FNG

Man to Man Combat During the Vietnam War

SECOND TOUR

FNG

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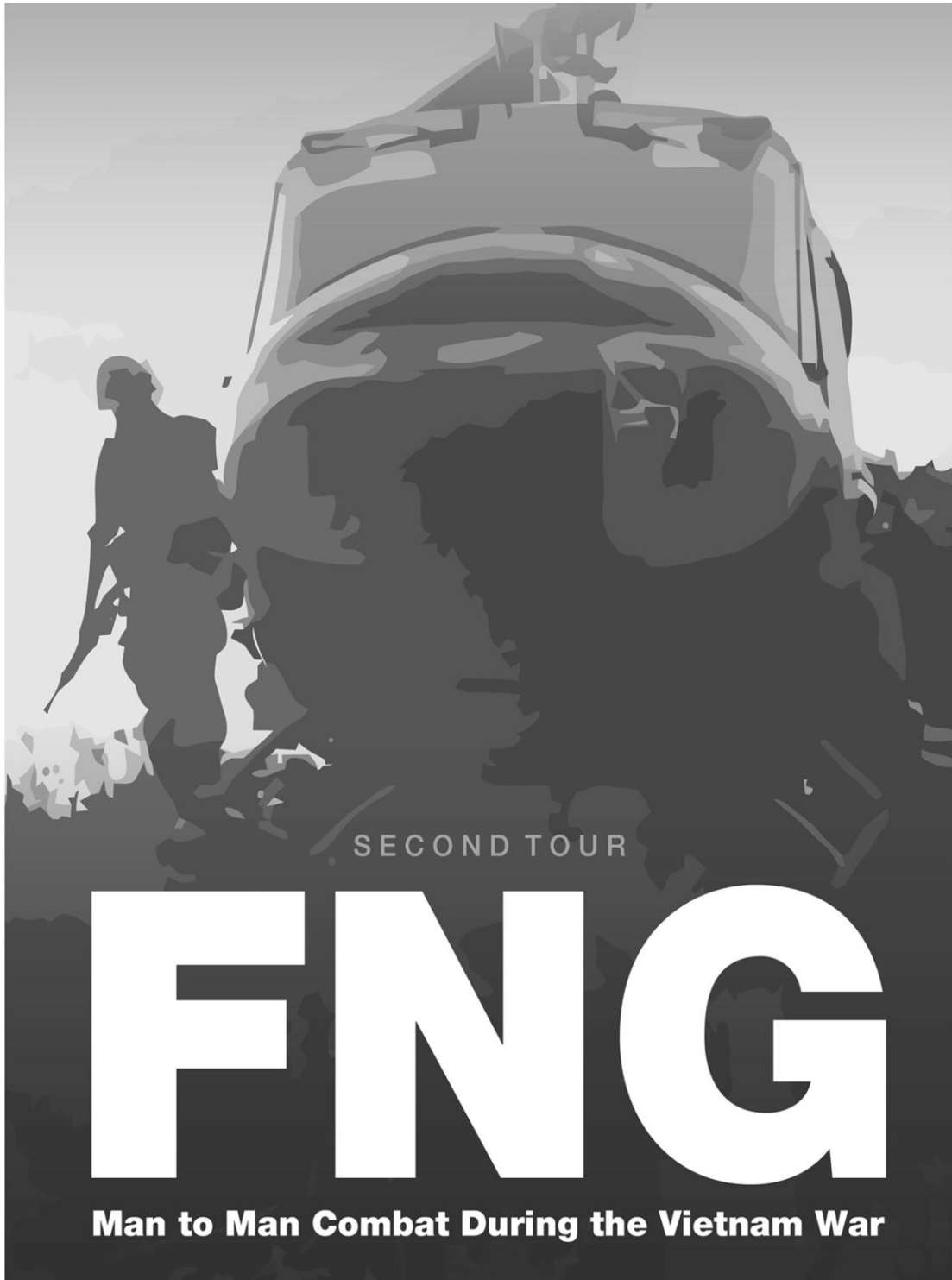
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INTRODUCTION

Bullets thwack into the muddy paddy 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 signal. All hell is 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 Fu*#in' New Guy (FNG). 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.

So began the first edition of *FNG*. That was just about five years ago. Since then we've seen the release of over a dozen new titles, two lay-out changes, and more importantly, modifications to the way Two Hour Wargames are played. These modifications, in part, came from the feedback provided by our 4400 member Yahoo Group. They have helped to streamline the playability of the game while enhancing its pucker factor or realism.

Now it's time to apply these enhancements to *FNG*. It's your 2nd and last tour as there won't be a *FNG 3*. Count on it. So like we said in the original…

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!

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

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

WORDS OF ADVICE

The rules are presented to you in order from setup through playing the game as you will use them. At the end of each section are "stop signs" that direct you to perform small exercises to help you understand the rules. *We highly recommend that you do them.*

EQUIPMENT NEEDED

You will need a few things to play *FNG*. They are:

- Six-sided dice, also known as d6. It is best to have at least six of these, and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A flat surface at least 4'x4' with larger usually being better.
- A deck of playing cards or tiles to mark tunnels if tunnels are used.

THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

PASSING DICE

When attempting to "pass dice" roll two six-sided dice (2d6) and compare each result individually to the Reputation (page, 4) or REP of each figure taking the test.

- If a result is equal or less than the REP then the figure has *passed* that die.
- If the score is higher than the REP then the figure has *failed* that die.
- We say a figure can pass 2, 1, or 0d6 when we roll Passing Dice.

Note that there will be times when the figure may roll more or less than 2d6 but the number of d6 that can be passed will be listed on that test.

Example – Sgt E6 Parker (REP 4) must take a Received Fire Test (page, 22). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or less than his Rep of 4, he has passed 1d6.

ROLLING 1/2D6

Rolling 1/2d6 is a way to roll a number from 1 to 3 using 1d6. Simply count any result of 1 or 2 as a result of one, 3 or 4 as a result of two, and 5 or 6 as a result of three.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. Only a result of 1, 2, or 3 is counted as a success.

Example: The NVA soldier enters melee and rolls 4d6. The soldier scores a 1, 3, 3, and 4. This translates into three successes.

POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that there is a chance of an event happening based on a d6 roll.

Example – The Machine Gunner may also be armed with a pistol (1). This means that on a result of 1 when rolling 1d6 the Machine Gunner has a pistol.

READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

Example – On the Ranged Combat Table I roll a 3 and a 6 for a total of 9.

HOW MANY D6?

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 3, 2, or 1. When a word like *REP* or Target appears this means to roll 1d6 for each point of whatever the word is.

Example – An American in a Jeep (Jeep Leader REP 4) must roll an In Sight Test (page,19) so tosses 2d6 versus the Leader's REP to see a Viet Cong soldier (REP 5) that has come into sight at the side of a road. The Jeep Leader and the Viet Cong later go into melee. They see the word REP on the Melee Table. They each roll 1d6 per point of REP. The American Leader will roll 4d6 while the Viet Cong (REP 5) will roll 5d6.

FIGURES AND TERRAIN

Literally dozens of figures can be used with *FNG*. There aren't any official figures so play with what you already have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *FNG*. If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. eBay is one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

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

15MM VS. 28MM OR SOMETHING ELSE

That's all a matter of choice. The rules as written are designed for 20mm figures.

"DANCE WITH WHO YOU BRUNG"

FNG includes a wide variety of troop and aircraft types. Bottom line is, don't stress over it if you don't have the exact model, just use what you have!

BASING FIGURES

Each figure represents one real person. The easiest way to base your figures for *FNG* is one figure on a round or square base. Either style will work.

Vehicles may not need to be mounted. If they are just be sure to use the smallest base necessary.

Figures previously mounted for other rule systems will also work.

DEFINING FACINGS

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target. The front facing is defined as 90 degrees to the left and right of the way the figure is facing.
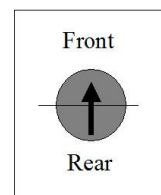
EASY FIGURE IDENTIFICATION

As your figures may have the same uniforms, weapons, and even poses we encourage you to use a system to identify your figures. Reputation (REP) is an important aspect that further defines your figure. Here's an easy way to use the system that will allow you to identify the REP of a figure at a distance.

On the rear of each base, paint a small colored stripe to represent its Rep.

- Green = REP 3
- Red = REP 4
- Blue = REP 5
- White = REP 6

You can take this a step further adding a color coded stripe to represent different squads as well. If doing so then the left stripe will be REP and the right will be the squad.

- Blue = 1st squad
- Red = 2nd squad
- Green = 3rd squad

TABLES

Wherever possible all the tables that you will *usually use* during the game have been grouped together in the back of the book.

1 BASICS

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. We recommend that you play this section as many times as needed for you to feel comfortable with the rules before moving on to other sections.

In *FNG* you can easily handle a squad to start with but as the mechanics become more familiar to you running multiple squads or a platoon will be very easy for you. The key is to play the game! Like anything else the more you do it the better and quicker you get at it.

The first thing you need to know is how your figures, also known as characters, are defined. What makes them special?

DEFINING CHARACTERS

FNG is played with individual figures referred to as *characters*. Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of *weapons* does it have?
- Does the character have any *Attributes*?

STARS AND GRUNTS

There are two types of characters. They are *Stars* and *Grunts.*

STARS – Characters that represent you, the player. We suggest your Star begins with a Reputation of 5, though that is not a necessity.

GRUNTS – These are the *non-player characters* (NPC) or figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. NPCs are controlled by the game mechanics.

STAR ADVANTAGES

Being a Star in *FNG* allows for four important advantages. These are:

- Larger Than Life
- Cheating Death
- Free Will
- Star Power

LARGER THAN LIFE (LTL)

FNG can be used to capture the *cinematic flavor* of modern action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a REP lower than the Star. Instead, the worse result a Star could receive would be *out of the fight.*

Example- American SGT Riker (REP 5) is shot by a REP 4 NVA infantry man. The NVA scores an obviously dead result but SGT Riker is out of the fight instead because your Star has a higher REP than the NVA figure that killed him.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *Cheating Death*. He is immediately removed from the game and whisked safely from the battlefield.

- When a player chooses to *Cheat Death* his REP is immediately reduced by one level but if things go well it can return or even get higher.

Example- SGT Riker (REP 5) is shot by a NVA Lieutenant REP 5 with a SMG. The NVA scores an obviously dead result so SGT Riker should be dead. Instead he uses the Cheating Death rule and leaves the game. He is now a REP 4 when he returns from the hospital.

FREE WILL

Each time a Star must take certain Reaction Tests the Star can *choose which of the three possible results he wants without rolling dice.* These tests are those noted with an asterisk (*) next to it. The important thing to remember is that Free Will does not apply to the In Sight Test (*page, 19)*!

Example SGT Riker is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and carries on.

STAR POWER

Star Power is usually reserved for Stars but can sometimes be found in Grunts. Star Power is the ability of a character to ignore normally disabling damage. Stars start with Star Power equal to their REP.

- Whenever a character with Star Power takes any damage it will roll a number of d6 equal to its Star Power.
- Any result of 1, 2, or 3 reduces the damage by one level and the Star Power d6 is retained for future use.
- Any result of 4 or 5 means the damage stays but the Star Power d6 is retained for future use.
- Any result of 6 means the damage stays but that die is removed from the character's Star Power for the rest of the Mission.

Damage reduces as follows –
- A result of Obviously Dead *(page, 24)* becomes Out of the Fight *(page, 24)*.
- A result of Out of the Fight becomes Stunned *(page, 24)*.
- A result of Stunned becomes Carry On *(page, 24)*.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Star Power must be used before the Larger Than Life or Cheating Death rules are used!

Example: A Star with a REP of 5 is hit by a LMG taking one Out of the Fight (OOF) and one Obviously Dead (OD) result. The player rolls 5d6, one d6 per point of the Star's REP. The results are 1, 2, 2, 5, and 6. He uses the "1" to reduce the OOF to a stunned. He uses both "2"s to reduce the OD to OOF and then to Stunned. The 4 and 5 have no effect, but like the "1" and "2" s are retained for future use. The "6" has no effect, is discarded and cannot be used the remainder of the Mission (page, 57).

REPUTATION

Reputation or REP represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are six possible levels of Reputation:

- **Reputation 6** – These larger than life action heroes are few and far between. They are the stuff of legends.
- **Reputation 5** - These are veterans of numerous successful missions. Combat experienced officers, NCO's, and troops would have a Reputation of 5.
- **Reputation 4** - These are reliable men of some experience or highly trained highly motivated troops. Troops who have successfully gone through combat are examples of REP 4.
- **Reputation 3** – These are people of unknown quality who have seen little or no action, or have become cautious as their tours are coming close to ending *(Short Timers, page, 104)*. Newly trained troops going into combat for the first few times would have a Reputation of 3.
- **Reputation 2** - These are green or poor quality troops with little motivation or desire for combat. Poorly trained or impressed into service troops would be REP 2.
- **Reputation 1** – Civilians and anyone else who does not have weapons training and combat experience.

WEAPONS

Most characters are assumed to have a ranged weapon whether pistol, assault rifle, etc. Some characters such as civilians, hostages, and children often do not.

It is possible for a character to have more than one weapon such as a rifle and pistol. Players are encouraged to count the figure to be armed with the weapons the figure has.

Weapons are covered in more detail in the appropriate sections entitled Ranged Combat *(page, 25) and* Melee *(page, 35)*.

Example – I have three infantry figures. One is a NCO with an M-16, another is a soldier with a M-16, while the last soldier has an M-79 grenade launcher and a holstered .45 cal M1911A1 pistol.

ATTRIBUTES

FNG uses Attributes to further define characters. *Using Attributes is strictly optional but will greatly enhance your games.* Feel free to use Attributes as much or as little as you desire.

In theory *all* figures on the board could have an Attribute generated for them. For practical purposes we have limited Attributes to your Star and the Grunts in your squad as well as the FNGs that transfer in. But if you *really* want to give out more Attributes then feel free to do so. After all is said and done, it's *your* game!

DETERMINING ATTRIBUTES

Stars and Grunts receive Attributes in different ways.

- You are allowed to *choose* two Attributes for your Star. When Stars raise a level in REP (*page, 4)* they are allowed to choose another Attribute.
- You roll dice for each Grunt. First roll 1d6 then roll a second 1d6 and look up the results on the Attributes Table. When Grunts raise a level in REP (*page, 4)* they roll to add another Attribute.
- Note that if your REP goes down you do not gain another Attribute when it returns to the previous REP.

Example – There are two slots open in my squad due to casualties. After I roll on the appropriate Army List (page, 7) to determine the REP of the replacements I then roll for their Attributes. Pfc. Able scores a 4 then a 5. He's a Poser. Pfc. Barnes scores a 6 and a 2 so he's Tough.

1+1	**ATTRIBUTES**
	(Read the result as rolled)

1 – 3	ATTRIBUTES
1 (1)	**Agile:** When the character is fast moving he does not suffer any firing penalties.
1 (2)	**Athlete:** Adds 1d6 when taking the Fast Move Test. counting all three results.
1 (3)	**Ball Player:** Character has an *arm* so can toss a grenade 9" instead of 6".
1 (4)	**Born Leader:** Adds 1d6 to all personal Reaction Tests except for the In Sight and Recover From Knock Down Tests. • Any friendly characters within 4" of the Born Leader will react as the Born Leader does regardless of what their reaction would have actually been.

1 (5)	**Brawler:** Adds 1d6 when in melee.
1 (6)	**Clumsy:** When testing to Fast Move and fails with doubles the clumsy figure will move is normal Fast Move then fall in place counting as Stunned and prone. *Counts a -1 to Survival vs. Booby Traps in tunnels. Counts a -1when rolling on the Tunnel Encounter Table.*
2 (1)	**Coward:** Treat Duck Back as Retire and counts a -1d6 on the Charge into Melee Test. *Cowards will not go into tunnels.*
2 (2)	**Crack Shot:** Will roll 2d6 instead of 1d6 when firing a single shot from a rifle, counting the best score. If firing from a prone position he receives a third 1d6.
2 (3)	**Dumb Ass:** When active roll 1d6 versus Rep. • If pass 1d6 then carry on. • If pass 0d6 will not activate.
2 (4)	**Fast:** Allowed to add 2" each move.
2 (5)	**Fluent:** Soldier automatically passes any Speak Local Tests *(page, 55).*
2 (6)	**Grenadier:** Will roll 2d6 instead of 1d6 when firing hit with an HE round from a grenade launcher, counting the best score.
3 (1)	**Hard As Nails:** Roll 3d6 when taking the Recover From Knock Down Test. *Counts a +1 to Survival in tunnels.*
3 (2)	**Knifeman:** Adds 1d6 when in melee but only if using a hand-held bayonet or knife. Also can toss the blade up to 4" as if shooting.
3 (3)	**Looter:** Empty structures, entrenchments, corpses, or anything that offers possibility of loot can delay the soldier for 1d6 turns. A Leader can stop this by moving within 4" of the Looter. *Will always spend 1 additional turn inside tunnels searching for loot.*
3 (4)	**Lucky:** This character can re-roll any result once per Mission. *Counts a +1 to Survival in tunnels.*
3 (5)	**Marksman:** +1 to hit when firing.
3 (6)	**Medic:** This character is trained to perform as a Medic *(page, 39),* even if not actually a Medic.

4 – 6	ATTRIBUTES
4 (1)	**Nerves of steel:** Ignores results of Duck Back. Counts a +1 when taking the Charge into Melee Test.
4 (2)	**Old Hand:** When fired upon will count all Out Gunned Rankings *(page, 30)* as 1 lower.
4 (3)	**Pigman:** Soldier counts a +1 to REP when firing a light machine gun, such as the M-60.
4 (4)	**Pointman:** Soldier receives the following benefits but only when walking "Point". • Counts a +1d6 when taking the In Sight Test. • Counts a +1 to REP for spotting enemy ambushes, tunnel entrances and booby traps. • Pointmen count 8" distance, rather than 4" distance, to be part of a group as long as they are ahead of the group in the direction of travel.
4 (5)	**Poser:** Will roll only 1d6 when taking the Received Fire Test. Counts a -1d6 when taking the Charge into Melee Test.
4 (6)	**Quick Reflexes:** Counts a +1d6 when taking the In Sight Test. *Counts a +1 to Survival in tunnels.*
5 (1)	**RTO Wizard**: Counts 1 REP higher when using a radio.
5 (2)	**Shirker:** Is always considered to be outgunned when taking the Received Fire Test.
5 (3)	**Shortsighted:** Counts a -1d6 when taking the In Sight Test.
5 (4)	**Slight:** Counts a -1d6 when in Melee. *Counts a -1 to the minimum number of turns spent in tunnels.*
5 (5) **Slow:** Subtracts 2" from its normal and fast Move.	
5 (6)	**Stealthy:** Opposing figures will count -1d6 when taking an In Sight Test against this figure. *Counts a +1 when rolling on the Tunnel Encounter Table and when rolling for survival versus enemies.*
6 (1)	**Swimmer:** Rolls +1d6 for Swim Tests *(page, 49)*.
6 (2)	**Tough:** Treats Retire as Duck Back instead. Counts a +1d6 when taking the Charge into Melee Test. *Counts a +1 to Survival in tunnels.*
6 (3)	**Trap Finder:** This character is automatically the figure selected when the need to randomly determine who encounters a trap arises. The character counts a +1 to REP for disarming traps and rolls 3d6 instead of 2d6 for discovering Spider Holes. *Counts a +2 to Survival vs. Booby Traps in tunnels. Counts a -1 to the minimum number of turns spent in tunnels.*
6 (4)	**Tunnel Rat:** Specialist in search and destroy missions in tunnels. Armed with a .45 Caliber pistol, hand-held bayonet, and 3 blocks of C-4 which can collapse a tunnel section. Also have the

	Quick Reflexes and Trap Finder Attributes when inside tunnels. *Counts a +2 to Survival in tunnels.*
6 (5)	**Unlucky:** If within 3" of a figure that is hit, there is a chance (1) this is hit instead. *Counts a -1 to Survival in tunnels.*
6 (6)	**Wuss:** Counts a -1d6 when taking the Charge into Melee Test and when in Melee.

USEFUL GEAR

These items are commonly found on soldiers throughout the combat zones.

FLASHLIGHT

There is a chance (1-2) that a soldier is carrying a flashlight. Flashlights have two modes of operation: regular and red filtered. Flashlights in regular operation at night are used under the following rules.

- LOS *(page, 19)* is doubled in most terrain with the exception of elephant grass *(page, 47)* as it is too dense.
- Any figure using a flashlight or anyone illuminated by the flashlight, is seen and can be fired upon using daylight ranges.

Flashlights in red filter mode are used under the following rules.

- The flashlight only provides 6" of LOS to the front of the figure 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 figure is seen at normal sighting distance out in the open, and at 12" in darkened buildings.

PENCIL FLARE/STARBURST CLUSTER

There is a chance (1-2) that a soldier is carrying a Pencil Flare/Starburst Cluster. These small single shot devices were used for both signaling and illumination. Several are usually carried by a squad. The flare can be launched only when Active and does not count as firing a weapon. The player nominates a point within 18" of the firer as the center of the 24" illumination circle. The flare lasts one full turn and all within the circle count as visible as if during daylight.

STARLIGHT SCOPE/DEVICE

Considered "Top Secret" gear by the U.S. Government, this trumpet-sized 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. In FNG each platoon is considered to have access to one scope or device.

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 for the user is tripled in open terrain, and doubled in any other terrain except elephant grass. As the device does not make light of its own, its use cannot be detected.

WIRE CUTTERS

There is a chance (1) that a soldier is carrying wire cutters and if on a specific Mission that would require them then at least one character *will* have them. Wire cutters can be used to clear barbed wire obstacles at 1"x1" per full turn of use and to add +1 to a user's REP to deactivate tripwire booby traps and Command Detonated Mines *(page, 29)*.

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. Wearing a Flak Jacket reduces the character's normal movement by one inch and Fast Move by two inches.

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 the armor so that one can move more freely.

2 THE LISTS

This section will provide you with the Army Lists that are used in *FNG*. This covers the time frame starting roughly in January 1967 through the beginnings of "Vietnamization" in 1969.

The following Army Lists are provided-

FREE WORLD FORCES (FWF):

- American Army, USMC
- Australian and New Zealand Army Corps (ANZAC)

- Army of the Republic of Vietnam (ARVN), Civilian Irregular Defense Group (CIDG) led by US and Vietnamese (LLDB) Special Forces.

COMMUNIST FORCES* (CF)

- Local and Main Force Viet Cong (LVC, MVC)
- North Vietnamese Army (NVA)

The author is well aware that not all Viet Cong and their sympathizers were Communist Party members, nor maybe even ascribed to communist ideals. However, as the VC fell under Communist command the generalization is made for ease of identification of who was on whose side.

These lists only cover infantry forces and the weapons they used. Helicopters and aircraft are found in their own sections while rules for armor and other ground vehicles will be covered in another book.

Note: The lists provided show the most common field organization of the units described, rather than the "paper layout" of official published TO&Es. Units on the ground bore little resemblance to their official layout and it was extremely rare for any unit to be at full strength due to combat loses, illness, and troops in rear areas for administrative purposes. Almost all units mutated their organization to better fit the environment and type of war that was being fought.

USING THE LISTS

Here's how to use the lists.
- Decide which army you want to use and go to that list.
- Choose which unit type you want to play for that nationality or branch of service.

It's that simple.

Example - I want to play Americans. I go to the American List and find three choices. I decide to use the USMC list. I then go to the USMC column and go down the list one row at a time. This will tell you all you need to know about your unit.

UNIT ORGANIZATION - PLATOON

Here's the information about your *platoon* or the parent unit that your squad belongs to. The information is shown as what the unit would look like at full strength.

PLATOON HQ

This is the platoon headquarters, which includes the Platoon Commander, who may act as the Force Commander - FC *(page, 15)* and other troops not directly assigned to a particular squad.

PLATOON HQ ATTACHMENTS

Here are other characters that may accompany your platoon on deployment.

- Medics *(page, 39).*
- Forward Observers (FOs) *(page, 76).*
- Radio Telephone Operators (RTOs) *(page, 72).*

Here's how you determine if they present for the mission:

- At the beginning of the game roll 1d6 for each character. On a result of 1 or 2 he is attached to your squad.

 # OF SQUADS OR SECTIONS IN THE PLATOON

This tells you the number of squads, or *sections* as they are called by some countries, which are in your *platoon*. This number does not include a Headquarters or HQ squad/section that is usually attached.

 # SOLDIERS PER SQUAD

This is the number of soldiers in the squad when it is at full strength. This is often referred to as *paper strength. This is also the maximum size of the squad regardless of the result of dice generation.*

DICE GENERATION

This tells you how to generate the actual number of men that are in the squad as opposed to its *paper strength.*

The base number is the minimum number of soldiers in the squad. To this add the result of rolling 1d6 to generate the starting number of soldiers in the squad.

Example - My U.S. Army unit has 5+1d6 soldiers in its squad. I roll 1d6 and score a 6. That gives a total of 11 but as the maximum is 10, I can only have 10.

Note that all nations would always keep their LMG and other special weapons intact in the squad as long as there are soldiers to handle them. This is reflected as follows:

- The first soldiers in the squad are always the NCO, the Jr. NCO, and the LMG gunner.
- The next soldier would be a rifleman that acted as the LMG assistant.
- The next soldier in the squad will carry a Grenade Launcher.

When all of the specialists listed above are accounted for the remaining soldiers will be ordinary riflemen.

Example - A squad of eight soldiers would consist of the five specialists outlined above and three riflemen.

INDIVIDUAL REP

This gives a range of REPs for your soldiers. Rolling 1d6 per soldier will determine its REP.

NCO

This tells you what weapon the NCO or non-commissioned officer is carrying. NCOs will also count as Leaders *(page, 15).* NCOs in squads will be Sergeants, or Corporals (ANZACs). NCOs in Platoon HQ will be Platoon Sergeants usually ranked Sergeant First Class or Gunnery Sergeant (USMC).

JR. NCO

This tells you what weapon the Jr. NCO is carrying. They usually led a fire-team and also count as Leaders. They are usually Corporals or Lance Corporals (USMC and ANZACs).

LMG

This tells you how many LMGs and gunners there are in the squad and what they are carrying. They also carry a pistol for close self-defense.

 # SOLDIERS W/GL

This tells you how many men are armed with a grenade launcher weapon, and what type it is. They also carry a pistol for close self-defense.

 # RIFLEMEN

This tells you the maximum number of ordinary riflemen there are in the squad and what they are armed with.

Notes: RTOs always carry an AN/PRC-25 (or similar) radio along with their normal weapons load.

AMERICA

UNIT ORGANIZATION - PLATOON	*ARMY INFANTRY*	*USMC*	*SPECIAL FORCES CIDG*
Platoon HQ	LT, NCO, & RTO - M-16	LT, NCO, and RTO - M-14. Medic [2] [4]	SF NCO [3], RTO, Translator & LLDB LT - M-2
Platoon HQ Attachments	FO, FO RTO [1] & Medic [4]	FO, FO RTO [1], Medic [2], M-60 LMG	Medic [4]
# of Squads in platoon	3	3	3-4
# Soldiers per Squad	10	14	12
Dice Generation	5 + 1d6	8 + 1d6	6 + 1d6
Individual REP	1 – 3 = REP 3	1 – 2 = REP 3	1 – 3 = REP 3
	4 – 5 = REP 4	3 – 5 = REP 4	4 – 5 = REP 4
	6 = REP 5	6 = REP 5	6 = REP 5
NCO per squad	1x SF M-16	1x SA M-14	1x SF M-2 or SMG
Jr. NCO per squad	2x SF M-16	3x SA M-14	2x SF M-2 or SMG
LMG per squad	1x M-60	3x SF M-14a1	1x BAR
# Soldiers w/GL per squad	2x M-79 [4]	1x M-79 [4]	1x M-79
# of Riflemen per squad	4x SF M-16	6x SA M-14	7x SA M-1 or SF M-2

U.S. Army: (1-3) chance of 1d6 M-72 LAWs per squad. All LTs, NCOs and RTOs carry smoke grenades. Each squad carries 1/2d6 Claymore CDM. May wear Flak Jackets if desired. Each squad carries 1d6 blocks of C-4 PE.

USMC: M-16s replaced the M-14 types by mid 1968, though some M-14a1 were retained for firepower. (1-2) chance of M-20 rocket launcher or 90mm RR per platoon (player's choice), replacing a single rifle. After mid 1968 (1-3) chance of 1d6 M-72 LAWs per squad, replacing the chance of M-20 or 90mm RR. All LTs, NCOs and RTOs carry smoke grenades. Each squad carries 1/2d6 Claymore CDM. All are issued Flak Jackets. Each squad carries 1d6 blocks of C-4 PE.

SF CIDG: M-16s replaced all other rifles by early 1969. BARs were replaced by M-60s. (1-2) chance of 1d6 M-72 LAWs per squad. All SF NCOs and RTOs carry smoke grenades. Each squad carries 1/2d6 Claymore CDM. Each squad carries 1d6 blocks of C-4 PE.

(1) – FO RTO only appears if there is an FO (Forward Observer) attached to the mission. If an FO is attached, but not an FO RTO, then the FO will carry the radio. If an FO RTO is called for, but not FO, then neither appears. Both are only authorized to carry pistols, but may carry rifles if you wish.

(2) – USMC medics are called Corpsmen, and are supplied by the U.S. Navy. They are combat trained. They are authorized to carry only pistols, though they may carry an assault rifle if you wish.

(3) –Special Forces (SF) Leader. Usually found as pairs in the field in an advisory roll to a CIDG company. They often took direct control of units during combat, and may be armed with just about anything short of LMGs. In this case, they represent the de facto platoon leader for the mission, and may be armed with just about anything (though they prefer using what their troops are using). CIDG soldiers are all indigenous Vietnamese troops, whether lowland Vietnamese, ethnic Chinese Nungs, Cambodian or Laotian expatriates, or Montagnard hill tribesmen. Roll 1d6 for REP for the Special Forces Leader: (1-3) REP 4, (4-5) REP 5, (6) REP 6. There is a (1-2) chance that the SF NCO has the Fluent Attribute.

(4) All carry a .45 M1911A1 auto-pistol in a side holster.

ANZAC AND ARVN

UNIT ORGANIZATION - PLATOON	ANZAC	ARVN-PRE 1968	ARVN-POST 1968
Platoon HQ	LT - 9mm SMG, NCO - L1A1, RTO - 9mm SMG, Runner - L1A1	LT - pistol, NCO - M-2, RTO - pistol	LT - pistol or M-16, NCO - M-16, RTO - M-16
Platoon HQ Attachments	FO, FO RTO [1], Medic [2]	US Advisor [3] - M-2, FO, FO RTO [1], Medic	US Advisor [3] - M-16, Advisor RTO - M-16, FO, FO RTO [1], Medic [2]
# of Squads in platoon	3	3	3
# Soldiers per Squad	10	10	10
Dice Generation	5 + 1d6	5 + 1d6	5 + 1d6
Individual REP	1 – 3 = REP 3	1 - 4 = REP 3	1 – 3 = REP 3
	4 – 5 = REP 4	5 = REP 4	4 – 5 = REP 4
	6 = REP 5	6 = REP 5	6 = REP 5
NCO	1x 9mm SMG	1x M-2 or SMG	1x M-16
Jr. NCO per squad	1x L1A1	2x M-2 or SMG	3x M-16
LMG per squad	1x M-60	1x M-60 or BAR	1x M-60
# Soldiers w/GL per squad	1x M-79 [2]	1x M-79 [2]	1x M-79 [2]
# of Riflemen per squad	4x L1A1 1x L1A1 Auto 1x 9mm SMG	5x M-1 or M-2	4x M-16

ANZAC: *(1-3) chance of 1d6 M-72 LAWs per squad. All LTs, NCOs and RTOs carry smoke grenades. Each squad carries 1/2d6 Claymore CDM. ANZAC forces used the SLR until mid 1968, at which time the SLR and most SMGs were replaced by the M-16. Each squad carries 1d6 blocks of C-4 PE. May use Runner rules in VC special rules section.*

ARVN- pre 1968: *(1-2) chance of M-20 rocket launcher per platoon. All LTs, NCOs and RTOs carry smoke grenades. Each squad carries 1/2d6 Claymore CDM. ARVN LT has (1-3) chance of being a "political appointee" and must make Speak Local rolls when commanding troops.*

ARVN- post 1968: *(1-3) chance of 1d6 M-72 LAWs per squad. All LTs, NCOs and RTOs carry smoke grenades. Each squad carries 1/2d6 Claymore CDM. May wear Flak Jackets if desired. Each squad carries 1d6 extra blocks of C-4 PE. ARVN LT has (1-3) chance of being a "political appointee" and must make Speak Local rolls when commanding troops.*

(1) FO RTO only appears if there is an FO (Forward Observer) attached to the mission. If an FO is attached, but not an FO RTO, then the FO will carry the radio. If an FO RTO is called for, but not an FO, then neither appears. Both are only authorized to carry pistols, but may carry rifles if you wish.

(2) All carry a .45 M1911A1 auto-pistol in a side holster.

(3) U.S. Advisor is a U.S. soldier assigned by MACV (Military Assistance Command Vietnam, the FWF command headquarters) to act as a combat advisor to the leaders of Vietnamese forces. In practice, however, they were more often used to call in American support not normally accessible to Vietnamese forces because there was an American "in trouble." Determine Advisor REP by rolling on the U.S. Army Individual REP chart above. U.S. Advisors do not count as ARVN when calling for support, though ARVN soldiers still count as ARVN if they attempt to do so.

SMALL ARMS

PISTOL	RANGE	TARGETS	IMPACT
M-1911A1 .45 Caliber	12	2	2
SMG - MED CALIBER	**RANGE**	**TARGETS**	**IMPACT**
F-1 9mm SMG	18	3	1
L3A1 Sterling	20	4	1
9mm SMG	18	4	1
SMG - LARGE CALIBER	**RANGE**	**TARGETS**	**IMPACT**
M-3A1 'Grease Gun'	20	3	2
M-1 Thompson	24	4	2
SELECT FIRE (SF) - MED CALIBER CARBINE	**RANGE**	**TARGETS**	**IMPACT**
M-2 Carbine .30 Caliber Pistol round	24	4	1
SEMI-AUTOMATIC RIFLES (SA)	**RANGE**	**TARGETS**	**IMPACT**
M-1 Garand .30 Caliber	48	2	3
L1A1 SLR 7.62mm	48	2	3
M-14 7.62mm	48	2	3
BOLT ACTION RIFLE (BA)	**RANGE**	**TARGETS**	**IMPACT**
Springfield .30 Caliber	48/60 [1]	1	3
SELECT FIRE RIFLES (SF)	**RANGE**	**TARGETS**	**IMPACT**
L1A1 SLR Auto 7.62mm	48	3	3
M-14a1 7.62mm	48	3	3
M-16 or M-16A1 5.56mm	48	4	2
BAR .30 cal	48	3	3
COMBAT SHOTGUN	**RANGE**	**TARGETS**	**IMPACT**
Remington 12 gauge	12	2 [2]	2

(1) Range is 60" when used with a sniper scope.

(2)At a range of 3" Target is reduced to 1. Roll 2d6 and count the best result. At a range of over 3" Target is 2. Roll 4d6 and count the best two results.

MACHINE GUNS

LIGHT MACHINE GUN	RANGE	TARGETS	IMPACT
M-60 7.62mm	48	5	3
MEDIUM MACHINE GUN	**RANGE**	**TARGETS**	**IMPACT**
M1917 .30 Caliber	48	5	3
HEAVY MACHINE GUN	**RANGE**	**TARGETS**	**IMPACT**
.50 cal M2HB	60	4	5/APR2

GRENADES AND OTHER WEAPONS

TYPE	RANGE	TARGETS	IMPACT
Grenade - Thrown	6	5" circle	2
M-79/M203 GL			
High Explosive	12" min. 36" max.	5" circle	2
Buckshot	12	3	2
Demolition Charge [1]	3	5" circle	4/APR 5
Claymore CDM [2]	1"x8"x8"	all	3
C-4 plastic explosive [2]	0	5" circle	2/APR2 [3]

(1) When Active before using must set "timer" for 0-3 turns until detonating.

(2) See weapon description located on page, 29.

(3) Per each 1kg block.

ANT-TANK WEAPONS

TYPE	RANGE	TARGETS [1]	IMPACT [3]
M-20 3.5" rocket launcher	30	4" circle	2/APR 7
M-72 LAW [4]	24	4" circle	2/APR 5
57mm Recoilless Rifle	48	5" circle	2/APR 5
90mm Recoilless Rifle	48	8" circle	3/APR 8
106mm Recoilless Rifle [2]	60	10" circle	4/APR 9

(1) All AT weapons have a Target Rating of 1 when used against vehicles or buildings.

(2)- Only jeep, APC, or static mounted. Not portable by a person.

(3)- Back Blast up to 6" directly behind shooter, as Impact 2 hit to anyone within 1" of this in line.

(4) Disposable 1-shot weapon, not reloadable.

COMMUNIST

UNIT ORGANIZATION - PLATOON	NVA	MAIN FORCE VC	LOCAL VC
Platoon HQ	LT w/AK-47, NCO w/AK-47, RTO w/AK-47	LT w/AK-47, NCO w/AK-47, Runner w/SMG, Medic	Guerrilla Leader, NCO, Runner
Platoon HQ Attachments	FO, FO RTO [1], Medic, Political Officer, LVC Guide	FO, FO RTO [1], Medic, LMG, LMG, Political Officer	Medic, LMG, Cadre
# of Squads in platoon	3	3	3
# Men per Squad	12	10-12	9
Dice Generation	6 + 1d6	6 + 1d6	4 + 1d6
Individual REP	1-2 = REP 3	1-3 = REP 3	1-4 = REP 3
	3-5 = REP 4	4-5 = REP 4	5 = REP 4
	6 = REP 5	6 = REP 5	6 = REP 5
NCO	1x AK-47	1x AK-47	1x
Jr. NCO	1x AK-47	1x AK-47 or SKS	2x
LMG	2x RPD LMG	1x LMG	1x LMG
# Men w/GL	2x RPG-2 or RPG-7	1x RPG-2 or RPG-7	1x RPG-2
# of Riflemen	6x AK-47 or SKS	4x AK-47, 4xSKS	4x AK-47, 4xSKS

(1)Forward Observer Radio Telephone Operator (Radioman) the FO RTO only appear if there is an FO attached to the mission. If an FO is attached, but not an FO RTO, then the FO will carry the radio himself. If an FO TRO is called for, but no FO, then neither appear.

NVA: (1-3) chance of Leader having a Claymore CDM. After mid 1968 AK-47 totally replaces SKS. RPG gunners also get AK-47 and RPG-2 is upgraded to RPG-7. 1d6 satchel charges per squad.

MFVC: No AK-47 before mid 1967, only SKS, SMG, BA Rifle or other weapons (see VC Special Rules). 1/2d6 satchel charges per squad. RPG-7 (1-2), otherwise RPG-2.

LVC: (1-3) chance of Leader having 1x Satchel Charge. (1-3) chance of Leader having a Claymore CDM. (1-3) chance of having 1/2d6 satchel charges per squad. See VC Weapons special rules below for weapons load-out.

VC WEAPONS

With the Vietcong being an insurgency type army rather than a regular standing army, they were armed with a wide variety of weapons. These tended to be the oldest types.

