Tank
- 6 = *Odd Ball* (roll on the following table)

- (1) Only 1 M-557 can be on the table at a time. If rolled again, then the result will be a M-113 APC.

**2** US ARMY "ODD BALL"

- 1 = M-42 Duster
- 2 = M-106 or M-125 mortar carrier
- 3 = M-55 quad. 50cal. "guntruck"
- 4 = M-132 "Zippo" flame tank
- 5 = M-551 Sheridan (October 1968 onward), otherwise M-48 with Infrared/xenon searchlight
- 6 = M-67A2 Flame tank (modified M-48)

**1** US MARINES TANK AVAILABILITY

- 1 = M-113 APC
- 2 = M-113 ACAV
- 3 = M-113 APC
- 4 = M-48
- 5 = M-48
- 6 = *Odd Ball* (roll on the following table)

**1** US MARINE "ODD BALL"

- 1 = LVTP5
- 2 = M-557 command track
- 3 = M-42 Duster
- 4 = Ontos
- 5 = M-48 Flame tank
- 6 = LVTP5- How6

**1** ANZAC TANK AVAILABILITY

- 1 = M-113 APC
- 2 = M-113 ACAV
- 3 = M-113 IFV/Stingray
- 4 = M-113 APC
- 5 = Centurion Main Battle Tank
- 6 = US M-48 Main Battle Tank

**1** ARVN TANK AVAILABILITY

- 1 = M-113 APC
- 2 = M-24 Chaffee Light Tank
- 3 = M-41 Light Tank
- 4 = M-113 APC
- 5 = V-100 armored car
- 6 = M-48

**ARMOR TROOP/PLATOON AVAILABILITY**

The American units represented in FNG grouped their armored vehicles into units called platoons, or troops. Chances are that if one member of a platoon showed up, the rest of its unit wouldn't be too far behind.

To reflect this, once a tank has been generated, roll 1d6 each time another tank arrives:

- 1-4 = Same type as last tank to arrive.
- 5-6 = Roll on Tank Availability for type.

**SNIPERS**

If the reinforcement indicates a "Sniper" it is resolved as follows.

- Divide the table edge closest to the side receiving the sniper into six equal sections.
- Roll 1d6 and place the reinforcement card denoting the sniper in that section.
- Next move the sniper card directly across the table until it is centered across the depth of the table.
- Note which enemy figure is closest to the sniper card.
- The sniper will take one shot at this figure.
- If the sniper misses his target and does not cause a Duck Back or there are figures that can see the sniper and did not Duck Back then, remove the card and place the sniper figure on the table. The sniper must have line of sight to the figure just hit and should be placed in cover if possible. Ideally the sniper should be placed in cover as far as possible from the target while still maintaining line of sight.
- If the sniper hits his target return the card back to the section of the table it started from and repeat the procedure each time the sniper is active.



## MORTAR AND ARTILLERY FIRE

If the card drawn specifies “Mortar or Artillery fire” then HQ has authorized a Fire Mission of the appropriate type, and it is fired without the players “input”. The enemy unit closest to the attacker’s table edge has been targeted. Consult the following section called “Calling For Additional Support” for information on how the attacks are carried out.

## WHERE REINFORCEMENTS DEPLOY

Once it is determined what reinforcements have arrived you next need to find out where they will deploy, or enter the board. To determine this consult the suit of the card that was drawn for reinforcements. Compare the suit to the table below:

- Diamond means arrive on left flank of front.
- Hearts means arrive on right flank of front.
- Spades and Clubs means arrive to rear of front.

Example - The US player has received an M-113 ACAV. The suit was a diamond so the APC will enter the board (deploy) to the left of his front. The front is defined by the imaginary line occupied by all forces from the furthestmost figures on each end.

## CONTINUING PLAY

Play proceeds following the regular sequence of play until all enemy units have left the table or no friendly figures remain in play.

Remember to check for reinforcement for both friends and enemies through out the game.

### THE LEAST YOU NEED TO KNOW

- Missions make up the basis for campaigning in FNG They are divided into small and large actions.
- The better the Rep of the Leader the more Missions the squad will be sent on.
- Missions differ by faction, and by which Corp the campaign is being fought in.
- Assets and reinforcements represent other weapons and units that are available from higher formations such as a Company.
- Support is rated from a low of 1 to a high of 6 and plays a direct role in what reinforcements are available.
- The suit of the card determines where reinforcements will appear.
- Each side will have a Reinforcement Card that helps determine the level reinforcement available. The higher the card the more, and better, reinforcements you can get.
- Tanks and armored vehicles are limited to their actual availability based on the time covered in this book, 1967-1968.

## CALLING FOR ADDITIONAL SUPPORT

As mentioned earlier, RTOs are the lifeline of US and Free World forces. Most contacts with large or strong VC and NVA forces occurred in areas that they

controlled, and occurred under their terms. This means that they were either well entrenched and well prepared, or they outnumbered their adversaries. It was very likely that units that ran into this strong resistance could find themselves in over their head rather quickly, and their only hope of survival was to put out the call out for help.

Most units in the field in Vietnam operated under what was called an “artillery umbrella”, which is an area that is within range of at least one artillery battery. Units outside of artillery protection would have to rely on either their own organic support weapons, or on the availability of air strikes.

The following rules cover calling for support in addition to reinforcements.

**NOTE:** Artillery and mortar fire may not be used the same turn as any air support, whether aircraft or helicopter, as the falling shells are a danger to anything flying.

**WARNING:** On call Artillery Fire Missions, Air strikes and Gunship support is very powerful, and totally unbalances head-to-head games. Only use these rules if you are willing to deal with the consequences.

## MAKING THE CALL

Line troops in the field were generally allowed 1 RTO per platoon, with the company Captain and Battalion commanders sometimes having 2 or more RTOs. If a lone squad was sent out on an operation, such as an ambush patrol or perimeter patrol, they were generally given a radio as well. All Forward Observers also had radios, though theirs were dedicated to relaying information to aircraft or artillery units, not unit command channels.

When the leader of a unit with a radio or RTO decides that he needs more support, he must declare whom he is having the radio operator contact, be it for artillery, air support, or medical Dustoff (extraction of wounded by helicopter). The radio operator then attempts to establish contact as under the Radio Communications section presented earlier. Once contact is established, consult the appropriate table below for the result of the request.

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### **US ARTILLERY FIRE MISSION REQUEST**<sup>(1)</sup>

- 1** = "Request denied!" No assets are available at this time, and no further attempts at calling for artillery support may be made for the remainder of the game (2)
- 2** = "Wait one, out." No artillery is available this turn. Another request may be made next turn.
- 3** = "Stand By." One battery of artillery will be available momentarily, with the first spotting round landing in 1-3 turns.
- 4** = "Request granted!" One battery of artillery is available, and the first spotting round will arrive next turn.
- 5** = "Request granted! Round out!" One battery of artillery is available immediately, with the first spotting round landing this turn.
- 6+** = "Request granted! Rounds out!" Two batteries of artillery are available immediately, with the first spotting round landing this turn.

- (1) Add +1 to the dice roll if the requesting unit leader is Rep 5+ or a Forward Observer. Subtract -1 from the dice roll if the requesting units leader is Rep 3 or less.
- (2) No further artillery missions are available for the remainder of the game. Any reinforcement card that should result in Artillery or Mortar Fire Mission results in "No Reinforcements this turn" instead.

### **AIR STRIKE REQUEST**<sup>(1)</sup>

- 1** = "Request denied!" No assets are available at this time, and no further attempts at calling for air support may be made for the remainder of the game (2)
- 2** = "Wait one, out." No air support is available this turn. Another request may be made next turn.
- 3** = "En route." A FAC plane is enroute to the battle location and will arrive with an air strike in 2 - 4 turns.(3)
- 4** = "Support in bound." A FAC will arrive next turn, with an air strike available the turn following the FACs arrival.
- 5** = "Roger, where do you want it?" A FAC plane has arrived, and an air strike will be available next turn.
- 6+** = "Rolling in hot!" A FAC plane is overhead, and an air strike is available immediately.

- (1) Add +1 to the dice roll if the requesting figure is a Forward Observer. Subtract -1 from the dice roll if the requesting units leader is Rep 4 or less.
- (2) No further air support is available for the remainder of the game. Any reinforcement card that should result in Air strike results in "No Reinforcements this turn" instead.
- (3) If a FAC is already overhead, then the air strike will arrive 1 turn sooner.

### **GUNSHIP REQUEST** (1) (3)

- 1** = "Request denied!" No assets are available at this time, and no further attempts at calling for gunship support may be made for the remainder of the game (2)
- 2** = "Wait one, out." No gunship support is available this turn. Another request may be made next turn.
- 3** = "En route." A gunship is enroute to the battle location, and will arrive in 2-4 turns.
- 4** = "Support in bound." A gunship will arrive in 2 turns
- 5** = "Roger, where do you want it?" A gunship will arrive next turn.
- 6+** = "Weapons free!" A gunship is nearby and available immediately.

- (1) Add +1 to the dice roll if the requesting units leader is rep 5+. Subtract -1 from the dice roll if the requesting units leader is Rep 4 or less.
- (2) No further gunship support is available for the remainder of the game. Any reinforcement card that should result in Gunship results in "One squad" instead.
- (3) Add +1 to the dice roll if a helicopter of any kind has been shot down this game.

### **MORTARS**

Mortars had an important role in the Vietnam War. They were cheap to manufacture, easy to transport, simple to operate, and delivered a High Explosive bomb with reasonable accuracy over long ranges and intervening terrain features. Mortars are effective versus DV 0 and DV 1 structures and vehicles while also able to cause a "Clank Test" for AR 2 light tanks. Man-portable infantry mortars fall into two classes: Light and Medium.

#### **Light Mortars**

- Up to and including 60 mm tubes.
- Maximum Range: 120" or tabletop.
  - Minimum Range: 10"
  - Target: 6" Blast Circle.
  - Impact: 2 Counting as "Rep" 5
  - Crew: 2
  - Rate of Fire: 3

#### **Medium Mortars**

- From 70 to 82 mm tubes.
- Maximum Range: 180" or tabletop.
  - Minimum Range: 10"
  - Target: 10" Blast circle.
  - Impact: 3 Counting as "Rep" 5
  - Crew: 3
  - Rate of Fire: 2
- Medium mortars will usually be "off table".

**MORTAR CREWS**

Mortars consist of either a 2-man crew for light or a 3-man crew for medium. For each crewmember less than normal subtract one from the Rate of Fire of the weapon, down to a rate of fire of 1.

**FIRE PROCEDURE**

- Pick your target. This is either by direct fire where the mortar crew can physically see the target or by "indirect fire" where the mortar crew cannot but a "spotter" can see the target. Players make pick the target and fire on same turn. It takes one turn to change targets (making necessary physical adjustments to mortar).
- When using a "spotter" the figure spotting must communicate to the mortar crew to fire on the target the first time. Shouting can do this up to 6" away from the crew, by radio, or by a pre-arranged signal such as a flare. Once the signal is sent the firing can commence.
- According to standard military doctrine light mortars cannot target points closer than 20" from friendly troops while medium mortars would extend out to 40". However, "Final protective fire" was the exception.
- "Final protective fire". This is the only time the above range restrictions can be circumvented or ignored. If the enemy is within 10" of your forces you can target them for "final protective fire". "Final protective fire" is always two consecutive "Fire Missions".
- "Spotting round" (smoke) must be used for indirect fire (using another figure to spot where the rounds will land) on the first round. The spotter MUST be able to see where the "spotting round" landed otherwise another "spotting round" must be fired until one lands that can be seen by the spotter. Smoke rounds cannot hurt figures and they also do not count toward the number of rounds available that cause damage.
- Direct fire (target is visible from mortar) does not require a "spotting round".
- Next determine number of rounds for the "Fire Mission". This number is no more than one times the mortars Rate of Fire but may extend over multiple turns or reaction phases. On table mortars can fire both when Active and reacting to enemy actions, while off table mortars can only fire when Active.
- The Fire Mission continues until all the rounds are shot or canceled. They may not be fired again until another "Fire Mission" is declared.
- Roll 1d6 and consult the Deviation table.

**1 MORTAR DEVIATION TABLE**

- **1** = Right on target.
- **2** = Long, directly past the target 2d6" if it is a "spotting round", otherwise 1d6" if not.
- **3** = Long, directly past the target 1d6", regardless of type of round.
- **4** = Either left (1-3) or right (4-6) of the target 2d6" if it is a "spotting round", otherwise 1d6" if not.
- **5** = Short of target 2d6" if it is a "spotting round", otherwise 1d6" if not.
- **6** = Short of the target 1d6" if it is fired from an on table mortar, otherwise 2d6" if fired from off table.

The first round to the target will set the deviation point of all following rounds. This means that each additional round in the Fire Mission rolls for deviation as outlined above from the point of impact of the first round.

Example – Player A decides to declare a Fire Mission on a house forty inches away from his mortar team. He declares his intent to fire 6 rounds. The team is also using a spotter, as they cannot physically see the target. A die is rolled for the first "spotting round" and a 2 is rolled. The round will land 2d6" long of the original target. The player rolls a "7" total and the round is placed 7" long. The next round and all other subsequent rounds will use this point for future deviation (1d6"), not the original target (the house).

**DAMAGE TO TARGETS**

Once the blast area has been established by following the above procedure each figure in the area is a potential target. Roll 1d6 on the Ranged To Hit Table for EACH figure individually in the blast area counting the Rep of the weapon used. This is different than using grenades.

**ADDITIONAL AMMUNITION TYPES**

In addition to H. E. rounds mortars can also fire Smoke and Illumination rounds.

Smoke will expand to cover three times the blast circle in a linear path in the direction of the wind.

It is assumed that smoke cannot be fired through due to not knowing when and where to fire. In addition players can use smoke grenades that function like smoke rounds. For each full turn that smoke is on the table roll 1d6. On a roll of 4-6 the smoke dissipates and is removed from play.

**1 WIND DIRECTION TABLE**

*Rolled at the start of game.*

- **1** = Blowing from the north.
- **2** = Blowing from the west.
- **3** = Blowing from the west.
- **4** = Blowing from the east.
- **5** = Blowing from the east.
- **6** = Blowing from the south.