When creating a Local VC (or early MFVC) unit, or determining the weapons carried by the assistants in weapons teams (for VC and NVA) roll 1d6 for each member and consult the following table:

#	RESULT
1(1-2)	M3A1 SMG French MaT-49, 5-6)
1 (3-4)	Thompson SMG
1 (5-6)	French MaT-49
2 (1-2)	French MaT-49
2 (3-6)	Chinese PPsh
3 (1-4)	BA Rifle
3 (5-6)	M1 Carbine
4 (1-2)	M2 Carbine
4 (3-4)	M1 Garand
4 (5-6)	SKS
5	AK - 47
6 (1-4)	AK - 47
6 (5-6)	M-16

Another (and easier) way of determining weapons is to just check the figure and use what it is carrying.

SMALL ARMS

PISTOL	RANGE	TARGETS	IMPACT
Tokarev TT-307.62mm	12	2	1
SMG - MED CALIBER	**RANGE**	**TARGETS**	**IMPACT**
MaT-49 9mm	24	3	1
PPsH 41/43 9mm	24	4	1
SELECT FIRE (SF) - MED CALIBER CARBINE	**RANGE**	**TARGETS**	**IMPACT**
M-2 SF Carbine .30 Caliber Pistol round	24	2/4	1
SEMI-AUTOMATIC (SA) CALIBER CARBINE	**RANGE**	**TARGETS**	**IMPACT**
M-1 SA Carbine	24	2	1
SEMI-AUTOMATIC RIFLES (SA)	**RANGE**	**TARGETS**	**IMPACT**
SKS 7.62mm	48 [2]	2	3
BOLT ACTION RIFLE (BA)	**RANGE**	**TARGETS**	**IMPACT**
Mosin Nagant 7.62mm	48/60 [1]	1	3
SELECT FIRE RIFLES (SF)	**RANGE**	**TARGETS**	**IMPACT**
AK-47 (Type-56) 7.62mm	48	2/3	3

(1) Range is 60" when used with a sniper scope.

(2) -1 to hit beyond 30".

MACHINE GUNS

LIGHT MACHINE GUN	RANGE	TARGETS	IMPACT
DPM (Type-53 LMG)	48	4	3
RPD (Type-56 LMG)	48	5	3
BAR .30 Caliber [1]	48	2/3	3
MEDIUM MACHINE GUN	**RANGE**	**TARGETS**	**IMPACT**
M1917 .30 Caliber	48	5	3
HEAVY MACHINE GUN	**RANGE**	**TARGETS**	**IMPACT**
DShK-46 12.7mm	60	4	5/APR2

(1) No Loader. There is a chance (1) that it will jam each time it is fired. Actually an SF rifle, not true LMG, but acted in LMG/SAW capacity within VC squads.

GRENADES AND OTHER WEAPONS

TYPE	RANGE	TARGETS	IMPACT
Grenade - Thrown	6	5" circle	2 [1]
Claymore CDM [2]	1"x8"x8"	all	3
Satchel Charge [3]	3	1" circle	5/APR 5

(1) Whenever a grenade is thrown or launched there is a chance (1-2) that the grenade is a dud and does not explode. The target takes a Received Fire Test but does not count as outgunned. This dud test is taken whether a hit or miss occurred.

(2) See weapon description located on page, 29.

(3) When Active before using must set "timer" for 0-3 turns until detonating

ANT-TANK WEAPONS

TYPE	RANGE	TARGETS [1]	IMPACT [3]
RPG-2 (B-40)	12min/ 24 max	4" circle	2/APR 7
RPG-7 (B-41)	12min/ 48max	5"circle	3/APR 8
57mm Recoilless Rifle	48	5" circle	2/APR 5
82mm Recoilless Gun	48	4" circle	3/APR8
107mm Recoilless Rifle [2]	60	8" circle	4/APR 8

(1) All AT weapons have a Target Rating of 1 when used against vehicles or buildings.

(2)- Not easily man portable once it is set up. Can be broken down and moved during game but takes six turns to take down or set up. 1d6 rounds of HEAT and 1d6 rounds HE available per gun.

(3)- Back Blast up to 6" directly behind shooter, as Impact 2 hit to anyone within 1" of this in line.

STOP!

Go to page, 110 and make a copy of the Platoon Roster that you will find there. This is where you will track the info for your platoon. Choose an army list and then your platoon type. Build and outfit your personal squad. Roll up all their stats from Attributes to REP and don't forget to do the same for your Star as well. Now build the rest of the platoon, remember, you don't need to roll Attributes for them. Once you've done this move on to the next section, Organizing Your Force.

3 ORGANIZING YOUR FORCE

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

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

GROUPS

At the start of the battle each side must divide their figures into groups of one or more figures. *This is usually by squads.*

Figures in the same group must:
- Remain within 4" of one or more figures in the group.
- Have a LOS to one or more figures in the group and/or be in LOS of one or more figures in the squad.

If any of the above two requirements no longer apply, then the figure or figures are in a separate group, and will activate on the highest REP in the group, who may or may not be a Leader.
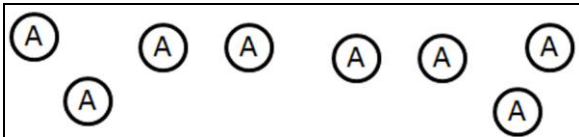
In the picture above we see an 8 figure squad. All of the figures are within 4" of another figure.
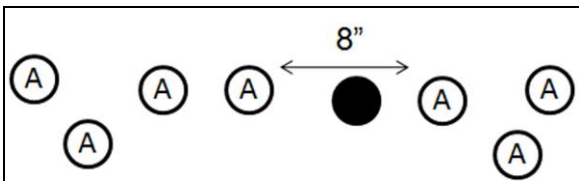
In this picture one member of the squad has been hit and is no longer functioning. This could be stunned, out of the fight, or obviously dead but as he is not in carry on status the link between figures is broken. There are now two groups that will activate separately.

You can form or break apart your group into larger or smaller groups at *anytime* during the turn when you are

active or when forced to do so by a Reaction Test *(page, 19)*.

Groups are not permanent. A player can group figures, as desired, during each turn of Activation. For example, say you have three soldiers 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.

All figures within a group must be from the same platoon unless a Leader has joined the unit and taken command of the figure(s).

Example – A soldier from 1st squad finds himself alone and next to figures from 3rd squad. The leader can declare the figure now attached to 3rd 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.

PLATOON COHESION

Multiple squads will group together to form a platoon. Squads in the same platoon can activate together under the REP of the Platoon Leader if they:
- Remain within 4" of one or more figures in the platoon.
- Have a LOS to one or more figures in the platoon and/or be in LOS of one or more figures in the platoon.

If any of the above two requirements no longer apply, then the squad is a separate group and will activate on the REP of the squad leader.
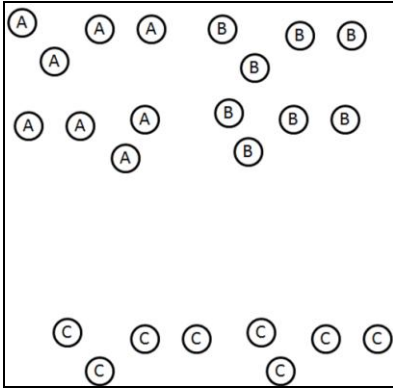
In the picture above we see a full platoon of three squads. Squads A and B are grouped together and activate at the same time. Squad C is more than 4" from A and B so will activate separately.
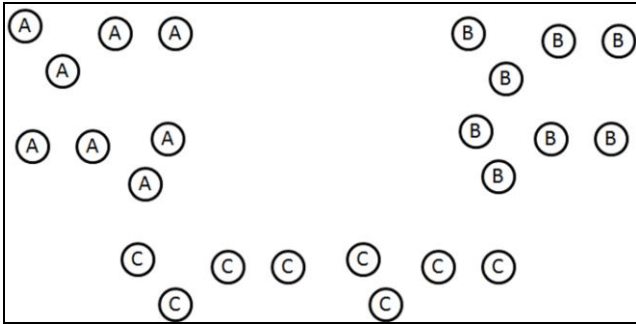
In the picture above squads A and B have spread apart into separate groups. Squad C then activated and moved within 4" of the other squads. The squads are now grouped together into a platoon and will activate at the same time. If the platoon leader was with squad C it could activate squads A and B as soon as it comes into contact.

LEADERS

In *FNG* we use a variety of Leaders based on the number of units that they command. Let's start with the Squad Leader.

Each squad will have one figure (NCO) designated as its Squad Leader. See the Army Lists for more clarification.

Leaders have the following benefits:
- The Leader allows for all figures in the group to activate when the Leader does.
- Leaders are allowed to apply a Leader Die (LD) to the Received Fire, Man Down and Cohesion Reaction Tests *(page, 19)*. A (Ldr) is at the end of each test to remind you.
- To use Leader Die choose a different colored d6. Roll it and compare the result to the REP of the Leader.

- If the Leader passes 1d6 this pass result is added to the number of 2d6 each figure in the group passed.
- If the Leader passes 0d6 the result is ignored.

Example - A squad comes under fire. Each squad member that qualifies rolls 2d6 compares the scores against their REPS.

Three soldiers pass 2d6, four soldiers pass 1d6 and two soldiers pass 0d6.

The Leader (REP 5) tosses his Leader Die and scores a 4. He passes 1d6 and this is added to the number of passes each member scored. This means that now seven soldiers pass 2d6 and two soldiers pass 1d6.

COMMANDERS

In addition to each squad having a Squad Leader, each side may have figures that command the side's various platoons (groups of squads) or company (groups of platoons). The chain of command cascades down the echelon from Company Commander to Platoon Commanders to Squad Leaders. The highest echelon Commander on the table, from Squad leader on up, is considered to be the Force Commander (FC).

Example - Only my squad is on the table. My Leader is REP 5 as he is a Star. He is the Force Commander. I roll for reinforcements and the Platoon Commander (REP 3) arrives on the table. He is now the Force Commander.

Force Commanders have several special abilities:
- Force Commanders can activate their own group and any other groups under their command if the Leaders of those groups are within 12" and within LOS. If the groups are out of LOS of the FC he can attempt to activate them by radio if both he and the receiving unit have radios.
- Lower echelon Commanders within 12" and LOS of the Force Commander MUST use the Force Commander's REP for Activation, even if their REP is higher than the Force Commander's.
- Although a Force Commander has a Leader Die it can only be applied to the group that the Leader is with. If the Leader joins a group he assumes command of that group. Only one Leader Die can be applied to a group at a time.

Example – The Activation Roll is five. The Platoon Leader (REP 5) moves to within 12" of both Squad Leader "A" (REP 4) and Squad Leader "B" (REP 3). They may now activate at the same time.

Later the Leader joins Squad B, effectively assuming command. When the squad takes a Reaction Test it will use the Platoon Leader's Leader Die instead of the Leader Die of the actual Squad Leader.

On the next turn the same Platoon Leader is active and wishes to activate one of his squads that are out of LOS that has a REP 3 Leader and a radio. The REP 5 Platoon Leader moves into contact with his RTO and uses the RTO's radio to make a call to activate the group led by the REP 3 Leader.

Later, the Company Commander (REP 4) arrives at the scene of the battle, becoming the Force Commander. He and his RTOs join the Platoon Leader. The Activation roll for the next turn is a 5. This would normally allow the Platoon Leader to activate, however he must use the Company Commander's REP to activate as he is within 12" and in LOS.

JR. NCO'S

Whenever a squad loses its Squad Leader the Jr. NCO (non-commissioned officer) assumes command and functions as the Leader. If both the Leader and Jr. NCO(s) are either obviously dead or out of the fight the squad member with the highest REP will assume command and function as a Junior NCO. Note that the Jr. NCO may have a lower REP than one (or more) of the squad members. If a higher Leader (Officer or HQ NCO) is lost the senior NCO takes over the platoon and his Jr. NCO takes over the group (squad/section/team).

REPLACING LEADERS

Whenever a group finds itself without a Leader (missing both its Leader and Jr. NCOs) the highest REP in the group will assume command and function as a Jr. NCO. The exemption is that it cannot use the Leader Die.

STOP!

Go to page 14 and review the two things that must happen to form a group.

Go to page 1 and review the procedure for passing dice.

Then review how the Leader Die is used. Lay out a REP 4, REP 3 and REP 2 soldier with a REP 4 Leader. The following d6 are rolled.

The Leader scores a 2, 5 and a Leader Die result of 3.

The REP 4 Soldier scores a 4 and 6.

The REP 3 soldier scores a 2 and 6.

The REP 2 soldier scores a 1 and 4.

How many d6 does each figure pass? [1] Once you are familiar with the process move on to the next section, Rules of War.

(1) The correct answer is they all passed 2d6.

4 RULES OF WAR

Now let's go over the rules in the order that you will use them during the game.

TURN SEQUENCE

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

- Before the game begins select 2d6 of different colors to use as Activation Dice.
- Designate one color for the Free World Forces and one color for the Communist Forces.
- Roll the Activation Dice to start each turn. This is called rolling for Activation. With each roll for Activation read the dice two ways: individually and as a total.
- If the die scores are doubles check for a Random Event *(page, 70)*. Resolve the event then roll for Activation again as rolling doubles is not a turn.
- *Reading each die individually:* If the die scores are not doubles then read each die individually. The higher score determines which side will activate its groups first.
- *Read the total:* If the total rolled is 7, then there is a chance for reinforcements for the side that rolled the higher score. See Reinforcements *(page, 93)* for more information.
- Each side's die score also determines which REP or higher of the corresponding side can activate.
  - Only groups with a REP equal to or higher than the Activation die roll can be activated.
  - Groups on the same side activate from the highest to the lowest REP. When more than one group share the same REP the groups can be moved as the player desires.

Example: A Blue 4 and a Yellow 3 are rolled. The Blue side scored higher so this side activates first. Blue can activate only groups that are led by a REP 4 or higher Leader. Since the Total is "7" Blue's side may also get reinforcements since Blue's die roll of 4 is higher.

- After the first group has completed all its actions, and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated, the other side can activate one group at a time

under the above REP restriction as determined by their Activation die score. Continue to do so until all groups have been activated and all reactions resolved.

Example: A Blue 4 and a Yellow 3 were rolled. The Blue side has finished activating all of its groups it wanted to. It is now the Yellow sides turn. Yellow can activate only groups that are led by a REP 3 or higher Leader.

- After both sides have moved all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again.

This system will mean that many times lower REP figures or groups with a low REP Leader will not be able to move. This even includes ground vehicles. This reflects their lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher REP Leaders! *Don't despair as even if you are not active you can react to what the enemy is doing. This is called the Reaction System and what differentiates Two Hour Wargames from other games.*

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with actions.

ACTIONS

When a character is *active* it can voluntarily do one of the following actions.

- ***Move up to full distance***. The character can fire at any time during its move and continue any remaining move after firing. A character can always fire once when active, called *active fire*, regardless of any firing called for due to a reaction result.

Example – Pfc. Pink walks around a corner and triggers an In Sight Test. Billy and the enemy exchange reaction fire. Later Billy continues his move and comes up behind an enemy that cannot see him. He decides to take his active fire.

- ***Stay in place.*** The character may change the way he is facing if desired and/or fire.
- ***Charge into melee.***

In addition these other actions can be performed but they will take *one full turn* of uninterrupted Activation to do so. If the character is forced to take a Reaction Test during the Activation it is considered to be interrupted.

- Set up a crew served weapon such as a recoilless rifle or medium or heavy machine gun.
- Attempt to disarm or place a booby trap.

OTHER ACTIONS

When active, figures can do the following other actions while moving normally, but forfeit their active fire.

- Pick up dropped weapons.
- Reload a weapon.
- Attempt to make a call on a radio *(page, 72)*.

ORDER OF ACTIVATION

When a side is active it must activate its groups from the highest to the lowest REP. When more than one group has the same REP the player can choose the order the groups will activate.

MOVEMENT

There are two types of movement, *voluntary,* when the figure is *active*, and *involuntary* when caused by a Reaction Test *(page, 19)*.

NORMAL MOVEMENT

Normal movement for all infantry figures is 8". This can be modified by the use of Attributes.

FAST MOVEMENT

If desired a player may choose to move a *group* at a faster speed than normal. This is called a Fast Move and done in the following manner:

- Move the *group* their normal movement.
- Roll one set of 2d6 for the group and apply the results each figure's REP individually.
- The figure is allowed to move an additional 4 inches for each d6 that is passed.

Example - A NVA soldier, REP 4, declares his intent to Fast Move. He rolls 2d6 and scores a 3 and 5. He passes the 1d6 (3) so is allowed to move 4 more inches. Next turn he attempts to Fast Move and rolls a 3 and 4. He passes 2d6 (3&4) so is allowed to move up to 8 more inches.

A figure that Fast Moves any distance, no matter how short, is considered to be fast moving unless it goes prone, stops behind cover, declares it has stopped or is forced to stop.

A figure may be considered Fast Moving for Actions and Reaction Tests only until its next Activation or until it Fast Moves once more.

A figure that Fast Moved on a previous turn but that cannot activate this turn is no longer considered to be fast moving.

Example – A group of four figures want to Fast Move. They consist of one REP 5 (NCO), two REP 4s, and one REP 3. All figures are moved their normal 8" and the Fast Move Test is taken. 2d6 are rolled for the group with the results being a 5 and a 4.

The NCO (REP 5) passes 2d6 so moves up to 16".

The REP 4 figures rolls 1d6 and so may move up to 12".

The REP 3 figure passes 0d6 so may move up to 8".

He still counts as Fast Moving.

Note that sometimes groups can end up strung out when they fast move.

GOING PRONE

Figures can go prone at anytime during their turn.
- This ends their movement.
- Makes them slightly more difficult to hit when being shot at.
- May still count concealment and cover.
- Half of their movement distance is needed to regain their feet.
- Being prone in cover breaks Line of Sight to/from the figure.

Active figures that choose to go prone can still active fire and even take In Sight Tests. A figure forced to go prone by a reaction result forfeits their active fire.

CRAWLING

A figure may crawl up to 1/2 their normal movement distance per turn, counting as prone. If desired the crawling figure make take the Fast Move test but with only 1d6.

Crawling movement may be combined with prorated upright movement if the upright movement takes place after the crawl.

INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later. However, the possible involuntary actions and moves are as follows.

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If cover is not available within 6" then the figure will drop prone in place,

ending its turn. If already in cover, the figure remains in place, but ducks down or behind this cover to become out of sight of the attacker.

Figures in Duck Back cannot see or be seen by the cause of the test, unless they have gone prone in the open and are still in LOS.

RETIRE - The figure has been shaken and does not want to continue the mission. Here's what happens when Retire is scored:
- All retiring figures will move to the nearest cover within 12" away from the cause of the test, *even if already in cover*.
- Those that caused this result are allowed a Parting Shot, firing at the fleeing figure at full Target Rating with the target counting as Fast Moving. Parting shots do not cause a Received Fire Reaction Test.
- Once Free World Forces reach cover the figure will count as if in Duck Back and will *only* fire if fired upon or melee if charged. *Having a valid target to fire at is not enough for the retired figure to fire.*
- Communist figures that reach cover are removed from the table and will not return.
- If a figure scores a second Retire result in the same turn it is forced to leave the table as fast as possible away from the enemy. Any figure fired upon or charged by enemy is immediately removed from the table and considered to be Missing in Action (MIA) and are lost.

STOP!

Set up two groups of three figures on opposite sides. One group is American with a REP 5 NCO, one REP 4 soldier and one REP 3 soldier.

The other group is NVA with a REP 4 NCO, one REP 5 soldier and one REP 3 soldier.

Set them up at opposite ends of the table and out of sight of each other.

Roll Activation Dice and move the groups as explained previously.

Try to Fast Move each group.

When one group comes into sight of the other that group will Duck Back. Carry out the Duck back movement.

Once you are familiar with this process move on to the next section, Reaction.

REACTION

This section covers the heart of the Two Hour Wargames gaming system. While copied to a certain extent by others, it's what makes us different. It's called the *Reaction System.* You will love it or you will hate, but it will get a reaction out of you!

Reaction Tests reflect how a character will perform when under physical, mental or emotional stress during a confrontational situation.

Figures will take Reaction Tests during the game when called upon. Here's a list of the Reaction Tests used in *FNG.*
- In Sight
- Received Fire
- Man Down
- Cohesion
- Recover from Knock Down

All of the tests can be found on the individual Quick Reference Sheets (QRS) in the rear of the book.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of 2d6 are rolled and the results applied to *all* the tests with the *worse* result being counted. For an example of how this can occur and how it is handled see the Man Down example *(page, 22).*

Here are the Reaction Test results from best to worst:
- Carry On
- Duck Back
- Retire

COMPLETING REACTIONS

There may be times when a figure is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called on to do this the figure immediately takes the second Reaction Test, cannot score better than the first result, but can score worse.

Example - Pfc. Jim Bob Joe takes a Received Fire Test and scores a result of Duck Back. Pfc. Joe moves towards cover and into the sight of a NVA soldier triggering an In Sight Test.

Both soldiers take the In Sight Test and the NVA soldier fires at and misses Pfc. Joe before he has completed his Duck Back move. Pfc. Jim Bob Joe cannot fire as he has not completed his Duck Back result. Jim Bob Joe takes a Received Fire Test and passes 2d6 which would allow him to carry on. However, he cannot score better than the Duck Back result so must continue his move.

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.
- Determine which test or tests apply.
- Determine which figure must take the test.
- For the Received Fire, Man Down and Recover From Knock Down Tests use the following procedure.
- Roll any applicable Leader Die versus the Rep of the Leader and determine if it is passed.
- Next roll 2d6 versus the Rep for each figure taking the test and determine how many d6 are passed.
- Add the results of the Leader Die and determine how many total d6 the figure has now passed.
- Carry out the results based on the number of d6 passed. This will be 3, 2, 1 or 0d6.

THE REACTION TESTS

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It is hot and you immediately let go of it. That's a reaction.

Next you grab a towel and then grab the pot. That's an action. Before we take a closer look at each Reaction Test let's start with Line of Sight.

LINE OF SIGHT

To shoot something you must first be able to 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 friendly figures, terrain, buildings and sometimes reduced by weather.

The same applies to Reaction Tests. If you do not have an LOS you *usually* will not have to take the Reaction Test. The Cohesion Test *(page, 23)* is one exception
- LOS extends 180 degrees along the front facing of the figure.
- In daytime in clear terrain LOS extends the length of the table.
- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them. Those in the well-lit area are still restricted to 12".
- LOS can be further reduced by terrain and weather conditions.

IN SIGHT

Note that this test is taken differently than the others.

Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously

during this activation phase, both figures take this test. Here's how we do it:

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.
- Once the test is triggered the moving group is allowed to move its figures up to two additional inches.
- The test is the only one that is interactive. Both the qualifying active and reactive groups take the test at the same time.
- To qualify the figure must have a LOS to an enemy figure.

IN SIGHT ACTION ORDER

Each qualifying figure starts with 1d6 per point of Rep.

- Modify this number of d6 by any applicable Attribute and Circumstance.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as if scoring zero successes.
- All figures roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, and next to the figure. This is for ease of play. When the figure resolves their action remove the d6.
- The highest number of successes conducts its action first moving down to the last and lowest. See the In Sight Resolution Table *(page, 21)*
- See the Order of Fire section for more info *(page, 31)*.

After the In Sight test is completed, figures in the moving group that triggered the test can continue their movement and active fire if they have not already done so.

New figures coming into sight, even if from the same group will trigger a new In Sight Test.
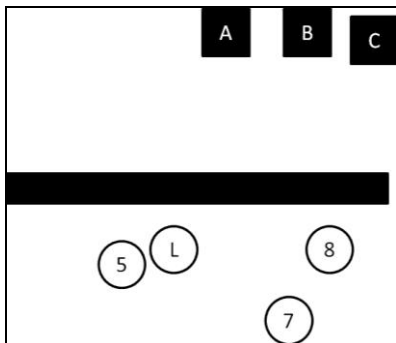
In the above picture both sides are out of sight of each other. The white side activates.
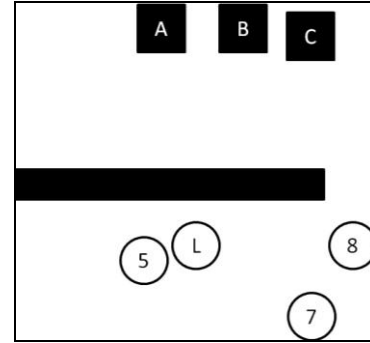
The white side moves out from behind the wall. As figure "8" enters the sight of at least one enemy the In Sight Test is triggered.
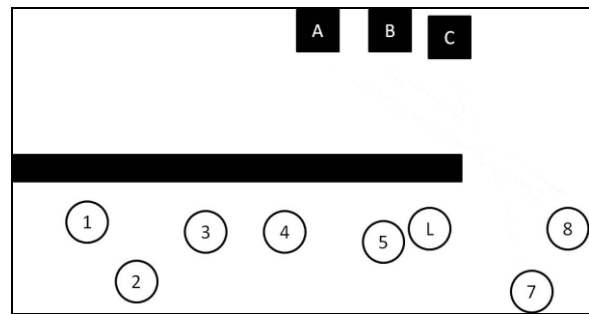
The white side is allowed to move the rest of its figures in the group an additional 2". This brings "7" into sight of the enemy.
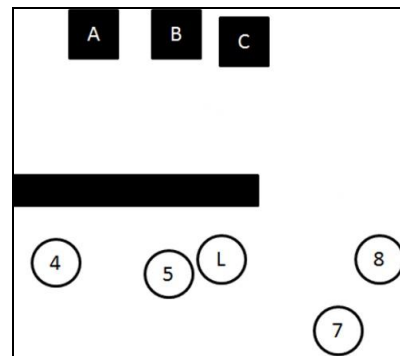
All qualifying figures (A, B, C, 7 & 8) will now take the In Sight Test.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when –

- An enemy figure can trace a line of sight *(page, 30)* to that figure. This still applies even if that figure is in cover or concealed.

A figure is not in sight when-

- It cannot be seen because of intervening terrain. Figures in Duck Back or Retire *behind* cover fall into this category.
- It cannot be seen due to weather or light restrictions.

Example – Sgt. Billy Pink is inactive and behind a building. Minh is on the other side and not in sight. Minh is active and moves up to the corner of the building and is now seen by Sgt. Billy. Minh is considered to be In Sight yet still in cover. Both characters will now take the In Sight Test.

Sgt. Billy is REP 5 so starts with 5d6. He subtracts 1d6 because Minh is in cover. He rolls 4d6 and scores a 1, 2, 2, and 6 for three successes.

Minh is REP 4 so starts with 4d6. He is active and moved so subtracts 1d6. He rolls 3d6 and scores a 2, 3 and 3 for three successes.

As the two have scored the same amount of successes each will conduct its action at the same time!

REP	IN SIGHT
	(Looking for successes)
	A score of 1, 2, or 3 is a success
	A score of 4, 5, or 6 is a failure.

ATTRIBUTE	MOD
Pointman on Point	+1d6
Quick Reflexes	+1d6
Shortsighted	-1d6
Target is Stealthy	-1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved	-1d6
Concealed - Opponent is concealed.	-1d6
Ducking Back - Character is Ducking Back	(1)
Retiring - Character is Retiring	(1)

(1) Ducking Back or Retiring figure cannot fire and will complete its reaction instead.

IN SIGHT ACTIONS

Once we know the order that the figures will resolve their action we must determine what they will do when it is their turn. Here's how this is done:

- Go to the In Sight Resolution Table.
- Stars can choose their action when it is their turn.
- Go down the table from top to bottom, stopping at the first circumstance that applies to the character. Carry out the action required by that circumstance.

- After the action is completed remove the d6 from the figure signifying when it was to act.

Example - Continuing the previous example Sgt. Billy is going to act first. Starting from the top I go down the list. He is not outgunned (page, 30), out of range, ammo or does not have a ranged weapon. Therefore he counts as Otherwise.

I roll 1d6 versus his REP of 5 and score a 4. He passes 1d6 and fires. He rolls on the Ranged Combat Table (page, 32) and misses. He removes his d6.

Minh now acts. He does the same thing and also falls into the Otherwise category. He rolls 1d6 and scores a 6. He passes 0d6 and Ducks Back (page, 18), forfeiting his chance to fire. He removes his d6.

Minh, even though he is in Duck Back must now take the Received Fire Test. Remember that if Minh scores a better result than Duck Back he must still take the worse result (page, 19).

IN SIGHT RESOLUTION TABLE

WHEN IT'S YOUR TURN
Stars choose their action

If outgunned:

- Duck Back. Sorry but you forfeit your chance to respond.

If out of range, ammo or do not have a ranged weapon:

- If in range to charge take Charge into Melee Test.
- If out of range to charge Duck Back. Sorry but you forfeit your chance to respond.

Otherwise:

- Roll 1d6 versus REP.
- Pass 1d6 = Fire [1].
- Pass 0d6 = Duck Back.

(1) First round only of In Sight all active shooters count as snap firing.

FORFEITING IN SIGHT ACTIONS

Any time during the In Sight sequence one of the following occurs the involved figure forfeits its In Sight action.

- If forced to Duck Back.
- If hit by fire.
- If involved in a melee.

ADDING CHARACTERS TO ONGOING IN SIGHTS

There may be a time where an In Sight Test is called for and all the figures involved roll their d6. As one option during an In Sight is for a figure to Charge into Melee its movement may take it into sight of a figure that is not

---

involved in the In Sight. In this case the new figure takes the In Sight normally and will take action normally depending upon how many successes were scored.
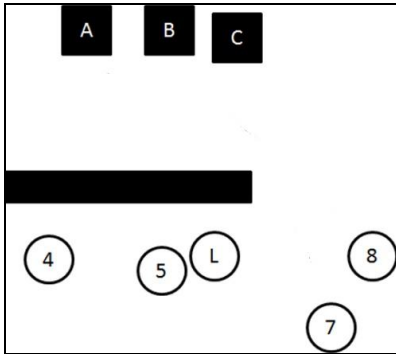
In this picture A, B, C, 7 and 8 are all In Sight and take the test. All d6 are rolled and placed next to each figure. Let's assume that C does not have a ranged weapon and charges instead. When it clears the wall L has a LOS so is allowed to take the In Sight Test. If he rolls more successes than C then he would be allowed to act before C finished his charge. If he scores less he would act after C in the normal order.

"I'M NOT DEAD YET!"

There will be times when all figures that have taken the In Sight Test will have fired, taken their Reaction Tests and now both sides have figures still left In Sight. What happens now?

Just continue the turn normally.

AFTER THE IN SIGHT IS RESOLVED

After the In Sight sequence has been resolved, i.e. all eligible figures have acted, the following Reaction Tests are taken, just as they are during the normal turn.

RECEIVED FIRE

Stars do not have to roll d6 when taking this test but can choose to automatically pass 2d6, 1d6 or 0d6 instead.

Whenever a figure has been shot at and not hit it will take this test. *All figures within 4" and LOS of the targeted figure will also take the test and react accordingly if possible.*
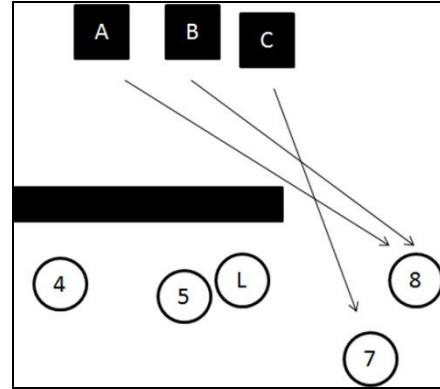
After all In Sight actions have been carried out Figures "A" and "B" fired at figure "8". "C" fired at "7". All of them missed causing "7" and "8" to take the Received Fire Test. Even though "8" has been shot at by two shooters he will only take one test.

"L" is within 4" of "7" so will take the test as well. Leader Die is rolled first then each member of the group rolls 2d6, versus their Rep. All three pass 2d6 which results in their being able to carry on. If the result had been Duck Back all three would have Ducked Back.

MAN DOWN

Stars do not have to roll d6 when taking this test but can choose to automatically pass 2d6, 1d6 or 0d6 instead.

Any figure within 4" and LOS to a friendly figure that suffers a result of *Stunned*, *Out of the Fight*, or *Obviously Dead* will take this test.
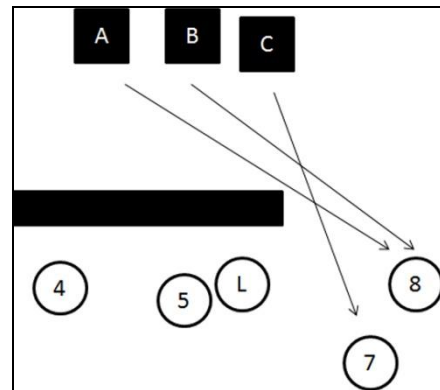
In the previous example "A" and "B" fire at "8". "C" fires at "7". Let's assume that "8" is hit and goes down while "7" is missed. "8" could be Stunned, Out of the Fight, or Obviously Dead, it doesn't matter; "8" still goes down. Figures "5", "L" and "7" are all within 4" and LOS to "8" so they must take the Man Down Test. I roll 1d6 Leader Die.

"L" , "5" and "7" each roll 2d6 for the test and score a result of Duck Back. In addition they take the Received Fire Test, use the same dice scores as previously rolled, and take the worse result.

COHESION TEST

Stars do not have to roll d6 when taking this test but can choose to automatically pass 2d6, 1d6 or 0d6 instead.

The Cohesion Test is taken differently than all of the other Reaction Tests and taken for the following reasons:

- When any figure in a group calls for it due to a Received Fire Test result.
- When any figure in a group calls for it due to a Man Down Test result.
- When called for by a Charging into Melee result.

The Cohesion Test is taken by the whole group whether or not they were involved in the original Reaction Test. Here's how the Cohesion Test is taken:

- Leader Die is rolled normally.
- Only one set of 2d6 are rolled for the whole group and applied individually to each member taking the test.
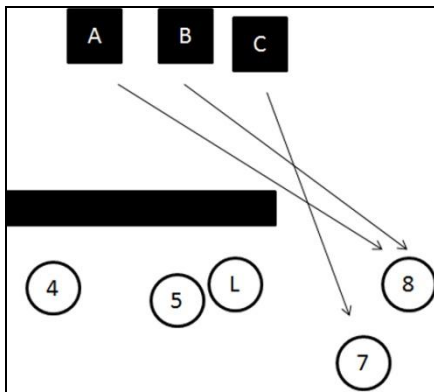
Staying with the previous example where figures "5", "L" and "7" are all within 4" and LOS to "8" so they must take the Man Down Test. Figures "5" and "L" pass 2d6.

Figure "7" passes 0d6 causing a result of Cohesion Test. All the figures in the group, including those that did not take the previous Reaction Test ("4") will now take the Cohesion Test.

I roll 3d6 again; a new Leader Die is rolled plus 2d6 for the group and score a 6 for the Leader Die (pass 0d6) and a 3 and 4 for the other 2d6 which will be applied to the whole group, including "4".

"4" is a REP 3 so passes 1d6. The unit is at half strength, having suffered losses previously, so he scores a result of Retire.

"5" and "7" are REP 4 so pass 2d6 and carry on.

"L" is REP 5 and passes 2d6 and carries on.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Down due to Damage it will immediately take this test and carry out the result. Note that figures wearing flak jackets will roll 3d6 instead of 2d6. This is noted on the QRS.

Example – Sgt. Jones has been hit by fire and is Knocked Down. He is wearing a flak jacket so rolls 3d6 and takes the Recover From Knock Down Test passing 1d6. Sgt. Jones is now Out of the Fight.

HEROES ALL

Whenever double "ones" (snake eyes) are rolled for any of the following Reaction Tests, this means the figure will go into *hero mode*.

- Received Fire
- Man Down

HERO MODE

This means the figure will always pass 2d6 whenever it has to take these tests for the rest of the game. In addition he will never count worse than scoring the same number of successes as his opponent when taking the Charge into Melee Test.

Which figure? Simply roll 1d6 for each figure and add the score to its REP. High total is the hero with ties being rolled off.

Example – Pvt. Charles takes a Man Down test and passes 2d6 with snake eyes. He is now in hero mode. Later Pvt. Charles takes a Received Fire Test and automatically passes 2d6. Two turns later he wants to charge and takes the Charge into Melee Test. He scores two successes less than his opponent but this is modified to score the same number. The target fires at full Target Rating and Pvt. Charles moves into melee.

STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests Table.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Ducked Back
- Leave the Battlefield
- Obviously Dead
- Out of the Fight
- Retire
- Stunned

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If cover is not available within 6" then the figure will drop prone in place, ending its turn. If already in cover, the figure remains in place, but ducks down or behind this cover to become out of sight of the attacker.

Figures in Duck Back cannot see or be seen by the cause of the test, unless they have gone prone in the open and are still in LOS.

OBVIOUSLY DEAD – The wound is so severe it is obvious that the character is dead.

OUT OF THE FIGHT – The figure is wounded and cannot continue to shoot or engage in melee. Roll 1d6, with a result of (1-2) the figure is "walking wounded" and may still move on its own, but at half speed. A (3-6) result means the figure cannot move on its own and must be retrieved by others. If contacted by enemy the figure is considered to be captured.

RETIRE - The figure has been shaken and does not want to continue the mission. Here's what happens when Retire is scored:

- All retiring figures will Move to the nearest cover within 12" away from the cause of the test, *even if already in cover*.
- Those that caused this result are allowed a Parting Shot, firing at the fleeing figure at full Target Rating with the target counting as Fast Moving. Parting shots do not cause a Received Fire Reaction Test.
- Once Free World Forces reach cover the figure will count as if in Duck Back and will *only* fire if fired upon or melee if charged. *Having a valid target to fire at is not enough for the retired figure to fire.*
- Communist figures that reach cover are removed from the table and will not return.
- If a figure scores a second Retire result it is forced to leave the table as fast as possible away from

the enemy. Any figure fired upon or charged by enemy is immediately removed from the table and considered to be Missing in Action (MIA) and are lost.

STUNNED – Figure may not act or react until having spent one full turn of Activation doing nothing.

STOP!

Set up two groups of three figures on opposite sides. One group is American with a REP 5 NCO, one REP 4 soldier and one REP 3 soldier.

The other group is NVA with a REP 4 NCO, one REP 5 soldier and one REP 3 soldier.

Set them up at opposite ends of the table and out of sight of each other.

Roll Activation Dice and move the groups as explained previously.

Try to Fast Move each group.

When one group comes into sight of the other resolve an In Sight Test. Roll 1d6 for each group. The lower score means that that group has taken a casualty. If tied then both groups took a casualty.

Have each side take their Reaction Tests. Carry out the result. Were there still opposing figures In Sight after the first In Sight was taken? Did you take another In Sight, continuing until only one side had any figures eligible for more In Sights.

Once you are familiar with this process move on to the next section, Ranged Weapons.
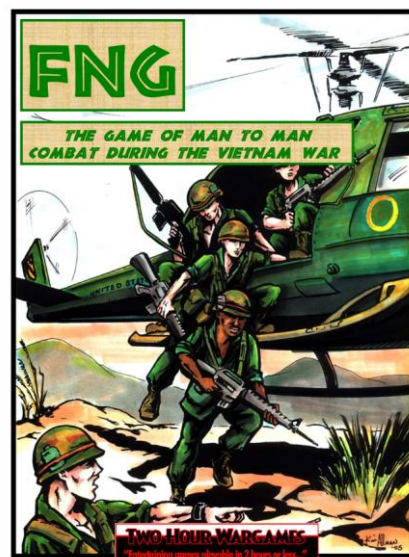
The original cover as it appeared in 2007.

RANGED WEAPONS

There are three ways to inflict damage in *FNG*. The first way is through ranged weapons fire, the second is through melee (hand-to-hand combat), and the third is through area fire weapons (i.e. weapons with a blast area such as grenades, mortars, artillery, tank guns, etc.).

Each weapon is defined by type. In some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.

Each weapon is listed on the appropriate weapons table found in each army list.

Type – What they are

Range – The range listed for every weapon is its *effective range* or the range that *the firer feels it has a reasonable chance of hitting the target.* This range is considerably shorter their maximum ranges.

Targets – The maximum number of d6 rolled when the weapon is fired. Each d6 has the potential to do damage to a separate target and any or all dice may be applied to one or more figures. Not all the Target dice need be used when firing. Target also defines the arc of fire (spread) of the weapon.

> *Example – A submachine gun with Target of 3 may fire at up to three targets in a 3" spread (arc of fire).*

If the weapon fires a round that explodes, such as a hand grenade, the weapon will have a *blast circle,* centered on the nominated spot where it landed. All targets inside this circle will be affected by the blast.

Impact – The damage a hit from the weapon can do.

ARC OF FIRE OR SPREAD

Each weapon has an arc of fire or *spread* equal to 1" for each point of Target Rating it has. The first figure fired at defines where the arc of fire begins. All figures in the arc, up to the Target Rating, can be hit.

In the picture above the shooter has a 3" spread, defined by the Target Rating of 3. He is allowed to shoot up to 3 targets, one per inch of spread if desired.

LIST OF WEAPONS

This is a generic listing for the handguns, submachine guns, shotguns, carbines, rifles, and machine guns used by the soldiers that took part in combat in Vietnam.

> *Please note that not all the participants in the Vietnam War are included in FNG. Some of these nations and other pieces of equipment, weapons, etc. will be made available in the form of supplements and source books. We have made the weapon categories broad to include as many weapons as possible. Feel free to pop a weapon into a category if it does not appear in these rules.*

SMALL ARMS

These are the weapons carried by the individual soldier and came in a variety of sizes and shapes. The letters in ( ) are the abbreviation used for that weapon.

Pistols (P) - These weapons were produced in prodigious numbers and used by officers and police. They came in a wide variety of shapes and sizes, were standard issue or in some cases privately purchased. Pistols were used mostly by officers or as a backup weapon. Most could be fired with one hand. For American forces, the Colt M1911A1 .45 Caliber semi-automatic pistol was the most common, while the NVA heavily utilized the small Tokarev TT-30 7.62mm Russian pistol (or Chinese copies).

Submachine guns (SMG) - Submachine guns were produced and used in prodigious numbers by most WW II combatant Armed Forces as well as some civilian police. Many remained in use for decades after. This class includes all full automatic, large capacity, magazine fed, short ranged, compact weapons fitted with a permanent, removable, folding, or retractable butt stock. Submachine guns come in small (~7.62mm), medium (~9mm), and large calibers (.45 cal). In the early years of the conflict ARVN forces were equipped with the venerable Thompson, which persisted in service with the CIDG into 1969. The Communists used Chinese copies of the classic Soviet PPsh in several forms, as well as remnant French MAT- 49s.

Bolt-action Rifles and Carbines (BA) - At the start of the 20th Century these weapons, using a straight pull or turn bolt action, were the standard weapons for infantry, cavalry, artillery and other troops. These weapons were up to 5' long, tipped with up to 20" of bayonet, and weighed around eight or nine pounds. Firing a powerful cartridge of 6.5mm to 8mm caliber, these weapons were usually sighted out to a range of 2,000m. Soldiers were slowly and painstakingly trained to use these weapons out to a range of 1,000m at mass targets. The problem in the field, of course, was spotting an individual at 1000m. On the other hand, they made a good sniper rifle. Old French and Japanese weapons of this type were occasionally fielded

by Local Viet Cong forces, though the old Soviet Nagant bolt-action rifle was more common. American forces used several types of scoped bolt-action rifles in the sniper role.

Semi-automatic Rifles (SA) – Most nations had their own version of these weapons. The U. S. provided the ARVN and CIDG with WW II M-1 Garand rifles early in the 1960's, which were large and difficult for the small Vietnamese to control. The Main Force Viet Cong and NVA units fielded the Soviet SKS. Both U.S. Army and USMC infantry were issued the M-14 rifle until the M-16 assault rifle became available in 1966, while ANZAC forces used the FN designed L1A1 7.62mm NATO SLR.

Selective Fire Rifles (SF) – Another name for the now standard issue assault rifle. Select fire rifles could fire either in semi-automatic mode, or fully automatic mode, allowing for many more bullets to be put downrange in a very short period of time. The USMC modified the basic M-14 to fire 7.62mm rounds on full automatic, as well as providing it with a bipod for better stability. Renamed the M14a1, it became a "squad automatic" support weapon, issued in limited numbers, replacing the BAR from WW II which had essentially the same characteristics and the same 20 round magazine. It was removed from service when the 5.56mm M-16 was rushed into combat. Dubbed the "black gun," "plastic wonder," or "Matty Mattel." The M-16 was much lighter than the M-14, it's ammunition was lighter, allowing more to be carried. Early versions suffered from frequent jams due to use of cheaper propellant which badly fouled the bolt. This was alleviated by chrome plating the inside of the barrel and adding a forward assist to force a dirty bolt closed, allowing the weapon to blossom into a very effective system as the M16A1. Opposing it in Communist hands was the rugged and now classic 7.62mm AK-47 and Type-56. The Type-56 is essentially a Chinese copy of the AK-47, sometimes with a folding wire-type stock.

Semi-Automatic Medium Caliber Carbine (SA) –The weapon known as the M-2 Carbine uses a weak pistol caliber round (.30-cal Carbine), is magazine fed, and fully automatic. Light and easily controlled, it was a favorite of Vietnamese and Montagnard people and the main weapon of the CIDG for most of the conflict. It saw service on both sides. Those captured early from the ARVN were pressed into service by the Viet Cong. The semi-automatic version, the M-1 Carbine, was also available.

Combat Shotguns (CS) - These weapons are slide action, short barrel, tube magazine fed weapons. Though not issued for use, many found their way into frontline service. Not very effective in the jungles of Vietnam, they were nevertheless frequently found in the hands of Pointmen on patrol or MPs working in urban areas. Combat shotguns can engage multiple targets as other weapons with the following restrictions.

- At a range of 3" or less they will hit only one target, but roll two dice, using the best result.
- At any range over 3" they will hit a maximum of two targets, but roll four dice, using the best two results.

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 2. He is allowed to roll 2d6 counting the best roll against the target.

MACHINE GUNS

These were the killing weapons of WW I and II, and the foundation of firepower in more recent times. They came in a variety of calibers which were used in different ways. For simplicity they have been classified as follows:

- ***Light Machine Gun (LMG)*** – These are fully automatic, generally belt fed rifled weapons with a bipod for support but also can be fired from the waist on a sling while on the move. These deadly weapons are generally crewed by a gunner with an assistant, and are easily set up by going prone. Included in this group is the U.S. M-60, the Soviet pan magazine fed DP1928 and DT LMGs and the drum fed RPD. The U.S. Browning .30 cal M1919A4 on a tripod and the M1919A6 with a bipod and stock are also considered LMG.

NOTE: When firing from a non-setup position, such as "from the hip," the user suffers −1 to the weapon Target rating as well as a −1 penalty to its REP for all shooting rolls.

- ***Medium Machine Gun (MMG)*** – These weapons were known as Heavy Machine Guns in WW I and WW II. These positional weapons were air or water-cooled and either tripod or wheeled carriage mounted and used primarily for defending positions. Examples include the German 7.92mm Maxim MG08 and Bergmann MG10/MG15 sometimes used by Communist forces, and the Browning .30-cal M1917 that was being phased out by U.S. forces but supplied early during the war to South Vietnamese units. In *FNG* these weapons have a crew of three soldiers, and cannot be fired unless setup on a tripod or carriage.
- ***Heavy Machine Gun (HMG)*** – These weapons were used against lightly armored vehicles as well as personnel. They are crewed by three soldiers and were often found mounted on vehicles as an anti-aircraft machinegun. They were slow firing but very effective. The U.S. weapon was the M2HB .50 cal machinegun, while the Soviet weapon, the 12.7mm (.51 cal) HMG DShK 1938

was often used to shoot down helicopters and aircraft. They may not be fired unless properly set up.

SETTING UP MACHINEGUNS

Medium and Heavy Machineguns are heavy weapons that require a three soldiers or more crew to move the weapon around and keep it firing effectively. Medium and Heavy Machineguns need to be mounted on tri-pods or carriages in order to fire. This means that at least one soldier will be needed to cart around each part of the weapon. For example, the U.S. .50 cal M2HB HMG needs one soldier to carry the gun, one to carry the barrel, and one to carry the tripod with more soldiers to carry the ammunition.

Setting up a Medium or Heavy Machinegun takes a full Activation for fully crewed weapons, (two soldiers for Light Machineguns, three soldiers for Medium and Heavy Machineguns). During setup, the team may not move, fire, or commit any other action, and must be in base-to-base contact. For each crewmember the team is missing or does not have, setup will take an additional Activation.

Light Machineguns with bipods (such as the M-60, RPD and DP series) may be setup simply by going prone if fully crewed. If missing a crewmember the gunner instead gains an extra d6 to roll on the Hasty Machinegun Setup Table below. If the gunner is in some other position, such as behind a wall, in a building, in a trench, etc, the crew must spend a full turn setting up as with MMGs or HMGs. Light Machineguns may be fired from a non-setup position, such as "from the hip" or while on the move, but the user suffers a –1 penalty to its REP for all shooting rolls. The M-14a1 and the BAR are set up if the gunner goes prone and may also fire "from the hip" like other LMG. The M-14a1 and BAR have a 1-man gunner crew with the "assistant" carrying additional magazines but who cannot load the gun.

Crews fired upon while attempting to set up their weapon count as not having a weapon available to return fire on the Received Fire Table.

All fully crewed teams may attempt to hastily set up their machinegun, by rolling on the table below.

2	HASTY MACHINEGUN SETUP
	(Taken vs. REP of the team Leader)

CIRCUMSTANCE	MODIFIER
LMG with bipod going prone and not fully crewed.	+1d6

# DICE PASSED	RESULT
2	The machinegun is ready to fire immediately.
1	The machinegun can fire in reaction.
0	The machinegun can fire when next active.

ANTI-TANK WEAPONS

This category includes any weapon whose primary purpose is to defeat tanks. They range from rocket launchers to Hand Tossed Anti-Tank Grenades and everything in between.

Recoilless Rifle (RR) - Many if not all nations at this time armed their forces with recoilless rifles for anti-tank work. Easy to maintain and move, they had the draw-back of an immense back blast that could injure or kill anyone caught directly behind the weapon when fired. The shaped-charge warheads of most were effective against both hard and soft targets and they also fired an effective HE round. For simplicity RRs are grouped into the following three classes.

Note: Weapons of this type have an 8" back blast directly behind the shooter that causes an Impact 3 hit to anyone within 1" of this line.

Small Bore RRs – Up to 60mm. These were soldier portable weapons capable of destroying light fortifications and armored vehicles, but were mostly ineffective against infantry. The widely used 57mm RR is a prime example.

Large Bore RRs – Up to 90mm and also a soldier portable weapon but just barely. Many were fired from tripods or vehicle mounts, though the 90mm RR used by the USMC was shoulder fired. Mounted 75mm RR were used extensively by both sides to great effect, and the 82mm RR was occasionally found among the NVA.

Very Large Bore RRs – These are very large and ungainly weapons usually found mounted to fortifications or vehicles. The U.S. 106mm RR (copied by the Communists in 107mm) could be jeep or APC mounted, or mounted on a tripod. The weapon was capable of penetrating almost any bunker or fortification it hit, as well as blowing shrapnel over a wide area.

Bazookas, LAWs and RPGs – Much lighter than their larger brethren, easily portable by a soldier and capable of dealing with most fortifications and vehicles, these

weapons also had a lethal back blast and cannot be fired inside a bunker or other building or if a figure is behind the weapon. Like recoilless rifles, these warhead launchers relied on shaped-charge munitions, rather than kinetic energy like conventional cannon. They were handy and effective, and were just as common as machineguns on the Vietnamese battlefield.

Note: All of the following weapons have an 6" back blast directly behind the shooter that causes an Impact 2 hit to anyone within 1" of this line.

Bazooka (BZ) – The M20 Rocket Launcher (aka Bazooka), fielded mostly by the USMC, was portable by a soldier with a crew of two, single shot and reloadable. Bazookas fired a 3.5" shaped charge AT rocket that was effective against light and medium fortifications. Bazookas may be fired once each turn when fully crewed, every other turn if used by one person.

LAW – The M72 Light Anti-tank Weapon (LAW) is a collapsible and disposable single shot weapon intended to destroy vehicles. In Vietnam, its 66mm rocket warhead was found to work reasonably well against most bunkers. Despite being only marginally accurate and mostly ineffective against infantry it was hauled into the field by Free World Forces in prodigious quantities. Once fired, the tube was usually broken before being discarded so it could not find new life as a booby trap. A LAW must be made ready before firing. See *Readying The Grenade/LAW, page, 32).*

Rocket Propelled Grenade (RPG) – RPGs were ubiquitous among VC and NVA units. Firing low velocity rocket assisted shaped-charge rounds, the RPG was capable of destroying lightly armored vehicles, and damaging or destroying tanks. They were even effective against infantry due to the shrapnel caused by the casing of the 82mm warhead. Two types of RPG were used during the conflict; the early RPG-2, which fired the B-40 rocket grenade, and the later RPG-7, which fired the much more effective B-41 rocket grenade. Aside from firing a fin-stabilized rocket grenade, the RPG-7 also had an optical sight and better launch fusing. They may be fired once per turn.

GRENADES AND OTHER WEAPONS

This section covers hand grenades and other unique weapons such as the *flame-thrower, "Molotov cocktail," and satchel charges.*

Grenade (GR) – Grenades are all given a 6" range when thrown and can engage an unlimited number of targets in a 5" diameter blast circle. Perfect for clearing out buildings and entrenchments the hand grenade has an Impact of 2. All factions had access to one or more types of these anti-personnel grenades. They are relatively useless against an

armored vehicle unless it is open topped and can be thrown inside the vehicle.

Note: Grenades used by Communist forces were often made in jungle factories and put together with adhoc parts, causing a large number of duds. Whenever a VC or NVA soldier throws a grenade, roll an additional d6 if the roll to-hit is successful. If the result is a 5 or 6, the grenade is a dud and does not explode. All figures within the intended blast circle must still roll a Received Fire Test using an OR 2 less than normal.

Smoke Grenade (SGR) – Commonly carried by Leaders and RTOs and used to mark friendly positions, smoke grenades come in a variety of colors. They may also be used to block LOS and provide concealment for figures within their effect. Here's how they work:

- Smoke is increased and removed after the Activation roll and prior to either side activating each turn following the turn the smoke grenade was deployed.
- The first turn when activated, smoke will billow out to cover a 5" circle centered on the grenade.
- The second turn the smoke covered area will lengthen to cover an area 5" wide by 10" long, with the length oriented to follow the wind, if there is any (see Weather later).
- On the third turn an area 5" wide by 15" long will be covered.
- After the third turn, no more smoke is deployed, and the area covered dissipates and is removed from play.
- If there is no wind, the grenade will only cover the original 5" circle for all three turns of the grenade's effectiveness.

Overhead foliage may keep smoke from rising. There is a chance (1-3) that the smoke will not rise above the branches of a single or double canopy jungle. Triple canopy jungle will always prevent the smoke from rising above the branches. Smoke that cannot rise above the branches cannot be seen from outside of the jungle area.

Figures within smoke cannot fire or be hit by fire but will still take a Received Fire Test. The smoke cloud also blocks LOS from one side to the other.

Rifle Launched Grenades (RGL) - In addition to being thrown by hand, grenades can be launched from rifles or carbines with an attachment designed for this purpose. The range for this is 20". This sort of weapon became increasingly rare as time wore on, due to more modern grenade launchers becoming available. These grenades can be Fragmentation or Anti-tank grenades.

Grenade Launcher (GL) – U.S. forces replaced the rifle launched grenades and their special attachments with the M-79 grenade launcher starting in 1961. The "blooper," as

it was often called due to its sound when fired, looked like a single barrel sawn-off shotgun with a very large bore. It was a single shot, reloadable weapon that fired 40mm High Explosive fragmentation grenades out to 350m. Loaded much like a break-open shotgun, the M-79 was capable of firing a variety of rounds including HE and buckshot. Despite looking ungainly, the weapon could be loaded and fired quickly with an exceptional user (those with the Grenadier Attribute) being able to put two to three rounds in the air before the first one fired even landed, _allowing the weapon to be fired in Reaction as well as when Active firing_. Those without this Attribute may only fire it once per turn. It fires like a rifle with aimed fire up to 150m and using aimed indirect fire from 150m up to 350m. The M203 grenade launcher, designed to attach under the barrel of an M-16, is much like the M-79 except it is more difficult to reload. Each time the M203 is fired, the user must roll on the Ready the Grenade Table *(page, 33)*.

Command Detonated Mine (CDM) - The Claymore mine, and other CDMs like it, are devastating anti-personnel devices capable of obliterating anyone caught in its path of destruction. Normally used as an ambush or defensive weapon, CDM can be setup by a soldier in one turn of uninterrupted Activation, facing a specific direction. The CDM can then be detonated from up to 12" away, having a 4" long Impact 2 back blast similar to RPGs. When detonated, CDM project hundreds of ball bearings into a triangular area that is 1" wide at the front of the mine, 8" deep, and 8" wide at its far end. Any figures within this blast zone take an Impact 3 hit, friend or foe.

The VC and NVA also used a type of CDM that was a large explosive charge, usually placed under a culvert or emplaced in the ground next to a road (now called a Improvised Explosive Device). This could be C4 or several demolition charges but usually was either a dud U.S. 155mm shell or dud U.S. bomb. The VC/NVA player must place these before a game starts (see Booby traps *page, 65)* or one may appear as a Potential Contact *(page, 60)* in the course of a game.

Flame-thrower (FT) – Used against bunkers and tunnels, Flame-throwers saw limited use by infantry in Vietnam but could often be found with Engineers or mounted on APCs and specialized Flame-thrower tanks in armored units (covered in Book 2), as well as on some watercraft. Here's how they work.

- This weapon leaves a path of flame wherever it is used that will last until the battle is over.
- Infantry flame-throwers have a limited range of 12" and Target Rating of a 3" wide path.
- Every figure within the 3" wide path is an eligible target.
- Flame-throwers have an Impact of 5 and an APR of 5.

- These weapons may be fired only once per turn.

There are two special circumstances that affect flame-throwers in Vietnam.
- Each time a flame-thrower is fired note the die score rolled on the Ranged Combat Table *(page, 32)*. If the score is a "1" then the flame-thrower has only one shot left. Any other result is ignored.
- Those attempting to pass through residual flame left behind by a flame-thrower attack must roll 2d6 versus their REP. If they pass 2d6 they may move through the flame. Each figure moving through the flames must test for damage as follows.
- Roll 2d6 and add the scores.
- Apply the result to the Ranged to Hit Table *(page, 19)* as if the figure had been the target of a flame thrower attack.

Satchel & Demolition Charges (SC) – Large canvas covered TNT based explosives used against tanks, bunkers, and buildings. This category also includes all other similar devices such as *sticky bombs,* grenade clusters, etc. Here's how they work:
- May be hand-tossed at a range of 3" or less or placed directly next to the target.
- Satchel charges are assumed to already be rigged but the charges must be must be readied or prepped using the Ready the Grenade Table *(page, 33)*.
- Once readied, the satchel charge will explode *(Throwing a Grenade, page, 34)*.

Note: Communist demo charges are slightly more powerful than FWF charges.

Plastic Explosive (PE) - Plastic explosive is the building block of cutting type demolition charges, as well as the explosive used in claymore mines. Sometimes called "plastique," the U.S. military uses the designation C-4. It comes in 1kg. (2.2 pound) butterstick shaped blocks wrapped in heavy plastic. It can be shaped to direct the power of the blast and is inert until *both* heat and pressure is applied (such as via a blasting cap). It makes a fast and sharp explosion. PE may be burned to heat rations without exploding, unless force is applied, like someone attempting to stamp it out. Here's how it works:
- Plastic explosive has an Impact of 2 and an APR of 2 per each block used. Multiple blocks may be added together to make a more forceful explosion.
- It takes a full turn to rig a PE block/bundle to explode in 1 to 4 turns, after which it must be must be readied or prepped (Ready the Grenade Table, *(page, 33)*.
- Plastic explosives detonate at the end of the turn of which it was rigged to explode.

- Plastic explosives may not be thrown, as the impact of landing will dislodge the detonators.

ARMOR PIERCING WEAPONS

Some infantry weapons are capable of piercing armored targets even if they were not designed for that purpose. Those that can will have the letters APR (for Armor Piercing Rating) and a number attached to it. This is the Penetration of the weapon when used against Armor Rated targets or targets with a Defensive Value (DV) *(page, 41).*

OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called the weapon's Outgunned Ranking (OR).

- If a target is shot at by a weapon with a higher OR than what the target has or if the target cannot shoot back due to being out of ammo or out of range, then the target is *outgunned.* The target will take the Received Fire Test *(page, 22)* but cannot score a result better than Duck Back *(page, 18).*

Example – SGT Billy has a submachine gun (OR 3) but is <u>out of ammo</u>. He is fired on by Tran who is using a semi-automatic rifle (OR 2). SGT Billy takes the Received Fire Test and passes 2d6. Although SGT Billy has a weapon with a better OR than the shooter, as he cannot fire because he is out of ammo he instead must duck back.

Na   OUTGUNNED RANKINGS
Stars, figures retrieving wounded and chargers are never outgunned.

OUTGUNNED RANKING	WEAPON TYPE
5	Flame-throwers, Grenades, Grenade Launchers, Satchel Charges, and all Antitank weapons
4	HMG, MMG, and LMG
3	SF, BAR, SMG, and shotguns
2	Semi-automatic rifles and carbines
1	Other ranged weapons not listed
0	Those that cannot return fire, out of ammo, or out of range

TIGHT AMMO/OUT OF AMMO

Anytime two or more "1s" are rolled when firing a weapon it is out of ammo and cannot be fired again until reloaded. It takes one turn of Activation to reload the weapon.

Figures reloading weapons may move but cannot exceed their normal movement.

The weapon is considered out of ammo after all d6 for the current firing have been applied.

Weapons with dedicated loaders who are serving the weapon have to have three or more "1s" rolled when firing to be out of ammo. A dedicated loader cannot do anything except feed the firing weapon. These include all light machineguns, medium machineguns, and heavy machineguns. It specifically excludes the U.S. BAR and the U.S. M-14a1.

Example – Linh fires with a SMG and rolls a 1, 1, and 5. He scores one hit with the 5 but the two "1s" mean he is out of ammo.

SHOOTING

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.*

LINE OF SIGHT

To shoot something you must first be able to 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 friendly figures, terrain, buildings, and sometimes weather.

- LOS is to the front of the figure up to a 180 degree arc.
- In nighttime the LOS is reduced to 12" in open areas, and further reduced in other terrain types *(page, 44).* However, targets in a well-lit area, under a flare, or in the beam of a flashlight or searchlight will count as normal for LOS for those firing at them.
- LOS during rain is reduced to 24" in open terrain and reduced by 1/3 of normal in other terrain types.
- LOS in fog or heavy continuous rain is reduced to 12" in the daytime and 6" at night in open areas and 1/2 the normal sighting distance in other terrain types.

COVER & CONCEALMENT

Targets in cover and concealment are harder to hit with Ranged Fire. What's the difference between cover and concealment?

- Cover reduces the exposed area of the target as in being behind a sandbag position. Cover can stop bullets.

- Concealment reduces the visibility to the target such as being in bushes. Concealment cannot stop bullets.
- A target can be in cover, in concealment or in both.

Before the game starts players should agree to which areas of the table provide cover and which provide concealment.

COVER & CONCEALMENT AND LOS

Cover and concealment does not block LOS to the figures within it. It does make them harder to spot and those taking an In Sight Test to see them will suffer a -1d6 penalty.

Intervening cover or concealment does block LOS if it is tall enough.

ORDER OF FIRE

Fire is resolved in the following way:
- All eligible figures take the In Sight Test. Each figure rolls 1d6 per level of Rep, modified by any applicable circumstances.
- Determine the number of successes (score of 1, 2 or 3) rolled by each figure. *Those that score zero successes cannot fire during this round of In Sights.* For ease of play place a d6 marker, with the number of successes scored, face up next to the figure.
- The highest score will fire first, followed by the next highest and continuing to the last or lowest figure. *Ties will fire simultaneously.*
- Next, all targets of fire are declared in the following manner starting with the inactive side.
- Each figure will target the closet enemy figure that has not yet been targeted. Once all figures are targeted then return to the closest figure and work your way down.

Example - I have four inactive figures firing at three active figures. I start with the closest target and after all of the active figures have been targeted I target the closest figure a second time.

- Any active figure targeted by an inactive figure will exchange fire with that figure but may target additional figures if having sufficient Target Rating.
- If the inactive side has fewer figures than the active side, any active figures that have not been targeted will fire at the closest untargeted inactive figure.
- Stars can always choose their targets regardless of them being targeted or not.

Example - I have three inactive figures firing at five active figures. The inactive figures (A, B and C) target the closest active figures 1, 2 and 3. Active figures 4 and 5 target the two closest inactive figures (A and B).

- If a miss occurs remove the d6 marker from the shooter and move on to the next shooter.
- If a hit occurs remove the d6 marker and immediately roll on the Ranged Combat Damage Table.
- If the figure is knocked down or worse remove its d6 marker. Figures that lose their d6 marker in this manner cannot fire this round of In Sights.
- If the figure is missed due to being in cover do not remove its d6 and it is allowed to fire when it is its turn.
- If a figure has targeted an enemy and that enemy is hit before it can fire, the figure must still fire at the declared target.
- Continue firing in order.
- *After all firing is complete* all figures still carrying on will take their Reaction Tests.

Example - Sgt. Billy Pink (REP 5) and Pvt. Charles (REP 4) turn a corner triggering an In-Sight Test with Tranh (REP 3).

After all have rolled their In Sight Sgt. Billy will fire first, Tranh second and Pvt. Charles will go last.

Tranh will target first as he is inactive. He targets Sgt. Billy. Sgt. Billy and Pvt. Charles declare that they are firing at Tranh.

Sgt. Billy fires first and hits Tranh causing him to go Out of the Fight. It is now Tranh's turn to fire but as he was hit he cannot. Pvt. Charles must still fire at Tranh.

APPLYING SHOTS

A figure may fire at up to one target per point of Target Rating of the weapon.
- The shooter may fire at targets more than 1" from each other only if he spends one point of Target Rating to bridge each 1" gap between targets.
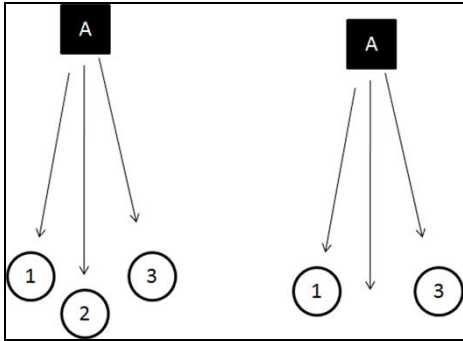
In the picture on the left "A" has a SMG with a Target Rating of 3. As the distance from "1" to "3" is 3", the swath of the SMG, all are eligible targets. "A" fires 1d6 at all three targets.

In the picture on the right "A" has a SMG with a Target Rating of 3. As the distance from "1" to "3" is 3", the swath of the SMG, all are eligible targets. However, as the targets have a gap larger than 1" between them; one point of Target Rating must be spent for each 1" of gap. Therefore "A" fires 1d6 at target "1", fires 1d6 to bridge the gap and fires 1d6 at target "3".

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Tranh fires his SMG at Barnes and Nobles. He declares to fire 2d6 at the first target, Barnes, and the third at Nobles. Tranh rolls 3d6 and scores a 3, 5, and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 and 3 will be applied to Barnes and the 2 is applied to Nobles.

TARGETING

When firing due to an In Sight Test, figures are targeted as previously outlined *(Order of Fire, page, 31)*. However, there are two additional targeting rules. They are:
- When taking an active fire, the shooter may target specific figures regardless of proximity.
- Stars can always choose their target whether taking an active fire or due to an In Sight Test.

SHOOTING SEQUENCE

1 - Shooter rolls 1d6 per each point of weapons Target Rating adding each result individually to the shooter's Rep.

2 - Arrange totals from highest to lowest and apply to targets.

3 - Consult the Ranged Combat Table to determine if there's a hit.

Target	RANGED COMBAT
	(1d6 + Rep)

A result of two or more "ones" means out of ammo.

#	RESULT
6 or less	SHOOTER MISSED
7	SHOOTER MISSED IF • Moved fast. • Snap firing. TARGET WAS MISSED IF • Charging. • Concealed. • In Cover. • Prone. • Moved fast. • Is second or higher target. OTHERWISE – HIT.
8	SHOOTER MISSED IF • Moved fast. • Snap firing. TARGET WAS MISSED IF • In Cover • Is third or higher target. OTHERWISE –HIT.
9+	SHOOTER HITS TARGET

Example - Sgt. Billy REP 5 traces a LOS to two enemy figures in cover. He fires 3 rounds from his M-16 declaring one round on the first figure and two on the second. Sgt. Billy rolls a 3, 4 and 6. The dice are arranged 6, 4, and 3. The first die (6) is applied to the first target. The 6 plus REP of 5 equals 11 so a hit is scored. The second result is a 9 so is a miss. The third result is an 8 so is also a miss.

DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon.

1	COMBAT DAMAGE
	(Read d6 as rolled)

#	RESULT
1	Target is Obviously Dead.
Equal to Impact or less but not a "1"	Target is Out of the Fight.
Greater than Impact	Target is Knocked Down and immediately takes Recover From Knock Down Test.

Note that it is possible that a result of hit will be changed to a result of miss due to the target being in cover. When

this occurs be sure to leave the d6 marker on the target as he may still be allowed to act.

> *Example – Sgt. Billy has hit Phouc with his M-16. Sgt. Billy rolls 1d6 and scores a 4. This is greater than the Impact of 2 so Phouc should be knocked down but as he is in cover he is missed. He retains his d6 marker and when it is his turn he returns fire. He shoots at Sgt. Billy and scores a hit. He rolls a 5 which is greater than the weapon's Impact of 3 so knocks Billy down. Sgt. Billy rolls to Recover From Knock Down and passes 2d6. Billy is Stunned. Phouc now takes a Received Fire Test.*

RECON BY FIRE

Troops often fire into areas in which they suspect an enemy may lurk or more to force them to reveal themselves for more direct action than to actually cause them damage. In game terms, Recon by Fire may be used by some of a player's troops to force a PEF *(page, 60)* to be revealed, and to just maybe cause a little damage or confusion.

Here's how to Recon by Fire.
- Select a PEF within <u>twice the LOS distance</u> of the unit that will fire.
- Declare which figures will attempt to Recon by Fire.
- Add together the Target Ratings of all the figures firing.
- Roll a number of d6 equal to the total Target Rating of the weapons being fired by the declared figures.
- Count how many sixes were rolled and consult the Recon by Fire Table.
- Figures that fired are Out of Ammo with the exception of crew served weapons which count all 1's rolled towards being Out Of Ammo *(page, 30).*

TR	RECON BY FIRE
	(Compared to the PEF REP)

# Sixes Rolled	Result
Equal or less than the PEF REP	PEF is not resolved. Continue play normally.
More than the PEF REP	*PEF resolved. If troops they will immediately take the Received Fire Test. In addition, each six more then PEF REP counts as a hit on a random figure. Roll Damage normally.*

> Example- 1st Squad is moving in single canopy jungle and has a PEF marker that is 12" away. The player decides to Recon by Fire.
>
> The player selects three soldiers with M-16s to fire, totaling 12d6 being rolled, and resulting in five 6s being scored.
>
> The PEF has a REP of 4 so the player scored 1 more six than the REP of the PEF. Looking on the Recon by Fire Table means the PEF is immediately resolved. If troops are placed there is a chance of one possible casualty. The PEF will now take a Received Fire Test and Man Down Test if there is a casualty. All troops that fired at the PEF are now Out Of Ammo, and must spend their next Activation reloading.

THROWING GRENADES AND READYING LAWS

A figure can only throw one grenade per turn. But before the figure may throw it the character must *ready* or prepare the grenade. LAW rockets are quick to deploy, but the strain of combat can lead to mistakes. Just like grenades, LAWs must be readied using the same procedure. This table must also be used for using rifle grenades.

Note that LAW rockets and rifle grenades use the Ranged Combat Table when firing.

Here's how we do it:
- Roll 2d6 versus the REP of the active character and consult the *Ready Grenade/LAW Table*.

2	READY THE GRENADE
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade is readied and can immediately be tossed.
1	Grenade is not readied but can be tossed in reaction or when next active.
0	Grenade is not readied but can be tossed when next active.

Grenades can be thrown up to 6". Here's how it is done:
- Nominate the spot the grenade is to land.
- Roll 2d6 versus the thrower's REP.

Count the number of d6 passed and consult the Throwing a Grenade Table.

2	THROWING A GRENADE
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Received Fire test. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the nominated spot and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.

Example – Tan decides to toss a grenade at Sgt. Billy who is in cover. He is aiming for a spot beyond the cover that he cannot see, effectively throwing blind. He rolls 2d6 versus his REP of 4 and scores a 3 and a 6. He has passed 1d6 and misses but still must roll the dud test (page, 13). He scores a 3 so the grenade was good. Billy takes the Received Fire Test and passes 2d6 but must duck back as the grenade outguns his M-16. Nguyen now runs up to the wall and drops a grenade over it. Nguyen also passes 1d6 but as he is dropping it over the wall and not throwing it the grenade hits. As Nguyen is using Communist grenades, he must roll the additional 1d6 to test for a dud, and rolls a 3. The dud test is passed and the grenade explodes. Billy now tests for damage.

HITTING WITH A BLAST CIRCLE WEAPON

Any weapon with a Target of a "circle" is a *blast circle weapon.* Once the blast circle weapon has hit/landed on the nominated spot, the player will center a blast circle template on it. Any figure inside the template, including friendly figures as well as the thrower, is a potential casualty and consults the Damage Table.

PROTECTION FROM COVER

As mentioned previously cover can stop a bullet. It also may stop the effects of a blast circle weapon. Here's how we do it:

- Figures in the blast circle with cover between them and the center of the blast circle may have their damage reduced.
- If the cover has a Defensive Value *(page, 41)* equal or greater than the Impact of the blast weapon the figure will Duck Back.
- If the cover has a Defensive Value less than the Impact of the blast weapon then damage is carried out normally.

Example – Smith nominated a spot outside the building and tossed the grenade. It landed on target and those outside were hit but some potential targets were inside. The building had DV of 3, while the grenade has Impact of only 2 - so those inside with cover between them and the nominated target point would be stunned.

"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!

STOP!

Before going any farther take two sides of two figures each and do the following:

Place them 6" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the firing.

Take any Received Fire or Man Down Tests and continue to resolve In Sights until one side cannot fire any more.

Roll Recover From Knock Down Tests as needed.

Attempt to throw a grenade at least once.

When you're done move on to the Melee Section.

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat). Melee is the last resort of the desperate!

MELEE WEAPONS

There are four types of weapons used in melee. They are:

Unarmed	-1d6
Improvised weapon	0d6
Hand-held bayonet or knife	+1d6
Rifle mounted bayonet	+2d6

- *Unarmed* - This is what is used by unarmed characters. This weapon has a -1d6 modifier when rolling on the Melee Combat Table *(page, 37)*.
- *Improvised Weapon -* This is what is used when a character uses a non-weapon physical item as a weapon. Let's say a branch for example. This weapon has a 0d6 modifier when rolling on the Melee Combat Table.
- *Hand-held knife or bayonet* – Just like it sounds. This weapon has a +1d6 modifier when rolling on the Melee Combat Table.
- *Rifle Mounted Bayonet* – This also includes a machete or two-handed engineering tool. This weapon has a +2d6 modifier when rolling on the Melee Combat Table.

CHARGING INTO MELEE TEST

The only way to enter melee is via the Charging into Melee Test. The test taken when a figure, whether active or inactive, want to come into contact to melee an enemy.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:
- When an active figure has LOS to a target and enough movement to contact it, even if it requiring a successful Fast Move, it can attempt to charge. If it takes a Fast Move and comes up short it cannot melee and the In Sight Test is taken instead.
- Chargers can declare a charge at anytime during their turn even if the target of the charge was out of LOS at the start of the charger's turn. When the group moves into LOS instead of triggering an In Sight Test it can declare the intent to charge. Move the group an additional 2" before the test is taken.
- Declare which figures are charging which targets.
- If being charged by more than one figure the target figure rolls one set of dice and applies the results against all of the figures that are charging it. The target will take the worse result.
- All figures take the Charging into Melee Test *(page, 35) at the same time.*
- Each figure starts with 2d6 and adds or subtracts d6 as circumstances and modifiers apply.
- All figures roll the modified total of d6 and compare the scores against their Rep.
- Determine how many d6 are passed for each figure.
- Compare the number of d6 passed by the charger to the target.
- Carry out the results on the Charge Resolution Table.

Note that the only Reaction Test that is taken when a charge is declared and when rolling on the Charging into Melee Table is the Cohesion Test and this is taken only if directed by a Charge into Melee result.

2	**CHARGING INTO MELEE**
	(Taken versus Rep)

ATTRIBUTE	MODIFIER
Brawler	+1d6
Coward	-1d6
Nerves of Steel	+1d6
Poser	-1d6
Tough	+1d6
Wuss	-1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Outnumbered 3:1 or more	-1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3+ more than opponent	*Target* takes Cohesion Test. *Charger* moves into melee. If target leaves the battlefield then occupy the vacated spot and take *Parting Shot*	*Target* fires at Full Target Rating. *Charger* takes Cohesion Test.
2 more than opponent	*Target* may not fire. *Charger* moves into melee	*Target* fires at Full Target Rating. *Charger* moves into melee.
1 more than opponent	*Target* fires one shot. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.
Same as opponent	*Target* fires at Full Target Rating. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.

CHARGING INTO MELEE EXAMPLE

Here's a detailed example of how the Charging into Melee Test is carried out.
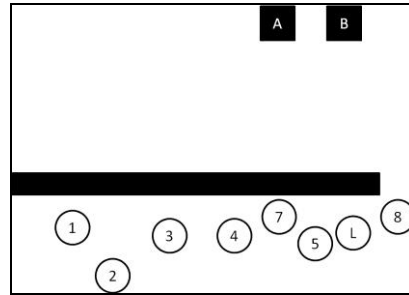
The white side starts their turn out of sight of the black side.
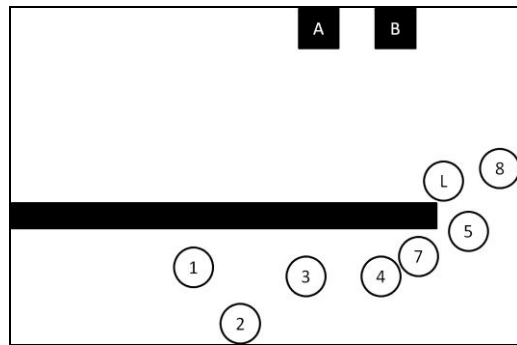
The white side activates and "8" and "L" move into sight. Here's the scene after they have moved the additional 2" allowed. The In Sight Test is taken. The In Sight action order is "8", A, B, then "L". Targets are declared with "8" charging A and "L" charging B. "8" goes first and "8" and A take the Charge into Melee Test.
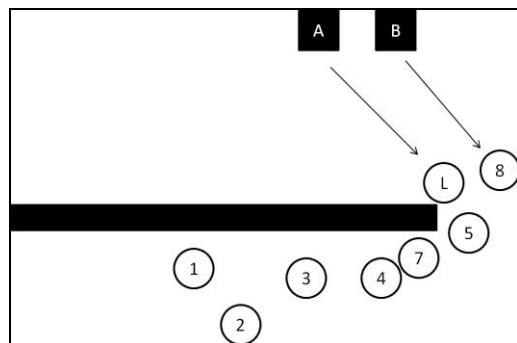
Each figure starts with 2d6 and adds and subtracts modifiers based on circumstances. After the number of d6 are determined each figure rolls against their Rep.