Illumination rounds will illuminate a 48" circle for 3 full turns.

**AIRCRAFT STRAFING AND BOMBING RUNS**

Tactical Air Support (called "TacAir", or just air support) is usually called in when you absolutely, positively have to have a target blasted to little tiny bits. When aircraft hit the right target with the right weapons, it has a devastating effect that is almost beyond compare.

In order to utilize an air strike that is available or on scene, either a FAC plane must be in the air over the battlefield, or a Forward Observer must be on the ground. A successful radio communication between the people on the ground and the people in the air must be made before an attack can take place.

The use of aircraft in FNG may not require an actual model. The following rules represent an aircraft flying over the battlefield and firing their weapons at eligible targets or "strafing" the field:

- To strafe the battlefield first determine the part of the edge of the table the aircraft will arrive on.
- Next determine the part of the edge on another side of the table that it will depart from.
- The owner of the aircraft declares that the craft is making a "strafing run" or "bombing run" and the direction it is coming from. Only one or the other can take place at once, as the attack setup is different to the pilot depending upon the weapon being used. During bombing runs, aircraft may drop their bombs on points off table, while the blast circles affecting on table targets, though their flight path must cross at least part of the table.
- On the player's NEXT Activation the aircraft enters the board.
- Next trace a straight 12" wide path from the entrance point to the exit point. This is the field of fire for the aircraft.
- The aircraft makes its strafing run and any figure armed with a weapon that has a range of 24" or greater and can trace a LOS to the aircrafts line of flight must take the following Reaction check and act accordingly.

**2 ANTI-AIRCRAFT CHECK**

**Pass 2D6**

- **Stand** and fire at aircraft when in range or may choose to Duck Back \*

**Pass 1d6**

- **Infantry** will Duck Back.
- **Vehicles** will head for cover and Duck Back.

**Pass 0d6**

- **Infantry** will Runaway.
- **Vehicles** will head for cover and Duck Back.

\* Note that in some circumstances reacting figures may not have a chance to fire at the attacking

**ARTILLERY**

Artillery uses the same rules and firing procedures as mortars, with a few exceptions:

- Artillery pieces have a rate of fire of 2.
- Artillery crews consist of a minimum of 4 men. For each crewmember less than normal subtract one from the Rate of Fire of the weapon, down to a rate of fire of 1.
- All on table artillery have a maximum range of 400" and a minimum range of 48" when using conventional HE and smoke rounds.
- HE rounds have a blast circle of 16", an Impact of 4 and count as Rep 6 for firing.
- White Phosphorous (WP or 'Willy Pete') rounds have a blast radius of 12", have an Impact of 3 and count as Rep 6 for firing. They act like a smoke round covering a linear area of only twice the diameter of the blast circle.
- Artillery is effective versus DV 0, DV 1, and DV 2 structures and vehicles while also able to cause a "Clank Test" for AR 3 tanks.
- According to standard military doctrine, artillery cannot target points closer than 40" from friendly troops, unless it is a "final protective fire", which can only be used if the enemy is within 10" of friendly forces.
- All artillery pieces can depress their barrels and use canister rounds as outlined in the vehicles section.
- Being larger shells than mortars, illumination rounds cover a 56" area and last 4 turns.

Being more powerful, and usually a great distance away, artillery uses a slightly different deviation table from mortars:

**1 ARTILLERY DEVIATION TABLE**

- **1** = Right on target.
- **2** = Long, directly past the target 3d6" if it is a "spotting round", otherwise 2d6" if not.
- **3** = Long, directly past the target 2d6" if it is a "spotting round", otherwise 1d6" if not.
- **4** = Either left (1-3) or right (4-6) of the target 2d6" if it is a "spotting round", otherwise 1d6" if not.
- **5** = Short of target 3d6" if it is a "spotting round", otherwise 2d6" if not.
- **6** = Short of the target 2d6" if it is a "spotting round", otherwise 1d6" if not.

**DAMAGE TO TARGETS**

Once the blast area has been established by following the above procedure each figure in the area is a potential target. Roll 1d6 on the Ranged To Hit Table for EACH figure individually in the blast area counting the Rep of the weapon used. This is different than using grenades.

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aircraft due to the longer range of the attacking craft. This allows for the Duck Back option.

- Figures that pass 2d6 will fire at the aircraft as normal on the Ranged To Hit table counting as if in Cover. Misses do no damage and do not cause a Received Fire check.
- If a Hit is scored rolled 2D6 versus the Rep of the pilot and consult the table below.

### 2 "GOLDEN BB" CHECK

#### Pass 2D6

- **No effect** and strafing run continues.

#### Pass 1d6

- **Aircraft veers off** and may not fire anymore this battle.

#### Pass 0d6

- **Aircraft flies off** from table and crashes somewhere away in a ball of flame.

- If the aircraft is not hit it makes its run using the Ranged To Hit table as normal for the appropriate weapon(s).
- Aircraft weapons cover the 6" area to either the left or right of center of the aircrafts flight path, or only the 6" (3" each side of the centerline) of the center of the path of travel. Refer to the Army List section for aircraft armament and locations.
- Anything in the path and field of fire of the aircraft that has either been spotted or nominated as a target by the player or FAC, or has fired at the aircraft, may be fired upon by using the normal firing procedure. The pilot's Rep is used when firing. If ordinance is dropped off table, the deviation is doubled.
- LMGs may make one attack per 12" the aircraft travels across the tabletop. HMGs may either fire half of its Target number at each target, friend or foe, within its appropriate field of fire along the path of the aircrafts travel, or make one full attack on a single target within its appropriate field of fire along the path of the aircrafts travel.
- Aircraft may make one firing pass per type of weapon that they carry before they must retire from its combat mission. Example- A plane that carries two 500lb bombs, one 750lb bomb, and a HMG can only make 2 passes, one for the gun and one for the bombs, before it has to retire from the table, regardless of whether it has expended all of its ordinance or not.
- Rockets may be fired; bombs and napalm may be dropped at any point along the aircrafts flight path by nominating the impact point. Roll a 1d6 and consult the table below.

### 2 ORDINANCE DEVIATION TABLE

- **1-2** = Right on target.
- **3** = Long, directly past the target 2d6"
- **4** = Short of target 2d6"
- **5** = Very long, directly past target 3d6"
- **6** = Very short of target 3d6"

- 500lb. bombs use a 20" blast circle, centered on the impact point, have an Impact of 3, and count as Rep 6.
- 750lb. bombs use a 30" blast circle, centered on the impact point, have an Impact of 4, and count as Rep 6.
- Napalm uses a template 6" wide and 18" long, placing its beginning edge at the impact point, running it in the direction of the aircrafts travel. At the end of each turn roll 1d6. On a 1 -3, the napalm remains active while on a result of 4 -6 the napalm has burned itself out and is removed from play.
- Any figure caught in napalm is considered hit as if by an Impact 5 weapon and must roll for damage each turn that they are within the napalm. Figures in napalm can only attempt to get out of its effects and may not commit any actions nor fire and they will ignore any incoming fire until they are free of the affected area.

### JUST THE FACTS

Forward Air Control (FAC) planes are much more than just aerial traffic cops. If there are no air strikes during a player Activation and a FAC is present, it may make a run across the table as if it were making a strafing run. During this run, the pilot may either fire one of his weapons, such as a marking rocket or his personal weapon (by sticking it out of the window and making a standard attack!), or it may make a spotting run. During a spotting run, the pilot rolls an In Sight check for each enemy figure, vehicle, or group 12" to each side of his flight path. If an air strike is available the next turn, he may direct it against any spotted targets or their area.

### SPOOKY, SPECTER AND PUFF THE MAGIC DRAGON

Spooky, Specter, and Puff the Magic Dragon were the names of a distinct new type of air support that became available in Vietnam. Flying at night, specially modified cargo aircraft, primarily C-47s, C-119s, and C-130s, provided highflying heavy firepower and illumination for the grunts on the ground. These planes were armed with a variety of weapons, including 7.62mm miniguns, 20mm Vulcan canons, 40mm BOFORs guns, and 105mm howitzers! These weapons were all mounted to fire

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out of the left side of the plane, which made lazy left turns, hosing down the ground below. Their rate of fire was so tremendous that the continuous line of tracers coming down from the sky looked as if a dragon was breathing fire upon the land. For game purposes, these planes are all considered to be AC-47 "Spooky" or "Puff" gunships, armed with four 7.62mm miniguns and air droppable flares.

AC-47s have versatile fire patterns. They may either target a swath 12" wide across the table, similar to an aircraft strafing run, or fire in a doughnut swath 8" wide with a minimum interior radius of 10", and a maximum interior radius of 20". Anything and everything within this swath is attacked as if by a Target 6, Impact 3 weapon. Only 2 gun runs may be made before the plane runs out of ammunition, however it may still remain on station providing illumination similar to artillery. These planes fly so high that they are not subject to being attacked from the ground.

### WHIRLYBIRDS - SLICKS, HOGS, SNAKES AND LITTLE BIRDS

Helicopters were the perfect vehicles for the rugged terrain of Vietnam, and were used to get people, supplies, and firepower to even the most remote parts of the country. There are 3 basic categories of helicopters; those are transports (such as the Huey "slick"), gunships (such as the Huey "hog" or the Cobra), and observation (such as the "loach"). Each has its own particular function on the battlefield, but they all act in much the same manner.

Initially, helicopters travel across the tabletop just as aircraft do, with the addition of rolling on the Piloting Table following. However, during their movement they may elect to hover over one spot. Hovering immediately halts the helicopters movement for the rest of the turn and immediately forces all enemy forces with LOS within 24" to roll an Anti-aircraft Check. The next Activation, a hovering helicopter can rotate to face a different direction before leaving its hover and moving in that direction off table. Unlike aircraft, helicopters can stay in the area for up to 8 turns.

### NIGHTHAWKS AND GO-GO BIRDS

These helicopters fly missions only at night. Nighthawks are armed as stated in the Army List and carry a bright searchlight that is capable of illuminating a 24" area if in a hover, or a 12" wide strip if the helicopter is making a linear attack. When the searchlight is on, the enemy may attack as normal, but only those within 24" may attack if the helicopter is traveling through an illuminated area with its searchlight off.

Go-go Birds are armed as in the Army List, but also carry aerial flares, with only one being launched per turn. They may only attack enemies sighted within illuminated areas, and may only be fired upon by enemies with 24" as they pass through illuminated

areas.

Due to the extra equipment that these helicopters carry, they may not land or pick up any passengers.

### HELICOPTER INSERTIONS AND EXTRACTIONS

Players may decide to simulate a helicopter being used to pick up or deliver troops to the battlefield. Do so as follows and note that this process may require the use of an appropriate model.

- At the start of the owning players Activation, plot the entry point of the helicopter as per a strafing run outlined previously.
- Next plot where the helicopter will attempt to land and roll on the Piloting Table versus the pilot's Rep.
- Determine the Rep randomly by rolling 1d6 counting a 5 and 6 as a Rep 5 and all others as a Rep 4.

## 2

### PILOTING TABLE

#### Pass 2d6

- Skims the tops of the trees and may not be fired upon.

#### Pass 1d6

- Fly to target but enemy figures may take an Anti-Aircraft check if appropriate.

#### Pass 0d6

- Sitting duck, any and all enemy within 24" may open fire without taking an Anti-Aircraft check.

- After any fire is resolved the helicopter is then placed on the landing spot (called an LZ, or Landing Zone). If the LZ is not large enough for the helicopter to fit in it will crash.
- On the next Activation the player may unload or pickup up to 6 figures that are not casualties or 4 figures that are provided there are enough figures nearby to help load them that quickly."
- On the Activation after figures are loaded or dropped the helicopter may leave the board.
- Roll another Piloting Check as before and carry out the results.
- Helicopters may be armed with LMGs fired by door gunners and can fire at targets within their arc of fire as normal whether Active or in reaction to enemy activity, whether in flight or when landed, subject to LOS and in-sight rolls.

### GUNSHIPS

Gunships may make attack runs across the tabletop just as aircraft, outlined above. The exception is that they roll on the Piloting Table to determine the effects of their altitude. Gunships

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however differ from aircraft in that they may hover, and rockets and fixed machine guns may fire in the same pass.

Gunships with chin turrets, such as the AH-1 Cobra, may use that turret to either make strafing attacks, or to fire in the same manner as door gunners.

### LOHs

Light observation helicopters (LOHs), also called "loaches" or "Little Birds", are much smaller and more agile than their larger brothers. Often lightly armed, with maybe a LMG and a box of grenades, LOHs are used as airborne spotters, and have the option of acting like other helicopters, or remaining on the tabletop. This option allows the LOH to act as an airborne infantryman or FAC for reaction and spotting purposes, though the helicopter will be much slower moving and an easier target than it would be if it were making gun runs across the tabletop. When in "on table mode", use the following rules:

- Roll on the Piloting Table above.
- A LOH may only move a total of 36" during the turn.
- The helicopters observer or any passenger may drop grenades and smoke grenades as normal infantry, or use their weapons to fire upon the enemy.
- A LOH may hover twice during the turn, counting moving from or into a hover as one use.
- They cannot move "off table" until next turn.
- A LOH can carry one casualty as a Medevac in place of 2 passengers

### DUSTOFF/MEDEVAC

When a soldier gets wounded, getting good medical attention is often paramount to his survival. As stated previously, wounded soldiers that are evacuated off of the field of battle have a much better chance of survival than those who are not retrieved until after the battle.

When a unit leader wishes to call a medevac (called a Dustoff) helicopter to take out his wounded, the normal procedures for calling additional support is used. Once contact is established, roll 1d6 and consult the following table:

#### 1 MEDEVAC REQUEST TABLE

- **1-2** = No medevac is available at the moment. Another attempt may be made next turn.
- **3** = Medevac will arrive in 1d6 turns, but can only carry out 2 wounded figures, as it already has half a load.
- **4** = Medevac will arrive in 2-4 turns (1d6/2+1).
- **5** = Medevac is close by and will arrive in 2 turns.
- **6** = Medevac is standing by and will arrive next turn.