"8" passes 2d6 more than "A". Looking on the Charge into Melee Table (page, 35) we see that "A" cannot fire. "L" moves into contact and a melee is immediately resolved. After it is resolved A has defeated "8". It is now A's turn to act but they have forfeited their action because they have been involved in melee. It is now B's turn to act and he fires at "L" and misses. "L" now gets to act

and continues his charge. "L" and B now take the Charge into Melee Test.

MELEE COMBAT

Any figure that passes the Charge into Melee Test and comes into contact will now go into melee. Line up the charging figures in contact with the target figures. Now it's time to melee.

- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on Melee Weapon, Attribute or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- If one figure has scored more successes than the other it has scored a hit and its opponent has been knocked to the ground. The winner scores one Impact Point for each success more it has rolled than the loser.
- If a hit is scored the winner now rolls 1d6 on the Damage Table with the cover modifier for rolling 2, 4, or 6 not being counted.
- If both figures score the same number of successes they are evenly matched and will remain in melee.

Rep	Melee Combat
	(Looking for successes)
	A score of 1, 2, or 3 is a success
	A score of 4, 5, or 6 is a failure.

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
Hand-held bayonet or knife	+1d6
Rifle mounted bayonet	+2d6
ATTRIBUTE	**MOD**
Brawler	+1d6
Knifeman using hand-held bayonet or knife	+1d6
Slight	-1d6
Wuss	-1d6
CIRCUMSTANCE	**MOD**
Attacked From Behind - if the figure is attacked in the back by an opponent	-2d6
Evenly Matched - If scored a result of evenly matched this turn during a melee.	-1d6
Prone - The character is prone and in melee	-2d6

#	MELEE RESULTS
	(Comparing successes)

# SUCCESSES	RESULT
Score more than opponent	Enemy knocked down. Roll 1d6 on Combat Damage Table. Count one Impact point for each success more than opponent. Cover is not counted.
Score same as opponent	Evenly matched. Remain in melee and when next active may fight another round of melee or break off. If the attacked by another opponent while evenly matched will count a -1d6 in the melee.

Example - Pvt. Charles (REP 4) is in melee with Tranh (REP 3).

Pvt. Charles starts with 4d6 for Rep and adds the following modifiers: 2d6 for Rifle Mounted Bayonet and +1d6 for being a Brawler. He will roll 7d6 and scores a 1, 2, 2, 3, 5, 5, and 5 for 4 successes (scores of 1, 2 or 3).

Tranh starts with 3d6 for Rep and adds the following modifiers: +1d6 for a Hand-Held Knife and -1d6 for being Slight. He will roll 3d6 and scores a 1, 4 and 5 for 1 success (scores of 1, 2 or 3).

Pvt. Charles has scored three more successes so has won the melee and will count an Impact of 3.

Charles now rolls 1d6, scores a 2 and checks the Damage Table. As the result is Equal to Impact or less but not a "1" Tranh goes Out of the Fight. Note that the cover modifier for rolling a 2, 4, or 6, does not apply when in melee.

MULTI-FIGURE MELEE

Up to four figures may melee one figure. This is done by contacting the figure with two figures to its front facing and two figures to its rear facing. Here's how the melee takes place:

- Only one figure at a time can attack.
- Stars may choose when they will take their turn to melee.
- The charger decides in which order the figures will attack.
- The attacking and defending figures conduct a round of melee.
- If the defender lose the melee it rolls on the Recover From Knock Down Table before the next melee is resolved.
- Melees continue until all have fought..

Example - Sgt. Billy Pink (REP 5) is in melee with two figures to his front. Sgt. Billy and the first figure fight a round of melee and score a result of Evenly Matched. The next figure attacks and he and Sgt. Billy will fight a round of melee with Sgt. Billy counting a -1d6 for already being Evenly Matched with the first figure.

STOP!

Before going any farther take two figures and do the following:

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time then add one figure to one side.

Take a Charge into Melee Test.

Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

BREAKING OFF MELEE

Anytime a Star that is still in melee, from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 1" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. Once the melee is broken off both sides take the In Sight Test. This could result in one or more sides being fired upon.

GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving at least 1" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. Once the melee is broken off both sides take the In Sight Test. This could result in one or more sides being fired upon.

Here's how we do it:
- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee and moves 1d6 inches away.

Example - Pvt. Charles (REP 4) and Chou (REP 5) are in melee having scored a result of "Evenly Matched". Chou activates first and must check to see if he continues the melee. Chou rolls 1d6 and scores a 6, breaking off the melee. Chou moves 3" away towards cover and triggers an In-Sight Test as soon as he is 1" away. Chou has scored more successes in the In Sight Test so finishes his Duck Back move. If Charles had scored more successes he would have fired before Chou finished his move.

DAMAGE FROM FIRE OR MELEE

There are three stages of damage in *FNG*. They are, in order of severity from least to most:
- Stunned.
- Out of the Fight
- Obviously Dead

STUNNED

Figure is knocked to the ground and may not act or react until having spent one full turn of activation doing nothing.

OUT OF THE FIGHT

The figure has taken a potentially fatal wound and cannot continue the battle. There is a chance (1-2) that he is able to move at half normal speed on his own (walking wounded). Otherwise he cannot move on his own and must be retrieved by others.

OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious that the figure is dead.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with a Stunned or Out of the Fight figure he can choose to automatically dispatch the figure or capture him. If captured the figure must be guarded by at least one armed figure or immobilized. Each armed figure can guard up to six enemy figures.

RETRIEVING WOUNDED

Retrieving wounded soldiers and evacuating them off of the battlefield for treatment was a hallmark of the Vietnam War, especially on the Free World Forces' side. Helicopters could be called in to carry a wounded soldier to a hospital unit, greatly increasing the likelihood that he would survive his injuries. Players can attempt to recover their wounded during the mission. Here's how to retrieve a wounded character:
- Figure moves adjacent to the wounded figure.

- Figure picks up wounded figure and reduces current movement by 2".
- Figures can fire weapons when retrieving wounded figures but will count as Snap Firing.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.
- Those retrieving wounded are never outgunned.

MEDICS

We now introduce those unsung heroes of every war, the *medic*. These are characters with limited medical training but their presence on the field can be the difference between life and death. Here are some special rules for Medics:

- Medics are created using the appropriate army list.
- They always count as retrieving wounded when they come under fire.
- They will only defend themselves in melee if charged.

APPLYING FIRST AID

Normally when a figure receives a result of Out of the Fight it is out for the balance of the game. But if a medic can reach the fallen figure he may apply medical assistance. This will take one full turn of uninterrupted activation and can be done on the next activation. The test is taken only once per victim. Here's how it is done:

- Roll 1d6 versus the REP of the Medic.
- Roll 1d6 versus the REP of the Out of the Fight character.
- Count the number of passed d6 and consult the First Aid Table.

1/1	**FIRST AID**
	(Taken vs. Rep of the Medic and the victim)

# D6 PASSED	RESULT
2	Just a flesh wound. Figure will immediately return to the fight at normal REP.
1	Figure has lost one point of REP for the remainder of the battle but will immediately return to the fight.
0	Figure remains Out of the Fight.

Example - Sgt. Billy Pink (REP 5) takes an Out of the Fight result. Medic Phil (REP 4) activates and comes into contact with Sgt. Billy. On the following turn of activation he can attempt First Aid. He spends a full turn of uninterrupted First Aid working on Billy. If he were interrupted he would have to start all over.

The player rolls 1d6 versus Medic Phil's REP of 4 and scores a 5.

He then rolls 1d6 versus Sgt. Billy's REP of 5 and scores a 3.

The player has passed 1d6 so Billy returns to the fight but at REP 4. Three VC now activate and trigger an In Sight Test. Billy is allowed to react and take the test.

MEDIC AVAILABILITY

Each platoon has one Medic. When the full platoon is not on the table there is a chance that the Medic is. Here's how we do it:

- Roll 1d6 for the first squad on the table. On a score of 1 or 2 the Medic is attached to that squad.
- When two squads are on the table roll 1d6. On a score of 1, 2, 3, or 4, the Medic is attached to one of the squads at random.
- When the rest of the platoon arrives on the table the Medic will arrive as well if he is not already on the table.

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 with the unit.

EVACUATING THE WOUNDED

There are two ways to evacuate your wounded from the battle field. Physically move them off the table through your table edge or have them removed by helicopter or other vehicle.

AFTER THE BATTLE

Ideally players will form their squad and use them in a campaign setting. When you do you must see what happens to your Out of the Fight characters.

At the end of the battle, troops Out of the Fight (OOF) or Retired that are within 6" of your troops/side or were recovered will use the After the Battle Recovery Table. Otherwise the enemy captures them and they are considered to be Missing in Action (MIA).

Stars are always recovered by their own side.

AFTER THE BATTLE RECOVERY TEST

Each recovered Out of the Fight figure will use the After the Battle Recovery Test. Here's how we do it:

- Roll 2d6 vs. the REP of each figure that went *Out of the Fight.*
- Determine how many d6 were passed and consult the After the Battle Recovery Table.

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2   AFTER THE BATTLE RECOVERY
(Taken vs. current Rep of the figure)

A score of "6" is an automatic failure

CIRCUMSTANCE	RESULT
Evacuated by foot or vehicle	+1 to REP
Evacuated by Medevac helicopter	+2 to REP

# D6 PASSED	RESULT
2	Figure recovers to normal REP and stays with the squad.
1	Figure recovers at -1 to REP. Returns to squad as a Replacement after 1/2d6 Missions.
0	Figure either dies from wounds or is returned home.

STOP!

Before going any farther take two figures, both REP 4, and do the following:

Place them in melee. Roll for each to Break Off the Melee and resolve it. This may require an In Sight Test to be taken.

Now pick one figure as being Out of the Fight.

The other figure is the Medic. Apply First Aid.

Resolve an Out of the Fight figure on the After the Battle Table.

When you've finished you've learned all the rules for a basic infantry battle. Now move on to playing with Buildings.

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5 BUILDINGS

This section also includes other man-made structures. Buildings vary both in size and the materials that they are made from.

BUILDING SIZE

Buildings come in different sizes with the larger ones being composed of more than one area. For game purposes we need to divide buildings into areas of roughly 6"x6" (for 25-36mm figures). "Roughly" because if your building is 6"x8" or even 8"x8" there is no need to call it more than one area, unless you want the added detail.

COLLAPSING AREAS

Additional floors above or below the ground floor areas will also count as additional areas.

As noted on the Building Penetration Table found in the QRS a hit from an APR weapon can have a catastrophic effect on a building area.

- If an area collapses and it has another area above it there is a chance (1-3) that this area will also collapse. Occupants in the area below are automatically Obviously Dead. Those inside the upper area take the Recover from Knock Down Test.
- When all areas of one level of a building have collapsed, all areas above will collapse as well.

Collapsing multi-story brick, masonry, stone or concrete (but not thatch or wood) buildings that have a floor collapse have the following effects:

- The floor immediately under a collapsed section is considered rubble/rough terrain.
- Intact floors below this will remain intact.

Example: A basement under a collapsed second floor remains intact while the first floor becomes rubble. The rubble covers the footprint of the collapsed area.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building through a door or window.
- Going through a door is at a 2" movement reduction.
- Going through a window ends their movement.

MOVEMENT AND COVER INSIDE BUILDINGS

Here's how figures move inside buildings:
- Movement inside buildings is at normal speed.
- Moving figures count as if in concealment while stationary figures count as if in cover.
- Moving up or down one level can be done at a reduction of half movement at appropriate locations such as stairs, ladders, or holes to another level.

BUILDING DEFENSIVE VALUES

A building has a Defensive Value (DV) based upon the materials it is made of and the method of its construction. Here are the structures used in *FNG:*
- *Bunker* – Earthen bunker reinforced with sandbags or wood and with overhead cover would be DV 5.
- *Concrete* – Typical basement walls or stone walled building. These structures have a DV of 4.
- *Concrete/steel structure* –The rare major reinforced bunker such as an underground command center with DV of 10.
- *Dirt berm*– Typical mounds of packed dirt found around quickly built bases and often topped with sandbags, these thick barriers have a DV of 6. An emplaced gun or mortar pit will have a dirt berm with sandbag covering around it to protect the weapon with a slit trench for cover for the crew.
- *Frame structure* – Made of wood or lightweight materials providing a DV of 1.
- *Hooch* – A hut constructed of bamboo and fronds or grass, it offers concealment but no cover whatsoever so has a DV of 0. Collapsing this type of structure will only result in Obviously Dead occupants if they roll 1d6 versus their Rep and pass 0d6. A collapsed building of this type does not create rubble but its concealment properties remain.
- *Log bunker* – The typically encountered VC and NVA jungle bunker made of logs and dirt with a DV of 4.
- *Masonry buildings* – Brick type house or structure providing a DV of 3.

- *Sandbagged position* – These have a DV of 2.

FIRING AT BUILDINGS - APR

Only APR rated weapons can damage buildings. Here's how we do it:
- The shooter specifies what area of the building he is aiming at. Remember this is a 6" section and could be the whole building or a part of it.
- If firing a weapon with a Target number higher than 1, all shots are considered to hit the same building area unless specifically spread out by the player, with each shot after the first suffering a single (non cumulative) –1 to REP penalty.
- Next roll 2d6 versus the REP of the shooter and check the Building Target Table.

2	BUILDING TARGET
	Taken vs. REP of the shooter

CIRCUMSTANCE	MODIFIER
Firing at target over 48" away	-1 to REP

# D6 PASSED	RESULT
2	Hit: • Roll on Building Penetration Table.
1	If shooter Fast Moved: • Miss. Target ignores fire. If target is a bunker: • Miss. Target ignores fire. If firing at a building with multiple areas: • Hit next closest area at random. Target takes Received Fire Test. Otherwise: • Hit. Roll on Building Penetration Table.
0	Miss: • Target ignores fire.

DAMAGING BUILDINGS

When a building area has been hit by an APR weapon it may suffer damage. Here's how we do it:
- Start with the APR of the weapon.
- Subtract the Defensive Value of the affected area.
- Determine the difference and consult the Building Penetration Table.

2	**BUILDING PENETRATION**
	(APR - DV)

# DICE PASSED	RESULT
2	Building area under fire collapses and all inside are obviously dead.
1	Round causes havoc. All inside building area take the Recover from Knock Down Test.
0	Round does not penetrate. Occupants of building take the Received Fire Test.

Example- SGT Reese (REP 4) fires a LAW (APR 5) at an old French Colonial brick storefront (DV 3) to try and blast out some NVA hidden within. The building has two floors, and Reese chooses to fire at the upper floor. His Building Target roll results in passing 1d6, with the LAW hitting the bottom floor. The APR of the Law is 5. The Defensive Value of the building is 3. The difference is 2. Reese rolls 2d6 versus the target number of 3 and scores a 1 and 4. The round penetrates the building causing all the occupants to take a Recover From Knock Down Test but the building is still intact.

FIRING AT BUILDINGS - NON - APR

It is possible to fire at a building with a non-APR weapon if it has an Impact higher than the DV of the building. Here's how we do it:

- The shooter may or may not know that there are actually targets inside the building.
- The shooter specifies an area to fire and rolls on the Ranged Combat Table normally. Only a score of 10 or greater results in a hit on a target at random.
- Damage is rolled for each hit being sure to subtract the DV from the Impact to arrive at a new Impact.
- Be sure to count any "ones" for running out of ammo!

Example- Three NVA are inside a makeshift structure that serves as a bar (DV 1). SFC Garcia (REP 5) fires his M-16 (Impact 2) and scores a hit. Damage is tested for versus an Impact of 1, due to the building's DV of 1 reducing the Impact by 1.

EXPLOSIONS WITHIN BUILDINGS

Being enclosed spaces, buildings have a tendency to focus the blast effect of explosives, making them much more dangerous. Anytime an explosion occurs within a building area, such as from a grenade, the Impact is increased by one.

BUNKERS

Bunkers are engineered fighting positions designed to provide the most protection for the occupant as well as maximizing his defensive posture. Bunkers are often interconnected with trenches or tunnels as well as covered by other fighting positions. Here's how bunkers work:

- Bunkers will always have an entrance on the opposite of its front facing.
- It may (1-3) have a tunnel entrance inside.
- The security provided by a bunker allows for its occupants to roll 3d6 instead of 2d6 when taking the Received Fire Test. Communist bunkers can hold 1/2d6 figures.
- FWF bunkers are large enough for up to four figures.
- Figures inside bunkers have their LOS and firing arc reduced to 90° out of any opening or aperture."
- Bunkers provide protection from any blast effects weapon (other than flame-throwers) that land outside as long as the Impact is not greater than the DV.
- The Outgunned Rating of blast circle weapons that miss count as 2 less when considering Reaction Tests for troops in bunkers.

DAMAGING BUNKERS

Hitting a bunker with an Impact higher than its Defensive Value is handled like hitting a building. What if you do not have an APR capable of penetrating the bunker? You can fire at it with weapons that cannot penetrate but could suppress the occupants.

SUPPRESSING BUNKERS

When you try to suppress a bunker you are trying to get the shooters on the inside to duck back from the apertures so they can no longer fire out. Instead of using the normal small arms fire rules we substitute the following procedures when attempting to suppress structures:

- Declare the targeted bunker and all figures firing at it.
- Roll In Sight for all involved.
- Only those figures able to fire before the bunker occupants may attempt to suppress the bunker. Those in the firing order behind the bunker

occupants count as having fired, but do not roll dice.

- The figures attempting to suppress the bunker each roll a number of d6 equal to their weapons Target Rating. Explosive weapons count as 5d6.
- Count all successes (scores of 1, 2 or 3).
- Compare the total number of successes to the DV of the bunker.
- If the number of successes is less than the DV of the bunker there is no effect.
- If the total number of successes exceeds the DV of the bunker then the occupants roll on the Bunker Suppression Table versus their average REP, rounded up, and immediately carryout the results.
- This procedure can also be used against other structures as well.

2	**BUNKER SUPPRESSION**

(Taken vs. the average Rep of the occupants, rounded up)

# D6 PASSED	*RESULT*
2	Carry on. The occupants are not suppressed.
1	If at least twice as many successes were scored than the Defensive Value of the bunker: • Suppressed. Occupants may not react or fire until they are next active. Otherwise: • Carry on but at a -1 REP for next activation.
0	Suppressed. The occupants may not react or fire until they are next active.

Example- A pair of VC with an average REP of 3 are firing from a log bunker that has a DV of 4. I declare that I want to use 6 troops with M-16s to attempt to suppress the bunker, and an In Sight test is rolled for both sides. The VC both score 2, while my troops score 5, 4, 3, 2, 1, and 1. Only the troops that scored 5, 4, and 3 are able to actually fire, as those that scored 2 or 1 are would either act at the same time or after the bunker occupants. Those not actually firing still count as having fired.

I roll 12d6 for the M-16s, scoring 6 successes, which is more than the DV of 4 of the bunker. The VC roll 1d6 versus their average REP of 3 and pass 1d6. Since the 6 successes I scored are not twice as much as the DV of 4 the VC will act at –1 REP until their next activation.

CLEARING OUT THE BUNKER

Once you have the bunker suppressed it's easy to take it out. Just run up to the aperture and drop in a grenade.

BURNING DOWN BUILDINGS

Many of the structures in Southeast Asia are made of very flammable materials, such as palm, grass thatch, and bamboo. FWF were often called upon to destroy enemy or abandoned structures of various types during the course of operations, usually by burning them down. Intentionally igniting a flammable building (which would include masonry and brick buildings, but not concrete ones) is a simple process. Here's how we do it:

- All soldiers are considered to be carrying a lighter or matches or something that can start fires.
- A figure must declare he is attempting to ignite a fire while being in contact with the structure.
- It takes a full turn of uninterrupted Activation per DV of the structure to start the fire in one 6"x6" area of the structure.
- If it is a normal rain then increase the DV of the structure by one when attempting to burn it down.
- If it is a monsoon rain then increase the DV of the structure by three when attempting to burn it down.
- More than one figure at a time may attempt to start a fire in the same structure, combining their work to shorten the time it takes to start the fire by one turn of Activation per added figure but never less than one full turn of Activation.

Once the structure is burning use the following procedure:

- Once the fire is burning it will reduce the DV of the structure by one point for each turn of activation.
- When the DV is reduced to zero all adjacent building sections will then catch on fire.
- Anyone caught in a building reduced to zero DV is Obviously Dead.

Individuals caught in a burning structure must test to see if they remain inside or flee the structure. Here's how we do it:

- When active roll 2d6 versus the REP of the figure.
- Determine how many d6 are passed.
- Consult the In a Fire Table.

2   IN A FIRE

(Taken vs. the average Rep of the occupants)

# D6 PASSED	RESULT
2	Leave if the structure is at DV 1. Otherwise carry one.
1	Leave if the structure is at DV 1 or half of its original DV. Otherwise carry one.
0	Figure suffers damage as if hit by an Impact 3 weapon. If Stunned count as Out of the Fight. Those recovered will count a -1d6 penalty when taking the After the Battle Recovery Test.

Burning structures create smoke while they burn using the same rules as smoke grenades *(page, 44)*, with the exception that the smoke does not have a chance of going away. Structures burn until reduced to DV 0.

STOP!

Before we go any farther, let's destroy some buildings.

You have come across a concrete building with three VC inside. What is its DV? What is the minimum APR that will allow you to roll on the Building Penetration Table?

You have a squad of ten men with M-16s and one soldier with an M-20 Rocket Launcher. Use the M-16s to suppress the building and the M-20 to knock it out.

If your Rep 4 M-20 soldier fired and scored a result of 1 and 6 with the M-20 on the Building Penetration Table what happened?

Now move on to the section on Terrain.

6 TERRAIN

The country of South Vietnam had some of the most incredible scenery, as well as an amazing variety of different terrain types. You may encounter everything from the shifting sand dunes and pine trees of the northern coast and palm-choked swamps of the southern delta to savannah-like grasslands and jungle-covered hillsides. It wasn't all just a carpet of green!

Terrain plays a major part in movement and how a battle may unfold. Some terrain types offer excellent cover, but are difficult to move through, while others are reasonably clear.

The Free World Forces divided the country info four command zones, called "Corps Tactical Zones" (CTZ), or just "Corps" for short. In FNG each CTZ is further divided into Areas of Operation (AO) which represent the general areas that combat commonly occurred. The Corps and their Areas of Operation are:
- *I Corps:* DMZ, Coastal and Interior.
- *II Corps:* Coastal, Interior and Highlands.
- *III Corps:* Coastal, Interior, Highlands Free Fire Zone, and Swamp.
- *IV Corps:* Swamp, Interior, and Free Fire Zone.

The terrain on the table will be determined by the Corps that you choose to play *(page, 53)*.

SETTING UP THE TABLE

The first thing you must do is to divide your table into six equal parts, called "sectors."
- On a 5'x3' table (an average kitchen table) you will have two rows of three sectors, each being roughly 1'-6"x1'-7".
- On an 8'x4' (normal plywood sheet) or 8'x5' (normal convention table made from two 8'x30" tables) you will need larger sectors, and may wish to adjust base game length to compensate for the larger area.

Below is a diagram of table 5' long x 3' wide.

Long side

1	2	3
4	5	6

Short side
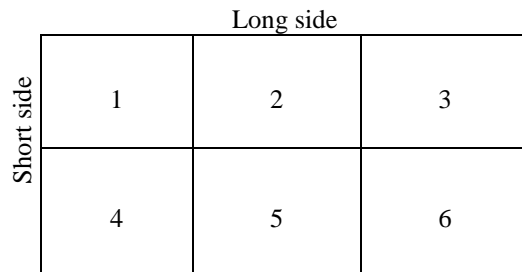
Terrain may now be placed. There are several ways to do this.

- The first is to just place terrain as you want to, whether based on a map or on a whim.
- Another is for each player to take turns placing a bit of terrain rolled from the random tables below.
- Finally, there is the random method, where the table is broken down into 6"x6" areas (small table) or 1'x1' areas (large table). Roll 1d6 for each section sequentially on the Terrain Generator Table for the appropriate Corps.

2   TERRAIN GENERATOR - I CORPS
(2d6 added together)

#	DMZ (1)	COASTAL (3)	INTERIOR (2)
2	Double canopy jungle	River	Triple canopy jungle
3	Rough	Road [1]	Double canopy jungle
4	Scrub	Single canopy jungle	Forest
5	Scrub	Clear	Scrub [2]
6	Clear	Scrub	Rice paddy
7	Elephant grass	Rice paddy	Rice paddy
8	Craters [1]	Forest	Hill [4] [3]
9	Single canopy jungle	Forest	River
10	Bamboo	Sand dunes	Bamboo
11	Hill [4] [3]	Hill [4]	Craters [1] [3]
12	Craters [1] [3]	Swamp	Hill [4] [3]

(1)This terrain is laid on top of another type of terrain such as a crater in Elephant Grass. Roll again for the type of terrain that is underneath.

(2) Will be inside a Marsh during rainy season.

(3) Will be muddy during the monsoon season.

(4)This terrain is laid under another type of terrain such as a wooded hill. Roll again for the type of terrain that is on top of it.

2   TERRAIN GENERATOR - II CORPS
(2d6 added together)

#	COASTAL (3)	INTERIOR (2)	HIGHLANDS (1)
2	Road[1]	Single canopy jungle	Road [1] [3]
3	River	Double canopy jungle	Elephant grass
4	Forest	River	Triple canopy jungle
5	Swamp	Elephant grass	Hill [4] [3]
6	Rice paddy	Rice paddy	Double canopy jungle
7	Bamboo	Double canopy jungle	Hill [4] [3]
8	Clear	Rice paddy	Double canopy jungle
9	Double canopy jungle	Scrub [2]	Hill [4] [3]
10	Single canopy jungle	Hill [4] [3]	Triple canopy jungle
11	Rice paddy	Bamboo	Clear
12	Hill [4]	Clear	Marsh [4]

(1)This terrain is laid on top of another type of terrain such as a crater in Elephant Grass. Roll again for the type of terrain that is underneath.

(2) Will be inside a Marsh during rainy season.

(3) Will be muddy during the monsoon season.

(4)This terrain is laid under another type of terrain such as a wooded hill. Roll again for the type of terrain that is on top of it.

2   TERRAIN GENERATOR - III CORPS - #1
(2d6 added together)

#	COASTAL (3)	INTERIOR (3)	HIGHLANDS (1)
2	Hill [4]	River	Forest
3	Scrub	Swamp	Scrub
4	Bamboo	Hill [4]	River
5	Rice paddy	Double canopy jungle	Bamboo
6	Forest	Forest [2]	Hill [4] [3]
7	Double canopy jungle	Rice paddy	Double canopy jungle
8	Forest	Scrub¤	Triple canopy jungle
9	Marsh [4]	Clear	Hill [4] [3]
10	Bamboo	Rice paddy	Elephant grass
11	River	Hill [4]	Triple canopy jungle
12	Hill [4]	Bamboo	Triple canopy jungle

(1)This terrain is laid on top of another type of terrain such as a crater in Elephant Grass. Roll again for the type of terrain that is underneath.

(2) Will be inside a Marsh during rainy season.

(3) Will be muddy during the monsoon season.

(4)This terrain is laid under another type of terrain such as a wooded hill. Roll again for the type of terrain that is on top of it.

2 TERRAIN GENERATOR - III CORPS - #2
(2d6 added together)

#	*FREE FIRE ZONE (0)*	*SWAMP (1)*
2	Rice paddy	River
3	Bamboo	Bamboo
4	Hill [3]	Scrub [2]
5	Craters [1]	Rice paddy
6	Double canopy jungle	Swamp
7	Scrub [2]	Double canopy jungle
8	Double canopy jungle	Swamp
9	Forest	River
10	Double canopy forest	Swamp
11	Termite mounds [1]	Bamboo
12	River	Scrub [2]

(1)This terrain is laid on top of another type of terrain such as a crater in Elephant Grass. Roll again for the type of terrain that is underneath.

(2) Substitute a River during the rainy season, rather than originally rolled terrain type.

(3)This terrain is laid under another type of terrain such as a wooded hill. Roll again for the type of terrain that is on top of it.

2 TERRAIN GENERATOR - IV CORPS
(2d6 added together)

#	*SWAMP (2)*	*INTERIOR (1)*	*FREE FIRE ZONE (0)*
2	River	River	River
3	Swamp	Road [1] [3]	Hill [1]
4	Bamboo	Rough	Swamp
5	Rice paddy	Hill [4]	Swamp
6	Rice paddy [3]	Rice paddy	Rice paddy
7	Swamp	Swamp	Bamboo
8	Rice paddy	Rice paddy	Scrub [2]
9	Double canopy jungle [2]	Clear	Swamp
10	River	River	Double canopy jungle [2]
11	Scrub [2]	Bamboo	Single canopy jungle
12	Swamp	Double canopy jungle	Swamp

(1)This terrain is laid on top of another type of terrain such as a crater in Elephant Grass. Roll again for the type of terrain that is underneath.

(2) Will be inside a Marsh during rainy season.

(3) Substitute a River during the rainy season, rather than originally rolled terrain type.

(4)This terrain is laid under another type of terrain such as a wooded hill. Roll again for the type of terrain that is on top of it.

WHAT ABOUT BUILDINGS?

A quick look on the Terrain Generators shows that there aren't any buildings listed. But you do have a chance of buildings on your table and here's how we do it:

- After you have set your terrain on the table roll 1d6 for each section on the table.
- If the result is equal or less than the number in parenthesis (called the Population Value) next to the Area of Operation there is a building present in that section.
- After all sections have been rolled move any isolated (in non-adjacent sections) buildings into a section that already has one or more buildings.

Example - My platoon is part of II Corps and my next Mission is in the Highlands (1). I roll 6d6, one for each section and scores 3 ones, equal or less than the number in parenthesis next to the Highlands. I have three buildings located in sections 1, 3 and 4. I move the building from section 3 into section 1, rolled randomly.

BUILDING TYPES

The type of buildings found in the area will be hooches (grass huts) pig pens, sheds, and similar. When structures are present there is a chance that there will also be civilians present. Here's how we find out:

- Roll 1d6.
- If the result is equal or less than the number in parenthesis (called the Population Value) next to the Area of Operation there are civilians present. See the section on Civilians *(page, 55)*.

WHAT TYPE OF TERRAIN PIECES?

In this section we cover the *types of terrain* you will fight your battles over. This will cover a *general description* of the terrain and what effect it may have on your figures. For ideas on terrain and buildings I would suggest viewing movies of the appropriate genre.

Depending upon the size of your section the size of the terrain piece will vary but it is best if it covers the whole section. The boundary of the terrain area should be easy to distinguish. A piece of felt works well for this purpose. Trees, rocks, scrub, etc. can be overlaid over the felt, with the edge of the felt outlining the terrain boundaries.

It is also possible to blend terrain, such as a wooded hill. No matter what, make the terrain work for you with whatever you have.

Bamboo: Stands of bamboo are found throughout Vietnam, and provide a ready source of building material, as well as good concealment. Nearly impossible to move through quietly due to dried leaves and fallen shoots, bamboo is a tangle of verticals and leaf clumps that sometimes have to be crawled through, rather than cut through. Resilient and dense, bamboo has the following effects:

- Reduces foot movement by half.
- Provides concealment from the ground and air, but <u>not</u> cover.
- Reduces LOS to 8" in the day and 6" at night.
- Increases the Impact of blast circle weapons by 1 due to splintering.

Bomb craters: Often found or created on the battlefield, these loose-dirt holes can become a source of both protection and a deathtrap at the same time. When called for there will 1/2d6 craters placed randomly in the table section starting in the center. Bomb craters vary in size based upon the weapon that made it. To determine the size of the crater roll 1d6 and consult the Crater Size Table. All of the craters will be the same size.

1   CRATER SIZE
(Read the score as rolled)

#	CRATER SIZE
1	3" diameter artillery crater.
2	6" diameter small (500 lb) bomb crater.
3	6" diameter small (500 lb) bomb crater.
4	8" diameter large (750 lb) bomb or large (16" battleship) naval cannon crater.
5	8" diameter large (750 lb) bomb or large (16" battleship) naval cannon crater.
6	12" diameter huge (1000 lb+) bomb crater.

Bomb craters have the following effects:

- Reduce movement by half.
- Count as cover for figures inside the crater when at the edge/lip of the crater.
- Figures over 1" away from the edge are considered out of LOS from those outside of the

crater and cannot be hit by small arms fire, unless the enemy figure outside the crater is at the edge/lip shooting into the crater.

- Figures within a crater, whether at the edge or center, count as being in clear terrain for blast circle attacks that center anywhere within the crater.

Clear: Open, empty area without any possible cover or concealment. This could be a meadow, soccer field, or the cleared area along the side of a main road or other sparsely vegetated area. There are no movement or LOS restrictions for Clear terrain.

Elephant Grass: A sharp-edged menace found throughout the country, elephant grass can grow to over 10' tall and create a stifling wall of green. Elephant grass has the following effects:

- Foot movement is reduced by a quarter.
- LOS is 4" at all times.
- Figures within elephant grass count as in concealment, but <u>not</u> cover from the ground, and as in clear terrain from the air.
- Figures at the edge can see beyond and be seen from outside. Once inside the grass 1" away from the edge, they cannot see or be seen from outside the grass.

Forest: Includes pinewoods, plantations, and orchards. There is little undergrowth due to poor soil or constant human tending. Forest has the following effects:

- Movement is not reduced through these areas.
- Visibility between figures inside these terrain features is limited to 18" in the daytime and 9" at night. LOS in orchards/plantations is 36" along cleared rows, but only 18" across rows.
- Those at the edge of these terrain features count as in cover and can see out and be seen from outside the area. Those 4" or farther inside from the edge cannot be seen by anyone outside over 12" from the edge (6" at night).
- Figures count as within cover from the ground and air, but are never fully concealed due to the lack of any undergrowth.

Note: Abandoned plantations that are no longer being worked, which are the vast majority of them, count as single canopy jungle.

Hill: Hills are elevations that slope down in two directions and block line of sight between figures that are on opposite sides of its center or ridgeline. A hill is assumed to be from 12' to 30' higher than flat land. Multiple levels increase the height of the hill.

Hills are an auxiliary terrain type, in that another terrain type is laid over the top of it. Roll again for the terrain type they are a part of, placing both and counting only the

worse case attributes of both. Hills have the following effects:

- Movement up a hill is at a 1/4 speed reduction.
- Figures within 1" of the crest of the hill can see and be seen and are considered to be in cover from direct fire from those on the opposite side.

Impassable: Base of inaccessible mountains or sheer cliff side or pure muck. Impassable terrain has the following effect:

- Movement allowed only on a road and at a quarter of normal movement.

Jungle: There are three types of jungle:

- Single canopy.
- Double canopy.
- Triple canopy.

It is not important how you represent the different types on the gaming table, as long as they are noticeably different as each has a different game effect as below.

Single Canopy Jungle – as the name implies, single canopy jungle has only one layer of treetops, which allows a lot of light to penetrate to the jungle floor. Because of this there is a ton of tangled undergrowth, making movement difficult and visual distances short. Single canopy jungle has the following effects:

- Foot movement is reduced to quarter speed through these areas.
- Visibility between figures inside these terrain features is limited to 6" in the daytime and at night.
- Those at the edge of single canopy jungle count as in cover and fully concealed, and can see out and be seen from outside the jungle area. Those 1" or farther inside from the edge cannot be seen from anyone outside due to the heavy undergrowth.
- Figures within single canopy jungle count as in both cover and concealment from the ground, as well as in cover from blast circle attacks.
- Figures within single canopy jungle count as fully concealed from the air for ranged combat and spotting purposes.

Double Canopy Jungle – double canopy jungle is the stuff of every soldier and explorers' nightmares. It has two distinct layers of canopy foliage, which allows some light to penetrate to the jungle floor, but not much. It is the most common type of jungle in Vietnam. Due to heavy shadows, double canopy is the most difficult type of jungle to see into from above. Double canopy jungle has the following effects:

- Foot movement is reduced to half speed through these areas.

- Visibility between figures inside these terrain features is limited to 8" in the daytime and 6" at night.
- Those at the edge of double canopy jungle count as in cover and can see out and be seen from outside the area. Those 1" or farther inside from the edge cannot be seen from anyone outside the jungle due to the heavy undergrowth.
- Figures within count as in both cover and concealment from the ground and the air.

Triple Canopy Jungle – triple canopy jungle has many layers of canopy foliage, which all seems to weave together to form an almost solid top. Almost no light penetrates to the jungle floor, creating a dark and humid atmosphere of rot where there is never a breeze. Because of this there is almost no undergrowth. Triple canopy jungle has the following effects:

- Foot movement is not reduced, unless it is on a slope.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 9" at night.
- Those at the edge of triple canopy jungle count as in cover and can see out and be seen from outside the jungle area. Those 4" or farther inside from the edge cannot be seen from anyone outside the jungle due to the heavy shadows and tree trunks.
- Figures within triple canopy jungle count as in cover from the ground but *not* as concealed.
- Figures within triple canopy jungle cannot be seen from the air, except from hovering helicopters within 2".

Marsh: Essentially a quagmire of wet and muddy ground, marshes can be found in any terrain <u>other than sand dunes or on hills</u>.

Marsh is an auxiliary terrain type, in that another terrain type is laid over the top of it. Roll again for the terrain type they are a part of, placing both and counting only the worse case attributes of both. If a hill or sand dunes is rolled, there will be no Marsh. Marsh has the following effects:

- Reduce foot movement by half.
- Marshes do not provide cover or concealment.
- LOS is reduced to 24" in the day, and 12" at night.

> *Example- A marsh is rolled on a Terrain Table. A second roll shows that it is grouped with elephant grass, creating an area where foot movement is reduced by half, LOS is 4" at all times, and counts as concealment from the ground but not the air.*

Mud: Certain terrain types become a slurry of mud when exposed to extended periods of rain, such as during the monsoon season. These terrain types are noted on the

random tables in the Missions section. Note that some terrain types become mud in some regions, but not others. Marsh has the following effects:

- Normal movement is halved.
- Fast moving is not possible.

Rice Paddies: Perhaps the most iconic of Vietnam terrain, rice paddies are (mostly) rectilinear fields separated by thick raised earthen dikes that are easily traversed when dry. Paddies are encountered either full of water, or completely dried out, depending on the season. Paddies have the following effects:

- Reduce movement by half when flooded.
- Count as open terrain when dry.
- Dikes provide cover and concealment from fire and observation across a dike to figures in the paddy touching the dike but no cover or concealment for figures or vehicles on the dike.
- The fields count as concealment for prone figures, but not figures standing, unless near harvest season (determined by players before game) where the crops are considered tall grass.

River/Stream/Canal: Especially prevalent in the delta region, "blue lines" may occur just about anywhere. Here's how we handle Rivers and the like.

- When a river is called for in one section it will run the length of the board from one table edge to the opposite edge through adjacent sections if need be but it will go around or between hills.
- Rivers run along and around a hill even if that means it will change its direction.
- Rivers run either from west to east (1-2), east to west (3), south to north (4) or north to south (5-6) through the center of each section.
- If there are roads on the table that cross the river then they will do so at a ford. Bridges are only encountered based on a scenario.
- If there is no road and no bridge on the river it must be forded or swum across. See Crossing Water *(page, 49)*.
- Canals and streams are 4 + 1d6" wide.
- Rivers are 8 + 1d6" wide.
- Figures in a river or canal or on a river bank count as in cover from figures outside the river, unless those enemy figures are on the banks themselves or have LOS to, down, or from the river.