Follow regular helicopter procedures once the Medevac has arrived. If there are enemy figures within

12" of the LZ when the Medevac/Dustoff helicopter arrives, or if the helicopter was fired upon during its approach, then the LZ is considered 'Hot', and there is a chance that the pilot will not risk landing the helicopter. Roll 1d6 and compare the result to the pilot's rep. If the score exceeds the Rep then the pilot has decided that it is too risky and flies off of the table in the direction he was originally travelling. He may make another attempt next turn, with each failed attempt adding one to the die roll.

Dustoff/Medevac choppers can carry either 6 figures, or 4 litter cases. It takes 1 turn to load 2 litter cases or 4 figures.

### DAMAGING HELICOPTERS

Being unarmored, helicopters, and their crew and passengers, are much more vulnerable to enemy fire than most vehicles. Whenever a helicopter sustains a hit, roll 2d6 on the following table.

#### 2 HELICOPTER DAMAGE TABLE

- **2 - 7** = Minor but not serious damage. Roll 1d6 versus pilot's Rep. If the roll does not pass, the pilot drops 1 Rep for the remainder of the game.
- **8 - 9** = Random crewman hit. Roll for injury.
- **10** = Minor, but serious damage. The helicopter must leave the table top for the remainder of the game. There is a chance (1 - 3) that a passenger or crewman is injured.
- **11 (1 - 3)** = Major damage. The helicopter's engine fails and the pilot must auto-rotate down, never to fly again during the game. Place the helicopter up to 18" and within 90 degrees to the direction of travel from where it was hit. Each crewman and passenger must roll against injury as if hit by an Impact 1 weapon.
- **11 (4 - 6)** = Catastrophic damage. The helicopter comes crashing to the ground 2d6" from where it was hit. Each crewman and passenger must roll against injury as if hit by an Impact 3 weapon, and are thrown 1d6" from the wreck.
- **12** = The helicopter explodes in mid air, killing all aboard in the explosion and resulting crash. Place the helicopter's wreck 2d6" from where it was hit.

When landed on the ground, helicopter crewman and passengers may be targeted like any other figure within an open topped vehicle. Likewise, the helicopter may be damaged like any other unarmored vehicle.

#### THE LEAST YOU NEED TO KNOW

- On call artillery and air support can seriously unbalance a game.
- Requests for additional support are made using standard radio communications procedures and are in addition to reinforcements.

- Support isn't always available when you call for it.
- Mortars and artillery have minimum ranges and are capable of firing different types of ammunition.
- Aircraft have short loiter times, while helicopters are capable of hanging around a battlefield for longer periods, though they are vulnerable to enemy fire.
- OOF figures evacuated from the tabletop have a greater chance of recovering from their wounds and returning to their units.

## TUNNELS AND BOOBY TRAPS

Communist forces in Southeast Asia made extensive use of tunnels. Sizes varied from short escape tunnels to gigantic complexes capable of housing thousands of people and able to store enough supplies for a battalion. It was both frustrating and frightening to US troops that the VC and NVA could, and would, pop up anywhere, then disappear just as quickly. Even the large US base at Cu Chi was found to have a huge tunnel network beneath it.

There are 2 ways to handle tunnels in FNG; abstract and detailed. For the most part, the abstract method of representing tunnels will work perfectly for the majority of games. But, there may be times that the US player may want to explore a tunnel complex. When this occurs, it is best to switch to the detailed method. Be forewarned, however, that the detailed method might necessitate using a second table to keep track of the goings on underground.

### ABSTRACT METHOD

Any territory that a battle or encounter takes place in that is considered "Communist controlled" is likely to have tunnels beneath it. The number of tunnel entrances is based upon the NVA or VC support level as shown below.

### TUNNEL ENTRANCES

- Support Level 1 = a maximum of 1 tunnel entrance with exit may be placed on the tabletop.
- Support Level 2 = 1d6 tunnel entrances may be located on the tabletop
- Support Level 3+ = up to 2d6 tunnel entrances may be placed on the tabletop.

At the start of the game, the VC or NVA player writes down where the tunnel entrances are, which can be a specific location (such as in the west wall of Bunker B) or a general area (such as in a small bamboo grove), and which ones connect with each other. It is possible to form huge complexes this way, or have several "escape routes" that can be used.

Tunnel Movement- During a VC or NVA players Activation, he can move any troops within movement distance into or out of tunnel entrances, but may not do both on the same turn. Once a figure has entered a tunnel, it will travel at  $\frac{3}{4}$  speed in a straight line towards the opposite exit. Movement within the

tunnel can stop at any time, with the player taking note how far from the nearest entrance he is.

Tunnel protection- Once 4" within the tunnel, figures may not be attacked by figures armed with small arms from the surface. Figures within the first 4" of the tunnel may only be attacked by enemy figures that are at the tunnel entrance.

Destroying tunnels- Tunnels within the blast circle of 500lb. bombs and 750lb. bombs have a chance of collapsing. Roll 1d6 and consult the table below.

### TUNNEL COLLAPSE

- A roll of 1-2 for 500lb bombs collapses a 1d6+3" length of tunnel.
- A roll of 1-3 for 750lb bombs collapses a 2d6+3" length of tunnel.

Figures caught within the collapsed length of a tunnel are considered OOF.

Tunnel entrances can also be destroyed with explosives planted by soldiers above ground. Placing a satchel charge or its equivalent will destroy the entrance and collapse a length of tunnel equal to the blast circle of the explosive plus 2".

If a smoke grenade is tossed into a tunnel entrance, it will mark all connected tunnel entrances within 24". Further more, any enemy figure within a tunnel that is smoked has a chance (1 - 3) per turn of being put OOF that he remains in a smoke filled tunnel.

### SPOTTING TUNNEL ENTRANCES

Anyone within 6" of a tunnel entrance can attempt to spot it by passing their Rep -1 on 1d6. Anyone emerging from a tunnel is automatically subject to an In Sight check. If an emerging figure is spotted, then the tunnel entrances location is automatically revealed.

### ENTERING TUNNELS

If a US or other Free World Forces soldier enters a tunnel, proceed to the detailed method listed below.

### DETAILED METHOD

The detailed method of using tunnels can add an interesting new dimension to FNG, as the battle below ground goes on simultaneously with the battle above ground, with forces sometimes shifting between the two locations.

During the Vietnam War, a special breed of soldier emerged called 'Tunnel Rats' (TR). These men received special training in exploring the vast underground networks and detecting their many dangers before they could run afoul of them. In FNG, a dedicated Tunnel Rat will have the Pointman attribute, and will usually be armed with a pistol and a flashlight. Not all men that entered enemy tunnels had the extra training that Tunnel



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Rats received, but for our purposes we will refer to all of them as Tunnel Rats, or TR.

### GETTING AROUND UNDERGROUND

Most tunnels are only lit in areas where people spend the majority of their time, such in sleeping rooms, infirmaries, command rooms, mess halls and the like, or where natural light filters in. Most inhabitants, and invaders, carried some kind of light around with them, be it flashlight, candle, or burning torch.

In areas that are not lit, LOS is 1". Candles will provide a LOS of 3". Torches provide an LOS of 5", while flashlights give an LOS of 24" in normal mode, and 6" in red filter mode. See the Flashlight item description for more. Any hand held lightsource in operation will give any enemy +1 to their Rep when firing at the wielder except for the red filter mode.

Due to the cramped conditions, movement is reduced by ¼ in tunnels. Further more, due to the possibilities of boobytraps, any TR moving at over ½ speed is -1 to his Rep when looking for booby traps. As tunnel inhabitants know their way around, they can move about at ¾ of their movement with no worries of triggering booby traps.

### TUNNEL LAYOUT

When a TR enters a complex, set up another table with the appropriate number of tunnel entrances for that complex placed at their appropriate locations. Roll 1d6 to determine the size of the complex. On a result of 1 - 3 the tunnel system is small and mostly for movement. On a 4 - 5 the complex is moderately sized, and on a 6 the complex is large.

As the TR moves through the tunnel a minimum of 6" to his front will be visible and laid out on the table. As he moves into this portion, roll on the appropriate table below to determine what the next section of tunnel is. Note: If the TR is using a flashlight then the 12" before him will be visible, rather than 6". In this case roll for the next two sections.

#### 1 SMALL TUNNEL COMPLEX (1d6)

- 1 = Straight hall 6" long
- 2 = Straight hall 6" with an opening half way down forming a 'T' junction. (1)
- 3 = Small chamber 6"x6" with an opening in the far wall. (2)
- 4 = Chamber 4" wide and 8" long with an opening in the far wall and another halfway down the left (1 - 3) or right wall (4 - 6). (3)
- 5 = Trap door in either the ceiling (1 - 3) or the floor (3-6) leading to a 6" section of corridor. (4)
- 6 = Dead end. If there is no other route to a tunnel exit then this is a 'T' junction that will point in that direction.

(1) There is a chance (1 - 3) of there being a booby trap at this junction.

(2) There is a chance (1 - 3) of there being an enemy present in this room.

(3) This room has a chance (1 - 3) of containing vital intelligence (counts two extra RP for the retrieving figure).

(4) There is a chance (1 - 3) of this trapdoor being either booby trapped or of there being a guard on the other side.

#### 2 MODERATE TUNNEL COMPLEX (2d6)

- 2 = Straight hall 6" long
- 3 = Straight hall 6" with an opening half way down forming a 'T' junction. (1)
- 4 = Small chamber 6"x6" with an opening in the far wall. (2)
- 5 = Chamber 4" wide and 8" long with an opening in the far wall and another halfway down the left (1 - 3) or right wall (4 - 6). (3)
- 6 = Trap door in either the ceiling (1 - 3) or the floor (3-6) leading to a 6" section of corridor. (4)
- 7 = Dead end. If there is no other route to a tunnel exit then this is a 'T' junction that will point in that direction.
- 8 = A 6" section of tunnel with a guard alcove in the wall halfway down. (5)
- 9 = A 6"x6" chamber with no exits, such as a kitchen or sleeping room. (6)
- 10 = A 6" section of hallway with a ladder up to a previously hidden entrance.
- 11 = Tunnel bends downward and is full of water. Impassible. If there is no other route to another entrance then this is a 'T' junction.
- 12 = A 10"x10" chamber. (7)

(1) There is a chance (1 - 3) of there being a booby trap at this junction.

(2) There is a chance (1 - 3) of there being an enemy present in this room.

(3) This room has a chance (1 - 3) of containing vital intelligence (1 - 4) or an important person (5 - 6) (counts two extra RP for the retrieving figure).

(4) There is a chance (1 - 3) of this trapdoor being either booby trapped (1 - 4) or of there being a guard (5 - 6) on the other side.

(5) There is a chance (1 - 3) that this alcove is manned, and a chance (1 - 3) that this hallway is booby trapped.

(6) There is a chance (1 - 2) of valuable intelligence being present (counts two extra RP for the retrieving figure).

(7) There is a chance (1 - 4) that this chamber contains 1d6 persons. Roll 1d6, on 1-3 they are non-combat personnel such as nurses and wounded, on 4-5 they are enemy troops, on a 6 they are captives such as ARVN soldiers or local villagers (but never US soldiers) (counts three extra RP for the retrieving figure).

**LARGE TUNNEL COMPLEX (3d6)**

- **3** = Straight hall 6" long
- **4** = Straight hall 6" with an opening half way down forming a 'T' junction. (1)
- **5** = Small chamber 6"x6" with an opening in the far wall. (2)
- **6** = Chamber 4" wide and 8" long with an opening in the far wall and another halfway down the left (1 - 3) or right wall (4 - 6). (3)
- **7** = Trap door in either the ceiling (1 - 3) or the floor (3-6) leading to a 6" section of corridor. (4)
- **8** = Dead end. If there is no other route to a tunnel exit then this is a 'T' junction that will point in that direction.
- **9** A 6" section of tunnel with a guard alcove in the wall halfway down. (5)
- **10** = A 6"x6" chamber with no exits, such as a kitchen or sleeping room. (6)
- **11** = A 6" section of hallway with a ladder up to a previously hidden entrance.
- **12** = Tunnel bends downward and is full of water. Impassible. If there is no other route to another entrance then this is a 'T' junction.
- **13** = A 10"x10" chamber. (7)
- **14** = A 5"x5" armory with an opening in the opposite wall. Any shots fired in/into this room have a chance (1) of setting off an Impact 6 explosion with a blast circle of 8". This room and 2d6" of tunnel beyond this room will collapse after the explosion.
- **15** = A 6"x6" supply room with no obvious exits. Each wall can be searched for a hidden exit, which can only be found if the figure passes 2d6. Each wall can only be searched once. (8)
- **16** = A 6" section of tunnel with a guard alcove in the wall halfway down. (5)
- **17** = A 4"x4" workshop with an opening in one of the sidewalls. TR can capture or use 1d6 weapons from this room. (9)
- **18** = Radio room with an opening in one of the sidewalls. (3)

- (1) There is a chance (1 - 3) of there being a booby trap at this junction.
- (2) There is a chance (1 - 3) of there being an enemy present in this room.
- (3) This room has a chance (1 - 3) of containing vital intelligence (1 - 4) or an important person (5 - 6) (counts two extra RP for the retrieving figure).
- (4) There is a chance (1 - 3) of this trapdoor being either booby trapped (1 - 4) or of there being a guard (5 - 6) on the other side.
- (5) There is a chance (1 - 3) that this alcove is manned, and a chance (1 - 3) that this hallway is booby trapped.
- (6) There is a chance (1 - 2) of valuable intelligence being present (counts two extra RP for the retrieving figure).
- (7) There is a chance (1 - 4) that this chamber contains 1d6 persons. Roll 1d6, on 1-3 they are non-combat personnel such as nurses and wounded, on 4-5 they are enemy troops, on a 6 they are captives such as

ARVN soldiers or local villagers (but never US soldiers) (counts three extra RP for the retrieving figure).

(8) If this room creates a dead end, and there is no other way to reach one of the other exits, then the walls may be searched again, but there is a chance (1 - 3) that any door found will have a booby trap.

(9) One weapon can be used per turn. Roll 1d6 for each weapon found.

- 1 = pistol
- 2 = bolt action rifle
- 3 = grenade
- 4 = semi-automatic rifle
- 5 = select fire rifle
- 6 = RPG

While moving through the tunnel complex there is a good possibility that a Tunnel Rat will come up against opposition, or perhaps a booby trap. For every two sections of the complex that are revealed there is a chance (1) there will be a booby trap or an enemy soldier present in the next section. This roll should be made on each even number of tunnel. If a "1" is rolled then immediately roll another 1d6 and consult the table below.

**1 TUNNEL ENCOUNTER (1d6)**

- **1** = Concealed punji pit booby trap
- **2** = Grenade booby trap
- **3** = Two step viper booby trap
- **4** = Rep 3 enemy soldier with pistol
- **5** = Rep 4 enemy soldier with either a pistol (1), bolt action rifle (2), semi-automatic rifle (3 - 4), or select fire rifle (5 - 6).
- **6** = Rep 4 enemy soldier with select fire rifle and one grenade.

**FIGHTING IN THE TUNNELS**

Combat underground is a different animal than combat above ground. This is mainly due to the fact that it takes place in confined spaces with little or no cover, and at very short ranges. The following rules apply to fighting in tunnel complexes.

- Any figure using a rifle type weapon (shotguns included) will subtract 1 from his Rep when firing. Grenade launchers may only use shot/canister rounds. Pistols or submachine guns are much more preferred for this type of combat.
- Any explosive adds +1 to its Impact, and adds 4" to its blast circle, as the small spaces concentrate explosive effects.
- RPGs, LAWs, Recoilless Rifles and similar weapons cannot be used underground as their backblasts are deadly to the gunner.
- As there is very little, if any, cover in a tunnel system duck back can only be achieved by going prone or retreating around a corner.

- Radio communications have a chance (1 – 3) of failing in addition to normal procedures.

## BOOBY TRAPS

More often designed to maim than kill, booby traps were excellent area denial and psychological warfare weapons. Troops who find booby traps tend to get jumpy and nervous, as there may be many, many more around them.

The VC and NVA made extensive use of jerry-rigged and field expedient booby traps, such as concealed punji stake pits (called "tiger traps"), tripwire grenades, and many other types.

When a game takes place in a Communist controlled area, the VC or NVA player can place 1d6 booby traps on the table. These must be clearly written down as to their location as they are not placed on the table. If they were, players could easily move around them. In addition to location the player must clearly write down what they are from the list below.

Example- Eddy is playing the VC and rolls 3 booby traps. Of the 6 markers he can place on the table he decided to place a landmine on a trail that leads to a small village, hide a tripwire grenade under a VC flag laying on the ground in the village, and put a punji stake trap in front of a tunnel entrance inside one of the hootches. The 3 dummy markers he places at other interesting points on the table.

US and other Free World forces can also use booby traps, specifically the Command Detonated Mine and the Trip Flare. If used they follow the procedure as outlined above.

## TYPES OF TRAPS

**Tripwire traps** (1) - Tripwire traps are activated when a figure comes within 1" of them. There are 2 types of tripwire traps; explosive (1 – 4) and reflexive (5– 6). Explosive traps usually use grenades, attacking all targets within their blast radius when set off. Reflex traps use spring-bent sapplings with sharp stakes tied to them, swinging spiked balls, and the like to make a single Hand to Hand attack at Rep 4 as if they were bayonets against the individual that sprung the trap. Tripwire type traps are one-shot traps.

**Punji stakes** (2) - Punji stakes or pits cover a 2" by 2" area, and are full of sharpened bamboo stakes covered with nasty sludge to cause infections. Any figure moving across a punji staked area or falling in a punji pit take an automatic hit at Impact 1.

**Landmines** (3) - Mines act just as tripwire grenade traps, however the user must specify if they are an anti-personnel or anti-vehicle mine. Anti-vehicle mines have an APW of 3.

**Viper Traps** (4) - Basically nothing more than a very angry and very poisonous snake held in place by wire or line, viper traps are often found in tunnels, and are the deadliest traps around. When a figure comes within 1", the viper will make a Hand to Hand attack with a Rep of 3. If at any point the viper succeeds in

hitting the figure, the figure is poisoned. Each turn roll 1d6, on a 1-2 the figure dies, on a 3-4 he is OOF, and a 5-6 he continues to live, but is still poisoned and requires immediate medical attention.

**Command Detonated Mines** (5) - The Claymore mine, and other Command Detonated Mines (CDM) like it, are devastating anti-personnel devices capable of obliterating anyone caught in their path of destruction. CDMs can be setup by a soldier in one Activation, facing a specific direction. The CDM can then be detonated from up to 8" away, having a 2" long backblast similar to RPGs. When detonated, CDMs project hundreds of ballbearings into an area that is 1" wide at the front of the mine, 8" deep, and 8" wide at its far end. Anyone within this blast zone takes an Impact 3 hit, friend or foe.

**Trip Flares** (6\*)- Trip flares are a type of tripwire booby trap that causes no physical harm. They can be placed to form an early warning system, allowing those who placed them to know that someone or something is approaching their position. Most GIs carried at least one whenever they went out on patrol or on an operation. Like other tripwire traps, they are activated whenever an unaware figure comes within 1" of them. Once activated, a flare shoots up into the sky and illuminates a 12" circle centered on the traps location for 1 full turn. It takes one Activation to set a trip flare. Once sprung, the trap marker is removed from the table.

## BOOBY TRAPS AND SOLO/SAME SIDE PLAY

When playing solo/same side games booby traps are handled a bit differently. Generate the number of booby traps as outlined above. But instead of deciding where they are to be placed the following procedure is used.

1 – Add 1d6 of a different color to the Activation dice. Whenever "trips" or three of the same number occur a booby trap has been triggered.

2 – Roll 1d6 and consult each type of booby trap listed above to determine what has been encountered. Example – A 1 would be a trip Wire trap. Note that if a

Trip Flare is called for and it is daylight then re-roll.

3 – Next roll 1d6 and add it to the Rep of each figure on the tabletop and add the score to their Rep. Lowest score is the guy that set off the trap with ties being rolled off.

## DISCOVERING BOOBY TRAPS

Whenever a figure "triggers" a booby trap immediately roll 1d6 and compare the score to the figures Rep at a minus one. If the score is equal or less than the modified Rep then the figure has detected the trap without setting it off and can alert his buddies. Even if the trap is known, any figure that moves directly over the trap must check to set off as outlined.

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### DEFUSING/DISARMING BOOBY TRAPS

Any figure may attempt to disarm a tripwire, CDM, or mine booby trap. To do so, the trap must have been successfully spotted the previous turn. To disarm the trap, place the figure attempting to disarm it on the trap. Roll 2d6 versus the disarming figure but count his Rep at ½ value rounded down. Then consult the table below.

## 2

### “DISARM” CHECK

*Versus ½ Rep of figure.*

#### Pass 2d6

- If possible, trap is deactivated and worthless.

#### Pass 1d6

- Trap not disarmed but you can try again next turn. If you score a result of pass 1d6 treat is as pass 0d6.

#### Pass 0d6

- Trap set off.

Punji pits and punji stakes cannot be deactivated. However, spending 1 turn per 1" x 1" of punji affected area will allow them to be cleared. If at any time during this turn any other actions are taken, or forced upon the figure, then the area is not cleared.

Viper traps may only be destroyed, such as by gunfire or hand-to-hand combat. Note: any hand-to-hand attack made against a viper trap treats the viper as a Rep 3 opponent with poison.

### THE LEAST YOU NEED TO KNOW

- Figures can move through tunnels at ¾ of their normal movement, and are protected from small arms fire from figures above ground.
- Bombs are capable of collapsing tunnels.
- Figures caught in a collapsed tunnel section are OOF.
- Smoke grenades can be used to discover tunnel entrances within 24" and are capable of suffocating figures that are within smoke filled passages.
- There is an abstract method and a detailed method of using tunnels in FNG.
- Tunnel complex layout is randomly determined by rolling on the appropriate table per 6" section.
- Booby traps come in a variety of types.
- You can disarm a booby trap.

### AFTER THE MISSION

In addition to gaining Reputation Points for completing a Mission there is also the chance that the Mission will trigger another Mission on the same battlefield. Consult the table below to determine if this is the case.

### FOLLOW UP MISSIONS

#### A Reconnaissance or Search And Destroy mission:

- Uncovering an enemy Support Level of 4 or higher will cause a Large Action Attack Mission the next campaign turn.

#### A Perimeter Patrol:

- Uncovering an enemy Support Level of 4 or higher will cause a Large Action Defend Mission the next campaign turn.

#### A Fighting Patrol:

- Uncovering an enemy Support Level of 4 or higher will cause a Large Action Attack Mission (1-3) or Large Action Defend Mission (4-6) the next campaign turn.

Any other result will have no effect and players should generate Missions as outlined earlier.

### REPLACEMENTS

Units that lose casualties from wounds, desertion, and death may receive replacements. After each Mission roll 2d6 versus the Rep of the squad Leader and refer to the table below.

## 2

### REPLACEMENTS

*Rolled vs. Leader's Rep*

#### Pass 2d6

- If non-US squad is at half strength, then it will receive Rep 3 replacements to bring the squad back up to paper strength.
- If non-US squad is over half strength they receive one Rep 3 replacement.
- US squads will receive two Replacements. One will be a Rep 3 while the other will be a Rep equal to the highest passing die score rolled but never less than 3.

#### Pass 1d6

- US squad receives one replacement with a Rep equal to the passing die score but never less than 3.
- All others will receive none.

#### Pass 0d6

- Communist units do not receive any replacements and remain in the field.
- Others at over half strength do not receive any replacements and stay in the field.
- Others at half strength or less are pulled from the field for R&R. They will not go on a Mission next turn. When they return they will have received Rep 3 replacements to bring them up to full paper strength.

Once all replacements have been determined draw a card for “Attributes” as outlined earlier.

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### MEDALS AND MORE

In FNG your characters will sometimes perform actions above and beyond the call of duty. When this occurs, here's a simple system to see if they are rewarded or not. Each country had a Medal of Honor or comparable so for ease of play we call it a "Medal of Valor".

#### 2 MEDAL OF VALOR

*Rolled versus Rep of character*

##### Pass 2d6

- Congratulations! You are awarded a Major Medal of Valor!

##### Pass 1d6

- Good job! You are awarded a Medal of Valor.

##### Pass 0d6

- You performed admirably but no one was looking.

What qualifies as medal worthy? That should be up to the players involved. In any case, just have fun with it!

When characters decide it is better to Run Away during the battle roll on the table below to see what the consequences of their actions were.

#### 2 PAY THE PIPER

*Rolled versus Rep of character*

##### Pass 2d6

- You were able to save your skin again, and no one noticed!

##### Pass 1d6

- Your lackluster actions were observed, and, you were sentenced to company punishment as a result!

##### Pass 0d6

- Your mates, NCOs, and officers noted your cowardice! \*

\* **If Free World forces** you are taken into custody and are awaiting a court martial! Roll 1d6 immediately to determine court martial result:

- 1= Sentenced to death.
- 2 thru 5 = Sentenced to military prison.
- 6 = Found not guilty of all charges and specifications! Return to duty ASAP!

\* **If Viet Cong or NVA forces**, you are executed on the spot for your lack of guts!

#### "WHAT? YOU WANT ME TO "RE-UP?"

Okay, so you've made it through your tour of duty. Had a good time? If so then as a Star you can automatically "re-up" and do it again but what about your men? Well, when they have completed their tour

roll 3d6 on the following table unless the figure has one or more of the following Attributes:

Coward, Jodie, Looter, Shirker, Sickly, Street Punk, or Wuss

#### 3 "RE-UP" TABLE

*Rolled versus Rep of character*

##### Pass 3d6

- Sounds good to me! Keep figure in squad for another tour.

##### Pass 2d6

- Not too sure about this. Roll 3d6 again counting pass 2d6 as if scored a result of pass 0/1d6.

##### Pass 0/1d6

- Thanks, but no thanks!

Note: Anyone that finishes their tour a Rep 5 will automatically "Re-Up".

#### THE LEAST YOU NEED TO KNOW

- Casualties can be replaced after Missions.
- Medal and punishment can be meted out as a result of actions performed during a Mission.
- It's possible that your squad members may decide to sign up for a second or third tour.

#### OTHER TYPES OF CAMPAIGNS

The campaign rules presented above provide for exciting battles that escalate in unpredictable manners, with no two battles being alike. But perhaps this type of campaign is not your cup of tea. Here are a few other methods for running campaigns:

Same Side- All players are on the same side, while the game mechanics run the opposition. This allows for cooperation, though it's always a good idea to allow one of the players to be the "Officer in Charge".

Narrative- Narrative campaigns run best when all of the players are on the same side, while a Game Master/Referee plays the opposition. Generally, the GM will have a story to tell, or perhaps just a series of linked missions for the players to run through. There are usually some good role-playing opportunities in these kinds of campaigns, which can create a great atmosphere and make the games something more than just slugging matches.

#### FINAL THOUGHTS

Here's some final thoughts and perhaps some answers to questions you may have.

#### WHERE'S THE POINTS?

There aren't any, it's not that kind of game. Sorry, but in real life no battles were "equal points". FNG is a pretty darn realistic game and putting a points system in it would just "cheapen" it.

## FNG

So how do you determine if the fight is a fair one? It's easy, just pick your force and let your enemy pick his. Just remember to give anyone attacking a built up urban area twice as many troops as they'll need it. If you think you can beat him and he thinks he can beat you then go for it. If not then "tweak" the forces by adding and subtracting units one at a time until you both think you have a chance to win. Speaking of winning?

### HOW DO YOU WIN?

Winning will take on many forms. Taking an objective such as clearing a town can mean you win. Mapping out an area of the battlefield can mean you win. But the main way of winning is just getting you and your men off the field alive, and being sure that they survive their 12 month tour of duty in Vietnam. So, winning is up to you.