WATER DEPTH

There are three waters depths. They are:

- **Depth 1**- The water is less than knee deep and does not cause any penalties while crossing, and counts as open terrain. Figures may attempt to Fast Move through the water normally.

- **Depth 2** - The water is over waist deep and slows regular movement by half. You may still use weapons while wading through the water. You may decide to swim *(page, 49)* instead of wading at a rate of 6" per turn though you may not use weapons while doing so. Figures may attempt to Fast Move through the water but using only 1d6.
- **Depth 3** - The water is considered to be very deep and can only be crossed by swimming.

CURRENT SPEED

The current speed is a measure of how fast the water is flowing. The higher the speed the harder it is to cross the water. Current speed is used in the following ways:

- It is subtracted from the REP when taking the Swimming Test *(page, 50)*.
- It is the distance in inches any figure swimming across will be carried downstream by the current each turn, whether they pass their Swimming Test or not.

CROSSING WATER

Crossing the numerous murky rivers and canals of Vietnam can be a time consuming and exhausting affair, especially if the water is deeper than a person is tall or it is flowing fast. If there are no easy crossing points, such as a bridge or ford, the only option may be to swim or wade across.

Before you can cross the river you must know two things about the river:

- Its water depth.
- Its current speed.

As most rivers and canals are silted and murky, the condition can only be discovered by someone entering the water. Here's how you do it:

- Move the figure 3" into the water.
- Roll 1/2d6 twice.
- The first result is the water depth.
- The second result is the current speed.

Once a single figure discovers the speed of the water it applies for the whole body of water for the whole Mission.

Once a single figure discovers the depth of the water it only applies 12" up and down stream. Any figure moving outside of this area must check for depth for the next 12".

SWIMMING

At the beginning of each turn of Activation figures in Depth 3 water must, and those in Depth 2 water may, attempt to swim. Here's how we do it:

- Start with the REP of the swimmer.

- Subtract the current speed of the water from the swimmer's REP.
- Roll 2d6 versus this modified REP and consult the Swimming Table.
- Carry out the results based on the number of d6 that are passed.

2	**SWIMMING**
	(Taken vs. Rep less current speed of the water)

# D6 PASSED	RESULT
2	No Problems. The figure may swim up to 6".
1	If having reached this result previously during this swimming attempt the figure counts as if passed 0d6. Otherwise… Slight Trouble. The figure begins to founder slightly but may swim up to 3". Figures in Slight Trouble count a -1 to their REP if involved in melee this turn.
0	Big Trouble. The figure is in danger of drowning. He does not move this turn and must pass 2d6 when next rolling on this table or be reached by another figure next turn, or he will drown at the end of that turn.

COMBAT WHILE SWIMMING

Figures that are swimming may not fire weapons or throw grenades. They can engage in melee combat counting a minus one to their Rep if fighting those on shore.

- Any figure put Out of the Fight will drown in two turns if not aided.
- Any figure Knocked Down will automatically be in Slight Trouble on the Swim Table next turn when/if the figures recovers from knock down.

AIDING OTHER SWIMMERS

Out of the Fight or swimmers otherwise in distress can be aided in the following ways:

- One or more figures must swim to them within one turn of being in distress to keep them afloat. Otherwise they will drown.
- Figures helping those in distress move at half their normal swimming speed once they have retrieved them.
- If only one swimming figure attempts to rescue the casualty, the rescuer will count a -1 to its REP for Swimming Tests for as long as the casualty is in tow, or until another figure arrives to help.

- A maximum of two figures may help another figure in water.
- The crew of a watercraft may move next to the OOF figures and haul them aboard as well.

Road: Obviously well maintained hard surface road. A road is laid on top of another type of terrain such as a hill. Roll again for the type of terrain that is underneath. Roads have the following effects:

- When a road is called for in one section it will run the length of the board from one table edge to the opposite edge through adjacent sections if need be.
- Roads run either from left to right (1-3) or north to south (4-6) through the center of each section.
- A road allows normal road movement when combined with another piece of terrain such as a road going over a hill or through woods.
- If there are three or more buildings on the table they will be grouped together around the road as close to the center of the table as possible.
- Roads are 3 + 1/2d6" wide.

Rough: Includes boulder fields, rubble, felled trees and rough terrain with patches of cover and concealment. Rough terrain has the following effects:

- Movement reduced to half speed through these areas.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those at the edge of these terrain features count as in cover and can see out and be seen from outside the area. Those 1" or farther inside from the edge cannot be seen from anyone over 12" away (6" at night).

Sand: Typical beach. Counts as open terrain and does not impede foot movement at all.

Sand Dune: Large and sinuous, sand dunes are encountered along the shores and slightly inland in the I Corps area. Often over man high, sand dunes count as hills. They are a minimum of 12" long and 6" wide. Sand dunes have the following effects:

- Dunes are difficult to move over on foot, reducing movement by half.

Scrub/Savannah: Essentially an open area covered in short shrubs and low grass with only the occasional tree, scrubland provides no hindrance or bonus other than the following:

- Provides concealment to prone. Prone figures can be seen by standing figures 6" or closer. Prone figures can see standing figures 12" away or closer.

- Figures in scrub/savannah count as in the open from the air.

Swamp: Most often found in the IV Corps river delta region, swamps are also widespread anywhere there is water. Densely populated with mangrove trees or nipa palms, swampy areas are very taxing to move through. Swamps have the following effects:
- Reduce foot movement by half.
- Count as cover from ground and air, but not concealment.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those at the edge of swamps count as in cover and can see out and be seen from outside the swamp. Those 4" or farther inside from the edge cannot be seen from anyone outside the swamp due to tree trunks and roots.

MAN MADE FEATURES

Just about anywhere a fighting man stays for longer than a smoke break he'll modify the area for defensive purposes in order to better protect his hide. The following are some of those features often encountered on a battlefield.

BARBED/CONCERTINA WIRE

Barbed wire is used to strengthening defensive positions. It may be encountered in a single strand (1-3), double strand (4-6). Barbed wire has the following effects:
- Single barbed wire strands are 2" deep. Double strands are 4" deep.
- Barbed wire may be crossed at 2" per turn, but only if the figure scores at least 4" additional movement on a Fast Move Test. If scoring 3" or less the figure is moved 1". If scoring zero additional movement the figure remains in place. Crossing the wire in this manner takes the figures full movement for the turn, regardless of how much it had left when it contacted the wire.
- A 4"x4" hole may be blown in barbed wire with a satchel charge, recoilless rifle, or bazooka/RPG round. Grenades are not strong enough.
- Wire cutters may be used to clip a 1" x 1" opening.

INFANTRY FIGHTING POSITIONS

Below ground plane dug out positions; these include foxholes, spider holes trenches and some natural terrain features such as ditches and berms. They do not impede movement, but do provide cover for those within them. Foxholes and trenches can be camouflaged. Spider holes are always camouflaged.

Camouflaged positions count as both cover and concealment.

Prone figures within these constructs cannot be hit by small arms or blast circle attacks centered outside of their "hole" up to Impact 3/APR 3, but count as in cover from larger explosions.

Infantry fighting positions are available when a scenario allows them or when you agree on their use in a game. It takes too long to dig a foxhole or a trench during a fire fight.

Note: Spider holes are limited to VC and NVA troops and FWF Special Forces troops.

MINEFIELD

Intentionally laid (not booby traps) anti-personnel minefields are rarely encountered in Vietnam, except around the most well protected NVA bases or as relics of the French Indochina war and as scenario specific terrain. However, in case one is encountered, minefields have the following effects:
- Cover an area 6"x6".
- For each turn a figure is within the area they must roll 1d6 vs. REP. Passing 0d6 results in an attack with a 5" blast circle at Impact 2 being centered on that figure, attacking any others within the blast circle.
- Minefields may only be cleared by Engineers at a rate of 2"x2" per turn of dedicated work per individual, or by artillery or airstrikes. Artillery and rockets or bombs have a chance to clear a 6x6" area of (1) Artillery barrage; (1-2) Rocket or (1-3) 500 lb bomb; (1-4) 750 pd bomb and a 1000+ pound bomb just kind of replaces the field with a crater. Don't roll to determine if the field is clear until a figure has moved into it and failed its 1d6 REP check.

PUNJI STAKES

Nothing more than sharpened lengths of bamboo or bamboo splinters (often covered with excrement to cause infections), punji stakes are nevertheless very capable of penetrating both flesh and boot. This effective deterrent will often be found around villages, as a booby trap on trails, around Special Forces camps, and especially VC and NVA bases and fortifications.
- Punji stakes cover an area at least 4"x4" deep unless a booby trap in which case there is a small covered pit with several stakes within.
- They may be crossed at 2" per turn.
- For each turn a figure is within the area the figure must roll 1d6 vs. REP. Passing 0d6 results in an Impact 1 hit being taken by that figure.

- Punji stakes may be manually removed by spending an entire turn doing nothing (including moving or shooting) but clearing an area 2"x2".
- A 4"x4" hole may be blown in punji stakes with a satchel charge, or recoilless rifle, bazooka/RPG round, or 1 block of C-4. Grenades are not powerful enough.

STOP!

This completes the terrain section of the rules. I suggest that you generate three or four tables of terrain before moving on. Once you have learned how to do this you can put together all that you have learned.

Start with a small 3'x3' table and generate the terrain.

Sprinkle in a building or two.

Grab a squad of infantry and one to fight against.

Now play a game or two.

When you're comfortable with the mechanics move on to the next section, Playing the Game.

7 PLAYING THE GAME

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively). Everyone knows the benefits and pitfalls of head to head but let's discuss solo and same side.

THE GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

Play on the same side? No way. That was until Two Hour Wargames came along.

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because when you add the Campaign rules all the work is done for you.

From deciding the forces involved to the scenario you play all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. And by doing this no two games will ever be alike.

SAME SIDE

So we've explained how THW handles solo play so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game whether it's your friend, your kid or (gasp) your wife or girlfriend! Give it a try.

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times you want to play head to head? It's real simple.

- Agree on the Mission Type *(page, 59)* and what role each player will play.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, actually are. They can be actual troops or empty decoys.
- PEFs are placed as outlined in the Mission and PEFs are used to replace the figures of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Mission as written.

PEFs? Mission Type? What the…?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started. First off, let's talk about Campaigns.

8 CAMPAIGN

Campaigns can be as simple or as detailed as you want. The choice is up to use. Feel free to use as little or as much of the following rules for your battles and campaigns. In this part you will learn about Missions and how to link several together into a continuous campaign where the result of one battle will sometimes affect the course of the next. During this campaign your squad and platoon will constantly change and your characters come and go as the fortunes of war dictate.

You will be playing one tour of duty.

TIME IN THE CAMPAIGN

The campaign takes place during a two-year timeframe starting in January 1967 and ending at the end of December 1968. You may start at any point in this time frame, as long as the campaign concludes no later than December 31, 1968.

The campaign is played in bi-monthly turns. Each month has two parts, an early part and a late part roughly corresponding to two-week periods, giving a full one-year tour twenty four turns, and a full thirteen month USMC tour twenty six turns.

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

GETTING STARTED

To get started you must do the following:
- Choose which army list to use *(page, 7)*.
- Decide which unit type you will use from the army list *(page2, 9, 10, or 12)*.
- Fill out your Platoon Roster [1] *(page, 110)*.
- Assign each soldier their DEROS *(page, 53)*.
- Decide which Corps you will be fighting in *(page, 53)*. With a little research this can be historical if you choose.

You may wonder why you should create the full platoon when in most cases you will only be using a squad for a mission. Well, having the full platoon fleshed out and ready will make things go quicker when reinforcements are called for, or when larger Missions occur. It also allows you to shuffle troops around between Missions to fill out squads that have taken loses or to bolster a weak squad with some stronger men from another.

DEROS

DEROS (Date of Estimated Return from Over Seas) is the term used to indicate how much time is left in a soldier's tour, in months. Once a soldier has reduced his DEROS to zero he heads home and is replaced by a new soldier (called an "FNG", or "Cherry"). This means your men will be coming and going during your tour of duty. Here's how we do it:
- When creating your platoon, roll 2d6 for all troops of NCO rank or below.
- Add the scores together and place the result in the DEROS column of the Platoon Roster. This is the number of months [1] before the soldier returns home and must be replaced.
- Roll 1d6 for each Officer. This is the number of months [1] before the Officer is reassigned and must be replaced.

(1) Remember, two campaign turns equals one month.

CHOOSING YOUR CORPS

What Corps you choose will influence where your Missions will take place.
- The U.S. Marine Corps fought almost exclusively in I Corps during the campaign time frame.
- ANZAC forces fought mostly in central and eastern III Corps.
- Units that were a part of Riverine Task Forces operated in IV Corps and southern III Corps.
- U.S. Army, Special Forces and ARVN forces fought everywhere and anywhere.

Some units, such as 1st Cav, frequently moved about, sometimes even moving to a whole new Corps Area. This is totally up to you what you want to do.

To help with your choice we'll provide some important information and where it can be found. For the best bang for your buck go down the list one at a time, referring to the pages where listed.

CORPS ZONES AND AREA OF OPERATIONS

Each Corp operated in its own Zone. Operations were focused in different areas in each Corps Zone. For example, in IV Corps combat operations took place mostly near population, rice growing and water transport centers, while in II Corps most operations were focused either in the lowlands between the cities and the foothills or in the deep highlands to block NVA infiltration from Laos and Cambodia.

This is reflected by the Terrain Generator Table *(page, 45)* for each Corps.

DETERMINING THE AREA OF OPERATIONS

Here's how you will determine in which Area of Operations (AO) your Mission will take place.

- Roll 1d6 for each column on the appropriate Terrain Generator. Add 2 to the column where your last Mission was. The high score is the column to use, re-roll any ties.

Example - I am using the II Corps Table. I roll 1d6 for each of the three columns. I score a 3 for Coastal, 4 for the Interior and a 3 for the Highlands. My last Mission was in the Highlands so I add 2 to my score for a total of 5. My Mission will be in the Highlands.
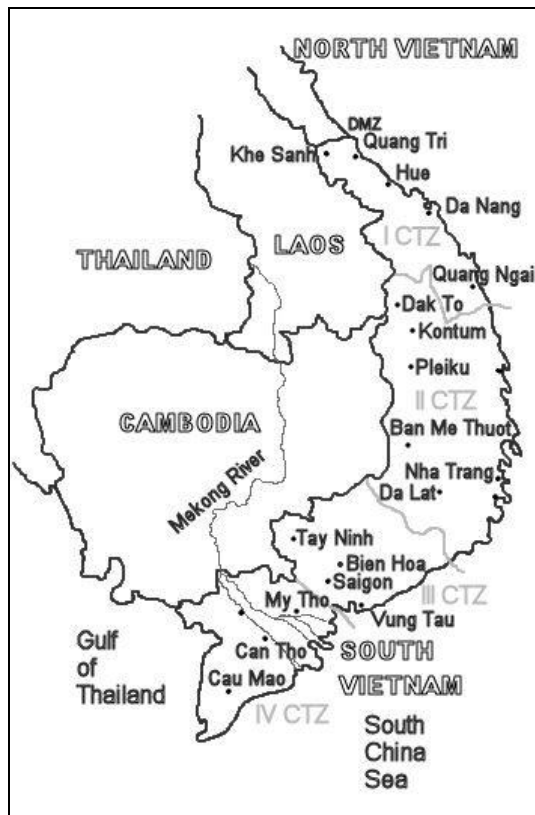
TERRAIN GENERATOR TABLES

The Terrain Generator Tables *(page, 45)* will tell you what type of terrain to expect. This will range from thick jungle to clear terrain. Take a look at each table to see how they differ.

AO STATUS

The villages, districts, and provinces of South Vietnam were often labeled with one of three political statuses to show the level of government influence and control in these areas. They were:
- Pro-Communist.
- Contested.
- Pacified.

AO Status tells us what level enemy resistance to expect.

2	AO POLITICAL STATUS
	(2d6 added together)

I CORPS	*MODIFIER*
DMZ	+1
Coastal	+1
Interior	+2
II CORPS	*MODIFIER*
Highlands	+1
Coastal	+2
Interior	+1
III CORPS	*MODIFIER*
Free Fire Zone	+2
IV CORPS	*MODIFIER*
Swamp	+1
Free Fire Zone	+2
Interior	-1

#	*RESULT*
2 or less to 5	Pacified. Reduce the Enemy Activity Level by one.
6 to 8	Contested. No modifier to the Enemy Activity Level.
9 to 12+	Pro-Communist. Increase the Enemy Activity Level of the enemy by one.

Example - I am operating with II Corps. I roll 2d6 and score a 3 and 5 for a total of 8. I modify this by 1 as my Mission is in the Highlands. Looking on the table I see that the modified total of 9 means the area is Pro-Communist.

CIVILIANS

Most of the Vietnam War was fought in and around villages and hamlets teaming with non-combatants. It is true that some had their sympathies for the Communists and some supported the government, but most just wanted to be left alone to live as they had for hundreds of years.

Note: In highland areas, civilians will always be Montagnards. Vietnamese will be found in all other areas.

CIVILIAN REPs

All civilians are REP 2.

ACTIVATING CIVILIANS

Civilians will activate at the end of each turn that *any* Activation score of 3 or better is rolled on either d6.

HOW MANY

There will be 1/2d6 civilians per building.

WHERE ARE THEY

They will be 1+ 1/2d6" from the building.

WHAT ARE THEY DOING?

The activities listed are for start-of-game purposes only, as troop interaction or nearby combat will most likely change the priorities of non-combatants. Here's how we find out what they are doing:

- Roll 1d6 for each civilian.
- Read the result as rolled and consult the Civilian Activity Table.

1	**CIVILIAN ACTIVITY**
	(Read the score as rolled)

#	CRATER SIZE
1	Speaking with nearest civilian within 1" or moving towards nearest civilian.
2	Moving towards field/paddy/orchard or pig pen.
3	Moving towards nearest building.
4	Just sitting or standing around.
5	Working on textile/mending clothing/weaving etc.
6	Heading at normal speed to move off-table via a road or trail if present.

CIVILIAN REACTIONS

Naturally, civilians are afraid of combat. No one wants to be caught in the crossfire. Here's how we do it:

- Whenever any shooting or explosions occur within 12" of a civilian, or the target of such is within 12" and LOS, each group of civilians must roll 2d6 versus REP.
- Determine the number of d6 passed and consult the Civilian Reaction Table.
- Immediately carry out the results.

2	**CIVILIAN REACTION**
	(Taken versus REP)

# D6 PASSED	RESULT
2	Civilian Fast Moves away from the shooter or towards cover, whichever is closer.
1	Civilian moves towards nearest cover.
0	Civilian drops prone (1-3) or remains standing frozen in place (4-6).

Any civilian casualty will count a -1 Victory Point towards the Mission unless otherwise noted.

SPEAK LOCAL

Few Free World soldiers came to Vietnam with the ability to speak a single word of the indigenous languages, making any dialog near impossible. However, most troops learned to jumble together English, French, and a few words of Vietnamese to be able to communicate in a very unreliable pidgin. Here's how we communicate with Civilians and Indigenous Troops *(page, 56)* in *FNG:*

- Figures must be in base-to-base contact.
- Player may choose to speak with any or all civilians present but each civilian maybe spoken to only once.
- Player starts with 1d6 per each point of REP.
- Civilian starts with 1d6 per each point of Enemy Activity Level.
- Both sides modify their d6 total for any applicable circumstances.
- Roll modified total looking for successes, a result of 1, 2, or 3.
- Compare the number of successes rolled by each side and consult the Speak Local - Civilians Table.
- Immediately carry out the results.

REP   SPEAK LOCAL - CIVILIANS

(REP versus EAL)

CIRCUMSTANCE AFFECTING PLAYER	MODIFIER
Do not have the Fluent Attribute.	-2d6
CIRCUMSTANCE AFFECTING CIVILIAN	**MODIFIER**
Shooting has already occurred on the table or a civilian building has been destroyed.	+2d6
Civilian has been wounded or killed by directly or indirectly by FWF.	+2d6

# SUCCESSES SCORED	RESULT
Twice that of Civilian	*Civilian* reveals all enemy PEFs. Will accompany player force negating all booby traps. Will move as directed this turn.
More than Civilian	*Civilian* reveals the nearest booby trap (1-4) or PEF (5-6). Next Booby Trap triggered above ground is treated as disarmed. Civilians will move as directed this turn, but only at normal speed.
Same number as Civilian	*Civilians* will not divulge any information. Will not move this turn but will next turn.
Less than Civilian	*Civilians* will not divulge any information or move without force. To force them to move fight a round of melee. * If the civilian wins it will flee Fast Move away. Any other result means the civilian will move as directed.

* No actual damage is dealt, just physical intimidation is used.

Example - Sgt. Billy Pink (REP 5) runs into a lone civilian on the road. He wants to speak with him so the Speak Local -Civilians Test is taken. Billy rolls 5d6 but isn't Fluent so it is reduced to 3d6. He scores 2 successes. The civilian rolls 3d6 as the Enemy Activity Level of the area is 3. She scores 1 success. As Billy scored one more success than the civilian she reveals the nearest booby trap (1-4) or PEF (5-6). Next Booby Trap triggered above ground is treated as disarmed. If directed, she would move this turn, but only at normal speed.

INDIGENOUS TROOPS

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 the key to battlefield survival. The following rules are taken from the point of view of a U.S. Advisor to an allied indigenous unit, be it ARVN or CIDG.

Any time an Advisor attempts to get his unit to do anything more complex than "follow me and shoot the bad guys," a Speak Local - Indigenous Troops Test must be taken to see if the unit understands and follows the orders. 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, so one fire team or squad can create a base of fire while another assaults, ordering a soldier to search for booby traps, and many other instances. Here's how we do it in *FNG:*

- Figures must be in base-to-base contact.
- Player must speak with the highest ranking character in the group who will relay the order to his men.
- Player starts with 1d6 per each point of REP.
- Player modifies his d6 total for any applicable circumstances.
- Roll modified total looking for successes, a result of 1, 2, or 3.
- Count the number of successes and consult the Speak Local - Indigenous Troops Table.
- Immediately carry out the results.

REP   SPEAK LOCAL - INDIGENOUS TROOPS

(Looking for successes)

CIRCUMSTANCE AFFECTING PLAYER	MODIFIER
Do not have the Fluent Attribute.	-2d6
Unit has taken 25% or more casualties	-1d6

# SUCCESSES SCORED	RESULT
3	*Indigenous Troops* will act as ordered, and no further Speak Local tests will be necessary for this group for the remainder of the battle due to a rapport that has been built with the Advisor.
2	*Indigenous Troops* will wait until next turn to act on the orders given.
1	*Indigenous Troops* will wait until next Activation to act on the orders given, but only at normal movement speed.
0	*Indigenous Troops* being directed will voluntarily not act this turn, other than to fire on the enemy.

Example- SFC Chambers (REP 4) is advising an ARVN platoon. He is attached to one squad, which he wants to wait in a tree line to cover another squad he wants to quickly advance into some rice paddies. He tells the ARVN lieutenant his plan, and takes the Speak Local test with only two dice as he does not have the Fluent Attribute. He scores one success so the Indigenous Troops will wait until next Activation to act on the orders given, but only at normal movement speed.

STOP!

Lay three buildings on the table. Determine how many Civilians are present, where there are and what they are doing.

Move to them and using the Speak Local - Civilians Table question each Civilian.

If you choose to play Indigenous Troops then return to this section and practice with the Speak Local - Indigenous Table.

Now let's show you how to set up a Mission.

9 MISSIONS

The campaign in *FNG* revolves around how your squad or platoon carries out their Missions. The Missions are interlocking and the results of one can affect the results of the next.

CONTACT

At the start of each Campaign turn you must see if you will have a Mission. Here's how we do it:
- Roll 2d6 versus the REP of your Star, the squad leader, modifying if needed.
- Determine how many d6 were passed and consult the Contact Table.

2	**CONTACT**
	(Taken versus REP)

CIRCUMSTANCE	MODIFIER
Rainy season (May to November)	-1 to REP

# D6 PASSED	RESULT
2	You make contact with the enemy. Go to Mission by the Numbers (page, 57).
1	No Contact on this campaign turn but the next time you take this test you will roll 3d6 instead. Go to After The Mission *(page, 102)*.
0	No contact on this campaign turn. Go to After The Mission *(page, 102)*.

MISSIONS BY THE NUMBERS

Once you have made contact it's time to set up the Mission. Here's how we do it:
- Go to the appropriate Corps Terrain Generator Table *(page, 45)* to determine the Area of Operations for the Mission.

Example - I go to the Terrain Generator - II Corps (page, 45) and roll 1d6 for each Area of Operations listed across each column. The high score rolled is for the Highlands. This is my Area of Operations.

- Go to the AO Political Status Table *(page, 54)* and determine the status of the AO.

Example - I am operating with II Corps. I roll 2d6 and score a 3 and 5 for a total of 8. I modify this by 1 as my Mission is in the Highlands. Looking on the table I see that the modified total of 9 means the area is Pro-Communist.

- Determine the FWF Support *(page, 74)*.

Example - I roll 2d6 and score a 2 and a 3. I take the lower score of 2. My Support Level is 2.

- Determine the Enemy Activity Level *(page, 58)*.

Example - I roll 2d6 and score a 2 and a 3. I take the lower score of 2. My Support Level is 2.

- Next determine the Day Part and Weather *(page, 58)* for the Mission.

Example - I go to the Day Part/Weather Table (page, 58) and roll 2d6. The total is a 6 with a result of "Morning. 3 + 1/2d6 turns of Daylight then go to 7". I then roll 2d6 and score a 9 for weather. There will be "inclement weather" during the Mission.

- Determine the type of Mission *(page, 59)*.

> *Example - I'm playing in the Highlands and roll 2d6 for a total of 6. Looking on the Mission Type Table under the Highlands column I see that I have a Recon Mission.*

SUPPORT LEVEL

The FWF strategy in Vietnam during the campaign timeframe was one of body count, rather than one of territorial control. Vast tracts of land were never visited by either side, while others were visited time and again because of suspected enemy presence. Whether you expect to be in the midst of large enemy troop concentrations or in a "dry hole" is determined prior to the mission by determining the Support Level of your enemy. Here's how we do it:

- Roll 2d6.
- If the d6 came up *doubles* count either score.
- If they do not then count the lower score.

The Support Level or SL is very important. It will affect how many Possible Enemy Force markers *(page, 60)* are used at the start of the Mission and when and if either side receives reinforcements *(page, 93)*.

> *Example - I roll 2d6 and score a 3 and 5 for the Communist Support Level. I use the lower score, the 3, and modify this by +1 as determined by the results of the AO Political Status roll. This makes the Enemy Support Level 4. I then roll 2d6 and score a 2 and a 3. I take the lower score of 2. My Support Level is 2.*

ENEMY ACTIVITY LEVEL (EAL)

Before the mission it's time to determine the Enemy Activity Level (EAL). To do this we roll 2d6.

- If the d6 came up *doubles* count either score.
- If they do not then count the lower score.
- Add or deduct any modifiers from the AO Political Status Table. The final result is the *Enemy Activity Level* (EAL) of the AO (area of Operations) that you are in.

The EAL is very important. It will affect when and if the enemy will receive reinforcements and how many PEFs and PCs are placed on the table at the beginning of a mission. It will also indicate what support the VC/NVA have available, as mentioned in the EAL portion of each Mission description. Generally the higher the EAL the more enemy you will see.

WEATHER AND DAY PART

Weather can be a large factor in battles, as it limits visibility and often grounds powerful FWF aerial assets. South Vietnam seemed to have two distinct seasons: monsoon and dry (or not so rainy). The rainy season is generally from May to November, with much less rain in the winter.

You can't change the weather but you can pick the time of day (Day Part) you wish to fight. Actually you can choose the weather and Day Part as well if you want. Remember, it's your game!

But we suggest that you use the Weather/Day Part Table when playing your games because in Nam you aren't the guy making those decisions! Here's how we do it:

- Roll 2d6 and add the scores together.
- Consult the Day Part column to see when the Mission begins.
- Track the turns that are played adjusting the Day Part as written.

> *Example - I roll a 3 and a 5 for a total of 8. The Missions starts in the Afternoon and there is 10 turns of Daylight. On the 11th turn I check the Day Part column in the 10 row and adjust the Day Part. It becomes Evening with 6 + 1/2d6 turns of Daylight. I roll a*

- Next roll 2d6 and add the scores together. Consult the Weather Column to see what the weather will be like.
- The weather will remain the same for the whole Mission unless *variable weather* is rolled. When doubles are scored for next Activation use the result to check the weather for the remainder of the Mission.

> *Example - I roll 2d6 for the weather and score a 7. This means the Mission is currently experiencing clear skies. Three turns later double fours come up for Activation. The weather has now become inclement and remains that way for the remainder of the Mission.*

What is *inclement or terrible weather?* That could be whatever you decide it is but I'm thinking fog, rain, storms, etc. It's not what it is it's what effects it has on the Mission.

2	WEATHER/DAY PART
	(2d6 added together)

CIRCUMSTANCE	MODIFIER
Rainy season (May to November)	+1

#	DAY PART	WEATHER
2	*Night.* 3 + 1/2d6 turns of Night then go to 3.	*Clear skies.*
3 or 4	*Pre-Dawn.* 3 + 1/2d6 turns of Night then go to 5.	*Clear skies.*
5	*Morning.* 10 turns of Daylight then go to 7.	*Clear skies.*
6	*Morning.* 3 + 1/2d6 turns of Daylight then go to 7.	*Clear skies.*
7	*Afternoon.* 10 turns of Daylight then go to 10.	*Variable weather.* Treat as Clear Skies until any "doubles" are rolled for Activation. Consult the Weather Column using the total scored.
8 or 9	*Afternoon.* 3 turns of Daylight then go to 10.	*Inclement weather.* When any aircraft is supposed to fly there is a chance (1-2) that it cannot get off the ground. If go airborne will arrived 1/2d6 later then listed.
10 or 11	*Evening.* 3+ 1/2d6 turns of Daylight then go to 12.	*Terrible weather.* All aircraft are grounded. LOS reduced to 12" in Daylight and 6" at night. Mud where applies on Terrain Generator Table. Rice paddies count as flooded. Roads not affected.
12+	*Night.* 10 turns of Night then go to 3.	*Terrible weather.* All aircraft are grounded. LOS reduced to 12" in Daylight and 6" at night. Mud where applies on Terrain Generator Table. Rice paddies count as flooded. Roads not affected.

DETERMINING THE MISSION

Here's how to determine what your Mission is:
- Roll 2d6 and add the scores.
- Consult the Mission Type Table using the column for your Area of Operations.

2	MISSION TYPE
	(2d6 added together)

#	DMZ	COASTAL	INTERIOR
2	Defense	Defense	Fight
3	Recon	Patrol	Ambush
4	Ambush	Recon	Defense
5	Patrol	Ambush	Recon
6	Ambush	Recon	Patrol
7	Fight	Patrol	Recon
8	Patrol	Defense	Patrol
9	Patrol	Fight	Fight
10	Fight	Defense	Defense
11	Defense	Fight	Patrol
12	Patrol	Defense	Fight

#	HIGHLANDS	FREE FIRE ZONE	SWAMP
2	Fight	Defense	Fight
3	Ambush	Ambush	Recon
4	Defense	Fight	Ambush
5	Patrol	Recon	Patrol
6	Recon	Fight	Patrol
7	Recon	Defense	Ambush
8	Patrol	Patrol	Recon
9	Fight	Ambush	Recon
10	Fight	Patrol	Defense
11	Defense	Recon	Patrol
12	Fight	Fight	Patrol

Example - I have a Mission in the Highlands and roll 2d6. I score a 7. This means the Mission is a Recon Patrol.

STOP!

You've just completed a large section of the Campaign rules so let's review.

Break down a table into six sections. Now generate your PEFS with the enemy having Your tour of duty will be twelve or thirteen months. Each month has two parts, an early and a late part. There is a possibility of you having a Mission during each part.

Roll your DEROS for each of your soldiers.

Choose which Corps Zone you want to play in.

Let's see if you will have a Mission

Roll for Contact versus the REP of your Star, the Squad Leader.

Go to the appropriate Corps Terrain Generator Table *(page, 45)* and roll for the AO of the Mission. Remember what AO stands for?

Determine the AO Political Status *(page, 54)*.

Now play a game or two. Roll up the Support Levels for both sides. Did you modify the enemy IL by the results of the AO Status?

Determine the Day Part and Weather for the Mission.

Roll for the type of Mission (page, 59).

When you have done this a couple of times we can move on to the next section, Possible Enemy Forces, or PEF.

10 PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. *PEFs are not always enemy forces but could be PCs, Potential Contact.* A PC is a building or similar and is placed on the table when the PEF is resolved.

PEFs are used in every Mission. Here's how we use PEFs:

- After the table has been set and forces generated, unless noted otherwise by the scenario, roll 1d6. The score indicates which numbered section of the map could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or a marker if you so choose in this section of the board to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have one PEF for each point of Enemy Activity Level *(page, 58)*.
- It is possible to have more than one PEF in the same section.

PEF ACTIVATION AND MOVEMENT

PEFs have a REP equal to the Enemy Activity Level. If you find that this is, at times, too fast or too slow for you, make all PEFs REP 3. In either case this REP is used to determine when the PEF will activate just as if they were figures.

Every time a PEF activates it will test to see if it will move. Here's how we do it:

- Roll 2d6 for each PEF going in order from the PEF closest to the player's troops to the one farthest from the player's troops.
- Do not proceed to the next PEF all the actions caused by the current PEF have been completed.

Example - There are three PEFs on the table. I score a 2 for activation so the PEFs will activate. The PEF closest to my troops is moved first. It comes into LOS so it is now resolved. Enemy figures are placed on the table, In Sights are taken, shooting occurs and Reaction Tests are made. After all of the actions have been completed I now roll for the next closest PEF.

MOVING PEFS

When a PEF activates we must see how it will move. Here's how we do it:

- Roll 2d6 versus the REP of the PEF.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and immediately carry out the results.

2	PEF MOVEMENT
	(Taken versus the REP of the PEF)

#D6 PASSED	RESULT
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards the nearest PEF, staying out of LOS of the enemy, and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61).* If no other PEFs are on table roll 1d6: • (1-3) - PEF does not move but splits into two separate PEFs. • (4-6) - PEF moves 16" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61).*
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF, staying out of LOS of the enemy, and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61).* If no other PEFs on table roll 1d6: • (1-2) - PEF does not move but splits into two separate PEFs. • (3-6) - PEF moves 8" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61).*
0	PEF doesn't move.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

PEFS THAT HAVE PREVIOUSLY MOVED

PEFs that have previously moved can still be Potential Contacts (PCs). This represents the uncertainty of their location and not actual movement.

RESOLVING PEFS

Whenever a player's group comes into LOS of an opposing PEF it's time to determine what that PEF is composed of. It could be enemy forces, possible enemy contact, or maybe just a bad case of nerves. Here's how we resolve a PEF:

- Be sure that there is a valid LOS between the payer's group and the PEF. This happens when the player is active and his group moves into LOS or the PEF is active and moves into LOS.
- PEFs in cover can be seen while those with cover between the player group and PEF cannot.
- If not roll 2d6 versus the Enemy Support Level and consult the PEF Resolution Table.
- Immediately carry out the result based on the number of d6 passed.
- If this is the first PEF to be resolved then go to First Contact *(page, 67)* prior to rolling on the Enemy Reinforcements *(page, 93)* or Potential Contact Tables *(page, 62).*

2	PEF RESOLUTION
	(Taken versus Enemy Support Level)

# D6 PASSED	RESULT
2	*Contact!* Roll 1d6. Subtract 1 to the score if this is a Pro-Communist Area of Operations. • (1-4) Roll on the Enemy Reinforcements Table *(page, 93).* • (5-6) Roll on the Potential Contact Table *(page, 62).*
1	*There might be something there.* Roll 1d6. Subtract 1 to the score if this is a Pro-Communist Area of Operations. • (1-4) Roll on the Enemy Reinforcements Table *(page, 93)* but use the Pass 1d6 column. A result of "0" or less results in no contact. • (5-6) Roll on the Potential Contact Table *(page, 62).*
0	False alarm. Just a case of the nerves!

PEFs and PCs

Use this anytime you have Non-Player or NP forces on the table regardless of the Mission you choose to play.

The enemy will take three forms. It will either be a PEF (Possible Enemy Force, which could be a lone individual, a squad, a vehicle or even a platoon), a PC (Possible Contact, which could be a hooch, booby trap, bunker, or figment of the imagination) or it will actually be a group of figures.

The number of PEFs on the table are determined by the mission description, appear when a VC unit "goes sneaky," or per the PEF Movement Table. Use some sort of marker to show the position of the PEF, which is considered to be the middle of whatever unit it represents. Numbering each marker on the backside also helps to keep the confusion down.

Before the game begins, the player should determine the Activity Level and Posture of the PEFs, whether by choice or random determination from the provided tables.

Exactly *what* a PEF marker represents or is standing in for is not determined until a Player figure has both:

- Gained LOS to the marker.
- Passed an In-Sight test.

If both of the above conditions are met, the PEF marker is considered "revealed", and the results of the In-Sight test are carried out.

When a PEF or PC is revealed, roll on the appropriate Reinforcement Table or Potential Contact Table for the current EAL (in the QRS) to determine what the marker actually represents, then roll on the appropriate Force Table to determine the REPs of the individuals being placed.

EAL	POTENTIAL CONTACT

EAL# in d6 rolled on appropriate EAL chart when reinforcements are called for or due to arrive

When "booby trap" is rolled, the trap is not at the marked location, but instead 1" away from the FWF figure closest to the PC marker.

ENEMY ACTIVITY LEVEL 1 (1D6) PC	
#	**RESULT**
1-3	Nothing.
4	Wide spread booby trap
5	DV3 two-man Bunker. It is (1-5) not occupied or (6) occupied by riflemen.
6	Grass hooch. It is (1-5) abandoned and empty or (6) it has a cache 100 lbs of supplies within.

ENEMY ACTIVITY LEVEL 2 (2D6) PC	
#	**RESULT**
2-3	Nothing.
4	Wide spread booby trap
5	Localized booby trap.
6	DV3 two-man Bunker. It is (1-5) not occupied or (6) occupied by riflemen.
7	Grass hooch. It is (1-5) abandoned and empty or (6) it has a cache 100 lbs of supplies within.
10	Tunnel entrance.
11-12	DV4 four-man fighting bunker. It is (1-2) not occupied, (3-4) occupied by 1d6 riflemen, or (5-6) occupied by a two-man LMG team.

ENEMY ACTIVITY LEVEL 3 (3D6) PC	
#	**RESULT**
3-5	Nothing.
6-8	Wide spread booby trap
9-10	Grass hooch. It is (1-4) abandoned and empty or (5-6) it has a cache 100 lbs of supplies within.
11	DV3 two-man Bunker with a campfire area next to it. It is (1-4) not occupied or (5-6) occupied by two riflemen.
12	Grass hooch. It is (1-5) abandoned and empty or (6) it has a cache 100 lbs of supplies within.
13	Tunnel entrance.
14	DV4 four-man fighting bunker. It is (1-2) not occupied, (3-4) occupied by 1d6 riflemen, or (5-6) occupied by a two-man LMG team.
15	Tunnel entrance.
16	1d6 two-man fighting positions (foxholes). They are (1-3) not occupied, (4-5) occupied by a half squad, or (6) so old and eroded and not useable.
17	A pair of grass hooches and a thatched covered area. Looks like a VC/NVA rest stop. It (1-3) is not occupied, (4-5) is occupied by a half squad, or (6) has 200 lbs of supplies amongst the structures.
18	Three DV4 two-man fighting bunkers, 6" apart and connected with trenches. The area is (1) not occupied, (2-3) occupied by a half squad, or (4-6) occupied by a full squad.

	ENEMY ACTIVITY LEVEL 4 (4D6) PC
#	**RESULT**
4-5	Nothing.
6-9	Wide spread booby trap
10	Grass hooch. It is (1-4) abandoned and empty or (5-6) it has a cache 100 lbs of supplies within.
11	DV3 two-man Bunker with a campfire area next to it. It is (1-4) not occupied or (5-6) occupied by riflemen.
12	Grass hooch. It is (1-3) abandoned and empty, (4-5) it is occupied by a half squad, or (6) it has a cache, 100 lbs of supplies within.
13	Tunnel entrance.
14	DV4 four-man fighting bunker. It is (1-2) not occupied, (3-4) occupied by 1d6 riflemen, or (5-6) occupied by a two-man LMG team.
15	Tunnel entrance.
16	1d6 two-man fighting positions (foxholes). They are (1-3) not occupied, (4-5) occupied by a half squad, or (6) so old and eroded and not useable.
17	A pair of grass hooches and a thatched covered area. Looks like a VC/NVA rest stop. It (1-3) is not occupied, (4-5) is occupied by a half squad, or (6) has 200 lbs of supplies amongst the structures.
18-20	Three DV4 two-man fighting bunkers, 6" apart and connected with trenches. The area is (1) not occupied, (2-3) occupied by a half squad, or (4-6) occupied by a full squad.
21-23	Small camp containing 1d6 grass hooches and 1/2d6 two-man DV3 fighting bunkers, all within an 8" circle. It is (1-3) not occupied or (4-6) occupied by a squad.
24	Four-man HMG anti-aircraft fighting position. It is (1-3) not occupied, (4-5) occupied by an HMG team, or (6) old and not useable.

	ENEMY ACTIVITY LEVEL 5 (5D6) PC
#	**RESULT**
5	Nothing.
6-8	Wide spread booby trap
9-10	Grass hooch. It is (1-4) abandoned and empty or (5-6) it has a cache, 100 lbs of supplies within.
11	DV3 two-man Bunker with a campfire area next to it. It is (1-4) not occupied or (5-6) occupied by riflemen.

12	Grass hooch. It is (1-3) abandoned and empty, (4-5) it is occupied by a half squad, or (6) it has a cache 100 lbs of supplies within.
13	Tunnel entrance.
14	DV4 four-man fighting bunker. It is (1-2) not occupied, (3-4) occupied by 1d6 riflemen, or (5-6) occupied by a two-man LMG team.
15	Tunnel entrance.
16-18	Wide spread booby trap
19	A pair of grass hooches and a thatched covered area. Looks like a VC/NVA rest stop. It (1-3) is not occupied, (4-5) is occupied by a half squad, or (6) has 200 lbs of supplies amongst the structures.
20-22	Three DV4 two-man fighting bunkers, 6" apart and connected with trenches. The area is (1) not occupied, (2-3) occupied by a half squad, or (4-6) occupied by a full squad.
23-25	Small camp containing 1d6 grass hooches and 1/2d6 two-man DV3 fighting bunkers, all within an 8" circle. It is (1-3) not occupied or (4-6) occupied by a squad.
26	Four-man HMG anti-aircraft fighting position. It is (1-3) not occupied, (4-5) occupied by an HMG team, or (6) old and not useable.
27-28	1d6 two-man fighting positions (foxholes). They are (1) not occupied, (2-5) occupied by a squad, or (6) so old and eroded and not useable.
29	Battalion command complex. A single six man DV4 bunker with two radios, 1d6 two-man DV4 fighting bunkers, and 1d6 grass hooches are all within an 8" circle and connected with trenches and containing 1d6x100 lbs of supplies. The complex is (1) not occupied, (2-3) occupied by a squad, (4-5) occupied by a platoon or (6) old and destroyed.
30	Truck park with 1d6 trucks, (1/2)d6 grass hooches and 1d6x100 lbs of supplies. There must be a trail nearby heading off table. It is (1-3) not occupied or (4-5) occupied by 1d6 mechanics (count as REP 3 civilians) and a half squad, or (6) it is bombed out and everything is already destroyed.

	ENEMY ACTIVITY LEVEL 6 (6D6) PC
#	*RESULT*
6	Nothing.
7-10	Wide spread booby trap
11-12	Grass hooch. It is (1-4) abandoned and empty or (5-6) it has a cache 100 lbs of supplies within.
13-14	DV3 two-man Bunker with a campfire area next to it. It is (1-4) not occupied or (5-6) occupied by riflemen.
15	Grass hooch. It is (1-3) abandoned and empty, (4-5) it is occupied by a half squad, or (6) it has a cache 100 lbs of supplies within.
16-18	Tunnel entrance.
19	DV4 four-man fighting bunker. It is (1-2) not occupied, (3-4) occupied by 1d6 riflemen, or (5-6) occupied by a three-man MMG team.
20	A pair of grass hooches and a thatched covered area. Looks like a VC/NVA rest stop. It (1-3) is not occupied, (4-5) is occupied by a half squad, or (6) has 200 lbs of supplies amongst the structures.
21-23	Small camp containing 1d6 grass hooches and 1/2d6 two-man DV3 fighting bunkers, all within an 8" circle. It is (1-3) not occupied or (4-6) occupied by a squad.
24	Tunnel entrance.
25-27	Three DV4 two-man fighting bunkers, 6" apart and connected with trenches. The area is (1) not occupied, (2-3) occupied by a half squad, or (4-6) occupied by a full squad.
28-29	Wide spread booby trap
30	Four-man HMG anti-aircraft fighting position. It is (1-3) not occupied, (4-5) occupied by an HMG team, or (6) old and not useable.
31-32	1d6 two-man fighting positions (foxholes). They are (1) not occupied, (2-5) occupied by a squad, or (6) so old and eroded and not useable.
33	Battalion command complex. A single six man DV4 bunker with two radios, 1d6 two-man DV4 fighting bunkers, and 1d6 grass hooches are all within an 8" circle and connected with trenches and containing 1d6x100 lbs of supplies. The complex is (1) not occupied, (2-3) occupied by a squad, (4-5) occupied by a platoon and a four-man BHQ element of two RTOs, an NCO, and an Officer or (6) old and destroyed.

34	Truck park with 1d6 trucks, 1/2dg grass hooches and 1d6x100 lbs of supplies. There must be a trail nearby heading off table. It is (1-3) not occupied or (4-5) occupied by 1d6 mechanics (count as REP 3 civilians) and a half squad, or (6) it is bombed out and everything is already destroyed.
35	A POW camp. There are 1d6 grass hooches, 1d6 two-man fighting positions, and 2d6 one-man bamboo cages. It is (1-3) old not occupied, (4-5) occupied by a squad or (6) occupied by a squad and 2d6 ARVN prisoners in poor health (each counting as REP2 and 2 VP if rescued and exited from the table)
36	Regimental HQ. 1/2d6 four-man HMG Anti-aircraft fighting positions, a single six man DV4 bunker with two radios, 1d6+2 two-man DV4 fighting bunkers, and 1d6+2 grass hooches are all within a 12" circle and connected with trenches and containing 1d6x100 lbs of supplies. The complex is (1) not occupied, (2) occupied by a squad, (3-5) occupied by a platoon and a RHQ element of three RTOs, an NCO, and a high ranking Officer or (6) old and destroyed.

SNEAKY LOCAL VC

The Vietcong knew the areas in which they operated intimately. So well, in fact, they often seemed to disappear immediately after a contact. Here's how we handle that in FNG:

- Anytime *all* the figures of a LVC unit have been out of the LOS of FWF units for a full turn, the LVC unit is removed and replaced with *two* PEFs.
- These new PEFs are randomly placed in the closest section of the table that does not contain any FWF units.

STOP!

Now it's time to resolve some PEFs. Break a 3x3 foot table into nine sections. Wait! How do you number them? Good questions. Break it into 3 rows with the top row farthest from the player's table edge being 1, 2 and 3. The center row is 4, 5 and 6. And the three sections closest to the player's table edge is 7, 8, and 9. When you use this method the PEFs will only be in sections 1 to 6 with sections 7 to 9 always empty. This is great for a Defend Mission with the player occupying section 7 to 9.

The Enemy Activity Level is 4. How many PEFs will there be? What are their REPs?

Now roll for Activation once for each PEF on the table. Move them accordingly using the PEF Movement Table.

After each turn resolve one PEF. Be sure to resolve at least one PC as well.

When you are finished it's time to move on to the next section.

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. For simplicity's sake we grouped the types of traps based on their results. In *FNG* we use two types:

- Wide-spread damage.
- Localized damage.

WIDE SPREAD BOOBY TRAP

This type of trap will attack multiple-targets in its range. Here are the specifics:

- Once the target is determined center a 5" blast circle on it.
- All targets in the blast will roll for damage against an Impact of 2.
- See the section Protection From Cover *(page, 34)*.

LOCALIZED BOOBY TRAP

This type of trap affects only the figure that triggers it. Here are the specifics:

- Only affects one figure.
- Figure takes an Impact 1 hit.

TARGET OF THE TRAP

Whenever a trap is triggered from a Random Event result we use the following procedure:

- Roll 1d6 for each friendly group on the table. The group with the highest score is the target. Re-roll any ties.
- Next roll 1d6 for each figure in the target group. The figure with the highest score is the target. Any figure acting as Point Man will roll 2d6 counting the highest score.
- Now we must determine if the target figure had triggered the booby trap.

TRIGGERING TRAPS

Whenever a figure encounters a wide-spread booby trap there is a chance that he may be able to disarm it, preventing it from exploding. Here's how we do it:

- The figure "steps" on the trap.

- Roll 2d6 versus the figure's REP.
- Determine how many d6 are passed and consult the Disarm Trap Table.
- Immediately carry out the results. .

2	**DISARM TRAP**
	(Taken versus Rep)
	A score of "6" is always a failure

# OF SUCCESSES	PILOT
2	Trap is deactivated and rendered worthless.
1	Immediately roll 1d6. - Pass 1d6 the trap is deactivated and rendered worthless. - Pass 0d6 the trap explodes with all in blast circle taking an Impact 2 hit.
0	Trap explodes with all in blast circle taking an Impact 2 hit.

TUNNEL ENTRANCE

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 U.S. troops that the VC and NVA could, and would, pop up anywhere, then disappear just as quickly. Even the large U.S. base at Cu Chi was found to have a huge tunnel network beneath it. Here's how we handle tunnels in *FNG:*

- When a Tunnel Entrance result is scored the player has discovered a tunnel.
- He can choose to enter the tunnel or note it for destruction at a later date. Reporting back with the info is worth 3 Victory Points *(page, 102)*.

BE ADVISED: Once you send your soldiers into a tunnel complex you have little to no control over them until they resurface. Read the following pages carefully before entering a tunnel complex.

ENTERING THE TUNNEL

The player may decide to have one or more men enter a tunnel to search for enemy supplies, intelligence, or even prisoners. Discovering and securing any of these things result in the gaining of Victory Points (page, 102) for whatever mission you are committed to. However, rather than taking up table space and slowing the pace of combat, in FNG we handle tunnels somewhat abstractly.

Entering a tunnel costs a figure 4" of movement for the turn and only 2 figures per turn may enter any particular tunnel entrance per turn.

Figures that enter together are considered a single group and move and fight together. Each group applies the <u>worst</u> personal modifiers to any situations that may develop. This means that if one figure has +2 to Survival but his companion has a –1 to Survival, then they <u>both</u> count as –1 to Survival!

TIME DOWN

Once a figure or group has entered the tunnel complex there will be a minimum number of turns that they must spend exploring the complex before there is a chance that they may have discovered something of value, allowing them to roll on the Tunnel Success Table. To determine the minimum number of turns required:

- Roll 1d6 and subtract 1 per point of EAL above 3, to a minimum total score of 1.

Furthermore, the amount of time which a figure or group remains below ground is random, as they are beyond effective command and control. Each turn roll 1d6:

- If the score is equal to or greater than the amount of time the figure/group has been in the tunnel they are still exploring.
- If the score is less than the time the figure/group has been in the tunnel the figure/group emerge.

If the figures emerge before completing the minimum required number of turns exploring then the delve is counted as unsuccessful with nothing found and they may <u>not</u> roll on the Tunnel Success Table.

TUNNEL ENCOUNTERS AND SURVIVAL

Each group exploring a tunnel complex must roll 1d6 each turn.

- If the result is equal to or higher than the VC/NVA Activation score for the turn then some sort of encounter has occurred.
- Roll 1d6 on the Tunnel Encounter Table and modify if required.

1	**TUNNEL ENCOUNTER**
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Clumsy	-1
Stealthy	+1
Tunnel Rat	+2

#	RESULT
0	Encountered an Enemy. Count a -1 on the Tunnel Survival roll.
1	Encountered an Enemy. Count a -1 on the Tunnel Survival roll.
2	Encountered a Booby Trap. Count a -1 on the Tunnel Survival roll.
3	Encountered an Enemy.
4	Encountered a Booby Trap.
5	Encountered an Enemy. Count a +2 on the Tunnel Survival roll.
6+	Encountered a Booby Trap. Count a +2 on the Tunnel Survival roll.

With the encounter determined we must now see if the figure(s) survive their brush with danger.

- Each individual rolls 1d6 and adds their REP.
- Deduct the EAL from the above result.
- Modify by any applicable circumstances.
- Consult the Tunnel Survival Table.

1	**TUNNEL SURVIVAL**
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Clumsy	-1
Stealthy	+1
Tunnel Rat	+2
Using a pistol	+1 vs. enemies
Using silenced pistol	+2 vs. enemies
Using any other firearm	-1 vs. enemies & traps
Using no firearm	-2 vs. enemies

#	RESULT
3 or less	Something unknown has happened to the figure. Those above ground at the tunnel entrance hear gunfire or an explosion. The figure must be rescued by another, otherwise counts as MIA.
4	Figure is injured and counts as –1 REP remainder of time in tunnel. When he emerges he will be counted as OOF.
5 or more	A-OK. The figure has survived the encounter.

TUNNEL RESCUES

Both figures already inside the tunnel complex or at the surface may attempt to rescue a downed explorer.

- A figure already in a tunnel complex may attempt to rescue the downed figure next turn.
- A figure at the entrance must spend half the number of turns in the tunnel complex as the downed individual in order to locate them.

Once a downed figure has been reached the rescuer must attempt a Tunnel Survival roll against the same hazard, but at +1. If the rescuer survives the encounter he then emerges on the following turn with the downed figure. To determine the status of the downed figure roll for combat damage; if the contact was an Enemy count the Impact as 4, while if the contact was a booby trap count the Impact as 3. (Note: the Impact increase is to simulate the dangers of combat in a very enclosed space, as well as the possibility of prolonged bleeding while crawling or being dragged through the tunnel.)

COLLAPSING TUNNELS

Collapsing tunnels and sealing off entrances is a good way to not only deny the enemy their further use, but to also gain those all-important Victory Points. A tunnel entrance can be sealed or a tunnel can be collapsed by a figure within the complex setting a charge made up of a single block of C-4 (see page 29). A separate charge per EAL point must be set in order to collapse enough of the tunnel complex to deny it to the enemy. The charges can either be time-set, or instead have a line run to the surface and all detonated at once on command. Any figures inside the tunnel when a charge detonates must immediately roll to Survive a +2 booby trap Tunnel Encounter. If they fail, they must be rescued as above.

1 Victory point is gained per tunnel section collapsed/tunnel entrance sealed.

TUNNEL SEARCH REWARDS

When a figure emerges from a tunnel complex after the minimum number of required turns has been reached they are considered to have had a successful search and may roll on the Tunnel Success table. An additional roll on the table may be made per additional turn beyond the minimum the figure spend within the tunnel complex.

1	TUNNEL SUCCESS
	(Read result as rolled)

#	RESULT
1	Nothing special found. +1 VP for exploration.
2	Nothing special found. +1 VP for exploration.
3	Nothing special found. +1 VP for exploration.
4	Supplies found. 1+1/2d6 VP gained.
5	Supplies found. 1+1/2d6 VP gained.
6	Intel found! 1+1d6+1/2 EAL VP gained.

11 FIRST CONTACT

You've made contact with the enemy or will be doing so very shortly. Now it's time to see who you are fighting and how aggressive they are. Party time!

When the very first PEF of the game is resolved from the PEF Resolution be sure to use this procedure before rolling on the Enemy Reinforcements *(page, 93)* or Potential Contact Tables *(page, 62).*

THE ENEMY

Here's how we find out who you are fighting. This is based on the Corps Zone and the Area of Operations of the Mission. All enemy units for the balance of the Mission will be of this type.

- Roll 1d6 and read the result as rolled.
- Use the appropriate Enemy Generator Table.

1	ENEMY GENERATOR - I CORPS		
	(Read the result as rolled)		

#	DMZ	COASTAL	INTERIOR
1	NVA	LVC	MFVC
2	NVA	LVC	MFVC
3	NVA	MFVC	NVA
4	NVA	MFVC	NVA
5	NVA	NVA	NVA
6	NVA	NVA	NVA

1   ENEMY GENERATOR - II CORPS
(Read the result as rolled)

#	COASTAL	INTERIOR	HIGHLANDS
1	LVC	LVC	MFVC
2	LVC	MFVC	NVA
3	MFVC	MFVC	NVA
4	MFVC	MFVC	NVA
5	MFVC	NVA	NVA
6	NVA	NVA	NVA

1   ENEMY GENERATOR - III CORPS - #1
(Read the result as rolled)

#	COASTAL	INTERIOR	HIGHLANDS
1	LVC	LVC	LVC
2	LVC	LVC	MFVC
3	LVC	MFVC	MFVC
4	MFVC	MFVC	NVA
5	MFVC	NVA	NVA
6	NVA	NVA	NVA

1   ENEMY GENERATOR - III CORPS - #2
(Read the result as rolled)

#	FREE FIRE ZONE	SWAMP
1	LVC	LVC
2	MFVC	LVC
3	MFVC	MFVC
4	NVA	MFVC
5	NVA	NVA
6	NVA	NVA

1   ENEMY GENERATOR - IV CORPS -
(Read the result as rolled)

#	SWAMP	INTERIOR	FREE FIRE ZONE
1	LVC	LVC	MFVC
2	LVC	LVC	MFVC
3	MFVC	MFVC	NVA
4	MFVC	MFVC	NVA
5	MFVC	MFVC	NVA
6	NVA	NVA	NVA

Now that you know who you're fighting let's see how they will fight.

ENEMY ACTIVITY LEVEL

The NVA and VC troops were not an enemy that fought just to fight. Often they had their own agenda which dictated whether they stood and fought to the bitter end of a battle or if they avoided battle at all costs, even if they out-numbered their opposition.

The Enemy Activity Level (EAL) represents a combination of how active and aggressive they are. When you contact the enemy for the first time you this is revealed in the following way:

- Roll 2d6 versus the EAL.
- Determine how many d6 are passed and consult the VC/NVA Activity Table.
- Immediately adjust the EAL and PEF REP if called upon and follow any other instructions that may be found.
- This activity and any changes it brings apply for the remainder of the game.

2   VC/NVA ACTIVITY
(Taken versus Activity Level)

# D6 PASSED	RESULT
2	*"We've stepped in it!"* - *+1EAL* • PEF REP is 5 (page, 4). • Roll for Reinforcements *(page, 93)* with 3d6 instead of 2d6. • VC/NVA figures will count a +1 to REP when taking the Received Fire Reaction Test. • VC/NVA figures will take the Cohesion Test with 3d6 instead of 2d6.
1	*"It's just business as usual."* • PEF REP is 3 (page, 4). • Roll for Reinforcements (page, 93) normally with 2d6. • VC/NVA figures will take all Reaction Tests normally.
0	*"Where's Charlie?"* -1EAL • PEF REP is 1 *(page, 4).* • Roll for Reinforcements *(page, 93)* with 1d6 instead of 2d6. • VC/NVA figures will count a -1 to REP when taking the Received Fire Reaction Test. • VC/NVA figures will take the Cohesion Test with 1d6 instead of 2d6.

HOW THE VC AND NVA MOVE

When PEFs are first deployed they will move according to the PEF Movement Table. *PEFs move before visible enemy forces during the VC/NVA Activation phase.*

When PEFs are spotted and determined to be actual units and those figures are placed on the table they will use the VC/NVA Action Tables instead of the PEF Movement Tables.

Activation is still from closest enemy group to farthest enemy group.

TACTICS

When a PEF is converted into enemy figures we must determine what they will do when they activate and how they will fight. Here's how we do it:

- VC and NVA squad members will maintain command distance.
- Unless in melee or required by a Reaction Test, they will keep the following spacing between figures.
- LVC 2" between figures.
- MFVC 3" between figures.
- NVA 4" between figures.
- In cases where squad members are closer than required, on the next available opportunity spread the squad out to maintain the necessary distance.

When a VC/NVA group activates:

- If the VC/NVA group does not outnumber the closest player group by 50% or more figures they will use Defensive Tactics *(page, 70).*
- Otherwise they will use the VC/NVA Action Table.

Here's how they do it:

- Roll 2d6 versus the REP of the VC/NVA group Leader. The number of d6 rolled maybe modified by circumstances found on the VC/NVAA Action Table.
- Determine the number of d6 passed.
- Consult the VC/NVA Action Table and immediately carry out the result.

2	VC/NVA ACTION TABLE
	(Taken versus Activity Level)

CIRCUMSTANCE	MODIFIER
If outnumber closest player group by twice the number of figures.	+1d6

#D6 PASSED	RESULT
2	*"Assault"* • If outside of 12" will move at fastest speed to get into range of opponent staying in cover if possible. Once within range will set up to fire. • If within 12" will split into two equal sized groups. One group, with any support weapons, will fire at the enemy while the second group will attempt to charge, fast moving if needed. • If within 6" will behave as if within 12" but roll 1d6 for each group member. There is a chance (5-6) that one or more group members will attempt to ready and throw grenades. After grenades are thrown the other group members will charge into melee. [1]
1	*"Maneuver."* • If within 12" count as if passed 2d6. • If outside 12" [2] and LOS will Fast Move. • If outside 12" [2] and in LOS will move at normal speed. • Move to the best cover that allows as much firepower as possible to be aimed at the weakest enemy position if the FWF are on a defense mission.
0	*"Harass."* • Will move to be at maximum range/LOS to enemy targets. • Will target the most isolated figure that will cause the least number of figures to return fire. • Will suffer a -1d6 when forced to take the Charge into Melee Test.

(1) If outnumber the opponent by three or more times their number the VC/NVA will use "human wave" tactics. Will not stop to throw grenades and count a +1auto-success when taking the Charge into Melee Test.

(2) LVC will turn into 2 PEFS instead. See VC Melt Away.

LVC MELT AWAY

The Vietcong knew the areas in which they operated intimately. So well, in fact, they often seemed to disappear immediately after a contact. We use this rule to reflect this:

- Anytime an LVC unit activates and is over 12" away and LOS from FWF troops they are removed from the table and replaced with 2 PEFs set 4" apart. These are treated as normal PEFs in regards to movement and REP.
- If one of the PEFs is spotted and resolved with the result of "nothing", then the other PEF is the actual troops.
- Likewise, if one of the PEFs is spotted and resolved as any kind of troops, they will be the original LVC that initially "melted away" and are re-placed on the table, while the other PEF is declared a dummy and removed from play.

VC/NVA DEFENSIVE TACTICS

When a VC/NVA group does not outnumber closest player group by 50% or more figures they will use the following defensive tactics:

- They will fast move to the nearest fortifications if it is closer than the enemy. If it is not…
- They will remain in place.
- In either case they will fire at the closest enemy.
- If approached by enemy forces roll 1d6 for each VC/NVA figure. There is a chance (6) that they will attempt to ready and throw grenades.
- They will only leave fortifications or cover only if forced to by a Reaction Test or if they find themselves outnumbering the closest player group by 50% or more figures.

STOP!

Your squad is in II Corps in the Highlands Enemy Generator Table. Who are you fighting? It's the NVA, look it up.

The current EAL is 3 with PEF REP being 3 as well. Now roll 2d6 on the VC/NVA Activity Table.

Did anything change? How so?

Note that the changes are reflected in the Infantry QRS *(page, 112)* and the Reinforcements Table *(page, 112)*.

When you are ready, let's move on to Random Events.

12 RANDOM EVENTS

War is an uncertain event with random occurrences dotting the battlefield. Seemingly with no rhyme or reason random events can pop up to ruin your day. *Note that using Random Events is optional.* Here's how we handle this in *FNG:*

- Whenever doubles are rolled add the dice together.
- Roll 1d6 and add the score to the Activation Dice total.
- Determine the new total and consult the Random Events Table.

AD + 1 RANDOM EVENTS
(Added to Activation Dice total)

#	RESULT
3	The weather changes, becoming one level worse. Clear skies go to Inclement Weather while Inclement Weather goes to Terrible Weather.
4	Radio jammed. FWF attempts to Make The Call cannot be made for 1/2d6 turns.
5	Booby trap. The figure closest to a PEF has hit a booby trap. Check for discovery and type. (Does not apply to VC/NVA)
6	The weather changes, becoming one level better. Terrible Weather goes to Inclement Weather while Inclement Weather goes to Clear Skies.
7	Spider hole. The group closest to a PEF has encountered a Spider Hole *(page, 71).* (Does not apply to VC/NVA)
8	The group/PEF farthest from the enemy is ordered to withdraw by moving towards the nearest table edge at the best speed possible, and will continue to do so until they exit the table. If none, then the next time reinforcements are due for this side none arrive.
9	Sudden lull in the battle. Only figures already within LOS may fire this turn, all others may not fire voluntarily. No voluntary movement may be made by figures or PEFs unless they are in the open and are moving to cover. Medics may activate and act as normal. Airstrikes may not be made. Only medevacs may enter or exit the table this turn. Artillery may arrive as normal.
10	An Out of the Fight figure for the FWF (1-4) or the VC/NVA (5-6) revives and is back to normal condition without REP reduction.

11	New barrel. The first LMG on this side to fire counts the gunner as +1 REP for one attack.
12	Sudden shower/clear pocket. If not already raining, then next turn a sudden monsoon rain falls counting as Terrible Weather, lasting only the one turn. If it is already raining, then the rain suddenly stops next turn, then resumes the following turn.
13	Reduced support. The SL for the FWF (1-3) or EAL of the VC/NVA (4-6) immediately decreases by 1.
14	An Obviously Dead FWF figure turns out to only be severely wounded, and is now Out of the Fight instead.
15	Random artillery fire. Roll 1d6 for each sector with highest result being hit. Three rounds of artillery target the center of the sector. Roll for deviation using the FWF deployment table edge as the originating edge to the center of the affected sector.
16	Increased. The SL for the FWF (1-3) or EAL of the VC/NVA (4-6) immediately increases by 1.
17	Decisive. A group Leader or PEF of this side is +1 REP for the rest of the game to everything except firing his weapons. Roll 1d6 for each group/PEF with the highest result being the affected group/PEF.
18	Echo Mike! End Mission! Regardless of any current conditions Charlie disappears and the mission ends. Count up VP counting as if exited table.

SPIDER HOLE

A spider hole is a camouflaged covered Defensive Position that allows the soldier in the hole some observation out of the hole, provides concealment until he opens fire and cover after he starts shooting. These holes are used by both VC/NVA. Here's how we resolve them when they are generated by the Random Events Table.

- Roll 1d6 for each FWF group on the table. The highest score is the target of the Spider Hole with all ties meaning there are multiple Spider Holes!
- The group that is the target of the Random Event rolls 1d6 and consults the Spider Hole Table to determine its location.

1   SPIDER HOLE
(Reading the result as rolled)

#	GAEA PRIME
1	Spider hole is to the rear of the group.
2	Spider hole is to the rear of the group.
3	Spider hole is to the rear of the group.
4	Spider hole is to the left of the group.
5	Spider hole is to the right of the group.
6	Spider hole is to the front of the group.

- Once the direction of the hole is determined roll for the distance it is from the group. The distance is 1d6 + 6" or LOS, whichever is shorter.
- Next, the closest infantry figure to the spider hole will test to see if he notices the cover being lifted before the ambusher inside can attack. If the testing figure has the spider hole in its LOS he is allowed to roll 2d6 vs. its Rep and consult the Spider Hole Discovery Table. If the figure has the Trap Finder or Point Man Attribute (page, 6) he is allowed to roll 3d6 counting the best two results.
- If there are no figures facing the spider hole, then the nearest figure rolls 2d6 vs. its REP at –2 and consults the Spider Hole Discovery table.

2   SPIDER HOLE DISCOVERY
(Taken versus Rep)

# D6 PASSED	RESULT
2	Place the spider hole. Figure spots the spider-hole and can make a free Ranged Combat attack once the spider-hole is placed.
1	Place the spider-hole. The occupants of the hole open fire if to the front of the group. If to the rear the occupant will charge the nearest target figure instead. Go directly to melee and do not take the Charge into Melee Test. Support weapons team fires instead of charging.
0	Place the spider-hole. The occupants fire then charge closest enemy in LOS. Go directly to melee and do not take the Charge into Melee Test. Support weapons team fires instead of charging.

- Once placed, a spider hole contains one of the following determined by rolling 1d6 on the Spider Hole Occupant Table.

1	**SPIDER HOLE OCCUPANT**
	(Reading the result as rolled)

#	RESULT
1	One Rep 4 soldier with an RPG.
2	One Rep 4 soldier with a SF Rifle.
3	Two Rep 4 soldiers with SMGs.
4	Two Rep 3 soldiers with SF Rifles.
5	Two Rep 3 soldiers with SF Rifles.
6	Two man Rep 4 light machine gun team.

STOP!

You roll 2d6 and the results are double threes. What happens next?

The Activation score comes up double fours. You roll 1d6 and score a 2. What is the Random Event?

The Activation score comes up double twos. You roll 1d6 and score a 6. What is the Random Event?

13 ESCALATING BATTLES

In this section you will be introduced to the other assets 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.

SUPPORT

In this section you will learn the rules that pertain to different forms of support for your ground troops, and the ways to employ that support.

RADIOS AND FIELD PHONES

The lifeline of every FWF soldier in Vietnam; radios were the most important piece of equipment next to the individual weapon. Radio operators, called RTOs (Radio Telephone Operator) were perhaps the most powerful individuals on the battlefield. With their radio they can not only keep up on Battalion gossip, but also summon reinforcements, call forth the awesome power of artillery and air power, as well as medical evacuation for the wounded. When we speak of radios we also include hardwired *field phones.*

In *FNG* whenever a Leader, Forward Observer (FO), or RTO uses their radio it is referred to as *Making the Call.*

MAKING THE CALL

Radios aren't perfect, and neither are the people that use them. Atmospheric conditions can also play a big part in whether or not a message gets through to where it needs to go. Making a successful call not automatic. Here's how we do it:

- Declare who the character is trying to call.
- Start with the REP of the character wanting to Make the Call.
- Modify the REP by any applicable circumstance.
- Roll 1d6 versus REP with a result of pass 1d6 being successful.

1	**MAKING THE CALL**
	(Result read as rolled)

CIRCUMSTANCE	MODIFIER
Inclement or terrible weather	-1 to REP
Atop of the tallest hill on the table	+1 to REP
Using a hardwired field phone	+1 to REP
Check for atmospheric conditions. Roll 1d6: If score a "1"	-1 to REP
If score a "6"	+1 to REP

WHO MAKES THE CALL

Normally the RTO is used when Making the Call. But Leaders will use their REP if they are in physical contact with the RTO. They are then assumed to be holding the phone/radio.

FAILED CALLS

Only one call may be attempted per turn from the same radio or field phone.

Example- Spec 4 Jones' platoon is in heavy contact with a company of Main Force Vietcong. His LT (Lieutenant) wants him to call for artillery support. Jones is REP 4 and the Platoon RTO.

Jones checks the circumstances to see if his chances of success are modified. They are in inclement weather so has his REP reduced by 1.

He must then check for atmospheric conditions and scores a "1". This results in another -1 to his REP.

His modified REP is now 2 and Jones rolls 1d6 for success. He scores a 3. No luck. He cannot attempt any more calls on this radio.

When he is next active Jones tries again.

It is still inclement weather so he takes the -1 to REP penalty.

This time he scores result of 4 on his atmospheric conditions check for no effect.

His modified REP is now 3 and Jones rolls 1d6 for success. He scores a 3. The connection is made and the communication is carried out.

PASSING ON ORDERS AND REQUESTS

A Leader can have a RTO or Field Telephone operator pass an order if the Leader is within 4" of the RTO/Field Telephone Operator (and doesn't need to be in LOS). This uses the operator's REP.

RADIOS, HUH! WHAT ARE THEY GOOD FOR?

What can players use radios for? After successfully Making the Call you can:

- Activate a subordinate. This allows for lower Rep groups to activate out of turn.
- *Call in Artillery Support (page, 78).* This requests artillery or mortar fire to be brought against the enemy.
- *Call in Airstrikes (page, 80).* This summons fixed wing strike aircraft to the field to conduct airstrikes against the enemy.
- *Call in Helicopters (page, 85).* This summons helicopter to the field to attack the enemy or transport troops in or out of the battle.
- *Call in Reinforcements (page, 93).* This summons additional ground forces to the field.

ACTIVATING A SUBORDINATE

When active a Commander may use the radio to activate a Leader with a lower REP to activate out of turn. Here's how we do it:
- First the Leader with the lower REP must be under the Commander's command.
- Next the Commander successfully Makes the Call to the subordinate group.
- The Commander rolls 1d6 versus his REP.
- If the Commander passes 1d6 the target group forfeits its normal activation and immediately activates instead.
- If the Commander passes 0d6 the target group does not forfeit its normal activation, does not

activate now, and the Commander may not act further for the rest of the Activation.

Example- The Activation roll for the American side is 4. A Squad with a REP 3 Leader and a radio is in perfect position to move through some cover to attack some VC in the open. Normally they may not act voluntarily this turn. However, the Company Commander moves to make base-to-base contact with his RTO, checks atmospheric conditions and passes the Making The Call test, establishing contact with the squad's Platoon Leader's RTO who is within 4" of his Platoon Commander (also REP 3), who has Command Distance (12") of the Squad the Company Commander wants to move. The Platoon Commander receives the order and activates, allowing him to activate the squad that may now rush forwards and catch the VC in the open.

STOP!

Go over the section on Making the Call. Read and give it a couple of tries, it just may save your squad!

SUPPORT OPTIONS

Free World Forces were pretty fortunate in usually having the resources to call forth a massive amount of firepower to offset their disadvantage of being spread so thinly across the countryside. A unit in trouble could normally expect some sort of help or extra firepower in less than 30 minutes from the first call going out.

In *FNG*, FWF players have the ability to use their radios to call for several different types of support to aid them in their battles from the following list:

Artillery – Both mortars and artillery of various sizes

Tactical Air support (Tac Air) – Airstrikes with fixed wing aircraft and aerial spotters

Helicopters – Gunships, aerial spotters, transports, medical evacuation, and resupply

Reinforcements – Ground troops

It is up to the requesting player to decide what type of support the player wants based upon the possible availability of the different types of support, as well as the abilities of that support. There is no need to call for an airstrike with 750 lb bombs and the potential for those bombs to land on friendly forces or innocent civilians when a few extra troops or a well placed 60mm mortar fire mission would do the job just as well!

You may only have one type of support active on the table at a time. Thus, you may have either a helicopter mission going on, or have artillery falling on the table, but not both

at the same time. The reasoning is: no one wants to fly an aircraft into an area where explosive objects are falling from the sky! The possibility of an aircraft fatally intersecting with the trajectory of an indirect fire mission is too great to risk. This does not include aircraft loitering off-table, as they may do so at a safe distance.

Here's how we Call in Support:
- Declare who you are calling and what you want.
- Successfully Make the Call.
- Roll on the appropriate Request Table *(page, 76, 80, 87, or 89)*.
- Sit back and watch the war.

Yes, it all sounds great in theory but let's break it all down.

WHO CAN CALL IN SUPPORT

Only the on-table Force Commander (highest ranking Leader on the table whether a Company Commander, Platoon Commander, or Squad leader), can call in support. This is usually via an RTO.

When more than one Commander is on the table, requests by lower echelon Commanders must be relayed up through the on-table chain of command, usually needing the RTOs to make radio calls.

> *Example - My Squad Leader needs support. He is not the Force Commander as the Platoon Leader is on table. My Squad Leader would need to successfully Make the Call to the Platoon Leader who would then attempt to call in support.*

THE GOLDEN RULE

Before you go shopping at the Support Store remember the Golden Rule.

You may only have one type of support active on the table at a time.

AVAILABLE SUPPORT

There are two types of support in *FNG*. They are:
- Ready Support *(page, 74)*.
- On Demand Support *(page, 74)*.

READY SUPPORT

Ready Support assets are pre-planned support missions dedicated to your Mission and available at a moment's notice, often arriving immediately. Here's how you receive Ready Support:
- To use Ready Support, an RTO or Commander must make a successful radio call to Headquarters.

- Once connection is established roll 1d6 and consult the Ready Support request Table.
- Carry out the results.

| **1** | **READY SUPPORT REQUEST** *(Read the result as rolled)* |

#	RESULT
1	The Support arrives and is immediately available for use.
2	The Support arrives and is immediately available for use.
3	The Support arrives and is immediately available for use.
4	The Support arrives when the requesting player is next Active.
5	The Support arrives when the requesting player is next Active.
6	The Support has been urgently tasked to another mission and is no longer available as Ready Support.

Once a Ready Support mission has been called for and expended or is otherwise no longer available, that type of support may only be accessed again by using On Demand Support. When Ready Support has been exhausted, calling for On Demand Support often results in Victory Point loss for the Mission *(page, 102)*.

ON DEMAND SUPPORT

Demand Support is support assets that *may* be available for use during a mission, but that are not dedicated to your mission. The assets may be tasked to other missions or otherwise not available for immediate use, and must be requested from higher Headquarters. Here's how you receive On Demand Support:
- To use On Demand Support an RTO or Commander must make a successful radio call to Headquarters.
- Once connection is established roll 1d6 and consult the appropriate Support Request Table *(page, 76, 80, 87, or 89)*.

Calling for On Demand Support often results in the loss of Victory Points for the Mission *(page, 102)*.

FWF SUPPORT LEVEL

We've already established how Support Level is determined *(page, 72)*. The higher the Support Level the greater the chance of seeing reinforcement and other forms of support. Here are more details.

SUPPORT LEVEL 1

Ready Support: None.

On Demand Support:
- Mortars at a -1 modifier on the Artillery/Mortars Request Table.
- Medevac at a -1 modifier on the Medevac Request Table.
- All other support at a -3 modifier to the appropriate Request Table.

Reinforcements:
- Only possible through Activation roll *(page, 93)*.

SUPPORT LEVEL 2

Ready Support: None.

On Demand Support:
- Mortars via Artillery/Mortars Request Table.
- Medevac via Medevac Request Table.
- All other support at a -2 modifier to the appropriate Request Table.

Reinforcements:
- Reinforcements at a -2 modifier on the Reinforcements Request Table.
- Also possible through Activation roll *(page, 93)*.

Other:

If on a Defense Mission (page, 99) receive 1/2d6 Registered Target Points *(RTP, page, 76)*.

SUPPORT LEVEL 3

Ready Support:
- One helicopter mission *(page, 87)*.