And sometimes you can't win! Maybe your opponent receives a tank and you can't beg, borrow, or steal an anti-tank weapon or air support. Live with it, it happens. Remember, it's a campaign game. Now if you play a "one up" battle and he has a tank and you forgot to get an anti-tank weapon, well that's another story.

Me? I prefer to think I'm living a story when I play and each Mission is a chapter and the whole campaign the book. If I look back at the end of the campaign and say "Hey, I had a good time and it was fun," then I won.

### DESIGNER NOTES

The Vietnam War is a slippery animal to attempt to pin down. Very few soldiers that served there fought 'the same war', in that due to the differences in terrain, population, enemy forces and their intent, and even time period, among many other factors, no two people really experienced the same thing. A Marine in I Corp was definitely fighting a different war than a grunt in the delta, or a SF soldier in the Highlands.

What we've tried to do here is provide you the tools to get fighting. It's up to you to really flesh it all out in the way you'd like, and there is a ton of material out there to help you, including Order Of Battles, histories, personal memoirs and the like. It truly was a war unlike any other. Dig a little; you may be surprised what you find.

Like I mentioned in the beginning of the book there are a variety of gaming types, and if you're a control person then maybe FNG won't be for you. But don't be afraid to "tweak" it, as the mechanics are sound and easily adaptable. The object is to have fun.

But whatever you decide, here's hoping you'll have a good time and don't be afraid to send comments my way at the Two Hour Wargames Yahoo Group listed in the front of the book. It's a great place with great people and your comments are always welcome.

Darby Eckles

Okay my turn. Well to tell the truth there are some gaming periods that just don't trigger an interest in me. WW 2 was like that but then I saw Band of Brothers and with "a little help from my friends", boom, "NUTS!" was born. Same thing happened with Montjoie! Our medieval rules set. Yeah, you guessed it. Same thing with FNG.

Sometimes I run across a fellow with a passion and knowledge for a period that I don't have. That would be Darby in this case. He got inspired by "NUTS!" and ran with it. Thankfully he had resources and enough knowledge to fill in the blanks. And what we have here is possibly the best set of rules that THW has put out for a specific period. FNG really captures the chaos of the man-to-man combat during Vietnam.

Thanks to Darby and hope you all have as much fun playing it as we did making it!

Ed Teixeira

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### DEDICATION:

"This book is dedicated to those who were there. You are all heroes."

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**UNIT ORGANIZATION - Platoon**

**# of Squads or Sections (not HQ)**

- Equals number of squads or sections NOT including HQ Squad/Section.

**# Men per Squad**

- Number of men in the squad at full strength. Often called "paper strength".

**Dice Generation**

- Number of men actually present in the squad. This number is generated at random. Note that all nations would always keep their LMG and other special weapons intact in the squad as long as there were men to man them. This is reflected as follows:
  - The first men in the squad are always the NCO, Jr NCO, and LMG'ers. The next man is the LMG assistant. Succeeding men in the squad will be the Grenade Launchers. When all of the "specialists" as listed above are accounted for the remaining men will be ordinary riflemen.

**Individual Rep**

- Roll 1d6 per figure in the unit. The result scored corresponds to the figures Rep.
- Reps for Tank crewmembers are in a separate chart on the Tank page. Cross-index the 1d6 die score to the Rep below.
- Remember to draw a card and consult "ATTRIBUTES" when generating men for your personal squad.

**NCO**

- What the NCO is armed with.

**Jr NCO**

- What the Jr NCO is armed with.

**LMG**

- How many LMG weapons and gunners there are in the squad.

**# Men w/G-Launcher**

- How many Grenade Launchers there are there are in the squad or in some cases other special weapons.

**# Riflemen**

- How many ordinary riflemen there are in the squad.

FNG

USA

UNIT ORGANIZATION - Platoon	Army Infantry	Air Cavalry	Marines	SF CIDG
# of Squads or Sections (not HQ)	3	3	3	3
# Men per Squad	10	10	13	10-14
Dice Generation (1)	5 + 1d6	5 + 1d6	5 + 1d6	6 + 1d6
Individual Rep	1 – 3 = Rep 3	1 – 3 = Rep 3	1 – 2 = Rep 3	1–3 = Rep 3
	4 – 5 = Rep 4	4 – 5 = Rep 4	3 – 5 = Rep 4	4 – 5 = Rep 4
	6 = Rep 5	6 = Rep 5	6 = Rep 5	6 = Rep 5
NCO	SF Rifle	SF Rifle	SF Rifle	Varies
Jr NCO	SF Rifle	SF Rifle	3 x SF Rifle	Varies
LMG	1 M-60	*In HQ	*In HQ	1 M-60 or BAR
# Men w/G-Launcher	1	1 – 2	1 – 3	2
# of Riflemen	6 SF Rifle	6 – 7 SF Rifle	7 SF Rifle	5 – 9 Varies
(1) Maximum number of actual figures regardless of total rolled (* Each company has a weapons platoon for support weapons, which are then attached to rifle platoon HQs based on need. Platoon HQs contain 1 officer (Lt.), 1 NCO (platoon SGT), 1 RTO, and 1 Medic (Navy Corpsman if Marines) All squad members carry grenades, at least one claymore CMD, and both NCOs and RTOs carry a number of smoke grenades.			Marines will use either M-14s or M-16s as their SFR choice until late 1967, after then only the M-16 will be issued. Marines with a radio can contact on-station Marine aircraft directly without needing a FAC as an intermediary.	HQ is US Special Forces officer or NCO advisor, Rep 4-5, 1 RTO, 1-2 riflemen Medics assigned to companies

Small Arms	Range	Targets	Impact
Large Caliber Pistol M-1911A1 .45 Caliber	12"	2	2
Medium Caliber SMG Swedish 'K' 9mm	24"	4	1
Large Caliber SMG M-1 Thompson SMG .45 Caliber	24"	4	2
M-3A1 'Grease Gun' .45 Caliber	20"	3	2
SA/SF Medium Caliber Carbine M-1 Carbine/M-2 Carbine			
.30 Caliber Pistol	24"	2 2/4	1
SA Rifle M-1 Garand .30 Caliber	48"	2	3
BA Rifle Springfield .30 Caliber (1)	48/60"	1	3
Combat Shotgun 12 gauge	12"	2	2
SF Rifle M-16 5.56mm	48"	2/3	2
M-14 7.62mm	48"	2/3	3
SF Carbine CAR-15 5.56mm	30"	2/4	2

(1) Range is 60" when used with a sniper scope

Machine Guns	Range	Targets	Impact
LMG M-60 7.62mm	48"	5	3
BAR .30 Caliber	48"	3	3
MMG .30 Caliber	48"	5	3
HMG M2 .50 Caliber	60"	4	5/APW2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6"	5" circle	2/APW 2
M-79/M203 GL HE	12"min 28"max	5" circle	2/APW 2
Buck	12"	3	2
Demo charge	1"	5" circle	5/APW 5

Anti-Tank Weapons	Range	Targets	Impact
M-72 LAW	24"	1	APW 5 (2)
M-20 Bazooka	30"	1	APW 7(2)
57mm Recoilless Rifle	30"	4" circle	APW 5 (2)
106mm Recoilless Rifle	40"	6" circle	3/APW 6(2)

(2) Back Blast up to 6" directly behind shooter, as Impact 2 hit

Tanker Reps	1 - 2	3 - 5	6
USA	3	4	5



## FNG

<b>USA</b>							
<b>Vehicle</b>	<b>Armor</b>	<b>Main Gun</b>	<b>AA MG</b>	<b>Hull MG</b>	<b>Co-axial MG</b>	<b>Speed</b>	<b>Crew</b>
M-48 Patton MBT (1)	7/5	7*	.50 cal	.30 cal	.30 cal	18"/12"	5
M-48A3 Patton MBT	7/5	7*	.50 cal	.30 cal	.30 cal	18"/12"	5
M-67A2 Flame Tank	7/5	(9)	.50 cal	N	N	18"/12"	4
Ontos	3/3	RR x 6 (2)	.50 cal	.30 cal	N	28"/20"	3
M-42 Duster (3)	5/4	40mm x 2	N	N	N	20"/12"	3 - 4
M-113 APC (4)	5/4	N	.50 cal	N	N	24"/14"	3
M-113 ACAV (3)	5/4	N	.50 cal (5)	M-60 (5)(6)	N	24"/14"	5 - 6
M-106 60mm Mortar Carrier	5/4	(7)	.50 cal	N	N	24"/14"	5
M-125 81mm Mortar Carrier	5/4	(8)	.50 cal	N	N	24"/14"	5
M-132 Zippo Flame APC	5/4	(9)	N	N	N	24"/14"	4
M-557 Angel Command track	5/4	N	.50 cal	N	N	24"/14"	5 (10)
LVTP-5 APC (1)(11)(14)	4/4	N	.50 cal	.30 cal	N	20"/12"	4
LVTP5-How6 (1)(11)	4/4	6 (12)	N	.30 cal	N	20"/12"	6
M-551 Sheridan LBT	4/3	6*	.50 cal	N	.30 cal	24"/16"	3
Truck (3) (4)	0	0	N	N	N	28"/10"	2
Jeep/ Mule (3)	0	0	.30 or .50 cal	N	N	30"/20"	1-2
M-55 Quad .50 Guntruck (3)	0	0	M55	N	N	24"/8"	4
<b>Vessel</b>	<b>Armor</b>	<b>Fore</b>	<b>Aft</b>	<b>Port</b>	<b>Starboard</b>	<b>Speed</b>	<b>Crew</b>
Armored Troop Carrier (13)	4/4	28 passengers, helicopter pad	-	1 x .50, 1 x 20mm (t), 2 x LMG	1 x .50, 1 x 20mm (t), 2 x LMG	10"	7
Monitor(13)	5/4	40mm(t) or 105mm(t), 81mm mortar	2 x Mk. 19, 1 x .50 cal	1 x 20mm (t), 1 x flamethrower (t)(9)	1 x 20mm (t), 1 x flamethrower (t)(9)	7"	11
Patrol Boat, River (3,13)	3/3	2 x .50 cal (t)	.50 cal	LMG or Mk. 19	LMG or Mk. 19	18"	4

(1) Prone to catching fire when disable or penetrated, (1 – 2) chance

(2) Can only fire the 6 106mm RR once each per battle before being out of ammo

(3) Open topped

(4) Can carry 10 men

(5) Gunners act as in cover due to having gun shields

(6) 1 x M-60 mounted on each side of rear area's open top

(7) Armed with a 120mm mortar (heavy mortar), can be dismounted and operated by a crew of 3. Vehicle cannot move and fire same turn. If it fires, it id considered open topped until its next Activation

(8) Armed with a 81mm mortar, can be dismounted and operated by a crew of 3. Vehicle cannot move and fire same turn. If it fires, it id considered open topped until its next Activation

(9) Flamethrower has a range of 18", ignores first "out of ammo" roll

(10) Command version has 3 radios/RTOs. Medevac version can carry 6 litter patients

(11) Fully amphibious, moves @ 6" on water

(12) 105mm Howitzer fired from open top of rear compartment.

(13) ATC and Monitors can take 3 disabled hits before sinking, PBRs 2 disabling hits before sinking

(14) LVTP-5 APC can carry 28 men internally.

(\*) Can use Canister rounds

(t) Turret mounted, can cover 270\* arc, armored

Note: Top and bottom Armor Rating = side Armor Rating/2 rounded down

<b>Special Tank Weapons</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
105mm Howitzer HE	12"min/60"max	12" circle	3/APW 4
106/120 mm Recoilless Rifle	40"	8" circle	3/APW 6
40mm BOFORS	60"	4	6/APW 3
M-55 Quad .50	60"	8	5/APW 2
20mm cannon	60"	6	5/APW 3
Mk.19 40mm Auto GL	12" min/ 28" max	3 w/5" circle	2/APW 2

## FNG

<b>USA</b>				
<b>Aircraft</b>	<b>Center weapons</b>	<b>Left side weapons</b>	<b>Right side weapons</b>	<b>Crew</b>
AH-1 Cobra Gunship (1)	40mm GL & HMG in chin turret	Rocket Launcher x 1	Rocket Launcher x 1	2
UH-1 Frog Gunship (2)	-	M-60 Door gun Rocket Launchers x 2	M-60 Door gun Rocket Launchers x 2	4
UH-1 ARA	-	Rocket Launchers x 3	Rocket Launchers x 3	4
UH-1 Hog	40mm GL	Fixed forward LMG Rocket Launcher x 1	Fixed forward LMG Rocket Launcher x 1	4
UH-1 Slick (2)(9)	-	M-60 Door gun	M-60 Door gun	4
UH-1 Seawolf (3)	Searchlight	Fixed forward LMG Rocket Launcher x 1	Fixed forward LMG Rocket Launcher x 1	4
UH-1Go-Go Bird (2)(4)	Flares	.50 Cal. Door gun Rocket Launcher x 1	.50 Cal. Door gun Rocket Launcher x 1	4
UH-1 Nighthawk (2)(3)	Searchlight	M-60 Door gun Fixed forward LMG Rocket Launcher x 1	M-60 Door gun Fixed forward LMG Rocket Launcher x 1	4
OH-1 Cayuse LOH (10)	Personal weapons	Personal weapons	Personal weapons	2
F-4 Phantom II (5)	(a) HMG or (b) napalm	(a)500lb bomb x 2 or (b)500lb bomb x 1	(a)500lb bomb x 2 or (b) 500lb bomb x 1	2
A-1 Skyraider (6)	Napalm x 1 or 750lb bomb x 1	LMG x 2, napalm x 1, 500lb bomb x 1	LMG x 2, napalm x 1, 500lb bomb x 1	1
F-100 Super Saber "Hun"	2 HMG	Rocket Launcher x 1, 750lb bomb x 1	Rocket Launcher x 1, 750lb bomb x 1	1
A-4 Skyhawk	Rocket Launcher x 1	HMG, 500lb bomb x 1	500lb bomb x 1	1
A-37 Dragonfly (7)	HMG	500lb bomb x 2 Rocket Launcher x 1	500lb bomb x 2 Rocket Launcher x 1	2
AC-47 Spooky/Puff Gunship (8)	Flares	7.62mm miniguns x 4	-	4 - 5
O-1 Bird Dog FAC	Personal	WP Rocket x 1	WP Rocket x 1	1 - 2
O-2 Skymaster FAC	Personal	WP Rocket x 2	WP Rocket x 2	1 - 2

(1) Chin turret

(2) Door guns fire and react as normal figures, 180° arc from side of helicopter they are mounted on

(3) Searchlight is capable of illuminating a 24" area if in a hover, or a 12" wide strip if the helicopter is making a linear attack

(4) Only 1 flare per turn can be dropped

(5) F-4s come in variant (a) or (b) but still can only make 2 passes

(6) Skyraiders have a big fuel load and can make 2 gun runs, for a total of 4 attack runs

(7) Dragonflies have a big fuel load and can make 2 bombing runs, for a total of 4 attack runs

(8) See rules above

(9) Can carry 6 figures, or 2 litter cases,

(10) Can carry 2 additional passengers, or 1 litter case

<b>Aircraft Weapons</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
LMG, M-60 Door gun	6" wide strip/ 48"	All 3 or 1x6*	3
HMG	6" wide strip	All 4 or 1x8*	5/APW 2
500lb bomb	6" wide strip	20" circle	4/APW 4
750lb bomb	6" wide strip	30" circle	5/APW 5
Napalm	6" wide strip	6" wide 18" long	5
Rocket Launcher (2)	6" wide strip, or 30"	10" circle	3/APW 3
White Phosphorous Marking Rocket (1)	6" wide strip	8" circle	3/APW 3
40mm auto GL (3)	6" wide strip	5" circle	2/APW 2

\* May either fire 3 or 4 at all targets in swathe or 6 or 8 on one target then leave board.