On Demand Support:
- Mortars via Artillery/Mortars Request Table.
- Medevac via Medevac Request Table.
- Artillery at a -2 modifier on the Artillery/Mortars Request Table.
- All other support at a -1 modifier to the appropriate Request Table.

Reinforcements:
- Reinforcements at a -1 modifier on the Reinforcements Request Table.
- Also possible through Activation roll *(page, 93)*.

Other:

If on a Defense Mission (page, 99) receive 1d6 Registered Target Points *(RTP, page, 76)*.

SUPPORT LEVEL 4

Ready Support:
- One helicopter mission *(page, 87)*.
- 1 FAC *(page, 84)*.

On Demand Support:
- Mortars via Artillery/Mortars Request Table.
- Medevac via Medevac Request Table.
- Artillery at a -1 modifier on the Artillery/Mortars Request Table.
- All other support at a -1 modifier to the appropriate Request Table.

Reinforcements:
- Reinforcements via the Reinforcements Request Table.
- Also possible through Activation roll *(page, 93)*.

Other:

If on a Defense Mission (page, 99) receive 1d6 Registered Target Points *(RTP, page, 76)*.

SUPPORT LEVEL 5

Ready Support:
- One helicopter mission *(page, 87)*.
- 1 FAC *(page, 84)*.
- 1 Artillery Mission *(page, 78)*.

On Demand Support:
- All support via appropriate Request Table *(page, 76, 80, 87, or 89)*.

Reinforcements:
- Reinforcements via the Reinforcements Request Table.
- Also possible through Activation roll *(page, 93)*.

Other:

If on a Defense Mission *(page, 99)* receive 2d6 Registered Target Points *(RTP, page, 76)*.

SUPPORT LEVEL 6

Ready Support:
- One helicopter mission *(page, 87)*.
- 1 FAC *(page, 84)*.
- 1 Artillery Mission *(page, 78)*.
- 1 Reinforcement *(page, 93)*.

On Demand Support:
- All support with *no modifiers* via appropriate Request Table *(page, 76, 80, 87, or 89)*.

Reinforcements:
- Reinforcements via the Reinforcements Request Table.
- Also possible through Activation roll *(page, 93)*.

Other:

If on a Defense Mission (page, 99) receive 2d6 Registered Target Points *(RTP, page, 76)*.

STOP!

No quiz just a recap.

There are four types of Support available the FWF player. They are:

Artillery

Tactical Airstrikes

Helicopters

Reinforcements

To call in support the on-table Force Commander declares who he is calling and what he wants. Successfully Make the Call *(page, 72)*. Roll on the appropriate Request Table *(page, 76, 80, 87, or 89)*.

Ready Support is assets that are set aside for your immediate use. This is based on your Support Level *(page, 58)* and requires the use of the Ready Support Request Table *(page, 74)*. You still need to Make the Call.

On Demand Support are assets that *may* be available for you to call in. You still need to Make the Call and must roll on the appropriate Request Table.

---

14 ARTILLERY AND MORTAR SUPPORT

Artillery and mortar support are effective and game changing events. Before we get into them in more detail let's cover two things, Forward Observers (FO) and Registered Target Points (RTP).

FORWARD OBSERVERS

Units in the field sometimes have a Forward Observer (FO) attached for the operation to provide better coordination with supporting artillery units.

Forward Observers are trained in the fine art of calling and adjusting artillery fire and are represented in *FNG* in the following way:
- Forward Observers follow the same procedures when Making the Call (page, 72).
- Have a positive modifier when requesting artillery/mortar support.
- Halve the deviation of artillery/mortar strikes on targets to which they have LOS.
- May communicate with aircraft overhead and direct them to attack in the same manner as a FAC, but without the REP bonus for the pilot making the attack.

REGISTERED TARGET POINTS (RTP)

Registered Target Points are defensive fire pre-plotted target points coordinated between the defending unit and an artillery or mortar unit (on- or off-table). In effect, it provides a known point and set or coordinates that the weapons are able to fire on at a moment's notice. Approved requests for artillery or mortar fire on RTPs (whether Ready Support or On Demand):
- Occur immediately
- Disregard the time on the Request Table

REQUEST TABLE

When requesting artillery or mortar support, use the following procedure:
- Roll 1d6.
- Modify the score by any applicable modifiers.
- Consult the table and carry out the results.

<table>
<tr><th colspan="2" align="center">1   ARTILLERY/MORTAR REQUEST</th></tr>
</table>

1   ARTILLERY/MORTAR REQUEST
(Read the result as rolled)

WHO'S CALLING	MODIFIER
Force Commander is Lieutenant	+1
Force Commander is Captain or higher	+2
Forward Observer making the call	+2
CIRCUMSTANCE	**MODIFIER**
Calling for a Registered Target Point	+2
Area has Population Value of 3	-3
SUPPORT LEVEL	**MODIFIER**
Support Level 1 - Mortars	-1
Support Level 1 - Artillery	-3
Support Level 2 - Artillery	-2
Support Level 3 - Artillery	-2
Support Level 4 - Artillery	-1

#	RESULT
1 or less	*"Request denied!"* No assets are available for the remainder of the game.
2	*"We'll see what we can do."* No assets are available this turn, but another request attempt may be made on a later turn.
3	*"Standby."* One weapon is available, arrives in 1+1/2d6 turns.
4	*"Request granted."* Two weapons available, arrives in 2 turns.
5	*"Round out!"* Two weapons available, arrives next turn.
6 or greater	*"On the way!"* Three weapons available, arrives this turn.

Now that we've gotten this out of the way let's go into more detail on Mortar and Artillery support, starting with the more common of the two.

MORTAR FIRE MISSION

Mortars are high-angle weapons capable of lobbing a round over intervening terrain. High Explosive (HE) mortar rounds create lethal shrapnel over a good-sized area, but lack the penetrating power and airburst ability of artillery. This is what we use when a Mortar Fire Mission is called in.

When a Mortar Fire Mission is called in here is how it's handled:
- The fire mission will lasts for only one turn.
- The fire mission will consist of three rounds for one turn from each weapon firing.
- Target any RTP *(page, 76)* or section that has one or more enemy groups in it.
- Announce the target spot in the section that you are aiming for. This can be an enemy figure, vehicle or terrain feature such as a building.

- Roll 2d6 versus the REP of the requester (character that called in the support).
- Modify the REP, determine how many d6 were passed, and consult the Hitting w/ Mortars Table. Carry out the results.

2   HITTING W/ MORTARS
(Taken vs. REP)

CIRCUMSTANCE	MODIFIER
Non-Registered Target Point out of LOS to character	-1 to REP

# D6 PASSED	RESULT
2	Round lands on target. Roll on Deviation Table.
1	Round lands in area. Roll twice on the Artillery Deviation Table.
0	Round misses. Roll three times on the Artillery Deviation Table.

DEVIATION

When a result of deviation occurs on the Hitting w/Artillery/Mortars Table follow this procedure:

- Roll 1d6, read the result as rolled, and consult the Deviation Table for each round as it is fired.
- When rolling more than once on the table spot the first round, then deviate the second round based on the spot of the first round, and finally deviate the third round based on the spot of the second round.
- Mortars will deviate by 6" in the direction listed from the target spot based on the caller's position in relation to the target.
- Deviation distances are reduced by half if the fire was called in by an FO.

<table>
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1

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MORTAR DEVIATION
(Reading the result as rolled)

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</table>

CIRCUMSTANCE	MODIFIER
If fire is called in by FO.	Reduce deviation by 1/2

#	ROUND LANDS
1	Round lands long.
2	Round lands off to the left of the target point.
3	Round lands off to the right of the target point.
4	Rounds lands short.
5	Round lands on target.
6	Round lands on target.

RESOLVING MORTAR HITS

Like other blast circle weapons, any figure within the blast circle of a mortar round has the possibility of taking damage.

- Once the target is determined center the blast circle on the target point.
- Use a 6" blast circle for a mortar.
- Each target in the blast circle will roll 1d6 versus the Impact Value of the weapon.
- Impact 2/APR2 for mortars.
- See the section Protection From Cover *(page, 34).*

PROXIMITY TO FRIENDLY TROOPS

There are restrictions on placing rounds close to friendly forces to prevent a "short round." Normally, indirect fire is only allowed close if circumstances are dire; such as a unit is being overrun by the enemy.

- The target spot can be no closer than 20" from friendly troops

DANGER CLOSE

There are those times where friendly mortars or artillery must be called in either close enough to friendly positions that they may cause casualties, or right on top of them. This is called "Danger Close", and was not a common practice. Despite the commander on the ground supposedly being the final voice on these sorts of calls, they were sometimes overruled by higher echelons of command or even the artillery commanders themselves. Here's how we do it:

- When a player wants to bring any sort of indirect fire closer than the minimum allowed the Commander must roll 1d6 versus his REP.
- If the roll passes, the player immediately loses 4VP, but the indirect fire mission will proceed.

- If the roll fails the player immediately loses 8VP, the indirect fire missions does not proceed, and there is a chance (1-2) that the Commander will be relieved of command after the mission.

ARTILLERY STRIKE

Artillery encompasses everything from the small 75mm pack howitzer to self-propelled 175mm guns and monstrous battleship based 16" guns. Capable of placing a curtain of steel around a unit in trouble as well as penetrating covered defensive positions, artillery is used much like mortars, though normally not as close. All artillery may fire HE and this is what we use when an Artillery Strike is called in.

When an Artillery Strike is called in here is how it's handled:

- The strike will lasts for only one turn.
- It will consist of three rounds for one turn from each weapon firing.
- Target any RTP *(page, 76)* or section that has one or more enemy groups in it.
- Announce the target spot in the section that you are aiming for. This can be an enemy figure, vehicle or terrain feature such as a building.
- Roll 2d6 versus the REP of the requester (character that called in the support).
- Modify the REP, determine how many d6 were passed, and consult the Hitting w/Artillery Table. Carry out the results.

<table>
<tr><td>

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HITTING W/ARTILLERY
(Taken vs. REP)

</td></tr>
</table>

CIRCUMSTANCE	MODIFIER
Non-Registered Target Point out of LOS to character	-1 to REP

#D6 PASSED	RESULT
2	Round lands on target. Roll on Deviation Table.
1	Round lands in area. Roll twice on the Artillery Deviation Table.
0	Round misses. Roll three times on the Artillery Deviation Table.

DEVIATION

When a result of deviation occurs on the Hitting w/Artillery Table follow this procedure:

- Roll 1d6, read the result as rolled, and consult the Deviation Table for each round as it is fired.
- When rolling more than once on the table mark the first target spot.
- Next the second target spot will deviate based on the first target spot.
- Finally the third target spot will deviate based on the second target spot.
- Artillery will deviate by 12" in the direction listed from the target spot.
- Deviation distances are reduced by half if the fire was called in by an FO.

1   **ARTILLERY DEVIATION**
(Reading the result as rolled)

CIRCUMSTANCE	MODIFIER
If fire is called in by FO.	Reduce deviation by 1/2

#	ROUND LANDS
1	Round lands long.
2	Round lands off to the left of the target point.
3	Round lands off to the right of the target point.
4	Rounds lands short.
5	Round lands on target.
6	Round lands on target.

RESOLVING ARTILLERY HITS

Like other blast circle weapons, any figure within the blast circle of an artillery round has the possibility of taking damage.
- Once the target is determined, center the blast circle on the target point.
- Use a 12" blast circle for artillery.
- Each target in the blast circle will roll 1d6 versus the Impact Value of the weapon.
- Impact 4/APR 5 for artillery.
- See the section Protection From Cover *(page, 34).*

PROXIMITY TO FRIENDLY TROOPS

There are restrictions on placing rounds close to friendly forces to prevent a "short round." Normally, indirect fire is only allowed close if circumstances are dire; such as a unit is being overrun by the enemy.

- The target spot can be no closer than 36" from friendly troops

TARGETING BUILDINGS

When a building or Defensive Position is hit by artillery refer to the Damaging Buildings section *(page, 41).*

ILLUMINATION ROUNDS

These rounds are flares attached to a parachute for night use. Use normal firing procedures when using this round. However, rather than impacting the ground the shell bursts in the air and slowly drifts to earth, bathing an area appropriate for the weapon used in light, creating daylight LOS within this area. Artillery rounds will illuminate a 36" circle for three full turns, while mortar rounds will illuminate a 24" circle for three turns. Illumination rounds drift with the breeze at 6" per turn, 12" per turn with strong winds, and fall straight down with no wind. Only one illumination round per weapon may be fired per turn.

STOP!

Divide the table into six sections. Place your squad in section 6 and the enemy in section 2.

Call in a Mortar Fire Mission (Artillery/Mortar Request Table). Did you Make the Call first? Roll to hit (Hitting w/Mortars Table) and check for deviation (Artillery Deviation Table).

Carry out the damage.

Do the same with Artillery.

Notice how the rounds can deviate. Keep this in mind when you are playing the game!

15TACAIR

Tactical Air Support (called "Tac Air," or airstrikes) 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. They may even rearrange the landscape. When you're calling in an Air Strike it is pretty much game over man, one way or the other.

In order to utilize an air strike that is available or on scene, either a FAC plane *(page, 84)* must be in the air over the battlefield, or a Forward Observer *(page, 76)* must be on the ground. However, if playing USMC, you do not require an FO or a FAC if the aircraft on station are also USMC.

A successful radio communication between the people on the ground and the FAC must be made before an attack can take place.

REQUEST TABLE

When requesting Tac Air support, use the following procedure:
- Make the Call *(page, 72).*
- Roll 1d6.
- Modify the score by any applicable modifiers.
- Consult the table and carry out the results.

1	AIRSTRIKE REQUEST
	(Read the result as rolled)

WHO'S CALLING	MODIFIER
Force Commander is Lieutenant	+1
Force Commander is Captain or higher	+2
SUPPORT LEVEL	**MODIFIER**
Support Level 1	-3
Support Level 2	-2
Support Level 3	-1
Support Level 4	-1

#	RESULT
1 or less	*"Request denied!"* No assets are available for the remainder of the game.
2	*"Wait one out."* No assets are available this turn, but another request attempt may be made on a later turn.
3	*"Stirring the coals!"* FAC will arrive in 1+1/2d6 turns with an airstrike available the following turn.
4	*"Support in-bound."* FAC will arrive next turn with an airstrike available the following turn.
5	*"Where do you want it?"* A FAC has arrived and an airstrike will be available next turn.
6 or greater	*"Rolling in hot!"* A FAC is overhead and an airstrike is available immediately.

AVAILABLE AIRCRAFT

Once an Airstrike has been authorized you have to see what aircraft is available. The aircraft type available will dictate the types and amount of ordinance available to be expended. Here's how we do it:
- Roll 1d6 on the Aircraft Availability for the appropriate Corps Zone.
- Roll a second d6 for Pilot REP.

1	I CORPS AIRCRAFT AVAILABILITY
	(Read the result as rolled)

#	RESULT
1	USMC F-4: • (1-2) REP 4 • (3-4) REP 5 • (5-6) REP 6
2	USAF A-1 Skyraider: • (1) REP 3 • (2) REP 4 • (3-5) REP 5 • (6) REP 6

3	USAF F-100 "Hun":
	• (1) REP 3
	• (2-4) REP 4
	• (5-6) REP 5
4	USMC A-4 Skyhawk:
	• (1-2) REP 4
	• (3-4) REP 5
	• (5-6) REP 6
5	RAAF Canberra:
	• (1) REP 3
	• (2-4) REP 4
	• (5-6) REP 5
6	USAF A-37 Dragonfly:
	• (1) REP 3
	• (2) REP 4
	• (3-5) REP 5
	• (6) REP 6

1 II, III, IV CORPS AIRCRAFT AVAILABILITY
(Read the result as rolled)

#	RESULT
1	RAAF Canberra (VNAF A-1 if IV Corps):
	• (1) REP 3
	• (2-4) REP 4
	• (5-6) REP 5
2	USAF or VNAF A-1 Skyraider:
	• (1) REP 3
	• (2) REP 4
	• (3-5) REP 5
	• (6) REP 6
3	USAF F-100 "Hun":
	• (1) REP 3
	• (2-4) REP 4
	• (5-6) REP 5
4	II and III Corps - USAF A-4 Skyhawk:
	• (1-2) REP 4
	• (3-4) REP 5
	• (5-6) REP 6
	IV Corps - VNAF T-28 Trojan:
	• (1-3) REP 4
	• (5-6) REP 5
5	USAF F-4 (USN if IV Corps):
	• (1) REP 3
	• (2-4) REP 4
	• (5-6) REP 5
6	USAF A-37 Dragonfly:
	• (1) REP 3
	• (2) REP 4
	• (3-5) REP 5
	• (6) REP 6

STRAFING THE BATTLEFIELD

The use of aircraft in *FNG does not* require an actual model. In most cases aircraft will "loiter" off-table awaiting the signal to attack. The following rules represent an aircraft flying over the battlefield and firing its weapons at eligible targets or "strafing" the field.

FLIGHT LINE

First we must establish the Flight Line. Here's how we do it:

- First decide the part of a table edge where the aircraft will arrive from. This is where the run will start.
- Next determine the part of the edge on another side of the table that the aircraft will depart from. This is where the run will finish.
- Connect the two with a line. This is called the Flight Line. String or yarn works well for this. Aircraft may attack targets up to 3" on either side of this line.

After establishing the Flight Line it's time to line up and declare the run. Here's how we do it:

- The owner of the aircraft declares where the aircraft is entering on the Flight Line and where it will exit.
- He declares that the craft is making a "strafing run," "bombing run," "napalm run," or "rocket run". Only one type of weapon can be used during the attack run, as the attack setup is different to the pilot depending upon the weapon being used.
- During a bombing run aircraft may drop one or more bombs, even mixing bomb types, counting each as a separate attack with separate impact points. They may even drop their bombs on points that are off the table, but along the flight line, with the blast circles affecting on-table targets, though their Flight Line must cross at least part of the table.

On the player's *next* Activation it's time to make the run. The aircraft enters the table and the attack run begins.

- The aircraft moves along the Flight Line and any enemy figure that is within 12" of the Flight Line and can trace LOS to it <u>must</u> take the Anti-Aircraft Check and act accordingly.
- Figures in bunkers or under triple canopy jungle do not have LOS to airstrikes.

2   ANTI-AIRCRAFT CHECK
(Taken versus REP)

# D6 PASSED	RESULT
2	Those with OR 2 or lower weapons will Duck Back. Those with OR 3 or higher weapons roll 1d6 versus REP. - Pass 1d6 stand and fire at the approaching aircraft. - Pass 0d6 Duck Back.
1	Infantry will Duck Back. Vehicles will head for cover and Duck Back.
0	Infantry will Retire away from aircraft Flight Line. Vehicles will head for cover and Duck Back.

FIRING AT THE AIRCRAFT

Figures that stand and fire will do so in the following way:

- Add the OR of all of the weapons firing at the aircraft and have a range of at least 24". RPGs and LAWs only count if they are loaded/prepared.
- If an eligible figure is within terrain that provides cover or concealment from the air count their OR as half.
- Divide the OR total by the REP of the aircrafts Pilot and round up.
- The result is the number of d6 that is rolled on the Golden BB Table. The minimum number of d6 is equal to the REP of the Pilot.

93   GOLDEN BB
(Taken vs. REP of the Pilot)

# D6 PASSED	RESULT
3+	No effect, Pilot continues attack run.
2	Pilot presses the attack, but at –1 REP.
1 or less	Aircraft veers away and breaks off the attack. There is a chance (1-3) that he returns to base for the remainder of the game.

Figures that fire upon aircraft cannot fire any further that turn. This includes when they are Active or inactive.

AIRCRAFT DAMAGE

It is possible that the weapons fire from the ground will cause damage to the aircraft. Here's how we do it:

- When rolling on the Golden BB Table keep track of the number of d6 that the Pilot did not pass.
- Each d6 not passed is a hit against the aircraft by the weapon that was used with the highest Impact, not APR.
- Roll on the Aircraft Damage Table for each hit.

Example- Ten Main Force VC in the open are within 12" of the Flight Line of a F-100 with a REP 4 Pilot making a bombing run. Eight of the VC pass 2d6 on the Anti-Aircraft Check. Four are armed with AK-47s (OR 3 each), one is armed with an LMG (OR 4), another with an RPG-7 (OR 5), while the other two have SKS (OR 2) and cannot effectively fire at the aircraft due to their low OR. The total OR is 21, divided by the pilots REP of 4 which gives 6d6 on the Golden BB Table, rounding up. The pilot passes 3d6 vs. his REP, but three do not pass. He rolls those three on the Aircraft Damage Table using the Impact of 3.

1   AIRCRAFT DAMAGE
(Read the result as rolled)

#	RESULT
"1"	Aircraft receives two points of damage. Deduct it from the Damage Points of the craft. Pilot counts as –1 REP for remainder of the game.
Impact or less but not a "1"	Aircraft receives one point of damage. Deduct it from the Damage Points of the craft.
Higher than Impact	No effect.

Damage to the aircraft is cumulative. If the damage taken during the game exceeds the Damage Points of the aircraft it flies somewhere off- table and crashes.

Pilots that are reduced to half their starting REP due to damage or Golden BB Checks will return to base and no longer participate in the battle.

ATTACKING WITH AIRCRAFT- BOMBS

After the AA and Golden BB Test are taken it's time to complete the run. When using bombs, rockets, or napalm here's how we do it:

- Declare the nominated impact points for each individual ordinance.
- Roll 1d6 for each one.
- Roll normally on the Range Combat Table *(page, 32)*. Be sure to take into account whether the impact point is within cover or concealment <u>from the air</u>.

- If a miss occurs roll 1d6 and consult the Airstrike Deviation Table.

1   AIRSTRIKE DEVIATION
(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Firing from a helicopter	Deviation distance is halved

#	RESULT
1	On target, no deviation.
2	On target, no deviation.
3	Attack hits 2d6" past the target.
4	Attack hits 2d6" short of the target.
5	Attack hits 4d6" past the target.
6	Attack hits 4d6" short of the target by

All deviation moves the center of the attack the indicated direction from the intended impact point based upon the aircraft's Flight Line.

ATTACKING WITH AIRCRAFT- GUNS

After the AA and Golden BB Test are taken it's time to complete the run. When using LMG, HMG, or auto-cannon here's how we do it:

- All targets within 3" of either side of the Flight Line will suffer an attack.
- Using the Pilot's REP roll once for each figure on the Ranged Combat Table.
- Any hit is carried out normally while each miss causes a received Fire Test taken by groups of figures that were fired upon.

WEAPON	IMPACT
LMG	3/APR 2
HMG	5/APR 3
Auto-Cannon	5/APR 5

LOITER TIME

Because of high fuel usage, aircraft have a very limited time over the battlefield during which they make take part in the fight. *A plane may only make as many passes as it has weapons types available.* Thus, a plane with auto-cannon and 500 lb and 750 lb bombs may only make two attack passes, as it only has two weapons types (cannons and bombs). If it also had napalm, it would be able to make three attack passes, as napalm is a different weapon type than guns and bombs. Having to veer off of an attack counts as an attack pass.

Regardless of the number of weapon types, jet aircraft may only remain "in play" for five turns (whether they spend the time loitering or attacking), after which they will return to base.

Propeller driven aircraft, such as the A-1 Skyraider, T-28 Trojan and FACs may remain "in play" for up to 12 turns.

AIRCRAFT MUNITIONS

Planes are capable of carrying a wide variety of weapons, both internally and on pylons. Below is a list and stats for various weapon systems used in tactical support roles.

BOMBS: Bombs come in 250 lb Fragmentation, 500 lb, 750 lb, or White Phosphorous (WP) high-drag types. Fragmentation bombs rely on concussion and splinters to do damage. WP bombs create smoke and incendiary (fire) effects. Bombs (other than WP) will create a crater as sized in the terrain section. All APR attacks versus Armored Vehicles is against the side armor DV regardless of facing (unless the bomb lands directly on top of the vehicle). Figures within a bomb's blast circle that are not hit are automatically *stunned.*

- ***250 lb Frag.*** 36" blast circle, Impact 2, APR 3, counts as REP 5 for blast circle attacks.
- ***500 lb.*** 20" blast circle, Impact 3, APR 6, counts as REP 6 for blast circle attacks.
- ***750 lb.*** 30" blast circle, Impact 4, APR 8, counts as REP 6 for blast circle attacks.
- ***WP.*** 36" blast circle, Impact 5, APR 3, counts as REP 6 for blast attacks. 36" blast circle remains as smoke. Roll 1d6 at the start of each turn, with (1-4) resulting in the smoke dissipating and being removed from play.

GUNS: Whether machineguns or canon, aerial guns fire explosive shells and are classified as LMG, HMG or AC (Autocannon; these may be several 20mm Autocannon or one 20mm Gatling).

NAPALM: Napalm is jellied gasoline contained in aluminum drop tanks that burns on contact with oxygen and sticks to just about anything. Here's how we use it:

- When using napalm a 6" wide by 18" long template represents the affected area. Center the 6" wide side of the template on the target spot with the 18" length extending along the Flight Line of the aircraft.

Everything within the template takes an Impact 4/APR 5 hit *each turn* that it is within the template. Figures in napalm can only attempt to get out of its effects and may not commit any actions including firing. They do not take any Reaction Tests until they are out of the template or the napalm has burned out. Here's how we do it:

- Roll 1d6 for each template.
- (1-3) = the napalm remains active.
- (4-6) = the napalm burns out and is removed from play.

ROCKETS: Unguided fin stabilized rockets, usually fired in salvos. Each multiplier in the aircraft stat (such as Rocket x4) is the number of attacks that may be made by the weapon during a pass.

- 12" blast circle, Impact 3, APR 3, counts as REP 4 for blast attacks.

WP MARKING ROCKET: Unguided fin stabilized White Phosphorous rocket, usually fired singly to mark targets for other aircraft.

- 5" blast circle, Impact 5, APR 3, counts as REP 6 for blast attacks.
- Acts as a smoke grenade but will rise above any jungle canopy to be visible from above.

FACS

Forward Air Control (FAC) planes are much more than just aerial traffic cops. FACs are either REP 4 (1-2), REP 5 (3-5), or REP 6 (6).

Here's how they are used in FNG:

STRAFING RUN: If there are no airstrikes during a player's 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 WP 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.

SPOTTING RUN: During a spotting run, the pilot attempts to spot targets on the ground. Here's how we do it:

- Establish a Flight Line for the aircraft.
- Any enemy group, vehicle, or PEF within 12" to each side of the Flight Path may be spotted.
- Roll 2d6 versus the REP of the Pilot as he tries to spot each target.
- Determine how many d6 are passed.
- Consult the Aerial Spotting Check and note the results.
- If an air strike is available the next turn, he may direct it against any spotted targets or the center of the terrain feature the target was spotted in. Jungle does not count as a terrain feature, but a hill, cross-road, rice paddy, or village does.

2	**AERIAL SPOTTING CHECK**
	(Taken vs. REP)

CIRCUMSTANCE	*MODIFIER*
Target in cover from the air	-1d6
Target in concealment from the air	-1d6
Spotting check taken from an hovering helicopter	+1d6

#D6 PASSED	*RESULT*
2+	Target spotted. PEF is immediately resolved.
1 or less	Target not spotted. PEF remains unresolved.

MARKING A TARGET: If the FAC marks a target with a WP marking rocket, using normal rocket firing procedure *(page, 30),* all aircraft ground attacks that impact within 24" of the smoke count the pilot's REP as one higher.

SPOTTING FOR ARTILLERY: FACs may also direct artillery fire against enemy troops that are spotted the previous turn by an Aerial Spotting Check. When doing so they use the same bonuses as if a FO *(page, 76).*

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 heavy firepower and illumination for the Grunts on the ground. These planes were armed with a variety of weapons, including 7.62mm mini-guns, 20mm Vulcan cannons, 40mm BOFORs guns, and even a 105mm howitzer in the C-130 version! These weapons were all mounted to fire 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 mini-guns and air droppable flares.

AC-47s perform as follows:

- 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, friend or foe, is attacked as if by a Target 4, Impact 3 weapon at REP 5.
- Only two gun runs may be made before the plane runs out of ammunition; however it may still remain on station providing illumination similar to artillery and mortars, dropping one mortar sized illumination round per turn.
- AC-47s may be in play for a total of eight turns.
- These planes fly only at night and must be specifically requested.
- They are not subject to being attacked from the ground, except by HMG or larger ground AA. HMG are allowed a Received Fire Test any time an AC-47 fires on the gaming area, even if the HMG was not in the area attacked, counting the aircraft as Fast Moving. Hits are resolved the same as a hit by a Golden BB attack.
-

STOP!

Here's a recap of using Tac Air support.

It all starts with Making the Call *(page, 72)*.

Then roll on the Airstrike Request Table *(page, 80)*.

Roll on the appropriate Aircraft Availability Table *(page, 80)* and check the FWF Aircraft List *(page, 109)* to see what aircraft will arrive and what it is armed with.

There must be a FAC *(page, 84)* on the table before the airstrike can take place.

Establish the Flight Line *(page, 81)*.

Go over the Anti-Aircraft Check *(page, 82)*.

Take the Golden "BB" Test *(page, 82)*.

Roll 1d6 on the Aircraft Damage Table (page, 82) for each d6 failed on the Golden "BB" Test.

Carry out a Bombing Attack and an attack using guns to see the differences.

A plane may only make as many passes as it has weapons types available.

Most fixed wing aircraft can spend a maximum of 5 turns "in play" either making attacks or loitering off the table before it must return to base. FAC can remain "in play" up to 12 turns.

Review the capabilities of the FAC *(page, 84)* and how they are used.

Next up, helicopters.

16 HELICOPTERS

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 three basic categories of helicopters:

- Transports (such as the Huey "slick" and USMC's UH-34D "Hus").
- Gunships (such as the Huey "hog" or the Cobra).
- Observation (such as the "loach").

Each has its own particular function on the battlefield, but they all act in much the same manner.

HELICOPTER MOVEMENT

Initially, helicopters travel across the tabletop just as aircraft do *(Flight Line, page, 81)* with four major differences. They are:

- When called upon they will roll on the Piloting Table *(page, 86)*.
- They may choose to *hover.*
- They may land on the table.
- Helicopters may stay "in play" for up to eight turns.

HOVERING

During their movement helicopters may elect to hover (stop in mid-air) over one spot or hover and then land.

Hovering immediately halts the helicopter's movement for the rest of the turn and immediately forces all enemy forces with LOS within 24" to roll an Anti-Aircraft Check (page, 82).

The next Activation, a hovering helicopter can rotate to face a different direction before leaving its hover and moving in that direction off-table.

HELICOPTER INSERTIONS AND EXTRACTIONS

Players may decide to simulate a helicopter being used to pick up or deliver troops to the battlefield. Here's how we do it and note that this process may require the use of an appropriate mode:

- At the start of the owning players Activation, plot the Flight Line *(page, 81)* of the helicopter.
- Next plot where the helicopter will attempt to land. This must be a clear area!
- Roll 2d6 versus the REP of the Pilot and consult the Helicopter Piloting Table.
- Immediately carry out the results based upon the action of the helicopter.

- Remember that the movement of the helicopter may trigger an Anti-aircraft Check *(page, 82)*.

2	**HELICOPTER PILOTING**
	(Taken vs. REP)

CIRCUMSTANCE	MODIFIER
Flying in Inclement Weather	-1 to Pilot REP
Flying at night	-1 to Pilot Rep

# D6 PASSED	RESULT
2	***Flying -*** Skims the top of the trees and may not be fired upon unless crossing an open area. ***Landings, take-offs and hovers*** - Occurs without piloting mishap.
1	***Flying -*** Fly to target but enemy figures may take an Anti-Aircraft check. The Golden "BB" procedure is still used but any OR can be counted. ***Landings*** – Approach botched and pilot must "go-around", taking a full turn before reentering the table and attempting another landing. ***Take-off*** – Not enough power. Pilot may attempt again next Activation. ***Entering hover*** – Attempt botched, helicopter continues to move in the same direction an additional 2d6" then hovers. ***Leaving hover*** – No problem, helicopter leaves hover.
0	***Flying -*** Sitting duck, any and all enemy within 24" may open fire without taking an Anti-Aircraft check. The Golden "BB" procedure is still used but any OR can be counted. ***Landing*** – Crash! The crew has made a hard landing, and all aboard take an Impact 1 hit. The helicopter takes 2d6+1 points of damage. ***Take-off or entering hover*** – Stall! Helo moves forwards 2d6" then makes a hard landing as above. If the helicopter hits any intervening terrain (trees, hills, dunes, structures) it is destroyed and all aboard take an Impact 4 hit. ***Leaving hover*** – Helicopter spins 90° left (1-3) or right (4-6) and moves 2d6" in that direction. If the helicopter hits any intervening terrain (trees, hills, dunes, structures) it is destroyed and all aboard take an Impact 4 hit.

FIRING AT THE HELICOPTER

Anti-aircraft fire against *flying* helicopters is handled exactly as with aircraft but with the following modifications:

- Any OR weapon, except for thrown grenades and explosives, may fire at the flying helicopter.
- The Helicopter Damage Table *(page, 91)* is used.
- For each door gunner a helicopter carries (up to two), reduce the number of dice being rolled on the Golden BB Table by one but never below the minimum REP of the Pilot.

Firing at landed or hovering helicopters is handled as follows:

- Firing attacks are handled normally using the Ranged Combat Table to determine possible hits.

LANDING THE HELICOPTER

After any fire is resolved the Pilot must roll on the Helicopter Piloting Table to determine the result of his attempt to land or hover.

- If successful the helicopter is placed on the selected landing spot (called an LZ, or Landing Zone) or hover location.
- If the LZ is not large enough for the helicopter model to fit inside (including rotor blade turning circle) the helicopter will crash (page, 92).

UNLOADING/LOADING

Once the helicopter has reached the ground it can be loaded or unloaded in the following way:

- On the next Activation after landing the player may unload passengers or supplies or pickup passengers or casualties up to the maximum allowed by that helicopter type *(page, 108)*.
- Casualties must be loaded by non-wounded figures, requiring one individual figure per Out of the Fight figure, or two individual figures per Obviously Dead figure.

TAKE OFF

Once the helicopter has finished loading or unloading it may take off in the following way:

- On the next Activation after loading or unloading the helicopter may attempt to take off.
- The helicopter attempts to take off, with the Pilot making a roll on the Helicopter Piloting Table and consulting the result for the "take-off" entry on the table.
- If the helicopter lifts off it provokes an Anti-Aircraft Check from enemy within LOS and range as normal, with the helicopter counting as a hovering for targeting purposes.

- If the helicopter crew survives the enemy fire and the helicopter is still operational the pilot rolls a second Helicopter Piloting check and consults the "flying" entry on the table to determine if the enemy will be able to take a further Anti-Aircraft check.
- The helicopter then moves normally.

See Door Gunners (page, 90) for more info.

GUNSHIPS

Gunships may make attack runs across the tabletop in the same manner as strafing aircraft *(page, 81)* with the following exceptions:

- They roll on the Piloting Table to determine their altitude based on their action during the turn.
- Gunships may fire rockets and fixed machine guns in the same pass due to there being both a pilot and co-pilot, each firing a different weapon system.
- 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 *(page, 90).*

REQUEST TABLE

When requesting gunship support, use the following procedure:

- Make the Call *(page, 72).*
- Roll 1d6.
- Modify the score by any applicable modifiers.
- Consult the table and carry out the results.

1	GUNSHIP REQUEST
	(Read the result as rolled)

WHO'S CALLING	MODIFIER
Force Commander is Lieutenant	+1
Force Commander is Captain or higher	+2
SUPPORT LEVEL	**MODIFIER**
Support Level 1	-3
Support Level 2	-2
Support Level 3	-1
Support Level 4	-1

#	RESULT
2 or less	*"Sorry!"* No assets are available this turn, but another request attempt may be made on a later turn.
3	*"Coming quickly."* Helicopter will arrive in 1d6 turns, but may only make one pass before returning to base for refueling and rearming.
4	*"On our way."* Helicopter will arrive in 1+1/2d6 turns.
5	*"Almost there."* Helicopter is close by and will arrive in two turns.
6 or greater	*"Overhead now!"* Gunship has been monitoring the action via radio and is available next turn.

AVAILABLE GUNSHIPS

If the call for support is successful, roll on the Helicopter Availability Table in the appropriate Corps Zone to determine what type of helicopter is available for the attack mission.

- All helicopters are US Army unless otherwise noted.
- Roll 1d6 to determine the REP of each crewman.
- (1) REP 3
- (2-4) REP 4
- (5) REP 5
- (6) REP 6

1   I CORPS GUNSHIP AVAILABILITY
(Read the result as rolled)

#	RESULT
1	USMC AH-1 Cobra (after mid 1968, otherwise USMC UH-1 gunship using Sea Wolf stats)
2	UH-1 "Frog" gunship (USMC piloted if called by USMC)
3	UH-1 ARA
4	UH-1 "Hog" gunship
5	OH-6 Cayuse "Loach"
6	US Army Pink Team- OH-6 and AH-1 (after mid 1968, otherwise use UH-1 "Frog" gunship instead of AH-1)

1   II, III, IV CORPS GUNSHIP AVAILABILITY
(Read the result as rolled)

#	RESULT
1	UH-1 "Slick"
2	(1-2) UH-1 ARA, (3-4) US Navy Sea Wolf (If IV Corps, otherwise UH-1 ARA), (5-6) UH-1 Bushranger (if III or IV Corps, otherwise UH-1 ARA)
3	UH-1 "Frog"
4	(1-4) UH-1 "Hog" gunship or (5-6) "Heavy Hog"
5	OH-6 Cayuse "Loach"
6	Pink Team- OH-6 and AH-1 (after mid 1968, otherwise use UH-1 "Frog" gunship instead of AH-1)

FIREFLIES AND NIGHTHAWKS

These helicopters fly missions only at night.

Fireflies are armed as stated in the FWF Helicopter List, and carry a bright searchlight as well.

- The searchlight is capable of illuminating a 24" circle area if in a hover, or a 12" wide strip if the helicopter is making a linear attack.
- When the searchlight is on the crew may make Aerial Spotting Checks in the illuminated area and the enemy may attack as normal if in range, but only those within 24" of the helicopter may attack if the helicopter is traveling through an illuminated area with its searchlight off.

Nighthawks are armed as on the FWF Helicopter List, but also carry aerial flares.

- They may drop one mortar-sized illumination round per turn.

- They may only make Aerial Spotting Checks or 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, Nighthawks and Fireflies may not land or pick up any passengers.

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 for reactions and a FAC for 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:

- Activate based on Pilot REP for movement, though other crew may activate and fire as independent figures being transported.
- Roll on the Helicopter Piloting Table to determine altitude.
- A LOH may only move a total of 36" during the turn.
- The helicopters observer or any passenger may drop grenades and smoke grenades, or use their personal weapons to fire upon the enemy.
- A LOH may hover twice during the turn, counting entering or leaving a hover as one use. Each must still be rolled for on the Helicopter Piloting Table.
- LOH cannot move "off-table" until next turn.
- A LOH, if capable, can carry one casualty as a Medevac in place of two passengers.

DUSTOFF/MEDEVAC

When a soldier is wounded, getting good medical attention is often paramount to his survival. 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.

REQUEST TABLE

When requesting MedEvac, use the following procedure:
- Make the Call *(page, 72)*.
- Roll 1d6.
- Modify the score by any applicable modifiers.
- Consult the table and carry out the results.