(1) Acts as smoke with a 16" linear coverage

(2) Rocket launchers can fire only once before being out of ammo

(3) Can fire once per 12" traveled

## FNG

### ANZAC

UNIT ORGANIZATION - Platoon	Infantry
# of Squads or Sections (not HQ)	3
# Men per Squad	10
Dice Generation (1)	5 + 1d6
Individual Rep	1 – 3= Rep 3
	4 – 5 = Rep 4
	6 = Rep 5
NCO (CPL)	SA Rifle or SMG
Jr NCO (LCPL)	SA Rifle or SMG
LMG	1 M-60
# Men w/G-Launcher	1
# of Riflemen	6 SA Rifle
(1) Maximum number of actual figures regardless of total rolled Platoon HQs contain 1 officer (Lt.), 1 NCO (SGT or Snr CPL), 1 RTO, and 1 Medic	Point men will carry a L1A1, SMG, M-16, or shotgun. L1A1 SLR (SA Rifle) was the standard issue rifle until 1968, when the M-16 began to be issued.

Grenades and Other Weapons		Range	Targets	Impact
Grenade		6"	5" circle	2/APW 2
M-79 GL	HE	12"min 28"max	5" circle	2/APW 2
	Buck	12"	3	2
Demo charge		1"	5" circle	5/APW 5

Small Arms	Range	Targets	Impact
Medium Caliber Pistol Browning Hi-Power 9mm	12"	2	1
Medium Caliber SMG F-1 9mm SMG	18"	3	1
L3A1 Sterling 9mm SMG	20"	4	1
Owens 9mm SMG	24"	4	1
SA Rifle L1A1 SLR 7.62mm	48"	2	3
SA Rifle M-14 Sniper Rifle	60"	1	4
Combat Shotgun 12 ga.	12"	2	2
SF Rifle M-16 5.56mm	48"	2/3	2

Machine Guns	Range	Targets	Impact
LMG M-60 7.62mm	48"	5	3
MMG .303 Caliber	48"	5	3
HMG M2 .50 Caliber	60"	4	5/APW2

Anti-Tank Weapons	Range	Targets	Impact
M-72 LAW	24"	1	APW 5 (3)
MAW Medium Anti-tank Weapon	30"	1	APW 7(3)
106mm Recoilless Rifle	40"	6" circle	3/APW 6(3)

(3) Back Blast up to 6" directly behind shooter, as Imp 2 hit

## FNG

<b>ANZAC</b>							
<b>Vehicle</b>	<b>Armor</b>	<b>Main Gun</b>	<b>AA MG</b>	<b>Hull MG</b>	<b>Co-axial MG</b>	<b>Speed</b>	<b>Crew</b>
Centurion Mk. 5/1 MBT	7/6	7*	.50 cal	.30 cal	.30 cal	18"/12"	5
M-113 APC (2)	5/4	N	.50 cal	N	N	24"/14"	3
M-113 ACAV (1)	5/4	N	.50 cal (3)	M-60 (3)(4)	N	24"/14"	5 - 6
M-113 IFV/Stingray (5)	5/4	5*	.50 cal	N	.30 cal	24"/14"	4
Truck (1) (2)	0	0	N	N	N	28"/10"	2
Jeep (1)	0	0	.30 or .50 cal	N	N	30"/20"	1-2

<b>ANZAC</b>				
<b>Aircraft</b>	<b>Center weapons</b>	<b>Left side weapons</b>	<b>Right side weapons</b>	<b>Crew</b>
UH-1 Huey Slick (8)(9)	-	M-60 Door gun	M-60 Door gun	4
UH-1 Bushranger (8)	-	Fixed 7.62mm Minigun, Rocket Launcher x 2, twin M-60 door gun	Fixed 7.62mm Minigun, Rocket Launcher x 2, twin M-60 door gun	4
Canberra bomber (6)(7)	4 x 750lb bombs	1x 750lb bomb	1 x 750lb bomb	2
O-1 Bird Dog FAC	Personal	WP Rocket x 1	WP Rocket x 1	1 - 2

(1) Open topped

(2) Can carry 10 men

(3) gunners act as in cover due to having gun shields

(4) 1 x M-60 mounted on each side of rear area's open top

(5) can carry 6 passengers

(6) Canberra bombers have a large fuel load, and make level attacks. They can make 3 bombing passes before retiring from the field

(7) Can fly at night

(8) Door guns fire and react as normal figures, 180\* arc from side of helicopter they are mounted on

(9) Can carry 6 figures, or 2 litter cases

<b>Aircraft Weapons</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
LMG, M-60 Door gun	6" wide strip, 48"	All 3 or 1x6*	3
750lb bomb	6" wide strip	30" circle	5/APW 5
Rocket Launcher (2)	6" wide strip, or 30"	10" circle	3/APW 3
White Phosphorous Marking Rocket (1)	6" wide strip	8" circle	3/APW 3
7.62 Minigun HMG	6" wide strip	All 4 or 1x8*	3/APW 1

\* May either fire 3 or 4 at all targets in swathe or 6 or 8 on one target then leave board.

(1) Acts as smoke with a 16" linear coverage

(2) Rocket launchers can fire only once before being out of ammo

## FNG

<b>ARVN</b>		
<b>UNIT ORGANIZATION - Platoon</b>	<b>Army Infantry</b>	<b>Militia (RF/PF)</b>
<b># of Squads or Sections (not HQ)</b>	3	4
<b># Men per Squad</b>	10	6-12
<b>Dice Generation (1)</b>	5 + 1d6	4 + 1d6
<b>Individual Rep</b>	1 – 3 = Rep 3	1 – 2 = Rep 2
	4 – 5 = Rep 4	3 – 4 = Rep 3
	6 = Rep 5	5 – 6 = Rep 4
<b>NCO</b>	Varies, or SF Rifle	Varies
<b>Jr NCO</b>	Varies, or SF Rifle	Varies
<b>LMG</b>	Varies/ or 1 M-60	*In HQ
<b># Men w/G-Launcher</b>	1	0-1
<b># of Riflemen</b>	6 Varies or SF Rifle	6 – 7 varies
(1) Maximum number of actual figures regardless of total rolled (* Each company has a weapons platoon for support weapons, which are then attached to rifle platoon HQs based on need. Platoon HQs contain 1 officer (Lt.), 1 NCO (platoon SGT), 1 RTO, and 1 medic ½ of squad carried grenades and Claymore CMDs, NCO and RTOs carry assorted smoke grenades		“Ruff Puffs” worked in platoon to company sizes, and usually were advised by a US MACV advisor

<b>Small Arms</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
Large Caliber Pistol M-1911A1 .45 Caliber	12”	2	2
Large Caliber SMG M-1 Thompson SMG .45 Caliber	24”	4	2
M-3A1 ‘Grease Gun’ .45 Caliber	20”	3	2
SA/SF Medium Caliber Carbine M-1 Carbine/M-2 Carbine			
.30 Caliber Pistol	24”	2, 2/4	1
SA Rifle M-1 Garand .30 Caliber	48”	2	3
BA Rifle Springfield .30 Caliber	48/60”	1	3
Combat Shotgun 12 ga.	12”	2	2
SF Rifle M-16 5.56mm	48”	2/3	2

(2) Range is 60” when used with a sniper scope.

<b>Machine Guns</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
LMG M-60 7.62mm	48”	6	3
BAR .30 Caliber	48”	3	3
MMG .30 Caliber	48”	5	3
HMG M2 .50 Caliber	60”	4	5/APW2

<b>Grenades and Other Weapons</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
Grenade	6	5” circle	2/APW 2
M-79 Blooper GL			
HE	12”min 28”max	5” circle	2/APW 2
Buck	12”	3	2

<b>Anti-Tank Weapons</b>	<b>Range</b>	<b>Targets</b>	<b>Impact</b>
M-20 Bazooka	30”	1	APW 7(3)

(3) Back Blast up to 6” directly behind shooter, as Imp 2 hit

## FNG

<b>ARVN</b>							
<b>Vehicle</b>	<b>Armor</b>	<b>Main Gun</b>	<b>AA MG</b>	<b>Hull MG</b>	<b>Co-axial MG</b>	<b>Speed</b>	<b>Crew</b>
M-41 Walker Bulldog LBT (1)	5/3	6*	.50 cal	.30 cal	.30 cal	20"/12"	5
M-48 Patton MBT (1)	7/5	7*	.50 cal	.30 cal	.30 cal	18"/12"	5
M-24 Chaffee	4/2	6	.50 cal	N	N	24"/16"	4
M-113 APC (3)	5/4	N	.50 cal	N	N	24"/14"	3
Truck (2) (3)	0	N	N	N	N	28"/10"	2
Jeep (2)	0	N	M-60 or .30 cal	N	N	30"/20"	1-2
V-100 Command armored car	2/1	N	.50 cal	N	.30 cal	24"/14"	2

(1) Prone to catching fire when disable or penetrated, 25% chance

(2) Open topped

(3) Can carry 6 men

(\*) Can use Canister rounds

Note: Top and bottom Armor Rating = side Armor Rating/2 rounded down

<b>Tanker Reps</b>	<b>1 - 2</b>	<b>3 - 5</b>	<b>6</b>
ARVN	3	4	5

<b>COMMUNIST FORCES</b>			
<b>UNIT ORGANIZATION - Platoon</b>	<b>NVA</b>	<b>VC Main Force</b>	<b>Local VC</b>
<b># of Squads or Sections (not HQ)</b>	3	3 - 5	-
<b># Men per Squad</b>	10	10	3 - 10
<b>Dice Generation (1)</b>	5 + 1d6	5 + 1d6	3 + 1d6
<b>Individual Rep</b>	1 - 3 = Rep 3	1 - 4 = Rep 3	1 - 2 = Rep 2
	4 - 5 = Rep 4	5 = Rep 4	3 - 4 = Rep 3
	6 = Rep 5	6 = Rep 5	5 - 6 = Rep 4
<b>NCO</b>	SF Rifle	Varies, or SF Rifle	Varies
<b>Jr NCO</b>	SF Rifle	Varies, or SF Rifle	Varies
<b>LMG</b>	1 RDP	*In HQ	Varies
<b># Men w/G-Launcher</b>	1 RPG	1 RPG	Varies
<b># of Riflemen</b>	6 SF Rifle	6 - 7 varies, or SF Rifle	Varies
(1) Maximum number of actual figures regardless of total rolled (* ) Each company has a weapons platoon for support weapons, which are then attached to rifle platoon HQs based on need. Platoon HQs contain 1 officer (Lt.), 1 NCO, 1 RTO, and 1 Medic ½ of the squad will carry grenades.			Local VC operate in small cells, or up to platoon strength.

## FNG

Small Arms	Range	Targets	Impact
Medium Caliber Pistol Tokarev TT-30	12"	2	1
Medium Caliber Machine Pistol Mat-49	24"	3	1
Medium Caliber SMG PPSH-41/43 9mm	24"	4	1
BA Rifle Moisan-Nagant	30"	2	2
SA Carbine Chicom SKS 7.62mm Pistol	48"	1	3
SA Rifle Simonov SVT-36 7.92mm	48"	2	3
SF Rifle AK-47 or Type-56 7.62mm	48"	2/3	3

Machine Guns	Range	Targets	Impact
LMG RDP 7.62mm	48"	5	3
MMG .30 Caliber	48"	5	3
HMG .51 Caliber/12.7mm AAMG	60"	4	5/APW2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6"	5" circle	2/APW 2
RPG-2	12" min 20" max	4" circle	3/APW 4 (3)
RPG-7	36" max	5" circle	3/APW 6 (3)
57mm Recoilless Rifle	30"	4" circle	APW 5 (3)
82 mm Recoilless Rifle	36"	4" circle	3/APW 6 (3)
106/120 mm Recoilless Rifle	40"	8" circle	3/APW 6
Satchel & Demo Charges	1	1" circle	5/APW 5

(3) Back Blast up to 6" directly behind shooter, as Imp 2 hit

<b>NVA</b>							
Vehicle	Armor	Main Gun	AA MG	Hull MG	Co-axial MG	Speed	Crew
PT-76 (1) (2)	4/2	4	N	Y	N	20"/12"	4
T-55 MBT	5/4	6	Y	Y	Y	18"/12"	5
Truck (3) (2)	0	N	N	N	N	28"/14"	2
Motor Sampan (4)	0	personal	N	N	N	12"	1
Motorless Sampan (4)	0	personal	N	N	N	6"	1

- (1) Amphibious, can move on water at 6" per turn
- (2) Can carry 6 figures
- (3) Open topped
- (4) Can carry 4 passengers







# FNG

## MELEE

### MELEE MODIFIERS

- |  |    |
|--|----|
| • Prone and in melee                   | -1 |
| • Each point of Impact less than enemy | -1 |
| • In melee with 2+ enemies             | -1 |
| • In melee with 3+ enemies             | -2 |

## MELEE RESULTS TABLE

### 2 MELEE RESULTS TABLE

#### Pass same number of d6

- All Miss and melee continues next turn.

**One side passes 1d6 more than the other and "wins" the round of melee.**

- Winner rolls on the Damage Table to inflict wound.

**One side passes 2d6 more than the other and "wins" the round of melee.**

- Winner rolls on the Damage Table to inflict wound counting "Knock Down" results as the casualty is badly wounded and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

## MELEE WEAPONS

Melee Weapons	Range	Targets	Impact
Hand held Knife/Bayonet	x	1	1
Fixed Bayonet/Sword	x	1	2

## MELEE DAMAGE TABLE

### 1 MELEE DAMAGE TABLE

**Score equal to or less than Impact of weapon:**

- Obviously dead! Nature of the wound is so obvious that there's no question that he's a "goner".

**Score higher than Impact of weapon but equal to or less than Rep of casualty:**

- Knock Down! Figure is knocked prone and may not function normally until next Activated.

**Score greater than Rep of casualty:**

- Out of the Fight! The casualty is badly wounded and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

## GRENADES/ OTHER WEAPONS

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2/APW 2
Rifle Launched Grenades	20	5" circle	2/APW 2
Flame Thrower	12	3" wide	5/APW 5
Molotov Cocktail	4	3" circle	5/APW 5
Satchel & Demo Charges	1	1" circle	5/APW 5

## GENERIC SMALL ARMS

Small Arms	Range	Targets	Impact
Small Caliber Pistol	6	2	0
Medium Caliber Pistol	12/24(1)	2	1
Large Caliber Pistol	12	2	2
Medium Caliber MP	12/24(1)	2/3	1
Medium Caliber SMG	24	3	1
Large Caliber SMG	24	3	2
Combat Shotgun	12	2	2
BA Rifle or Carbine	48/60(2)	1	3
SA Rifle or Carbine	48/60(2)	2	3
SA Medium Caliber Carbine	24	2	1
SF Medium Caliber Carbine	24	2/3*	1
SF Rifle (M-14, AK-47 etc.)	48	2/3*	3
SF Rifle (M-16)	48	2/3*	2

(1) Range of 24" when used with a detachable stock.

(2) Range is 60" when used with a sniper scope.

\* Target 3 applies only when weapon is being used on fully automatic mode.

## MACHINE GUNS

Machine Guns	Range	Targets	Impact
LMG (M-60/RDP)*	48	5/6	3
LMG (Other)	48	4	3
BAR	48	3	3
MMG	48	5	3
HMG	60	4	5/APW2

## ANTI-TANK WEAPONS

Anti-Tank Weapons	Range	Targets	Impact
Bazooka	30	1	APW 7
Anti-tank Grenade Tossed/ Launched	2/20	1" circle	APW 5

## FAST MOVE

### 2 LD FAST MOVE TEST

**Pass 2d6**

- Figure successfully Fast Moves up to 16".

**Pass 1d6**

- Figure successfully Fast Moves up to 12".

**Pass 0d6**

- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

# INFANTRY QRS:

## FNG

### RANGED FIRE

1	Ranged Combat To Hit Table
#	Results
3 to 7	Miss!
8	Target is prone or concealed, in cover, either side fast moving, second or higher target count Miss, all others Hit!
9	Target in cover, or third or higher target count Miss, all others Hit!
10+	All Hit!

### 1 RANGED COMBAT DAMAGE TABLE

#### Score equal to or less than Impact of weapon:

- Obviously dead! Nature of the wound is so obvious that there's no question that he's a "goner".

#### Score higher than Impact of weapon but equal to or less than Rep of casualty:

- Knock Down! Figure is knocked prone and may not function normally until next Activated.

#### Score greater than Rep of casualty:

- Out of the Fight! The casualty is badly wounded and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

## GRENADES

### 2 "WHERE'D THE GRENADE GO?" TABLE

#### Pass 2d6

- Total miss and grenade explodes harmlessly.

#### Pass 1d6

- Look out! Grenade may have landed on an intervening group either friendly or enemy. Pick the next closest group to original target and roll on Ranged To Hit table counting a Miss result as grenade explodes harmlessly. Any hits are applied to the new target.

#### Pass 0d6

- Fire in the hole! Thrower "fumbles" toss. Each figure in a blast radius centered on the thrower must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

### 2 "BOMBS AWAY" CHECK

#### Pass 2d6

- Success! Roll on Ranged To Hit table counting the target as if in the open. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

#### Pass 1d6

- Partial success! Roll on Ranged To Hit table counting the target as if in cover regardless of actual circumstances. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

#### Pass 0d6

- Fire in the hole! Thrower "fumbles" toss. Each figure in the blast radius with the thrower in the center must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

## OUTGUNNED

### OUTGUNNED RATINGS

*"Star" is never outgunned.*

- OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.
- OGR 4 = HMG, MMG, and LMG.
- OGR 3 = SFR, MP and SMG
- OGR 2 = Semi-automatic rifles and carbines.
- OGR 1 = Other weapons not listed.

## INFANTRY QRS:

## FNG

### IN SIGHT

**2**

#### “IN SIGHT” CHECK

- +1d6 if providing suppressing /covering fire.
- +1d6 if shooter is “hidden”.

**If more than one figure is to fire then determine the order from highest Rep to lowest with ties firing simultaneously.**

#### Pass 2d6

- “Hidden” have option to hold fire or fire at anytime during the opponents move.
- Others will fire, stationary figures firing first, then moving figures next.

#### Pass 1d6

- “Hidden” with a Leader have option to hold fire or fire at anytime during the opponents move.
- Other stationary figures will fire.
- Moving figures may not fire.

#### Pass 0d6

- All figures may not fire.

### RECEIVED FIRE

**2**

#### “RECEIVED FIRE” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- Chargers will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

#### Pass 1d6

- Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- Retrieving wounded will continue.
- Those in cover will return fire counting -1 to Rep.
- Others will Duck Back.

#### Pass 0d6

- Chargers will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

## INFANTRY QRS:

### WANTING TO CHARGE

**2 LD**

#### “WANTING TO CHARGE” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- All will charge into hand-to-hand combat.

#### Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge.

#### Pass 0d6

- All will remain in place.

### BEING CHARGED

**2**

#### “BEING CHARGED” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- Those that can will fire and prepare for melee.
- Others will remain in place and prepare to melee.

#### Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

#### Pass 0d6

- Those in cover will prepare to melee.
- Others Runaway.

### SURPRISE

**2**

#### SURPRISE CHECK

#### Pass 2d6

- Those charged will turn to face enemy and counts at -1 to Rep for first turn of melee.
- Those fired at will take “Received Fire” test at -1 to Rep.

#### Pass 1d6

- Those charged are surprised and cannot react. Counts only 1d6 in melee the first round.
- Those fired at will Duck Back.

#### Pass 0d6

- Those charged are totally surprised, and counts 0d6 in melee the first round.
- Those fired at will Hunker Down.

### RALLY

**2 LD**

#### “RALLY” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- All back in the fight. Carry on as desired.

#### Pass 1d6

- Those in cover/buildings back in fight.
- Others are removed from play.

#### Pass 0d6

- Remove figure from play.

## VEHICLE IN SIGHT

- 1** **VEHICLE "IN SIGHT" CHECK – vs. TC**  
 -1 to Rep if "buttoned up"  
 -1 to Rep if "In Sight" is taken from Gunner position  
 +1d6 if shooter is "hidden".  
**If more than one vehicle is to fire then determine the order from highest Rep to lowest with ties firing simultaneously.**
- Pass 2d6**
- "Hidden" have option to hold fire or fire at anytime during the opponents move.
  - Others will fire, stationary vehicles firing first, then moving vehicles next.
- Pass 1d6**
- "Hidden" with a Leader have option to hold fire or fire at anytime during the opponents move.
  - Other stationary vehicles will fire.
  - Moving vehicles may not fire.
- Pass 0d6**
- All vehicles may not fire.

## FIRING MAIN GUN

- 2** **PLACE ROUND TABLE VS. GNR**  
*GNR Rep -1 at over 48"*
- Pass 2d6**
- Hit Target aimed for.
- Pass 1d6**
- Miss if target or shooter "Fast Moved".
  - Hit other targets if at 12" range or less.
  - Otherwise Roll 1d6  
 Hit Turret\* on 1 or 2  
 Hit Hull on 3 – 6 (If "hull down" then Clank test)
- Pass 0d6**
- Miss, target ignores fire.
- \*Turret hit increases AR of target by 1 point.

## SQUAD ANTI-TANK

- 2** **SQUAD ANTI-TANK FIRE TABLE**  
*Rep -1 at up to half range*  
*Rep -2 at greater than half range*
- Pass 2d6**
- Hit Target Aimed for.
- Pass 1d6**
- Miss "Fast Moving" target.
  - Otherwise Roll 1d6  
 Hit Turret\* on 1 or 2  
 Hit Hull on 3 – 6  
 (If "hull down" then Clank test)
- Pass 0d6**
- Miss, target ignores fire.
- \*Turret hit increases AR of target by 1 point.

## ARMOR QRS: PENETRATION TABLE

- 2** **PENETRATION RESULTS TABLE**  
*(2d6 vs. Difference of APR to AR or DV)\**  
*Defensive value of building.*
- Pass 2d6**
- Round penetrates the vehicle and all crew killed. Building area under fire collapses and all inside area killed.
- Pass 1d6**
- Round disables the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6 then crewmember is dead. Otherwise they must bail out. Treat buildings as the same.
- Pass 0d6**
- Round does not penetrate vehicle but crew takes a "Clank" test on the table below. Occupants of building area under fire take "Received Fire" test.

## LOADING

- 2** **LOADING TABLE – vs. LDR**  
*(Taken immediately after the gun is fired)*
- Pass 2d6**
- Reloaded and can fire in reaction or when next Active.
- Pass 1d6**
- Reloaded, but can only fire when next Active.
  - Deployed anti-tank gun reloaded and can fire in reaction or when next Active.
- Pass 0d6**
- Failed – Try to load next Activation.
  - Deployed anti-tank gun reloaded but can only fire when next Active.

## CLANK TEST

- 2** **CLANK TEST - vs. TC**  
*"Star" may choose his reaction.*
- Pass 2d6**
- Undergunned will Retire out of sight.
  - Unable to return fire, or unloaded carry on.
  - If loaded return fire, rotating turret if necessary.
- Pass 1d6**
- Undergunned will Retire out of sight.
  - If main weapon facing attacker, return fire.
  - If main weapon not facing attacker carry on.
- Pass 0d6**
- Undergunned or fired on by penetrable enemy will Runaway.
  - Others Retire out of sight.

**FIRE AT BUILDINGS**

**2 FIRING AT BUILDINGS TABLE – vs. GNR**

**Pass 2d6**

- Hit spot aimed for.
- Pass 1d6** - Roll 1d6 and consult below.
  - (1-2) Wide 1d6" to the left.
  - (3 –4) Wide 1d6" to right.
  - (5 – 6) Overshot one level up.

**Pass 0d6**

- What were you doing? Miss target completely!

**RUN OVER TABLE**

**1 “RUN OVER” TABLE – vs. DVR**

**Pass 1d6**

- If traveling at 1/2 speed or less, tank obliterates object and continues through.
- If traveling over 1/2 speed it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.

**Pass 0d6**

- If traveling at 1/2 speed or less it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.
- If traveling over 1/2 speed then "Stuck!" Vehicle grinds to stop 1" forward and becomes immobile. Cannot proceed and must attempt to reverse out next Activation. All crew roll 1d6 versus Rep. If pass then carry on but if fail count knocked prone until next Activation.

**LOSING CONTROL**

**2 LOSING CONTROL- VS. DVR**

**Pass 2d6**

- All vehicles continue at same speed making turn without problems.

**Pass 1d6**

- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. Each figure rolls on Damage Table counting +1 to Rep.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. If hitting a solid object Driver must take an immediate "Run Over" test.

**Pass 0d6**

- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width and rolls over. Each figure rolls on Damage Table versus their Rep as normal.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width and throw a track. The vehicle is disabled and may no longer move. If hitting a solid object must take an immediate "Run Over" test.

**HERO**

**2 WHO WANTS TO BE A HERO?**

**Pass 2d6**

- Success! Resolve as a hit on the bottom of the vehicle.

**Pass 1d6**

- Fumble, device lost, and attacker must retire.

**Pass 0d6**

- Disaster! Attacker rolls on Damage Table counting APR of the device as Impact.

**OVERRUN**

**2 “OVERRUN” CHECK**

*“Star” may choose his reaction.*

**Pass 2d6**

- Armed with APW will stand and fire.
- Not armed with APW will dodge 3" out of the way without injury counting Duck Back.

**Pass 1d6**

- Vehicle rolls on To Hit Table using Rep of driver.

**Pass 0d6**

- Vehicle hits target inflicting 1 Hit per AR of vehicle.

**ARMOR QRS:**

## **FNG 2.0**

The purpose of 2.0 is to streamline the original FNG and bring it up to the current game mechanics used by Two Hour Wargames.

As it is, FNG is a great game and can be played as it is. However, we believe that 2.0 will increase your enjoyment as it makes the game flow easier than it's predecessor.

Give it a try and see what you think. If you're new to FNG then we recommend that you start with 2.0.

Enjoy!

## **VEHICLE IN SIGHT TEST**

The most significant change is that now only *the inactive side* takes the In Sight test. In addition 2d6 are rolled when taking the test.

- Vehicle In Sight Test.

## **MELEE CHANGES**

The following aspects of Melee have been changed. Just reading the tables and following the results is all you need to do as melee is still based on the previous rules.

- Melee Results Table
- Melee Weapons Table
- Melee Damage Table.

## **SHOOTING CHANGES**

The following aspects of Shooting have been changed. Just reading the tables and following the results is all you need to do as shooting is still based on the previous rules.

- Ranged Combat To Hit Table
- Ranged Combat Damage Table

## **IN SIGHT TEST**

The most significant change is that now only *the inactive side* takes the In Sight test. In addition 2d6 are rolled when taking the test.

- In Sight Test.

# "FNG – 2.0 6/03/2008

## MELEE

### MELEE MODIFIERS

- Prone and in melee -1
- Each point of Impact less than enemy -1
- In melee with 2+ enemies -1
- In melee with 3+ enemies -2

## MELEE RESULTS TABLE

### 2 MELEE RESULTS TABLE

Pass same number of d6

- All Miss and melee continues next turn.
- **One side passes 1d6 more than the other and "wins" the round of melee.**
- Winner rolls on the Melee Damage Table to inflict wound.
- **One side passes 2d6 more than the other and "wins" the round of melee.**
- Winner rolls 1d6 versus Impact of weapon. Score a "1" and the figure is dead, otherwise figure is Out of the Fight.

## MELEE WEAPONS

Melee Weapons	Range	Targets	Impact
Hand held Knife/Bayonet	x	1	2
Fixed Bayonet/Sword	x	1	3

## MELEE DAMAGE TABLE

### 1 MELEE DAMAGE TABLE

Score is equal or less than weapons Impact:

- If a "1" is rolled figure is Obviously dead! Nature of the wound is so obvious that there's no question about it.
- **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:

- **Knock Down!** Figure is knocked prone and must take Knock Down Test when next activated.

## GRENADES/ OTHER WEAPONS

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2/APW 2
Rifle Launched Grenades	20	5" circle	2/APW 2
Flame Thrower	12	3" wide	5/APW 5
Molotov Cocktail	4	3" circle	5/APW 5
Satchel & Demo Charges	1	1" circle	5/APW 5

## SMALL ARMS

Small Arms	Range	Targets	Impact
Small Caliber Pistol	6	2	0
Medium Caliber Pistol	12/24(1)	2	1
Large Caliber Pistol	12	2	2
Medium Caliber MP	12/24(1)	2/3	1
Medium Caliber SMG	24	3	1
Large Caliber SMG	24	3	2
Combat Shotgun	12	2	2
BA Rifle or Carbine	48/60(2)	1	3
SA Rifle or Carbine	48/60(2)	2	3
SA Medium Caliber Carbine	24	2	1
SF Medium Caliber Carbine	24	2/3*	1
SF Rifle (M-14, AK-47 etc.)	48	2/3*	3
SF Rifle (MP-16)	48	2.3*	2

(1) Range of 24" when used with a detachable stock.

(2) Range is 60" when used with a sniper scope.

\* Target 3 applies only when weapon is being used on fully automatic mode.

## MACHINE GUNS

Machine Guns	Range	Targets	Impact
LMG (M-60/RDP)*	48	5/6	3
LMG (Other)	48	4	3
BAR	48	3	3
MMG	48	5	3
HMG	60	4	5/APW2

\* MG-34's and 42's served as light, medium, and vehicle mounted MG's. They are listed here for convenience. MG-34 is Target 5. MG-42 is Target 6.

## ANTI-TANK WEAPONS

Anti-Tank Weapons	Range	Targets	Impact
Bazooka	20	1	APW 7
Anti-tank Grenade Tossed/ Launched	2/20	1" circle	APW 5

## FAST MOVE

### 2 LD FAST MOVE TEST

Pass 2d6

- Figure successfully Fast Moves up to 16".

Pass 1d6

- Figure successfully Fast Moves up to 12".

Pass 0d6

- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

# INFANTRY QRS:



# INFANTRY QRS:

## RANGED FIRE

1	Ranged Combat To Hit Table <i>1d6 + Rep</i>
#	Results
3 to 7	<ul style="list-style-type: none"> <li>Miss.</li> </ul>
8	<ul style="list-style-type: none"> <li>Target in cover miss.</li> <li>Target concealed miss.</li> <li>Target prone miss.</li> <li>Target or shooters moving fast miss.</li> <li>Second or higher target miss.</li> <li>Otherwise hit.</li> </ul>
9	<ul style="list-style-type: none"> <li>Target in cover miss.</li> <li>Third or higher target miss.</li> <li>Otherwise hit.</li> </ul>
10+	<ul style="list-style-type: none"> <li>Hit.</li> </ul>

## 1 RANGED COMBAT DAMAGE TABLE

Score is equal or less than weapons Impact:

- If a “1” is rolled figure is Obviously Dead! Nature of the wound is so obvious that there’s no question about it.
- Otherwise the figure is Out of the Fight! The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:

- Knock Down! Figure is knocked prone and must take Knock Down Test when next activated.

## 2 KNOCK DOWN TEST

*Taken versus the Rep of the figure*

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

- Knocked downs are “out of the fight”.

## GRENADES

### 2 “WHERE’D THE GRENADE GO?” TABLE

Pass 2d6

- Total miss and grenade explodes harmlessly.

Pass 1d6

- Look out! Grenade may have landed on an intervening group either friendly or enemy. Pick the next closest group to original target and roll on Ranged To Hit table counting a Miss result as grenade explodes harmlessly. Any hits are applied to the new target.

Pass 0d6

- Fire in the hole! Thrower “fumbles” toss. Each figure in a blast radius centered on the thrower must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

## GRENADES

### 2 “BOMBS AWAY” CHECK

Pass 2d6

- Success! Roll on Ranged To Hit table counting the target as if in the open. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 1d6

- Partial success! Roll on Ranged To Hit table counting the target as if in cover regardless of actual circumstances. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 0d6

- Fire in the hole! Thrower “fumbles” toss. Each figure in the blast radius with the thrower in the center must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

## OUTGUNNED

### OUTGUNNED RATINGS

*“Star” is never outgunned.*

- OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.
- OGR 4 = HMG, MMG, and LMG.
- OGR 3 = SFR, MP and SMG
- OGR 2 = Semi-automatic rifles and carbines.
- OGR 1 = Other weapons not listed.

# INFANTRY QRS:

## IN SIGHT

**2**

### “IN SIGHT” CHECK

**TAKEN BY THE INACTIVE SIDE ONLY**  
*+1d6 if providing suppressing /covering fire.*

#### Pass 2d6

- All targets seen and tester may fire.
- Hidden figures may opt to hold fire until after all other figures have fired.

#### Pass 1d6

- Fire at –1 Rep and at full rate of fire.
- Hidden figures may opt to hold fire until after all other figures have fired.

#### Pass 0d6

- All figures may not fire.

## RECEIVED FIRE

**2**

### “RECEIVED FIRE” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- Chargers will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

#### Pass 1d6

- Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- Retrieving wounded will continue.
- Those in cover will return fire counting –1 to Rep.
- Others will Duck Back.

#### Pass 0d6

- Chargers will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

## WANTING TO CHARGE

**2 LD**

### “WANTING TO CHARGE” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- All will charge into hand-to-hand combat.

#### Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge.

#### Pass 0d6

- All will remain in place.

## BEING CHARGED

**2**

### “BEING CHARGED” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- Those that can will fire and prepare for melee.
- Others will remain in place and prepare to melee.

#### Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

#### Pass 0d6

- Those in cover will prepare to melee.
- Others Runaway.

## SURPRISE

**2**

### SURPRISE CHECK

#### Pass 2d6

- Those charged will turn to face enemy and counts at –1 to Rep for first turn of melee.
- Those fired at will take “Received Fire” test at –1 to Rep.

#### Pass 1d6

- Those charged are surprised and cannot react. Counts only 1d6 in melee the first round.
- Those fired at will Duck Back.

#### Pass 0d6

- Those charged are totally surprised, and counts 0d6 in melee the first round.
- Those fired at will Hunker Down.

## RALLY

**2 LD**

### “RALLY” CHECK

*“Star” may choose his reaction.*

#### Pass 2d6

- All back in the fight. Carry on as desired.

#### Pass 1d6

- Those in cover/buildings back in fight.
- Others are removed from play.

#### Pass 0d6

- Remove figure from play.

# "FNG – 2.0 6/03/2008

## VEHICLE IN SIGHT

**2**                    **VEHICLE "IN SIGHT" CHECK**  
**TAKEN BY THE INACTIVE SIDE ONLY**  
*-1 to Rep if "buttoned up"*  
*-1 to Rep if "In Sight" is taken from Gunner position*

**Pass 2d6**

- All targets seen and tester may fire.

**Pass 1d6**

- Fire at -1 Rep.

**Pass 0d6**

- All cannot fire.

## FIRING MAIN GUN

**2**                    **PLACE ROUND TABLE VS. GNR**  
*GNR Rep -1 at over 48"*

**Pass 2d6**

- Hit Target aimed for.

**Pass 1d6**

- Miss if target or shooter "Fast Moved".
- Hit other targets if at 12" range or less.
- Otherwise Roll 1d6  
Hit Turret\* on 1 or 2  
Hit Hull on 3 – 6 (If "hull down" then Clank test)

**Pass 0d6**

- Miss, target ignores fire.

\*Turret hit increases AR of target by 1 point.

## SQUAD ANTI-TANK

**2**                    **SQUAD ANTI-TANK FIRE TABLE**  
*Rep -1 at up to half range*  
*Rep -2 at greater than half range*

**Pass 2d6**

- Hit Target Aimed for.

**Pass 1d6**

- Miss "Fast Moving" target.
- Otherwise Roll 1d6  
Hit Turret\* on 1 or 2  
Hit Hull on 3 – 6  
(If "hull down" then Clank test)

**Pass 0d6**

- Miss, target ignores fire.

\*Turret hit increases AR of target by 1 point.

## PENETRATION TABLE

**2**                    **PENETRATION RESULTS TABLE**  
*(2d6 vs. Difference of APR to AR or DV\*)\**  
*Defensive value of building.*

**Pass 2d6**

- Round penetrates the vehicle and all crew killed. Building area under fire collapses and all inside area killed.

**Pass 1d6**

- Round disables the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6 then crewmember is dead. Otherwise they must bail out. Treat buildings as the same.

**Pass 0d6**

- Round does not penetrate vehicle but crew takes a "Clank" test on the table below. Occupants of building area under fire take "Received Fire" test.

## LOADING

**2**                    **LOADING TABLE – vs. LDR**  
*(Taken immediately after the gun is fired)*

**Pass 2d6**

- Reloaded and can fire in reaction or when next Active.

**Pass 1d6**

- Reloaded, but can only fire when next Active.
- Deployed anti-tank gun reloaded and can fire in reaction or when next Active.

**Pass 0d6**

- Failed – Try to load next Activation.
- Deployed anti-tank gun reloaded but can only fire when next Active.

## CLANK TEST

**2**                    **CLANK TEST - vs. TC**  
*"Star" may choose his reaction.*

**Pass 2d6**

- Undergunned will Retire out of sight.
- Unable to return fire, or unloaded carry on.
- If loaded return fire, rotating turret if necessary.

**Pass 1d6**

- Undergunned will Retire out of sight.
- If main weapon facing attacker, return fire.
- If main weapon not facing attacker carry on.

**Pass 0d6**

- Undergunned or fired on by penetrable enemy will Runaway.
- Others Retire out of sight.

# ARMOR QRS:

## FIRE AT BUILDINGS

### 2 FIRING AT BUILDINGS TABLE – vs. GNR

#### Pass 2d6

- Hit spot aimed for.
- **Pass 1d6** - Roll 1d6 and consult below.
- (1-2) Wide 1d6” to the left.
- (3 –4) Wide 1d6” to right.
- (5 – 6) Overshot one level up.

#### Pass 0d6

- What were you doing? Miss target completely!

## RUN OVER TABLE

### 1 “RUN OVER” TABLE – vs. DVR

#### Pass 1d6

- If traveling at 1/2 speed or less, tank obliterates object and continues through.
- If traveling over 1/2 speed it’s a “rough ride”! Vehicle “hangs up” on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.

#### Pass 0d6

- If traveling at 1/2 speed or less it’s a “rough ride”! Vehicle “hangs up” on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.
- If traveling over 1/2 speed then “Stuck!” Vehicle grinds to stop 1” forward and becomes immobile. Cannot proceed and must attempt to reverse out next Activation. All crew roll 1d6 versus Rep. If pass then carry on but if fail count knocked prone until next Activation.

## LOSING CONTROL

### 2 LOSING CONTROL- VS. DVR

#### Pass 2d6

- All vehicles continue at same speed making turn without problems.

#### Pass 1d6

- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. Each figure rolls on Damage Table counting +1 to Rep.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. If hitting a solid object Driver must take an immediate “Run Over” test.

#### Pass 0d6

- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width and roll over. Each figure rolls on Damage Table versus their Rep as normal.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width and throw a track. The vehicle is disabled and may no longer move. If hitting a solid object must take an immediate “Run Over” test.

## HERO

### 2 WHO WANTS TO BE A HERO?

#### Pass 2d6

- Success! Resolve as a hit on the bottom of the vehicle.

#### Pass 1d6

- Fumble, device lost, and attacker must retire.

#### Pass 0d6

- Disaster! Attacker rolls on Damage Table counting APR of the device as Impact.

## OVERRUN

### 2 “OVERRUN” CHECK

“Star” may choose his reaction.

#### Pass 2d6

- Armed with APW will stand and fire.
- Not armed with APW will dodge 3” out of the way without injury counting Duck Back.

#### Pass 1d6

- Vehicle rolls on To Hit Table using Rep of driver.

#### Pass 0d6

- Vehicle hits target inflicting 1 Hit per AR of vehicle.

# ARMOR QRS:



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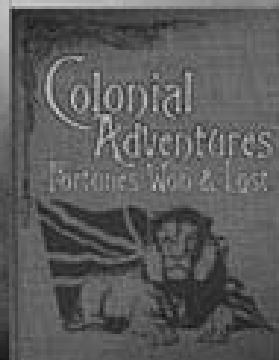
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