1	**MEDEVAC REQUEST**
	(Read the result as rolled)

SUPPORT LEVEL	MODIFIER
Support Level 1	-1

#	RESULT
2 or less	*"Sorry!"* No assets are available this turn, but another request attempt may be made on a later turn.
3	*"Coming quickly."* Medevac will arrive in 1d6 turns, but can only carry out 2 wounded figures, as it already has half a load.
4	*"On our way."* Medevac will arrive in 1/2d6 turns.
5	*"Almost there."* Medevac is close by and will arrive in 2 turns.
6 or greater	*"Overhead now!"* Medevac is standing by and will arrive next turn.

AVAILABLE HELICOPTERS

MedEvac helicopters fly the same as a standard transport helicopter (it is usually a UH-1) using the Helicopter Piloting Table and random REPS for crew. (See Available Gunships, page, 87).

HOT LZS

If there are enemy figures within 12" of the Landing Zone 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. Here's how we do it:
- 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 the table in the direction he was originally traveling. He may make another attempt when next active, with each failed attempt adding one to the die roll.

MEDEVAC BENEFITS

Figures removed from the battlefield via MedEvac helicopters count their REP as one better for rolls on the After the Battle Recovery Table *(page, 40)*.

HELICOPTER WEAPONS AND EFFECTS

Helicopter gunships, LOH, and troop transports carry limited types of munitions. Here is a list and stats for various weapon systems used in tactical support roles.

Note: Rockets and grenade launcher fire from a helicopter also use the Airstrike Deviation Table (page, 83). Attacks with guns do not..

DOOR GUNS: LMG (and sometimes HMG) are either hand held or mounted to a pedestal, able to fire to the flanks of the helicopter.

MOUNTED GUNS: Here the types of guns that are mounted onto helicopters and how they are used:
- LMG are used in strafing runs by centering a 6" wide and 18" long template, placing its beginning end at the attacks nominated start point, running in the direction of the Flight Line.
- RLMG (rotary light machineguns, aka mini-guns) and RHMG (rotary heavy machineguns, aka Vulcans) are used in strafing runs by centering a 6" wide and 18" long template, placing its beginning end at the attacks nominated start point, running in the direction of the Flight Line.
- All targets within 3" of either side of the Flight Line will suffer an attack.
- Using the Pilot's REP roll once for each figure on the Ranged Combat Table and twice for each figure fired upon by RLMGs or RHMGs.
- Any hit is carried out normally while each miss causes a received Fire Test taken by groups of figures that were fired upon.

WEAPON	IMPACT
LMG	3/APR 2
RLMG	3/APR 2
RHMG	5/APR 3

AUTO GRENADE LAUNCHER: A belt fed 40mm high-pressure (as opposed to the low pressure M-79 GL) automatic grenade launcher. This may be used in conjunction with MGs for strafing runs. When the 40mm Auto GL is used to strafe in conjunction with the LMG the GL uses the centerline of the strafe template as the firing line of the GL for measurement purposes.

- If used to strafe, the weapon fires one shot per 6" of gaming area traveled
- If used as part of a chin turret for independent attacks, it may only fire once for every 24" of gaming area traveled.
- Auto-Grenade Launchers use the 5" blast circle as does the normal grenade.

WEAPON	IMPACT
Auto-Grenade Launcher	2/APR 2

ROCKETS: Unguided fin stabilized rockets, usually fired in salvos. Each multiplier in the aircraft stat (such as Rocket x4) is the number of attacks that may be made by the weapon during a pass.

- 12" blast circle, Impact 3, APR 3, counts as REP 4 for blast attacks.

CHIN TURRETS

Only the AH-1 Cobra uses a chin turret weapon system. It can mount a single LMG, a pair of LMG, or a single LMG and a 40mm Auto GL. The weapons in the turret must be fired in the same manner at the same target(s), either strafing or at individual targets.

- When strafing, dual LMGs combine in the same template, adding a second attack to each individual within the template.
- When used to attack individual targets the weapons fire as Door Gunners *(page, 90).*

DOOR GUNNERS

Most, if not all, helicopters carry door gunners for their protection. Armed with M-60 LMGs, they are able to fire from the open side doors of the helicopter or out the open rear loading/unloading ramps at enemy that might otherwise take a shot at the helicopter. Here's how door gunners work:

- Have a 180-degree firing arc on their side of the helicopter or 180 degrees out the back of the helicopter.
- Due to lots of practice, door gunners *do not* count as Fast Moving when firing from a moving helicopter.
- May fire the full Target of their weapon once for every 24" the helicopter travels across the tabletop. This fire may be split up amongst multiple targets as normal.
- Reduce the number of dice being rolled on the Golden BB Table by one per door gunner the helicopter carries.

- May fire in reaction if the helicopter is hovering or sitting on the ground, just like a normal infantryman.
- When onboard a helicopter a door gunner will fire at a -1 to REP if called upon to Duck Back, but will *not* fire if called upon to retire.

PASSENGERS FIRING FROM THE DOOR

Passengers on transport helicopters ("slicks") sometimes sit with their legs hanging out the side doors of the helos, or stand on the skids when coming in for a landing for a quick exit (called "un-assing the bird"). Here's how we do it:

- A maximum of three soldiers, plus the door gunners, may "be in the door" on each side of a helicopter with large side doors (the UH-1 and UH-34).
- Passengers of observation type helicopters (such as the OH-6) may only fire out of the doors or windows next to which they are sitting.
- Large "solid body" type helicopters (such as the CH-46) often have their windows removed to prevent shattered Plexiglas from injuring passengers, as well as often flying with the rear ramp partially lowered. This allows ¼ of the number of total possible passengers to have firing positions.
- Only these previously explained soldiers may fire their weapons from the helicopter, counting as Fast Moving on the Ranged Combat Table if the helicopter is moving. If the helicopter is hovering they fire as normal.
- Door gunners always fire normally.

DROPPING "STUFF"

Dropping grenades from helicopters can be a very dangerous proposition. Grenades can bounce off of hard objects, coming back up at the helicopter as it travels. Explosions beneath a hovering bird can send it into a spin or injure the aircraft and crew. And there's always the chance that a live grenade might fall on the floor, rather than out the door… Luckily, aircrews are well practiced at making drops.

Dropping grenades, etc., from a helicopter uses the following procedure:

- Nominate the impact point along the aircraft's Flight Line (or directly beneath it if it is hovering).
- A roll is then made on the Dropping "Stuff" Table below, utilizing the nominated point as the target.

2	**DROPPING "STUFF"**
	(Taken vs. REP)

CIRCUMSTANCE	MODIFIER
Helicopter is hovering	+1d6

# D6 PASSED	**RESULT**
2	Success! Roll on Ranged Combat Table counting the target/point as if in the open. If a result of "Miss" occurs then the item deviates as a mortar round *(page, 77)*.
1	Partial success! Roll on Ranged Combat Table counting the target/point as if in cover. If a result of "Miss" occurs then the item deviates double as a mortar round *(page, 77)*.
0	Fire in the hole! Thrower "fumbles" the toss. Roll 1d6 versus throwers REP. • Pass1d6: Item falls out of the helicopter, completely missing the intended target and being harmless. • Pass 0d6: The item remains in the helicopter. If the item is explosive increase the Impact by 2. All inside the helicopter will test for damage. If the Impact is 5 or more, the helicopter is destroyed, with all aboard Obviously Dead. Smoke has no effect other than to cause the pilot to take all piloting related rolls at -2 REP until the smoke runs out or a crewman is able to succeed at another Dropping Stuff check.

DAMAGING HELICOPTERS

Despite their size, a helicopter has a lot of open space that impacting rounds might pass through without damaging significant components. Here's how we damage helicopters:
- Whenever a helicopter takes a hit from any weapon, roll on the Helicopter Damage Table.
- Weapons with an Impact of 5 or an APR of 4 or better will always cause twice the number of damage points per hit.

1	**HELICOPTER DAMAGE**
	(Read the result as rolled)

#	**RESULT**
"1"	Helicopter receives two points of damage. Roll 1d6 for each crewmember and passenger, with results of "1" denoting they are hit.
Impact or less but not a "1"	Aircraft receives one point of damage.
Higher than Impact	No effect

Damage to the helicopter is cumulative. If the damage taken during the game exceeds the Damage Points of the helicopter it crashes.
- Roll 1d6 and consult the Helicopter Crash Table to determine the fate of the crew and passengers.

1   HELICOPTER CRASH
(Read the result as rolled)

#	RESULT
1 or 2	The helicopter's engine fails and the pilot must auto-rotate down, never to fly again during the game. Place the helicopter 4d6" and within 90 degrees to the direction of travel from the center point of the declared Flight Line (or straight down if hovering). Roll 1d6 vs. the pilot's REP. • Pass 1d6: Helo sets down without injuries. • Pass 0d6: Each crewman and passenger must roll against injury as if hit by an Impact 1 weapon.
3	Control systems fail and the helo noses into a crash. Place the helicopter 4d6" from the largest concentration of enemy that fired upon it last (or straight down if hovering) along the declared Flight Line. Each crewman and passenger takes an impact 2 hit.
4	The helicopter comes crashing to the ground 4d6" from the largest concentration of enemy that fired upon it last (or straight down if hovering) along the declared Flight Line. Each crewman and passenger must roll against injury as if hit by an Impact 3 weapon, and are thrown 1d6" from the wreck.
5	The tail rotor is lost and the aircraft spins into the ground 3d6" from the largest concentration of enemy that fired upon it last (or straight down if hovering) along the declared Flight Line. Each crewman and passenger must roll 1d6 vs. REP. • Pass 1d6: Remain in the helo take an Impact 3 hit. • Pass 0d6: Thrown 2d6" from the helo taking a Impact 4 hit.
6	The helicopter explodes in midair, killing all aboard.

If the crashing helicopter contacts trees, jungle, or rough terrain the Impact of any injury increases by one.

STOP!

Here's a recap for using helicopters.

Helicopters move in a similar fashion to fixed wing aircraft except they can hover in place *(page, 85)* and land *(page, 86)*.

Helicopters use the Helicopter Piloting Table *(page, 86)* whenever they are flying, landing, taking off, entering or leaving hover.

Helicopters can land and load or unload supplies or troops *(page, 86)*.

You must Make the Call *(page, 72)* rolling on the Gunship *(page, 87)* or MedEvac Request Table (page, 89) depending on what you want the helicopter to do.

Roll on the appropriate Gunship Availability Table *(page, 88)* and check the FWF Helicopter List *(page, 108)* to see what helo will arrive and what it is armed with.

Helicopters must have a landing zone *(page, 86)* large enough to set the model in.

Helicopters can be armed with a variety of weapons *(page, 89)*.

Review the section on door gunners *(page, 90)*.

Helicopters can be fired at by using the Anti-aircraft Check *(page, 82)* just like a fixed wing aircraft but have their own damage table *(page, 91)*.

Passengers may fire (page, 90) and drop grenades or other items (page, 91) from the helicopter.

Unlike fixed wing aircraft helicopters can crash on the table.

A helicopter may remain "in play" for up to eight turns before returning to base.

17 REINFORCEMENTS

Small units almost never operate in a vacuum. Usually the rest of their platoon and company are nearby, and may be able to lend some help when trouble starts.

In traditional 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 playing solo or same side. In reality all that the squad or platoon 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!

Support arrives on the battlefield as reinforcements and can take many forms. The number of reinforcements that each side will receive is in direct relationship to their Support Level.

To recreate this uncertainty we use Support Level and the Reinforcements Table.

WHEN REINFORCEMENTS ARRIVE

There are two ways to determine reinforcements:
- Activation based.
- On Demand.

This section covers Activation based Reinforcements. For information concerning On Demand Reinforcements see *page, 74.*

Whenever the Activation dice, when added together, come up "7", there is a chance that the side with the higher score will receive Reinforcements. Here's how we do it.
- Determine which side scored the higher number.
- There is a chance that the side with the higher score will receive reinforcements.
- Roll 2d6 versus the Support Level of the FWF side or the EAL of the VC/NVA side and consult the Reinforcements Table
- If the army does not have any forces on the table the reinforcement will be a PEF instead.
- Roll 1d6 and the result is the section that the PEF is placed. If there are enemy units in the section then the PEF is placed in the closest empty section.

2   REINFORCEMENTS TABLE
(Taken versus Support Level or Enemy Activity Level)

CIRCUMSTANCE	MODIFIER
VC/NVA EAL of 5	+1d6
VC/NVA EAL of 1	-1d6

#D6 PASSED	RESULT
2	Roll 1d6 for each level of the SL/EAL on the appropriate Reinforcements Table.
1	Roll half the SL/EAL in d6 (rounded up) on the appropriate Reinforcements Table.
0	No reinforcements this time.

These reinforcements arrive at the beginning of the player's Activation for the current turn.

SL   FWF REINFORCEMENTS

SL# in d6 rolled on appropriate SL chart when reinforcements are called for or due to arrive

For IV Corps, tanks only arrive if there is a road, otherwise a boat arrives if there is a waterway large enough, or rest of platoon if not.

If the result is "squad" or "rest of platoon" and your full platoon is already on table, then a squad from a different platoon arrives instead. A platoon HQ arrives for every three squads from another platoon on table.

FWF SUPPORT LEVEL 1 (1D6)

#	RESULT
1 - 4	Squad
5	Three-round medium mortar barrage is available to be fired on a single target
6	Rest of platoon

FWF SUPPORT LEVEL 2 (2D6)

#	RESULT
2	Three-round medium mortar barrage is available to be fired on a single target
3-5	Rest of platoon.
6-10	Squad.
11	Three-round medium artillery barrage is available to be fired on a single target.
12	UH-1 "Hog", REP 5, arrives on the scene and may make a single pass before having to return to base.

FWF SUPPORT LEVEL 3 (3D6)

#	RESULT
3-4	*UH-1 "Slick" is in the area and immediately available.*
5-8	*Squad.*
9-10	*Rest of platoon.*
11	Three-round medium mortar barrage is available to be fired on a single target
12-14	*Pair of two-round heavy mortar barrages available to be fired on a single target.*
14-16	*Three-round medium artillery barrage is available to be fired on a single target.*
17-18	*UH-1 "Hog", REP 5, arrives on the scene and may make a single pass before having to return to base.*

FWF SUPPORT LEVEL 4 (4D6)

#	RESULT
4-5	Pair of two-round heavy artillery barrages available to fire at a single target.
6-7	Three-round medium artillery barrage is available to be fired on a single target.
8-12	Squad.
13	OH-6 "Loach", REP 5, arrives on the scene and is immediately available
14-15	Pair of two-round heavy mortar barrages available to be fired on a single target.
16-22	Rest of platoon
23-24	FAC arrives overhead (if a FAC is already on-station, then a pair of attack aircraft are now available and their type must be determined on the appropriate Availability table)

FWF SUPPORT LEVEL 5 (5D6)

#	RESULT
5-8	Next successful RTO call for artillery or mortars automatically counts as (5) on the FWF request table.
6-8	Three-round medium artillery barrage is available to be fired on a single target.
9-10	Gunship arrives on the scene and is immediately available.
11	Two-man sniper team arrives. The sniper is armed with a BA rifle w/scope, and his spotter is armed with an M-16 (and starlight scope if night).
12-14	Squad.
14-22	Rest of platoon.
24+	A FAC arrives overhead (if a FAC is already on-station, then a pair of attack aircraft are now available and their type must be determined on the appropriate Availability table)

FWF SUPPORT LEVEL 6 (6D6)

#	RESULT
6-12	The next successful RTO call for artillery or mortars automatically counts as (5) on the FWF request table.
13-15	Three-round medium artillery barrage is available to be fired on a single target.
16-20	Squad.
21-22	A two-man sniper team arrives. The sniper is armed with a BA rifle w/scope, and his spotter is armed with an M-16 (and starlight scope if night).
23-26	A gunship arrives on the scene and is immediately available.
26-32	Rest of platoon.
33+	A FAC arrives overhead (if a FAC is already on-station, then a pair of attack aircraft are now available and their type must be determined on the appropriate Availability table)

EAL VC/NVA REINFORCEMENTS

EAL# in d6 rolled on appropriate EAL chart when reinforcements are called for or due to arrive or when a PEF is revealed

If playing solo/same side and artillery/mortars are called for, they will be fired upon the farthest FWF group in LOS. If there are no FWF groups in LOS this turn, then the barrage is lost.

ENEMY ACTIVITY LEVEL 1 (1D6)

#	RESULT
1 - 4	LVC: three-man cell. MFVC and NVA: six man half squad with (1-3) LMG or (4-6) RPG.
5	Nothing.
6	LVC: single LVC MFVC and NVA: two man RPG team with 1d6 rockets and SKS (MFVC) or AK-47 (NVA)

ENEMY ACTIVITY LEVEL 2 (2D6)

#	RESULT
2-6	LVC: three-man cell. MFVC and NVA: six man half squad with (1-3) LMG or (4-6) RPG.
7-9	LVC: three man cell with two man LMG team. MFVC: six man half squad with (1-3) LMG or (4-6) RPG. NVA: squad with an armed LVC guide.
10	A three-round medium mortar barrage is available to be fired on a single target.
11	LVC: Three-man cell with an RPG MFVC: two man (1-3) RPG team or (4-6) LMG team. NVA: (1-3) two-man LMG team or (4-6) lone REP 5 "sniper" with SKS.
12	Nothing.

ENEMY ACTIVITY LEVEL 3 (3D6)

#	RESULT
3-4	All: Three-man MMG team
5-8	LVC: Full squad. MFVC and NVA: squad
9-10	LVC: Full squad MFVC: six man demolition unit, each with one satchel charge and a (1-3) SMG or (4-6) M-2 carbine. NVA: three-man medium mortar team.
11	LVC: Cadre with two LVC bodyguards. MFVC and NVA: Political Officer with two riflemen bodyguards.
12-14	All: Platoon HQ.
14-16	A three-round medium mortar barrage is available to be fired on a single target.
17	LVC: unarmed Medic and two unarmed female nurses (act as REP 3 civilians) MFVC: three-man scout team each with (1-3) SMG or (4-6) M-2 carbine and wire cutters. NVA: three-man scout team (one is Leader) each with AK-47s, wire cutters, and Tough Attribute.
18	Sniper with BA rifle and scope.

ENEMY ACTIVITY LEVEL 4 (4D6)

#	RESULT
4-6	All: Three-man MMG team.
7-8	LVC: Full squad with an RTO. MFVC: six man demolition unit, each with one satchel charge and a (1-3) SMG or (4-6) M-2 carbine. NVA: three-man medium mortar team.
9-10	All: Platoon HQ.
11	LVC: Cadre with two LVC bodyguards. MFVC and NVA: Political Officer with two riflemen bodyguards.
12-14	All: full platoon
15-16	A three-round medium artillery barrage is available to be fired on a single target.
17-18	LVC: unarmed Medic and two unarmed female nurses (act as REP 3 civilians) MFVC: three-man scout team each with (1-3) SMG or (4-6) M-2 carbine and wire cutters. NVA: three-man scout team (one is Leader) each with AK-47s, wire cutters, and Tough Attribute.
19	All: half squad with Medic.
20-21	LVC: three-man light mortar team. MFVC: two-man 82mm Recoilless Rifle team NVA: three-man HMG team.
22-24	Sniper with BA rifle and scope.

ENEMY ACTIVITY LEVEL (5D6)

#	RESULT
5-7	All: Three-man MMG team.
8-9	LVC: Full squad with an RTO. MFVC: six man demolition unit, each with one satchel charge and a (1-3) SMG or (4-6) M-2 carbine. NVA: a pair of three-man medium mortar teams.
10-11	All: Platoon HQ.
12	LVC: Cadre with two LVC bodyguards. MFVC and NVA: Political Officer with two riflemen bodyguards.
13-20	All: full platoon
21-22	A three-round medium mortar barrage is available to be fired on a single target.
23-24	LVC: unarmed Medic and two unarmed female nurses (act as REP 3 civilians) MFVC: three-man scout team each with (1-3) SMG or (4-6) M-2 carbine and wire cutters. NVA: three-man scout team (one is Leader) each with AK-47s, wire cutters, and Tough Attribute.
25-26	All: half squad with Medic and RTO.
27-28	LVC: a pair of three-man light mortar teams. MFVC: two-man 82mm Recoilless Rifle team. NVA: three-man HMG team with half squad.
29	Sniper with BA rifle and scope.
30	A pair of three-round medium artillery barrages are available to be fired on a single target.

ENEMY ACTIVITY LEVEL (6D6)

#	RESULT
6-7	All: Three-man MMG team
8-9	LVC: Full squad MFVC: six man demolition unit, each with one satchel charge and a (1-3) SMG or (4-6) M-2 carbine. NVA: a pair of three-man medium mortar teams.
10-11	All: Platoon HQ.
12	LVC: Cadre with two LVC bodyguards. MFVC and NVA: Political Officer with two riflemen bodyguards.
13-20	All: full platoon
21-22	A three-round medium mortar barrage is available to be fired on a single target.
23-24	LVC: unarmed Medic and two unarmed female nurses (act as REP 3 civilians) MFVC: three-man scout team each with (1-3) SMG or (4-6) M-2 carbine and wire cutters. NVA: three-man scout team (one is Leader) each with AK-47s, wire cutters, and Tough Attribute.
25-26	All: half squad with Medic.
27-28	LVC: a pair of three-man light mortar teams. MFVC: two-man 82mm Recoilless Rifle team. NVA: three-man HMG team with half squad.
29	Sniper with BA rifle and scope.
30-32	A pair of three-round medium artillery barrages are available to be fired on a single target.
33-34	All: 1d6 suicide troops. Armed with random weapons (from VC Weapons table) and CDMs strapped to their chests. Detonating CDMs will kill them. Have Nerves Of Steel Attribute.
35-36	Tank (if after Jan 1968, otherwise as 30 above)

POLITICAL OFFICERS AND CADRE

When Political Officers and Cadre take part in a battle:
- They act as an additional Force Commander
- On any turn that the Activation Die for the Communist side equals their REP, they take defacto command for that turn (even if the original Force Commander has a higher REP) and may only activate squads with a higher REP than their own.
- They are armed with a pistol (1-3), SMG (4-5), or an AK-47 (6).

REQUESTING REINFORCEMENTS

Reinforcements may also be requested just like other forms of support.

REINFORCEMENT REQUEST TABLE

When requesting reinforcements for support, use the following procedure:
- Make the Call *(page, 72)*.
- Roll 1d6.
- Modify the score by any applicable modifiers.
- Consult the table and carry out the results.

1	REINFORCEMENTS REQUEST
	(Read the result as rolled)

WHO'S CALLING	MODIFIER
Force Commander is Lieutenant	+1
Force Commander is Captain or higher	+2
Forward Observer making the call	+2
SUPPORT LEVEL	**MODIFIER**
Support Level 1	-3
Support Level 2	-2
Support Level 3	-1
Support Level 4	-1

#	RESULT
1 or less	*"Request denied!"* No reinforcements are available for the remainder of the game.
2	*"We'll see what we can do."* No reinforcements are available this turn, but another request attempt may be made on a later turn.
3	*"Standby."* Roll on the Reinforcements Table *(page, 93)* counting as passing 2d6. Will arrive in 1/2d6 turns.
4	*"Be there shortly."* Roll on the Reinforcements Table *(page, 93)* counting as passing 2d6. Will arrive in 2 turns.
5	*"Enroute."* Roll on the Reinforcements Table *(page, 93)* counting as passing 2d6. Arrive next turn.
6 or greater	*"We're already here!"* Roll on the Reinforcements Table *(page, 93)* counting as passing 2d6. Available immediately.

WHERE REINFORCEMENTS ARRIVE

When ground reinforcements are called for we must determine where they will arrive. Here's how it's done:
- Roll 1d6
- Read the result as rolled and consult the Reinforcement Entry Table.

1	REINFORCEMENT ENTRY
	(Read the result as rolled)

#	RESULT
1	Enter the table edge to the player's left at a maximum of 12" up that edge.
2	Enter the left side of the table edge behind the player up to 12" towards the center.
3	Enter the table behind the player up to 6" to either side of the center.
4	Enter the table directly behind the player up to 6" to either side of the center.
5	Enter the right side of the table edge behind the player up to 12" towards the center.
6	Enter the table edge to the player's right at a maximum of 12" up that edge.

STOP!

Let's recap Reinforcements.

Reinforcements can be *Activation based*. Whenever a "7" is rolled on the Activation dice. The higher side rolls 2d6 versus its Support Level if FWF or its Activity Level if VC/NV consulting the Reinforcements Table *(page, 93)*.

The reinforced side then rolls a number of d6, adds the scores, and consults the appropriate Reinforcements Tables based on their Support or Activity Level.

If the VC/NVA side does not have figures on the table their reinforcements take the form of a PEF.

The FWF player can request reinforcements just like any other form of support, first Making the *Call (page, 72)* then using the Reinforcements Request Table *(page, 93)*.

Political officers and Cadre figures *(page, 96)* have special rules.

To find out where the reinforcements arrive the Reinforcement Entry Table *(page, 97)* is used.

18 SQUAD MISSIONS

In squad sized missions, only medic or machinegun attachments from the parent platoon may be rolled for. However, the squad may also roll to see if it receives a radio as an attachment, making one member the RTO if it is received.

AMBUSH

You know the drill: setup in a hiding spot along a likely avenue of travel, and wait an uncomfortable eternity for the enemy to come waltzing by.

And if or when the enemy does come, blow the enemy's their ass away before the enemy even knows you're there.

OBJECTIVE

- Your objective is to either survive an ambush, or to ambush an enemy force.
- *Ambush:* To be successful, you must eliminate as much of the enemy force as possible before the turn limit expires.
- *Ambushed:* To be successful, you must preserve as many of your troops as possible while eliminating or driving away the ambushing force before the turn limit expires.

SPECIAL INSTRUCTIONS

- Roll 1d6 and add the score to the EAL of the area.
- If the result is "6" or less you have ambushed the enemy.
- If the result if "7" or higher you have been ambushed.
- Game length is six turns. After six turns there is a chance (1-3) that the mission objectives change into those of a Fight mission *(page, 100).*

EAL AND ENEMY FORCES

- One PEF plus a chance (1-3) of an additional PEF per level of EAL above 1. Count any resolved PC as Enemy Reinforcements instead.

DEPLOYMENT

- After placing terrain on the table, roll 1d6 to determine in which sector your unit will deploy.

- *If ambushing:* Place your squad in the most favorable terrain and cover within the deployment sector.
  - Roll 1d6 versus the Squad Leader's REP, and if the roll passes the squad may set out its Claymore CDMs (if any are available).
  - Form the enemy resolved PEFs into one long single file column with 1" gaps between figures. Place the head of the column in the nearest least favorable cover/terrain within LOS and weapons range of *all* your squad members.
- *If ambushed:* Place enemy resolved PEFs in the most favorable terrain and cover within the deployment sector.
- Form your squad/platoon into one long single file column with 1" gaps between figures. Place the head of the column in the nearest least favorable cover/terrain within LOS and weapons range of *all* enemy ambushers.

SPECIAL RULES:

- As both sides begin the game in LOS, no In Sight checks are made the first turn by the ambushers.
- If the side being ambushed has the first Activation, it may attempt to spot the ambush position.
- Only the lead squad or the Player's squad may roll to spot the ambush (not all squads in a Platoon) but if the ambush is spotted the entire Platoon spots the ambush.
- Roll 2d6. If *any* figure in the squad passes 2d6 versus its REP the ambush is spotted. If spotted, the ambushed troops may immediately open fire and then move or go prone, turning the tables on their enemy and foiling the ambush.
- If not spotted the ambushers immediately open fire when they are active.

PENALTIES AND REWARDS

- Three VP are earned per VC/NVA captured unharmed, two VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF dead.
- Two VP are deducted per FWF wounded.

DEFENSE

Your squad is assigned a somewhat isolated position, and the enemy smells possible weakness. Prepare to defend yourselves!

OBJECTIVE

- Your objective is to defend the assigned material/location.
- To be successful, you must keep the VC/NVA from capturing the assigned material/location until the game length expires.

SPECIAL INSTRUCTIONS

- Game length is a minimum of 10 turns with the possibility of additional turns.
- At the end of 10 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.
- Claymore CDMs may be setup at game start *unless* there are civilians present in the AO.

Roll 1d6 to determine what you are defending. Add one to the roll if the AO is populated *(pages, 46 and 55)*.

- (1) Radio Relay team. A team of four M-16 armed soldiers, one senior NCO and three RTO's, sitting atop a hill need to be guarded until the special mission they are supporting concludes.
- (2) Resupply site. The site is a clearing at least 10" in diameter. A UH-1 Slick carrying six passengers worth of supplies (see Resupply Missions section) will arrive and land to drop off supplies (or kick them from the door if the LZ is not large enough to land in) 1d6+2 turns from the start of the game. If landed, it will remain on the ground for two full turns before taking off, giving your troops a small window to unload all of the supplies.
- (3) Water party. The squad must guard two unarmed troopers while they fill canteens for the Company. Place a river or pond on the table top (rice paddies will NOT do). Squad enters from a table edge in a random sector and must travel to the water source. It takes two full turns for the canteens to be filled, during which time the unarmed troopers may do anything else. The squad must then exit the tabletop via their entry point with the water.
- (4) Wounded. 2d6 wounded with a medic and an RTO await Dustoff helos in a clearing (at least 10" in diameter). The squad must guard them from enemy action while the rest of the Platoon and Company are engaged in a fight nearby. The RTO must call for Dustoff (modify per the SL of the mission). More than one Dustoff may be necessary depending upon the number of wounded.

- (5) Check Point. Place a road on the tabletop. The checkpoint is located at midpoint of the road. Until combat begins, on any turn that the Activation score total is greater than six, 1d6 civilians appear at the end of the road (even chance of either end). Civilians will travel along the road exiting the table at the opposite end from where they entered. The squad must check each civilian as they pass by making a Speak Local check. Any roll that passes 2d6+ discovers an anomaly with the individual in question. A roll of (1-5) turns out to be nothing, (6) the papers are fake and the person must be detained until the end of the game. Passing 1d6 or 0d6 results in the papers being fine and the civilians continuing on their way.
- (6+) Bridge. Place a river on the tabletop with a bridge spanning it at midpoint, as well as a road or trail leading to and from the bridge. There is a sandbagged defensive position that can hold four soldiers at each end of the bridge. Until combat begins 1d6 civilians appear at the end of the road (even chance either end) on any turn that the Activation score total is greater than 6. Civilians will travel along the road to exit the table on the road at the opposite end from where they entered.

EAL AND ENEMY FORCES

- One PEF per level of EAL.

DEPLOYMENT

- After the terrain is placed roll 1d6 to determine which sector your unit will begin or place the unit in the appropriate location per the Special Instructions section.
- Roll 1d6 per PEF to determine in which sectors they are deployed.
- Each PEF and PC deploys into the best cover nearest the center of the sector.
- VC/NVA reinforcements enter via table edges of random sectors.

PENALTIES AND REWARDS

- Five VP are earned for completing the assigned mission and if no enemies are within 6" of the mission objective at game end.
- Two VP are earned per VC/NVA captured unharmed, one VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.

- Two VP are earned per suspicious civilian detained as a result of Speak Local checks during the Check Point mission.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Four VP are lost per FWF death.
- Four VP are lost if the assigned mission is not completed (the items or location is captured, FWF are wiped out, or key personnel are taken out).
- Two VP are deducted per FWF wounded.

FIGHT

The enemy has been spotted! Now, go kill him!

OBJECTIVE

- Your objective is to destroy the enemy forces.
- To be successful, you must inflict as many casualties on the enemy as possible while taking as few casualties as you can.

SPECIAL INSTRUCTIONS

- Game length is a minimum of 12 turns with the possibility of additional turns.
- At the end of 12 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.

EAL AND ENEMY FORCES

- One PEF, plus a chance (1-3) of an additional PEF per level of EAL above 1.
- If the EAL is 5 or greater then one of the resolved PEFs will be a PC. When resolving a PEF the player will roll 1d6. On a score of 1-3 it is a PC instead. The last PEF will always be a PC if it has not been encountered previously.

DEPLOYMENT

- After placing terrain on the table, roll 1d6 to determine what sector your unit starts in. Your unit starts the game in the best cover nearest the center of this sector.
- FWF reinforcements arrive from the table edge of the squads deployment sector.
- Roll 1d6 per PEF and PC to determine which sectors they deploy in.
- Each PEF and PC deploys into the best cover nearest the center of the sector unless in the same

sector as the FWF, in which case they deploy into the best terrain in the sector near the center of the table.
- VC/NVA reinforcements enter via table edges of random sectors.

PENALTIES AND REWARDS

- Three VP are earned per VC/NVA captured unharmed, two VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death.
- Two VP are deducted per FWF wounded.

PATROL

A patrol is an everyday sort of thing. Your unit is out wandering around the boonies looking for trouble, yet hoping to not find any…

OBJECTIVE

- Your objective is to patrol each sector and engage any enemy encountered.
- To be successful, you must gain LOS to the center of each sector from a location *in* that sector as well as to each PEF generated at the start of the game. You then withdraw from the tabletop via your entry point before the game length expires.

SPECIAL INSTRUCTIONS

- Game length is a minimum of 14 turns with the possibility of additional turns.
- At the end of 14 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.

EAL AND ENEMY FORCES

- One PEF plus a chance (1-3) of an additional PEF per level of EAL above 1.
- If the EAL is 5 or greater then one of the resolved PEFs will be a PC. When resolving a PEF the player will roll 1d6. On a score of 1-3 it is a PC instead. The last PEF will always be a PC if it has not been encountered previously.

DEPLOYMENT

- After placing terrain on the table, roll 1d6 to determine what sector your unit begins. Any table edge of that sector may be the entry point.
- FWF reinforcements only arrive at the FWF entry point.
- Roll 1d6 per PEF and PC to determine which sectors they deploy from.
- Each PEF and PC deploys into the best cover nearest the center of the sector.
- VC/NVA reinforcements enter via table edges of random sectors.

PENALTIES AND REWARDS

- Two VP are earned for each PEF revealed by your unit (squad or your platoon but not non-platoon forces).
- Three VP are earned per VC/NVA captured unharmed, two VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death.
- Two VP are deducted per FWF wounded, or if the unit did not exit the tabletop before the game length is reached.
- Wounded FWF NOT withdrawn with the unit or off the table (via Dust-off for example) count as 4 VP deducted.
- One VP is earned per sector patrolled

RECON

In order to kill the enemy, you first have to find the enemy. Recon missions are similar to patrols, but rather than wandering around looking for trouble the squad is instead checking out specific locations pinpointed by intelligence, orders, or rumor.

OBJECTIVE

- Your objective is to scout each possible enemy location and return with the information gathered. Direct contact with the enemy is not necessary.
- To be successful, you must resolve every PC then withdraw from the tabletop via the entry point before the game length expires.

SPECIAL INSTRUCTIONS

- Game length is a minimum of 12 turns with the possibility of additional turns.

- At the end of 12 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.

EAL AND ENEMY FORCES

- One PC per EAL level up to 4 PCs.
- One PEF per EAL level. When resolving a PEF the player will roll 1d6. On a score of 1-5 it is a PC instead. Repeat this procedure until one PC per EAL has been revealed. Once this requirement is reached PEFs are resolved normally.

DEPLOYMENT

- After placing terrain on the table, roll 1d6 to determine what sector your unit begins in. Any table edge of that sector may be the entry point.
- FWF reinforcements only arrive at the FWF entry point.
- Roll 1d6 per PEF and PC to determine in which sectors they deploy.
- Each PEF and PC deploys into the best cover nearest the center of the sector.
- VC/NVA reinforcements enter via PCs first, then table edges of random sectors when all PCs have been revealed.

PENALTIES AND REWARDS

- Two VP are earned for each PC revealed by your unit (squad or your platoon but not non-platoon forces).
- Two VP are earned per VC/NVA captured unharmed, two VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death.
- Two VP are deducted per FWF wounded, or if the unit did not exit the tabletop before the game length is reached.
- Additional 3 VP if all PCs are revealed and squad exits the table before the game time limit expires.

STOP!

You're almost home. All of the Missions are generated in the same way. Your first Missions should be a Patrol *(page, 100).*

Give it a try and when you're done come back and continue to the *last section,* After the Mission.

AFTER THE MISSION

After a campaign mission there are various things that need to be taken care of.

- First and foremost is to see if your mission was a "good" one or a "bad" one, and apply rewards or penalties.
- Check to see if anyone is being written up for medals.
- Test to increase REPs for characters that had a successful mission.
- Test to decrease REPs for characters that had a failed mission.
- Check for Short Timers.
- Check for Replacements.

VICTORY POINTS

During each mission your squad/platoon will earn or lose Victory Points (VP). VP only counts for the campaign turn they are earned.

BODY COUNT

The VC and NVA were notorious for retrieving their dead from a battlefield, often without FWF knowing or seeing anything. This both allowed them to bury and honor their dead, as well as fouling up the true body counts for the FWF, making it difficult to determine the true effectiveness of operations.

We could slow down the game by having the VC/NVA figures physically retrieve their dead during the game but instead have settled on this simple procedure:

- Anytime a VC/NVA figure is Obviously Dead there is a chance (4-6) that it is a *confirmed kill.* Whoever inflicted the Obviously Dead result gets the credit.
- All others are considered to be *unconfirmed kills.*

MISSION RESULT

Most soldiers had no idea whether or not the missions they performed were of any significance. Total up the VPs for the mission, including any deductions that must be made.

- For each Ready Support *(page, 74)* option available for the Mission, but not used or called upon, add +3VP.
- If any On-Demand Support *(page, 74)* was called for, deduct –5 VP from the mission per type (artillery, airstrike, reinforcements, etc.) called for.
- If the On-Demand support called for was NOT of a type listed in the Ready Support section of the SL then deduct an additional -2 VP (-7VP total).

If the VP total is 25 or more:

- You had a "good" mission. Roll on the Good Mission Table.

If the VP total is over 8 but less than 25:

- You had a "normal" mission. Glad you made it back. Have a shower and a beer.

If the VP total is 8 or less:

- You had a "bad" mission. Roll on the Bad Mission Table.

If the VP total is less than 0:

- Words cannot describe how terrible your mission was. Roll on the Disastrous Mission Table.

1	GOOD MISSION
	(Read result as rolled)

#	RESULT
1	The action is written up in Stars And Stripes. +1d6 to all Medal rolls.
2	The next replacement generated will be one REP better than rolled (up to REP 5).
3	HQ notices the unit. +1d6 to the Replacement rolls for the next replacements check.
4	The platoon receives another (1-3) radio, (4-5) M-60 LMG, or (6) M-79 that may be distributed as the player wishes.
5	The squad/platoon is given a "cake walk" mission for its next assignment. The EAL of the next mission may only be a maximum of 3. If the mission rolled requires a higher EAL, then a new mission must be rolled for.
6	The squad/platoon is rewarded for its hard work with an extended stand down. No mission will be assigned next campaign turn. Roll for replacements and "short timers" as normal.

1	BAD MISSION
	(Read result as rolled)

#	RESULT
1	No medal rolls for this Campaign turn.
2	All replacements generated this turn are REP 3.
3	HQ notices the unit, in a bad way. -1d6 to the Replacement rolls for the next replacements check.
4	1d6 soldiers from the platoon will be on R&R and unavailable for the next mission. These will be the troops with the longest time In-country.
5	All replacements generated this turn are REP 3.
6	The squad/platoon is given menial details and work parties as punishment for poor performance. No one may check for increasing REP. Check for decreasing REP normally.

1	DISASTROUS MISSION
	(Read result as rolled)

#	RESULT
1	No replacements are allowed for this campaign turn.
2	All replacements received this campaign turn will be REP 3.
3	The squad/platoon is given menial details and work parties as punishment for poor performance. No one may check for increasing REP. Check for decreasing REP normally.
4	The platoon leader is relieved of command for incompetence. Generate a new platoon leader next turn. The highest ranked NCO (usually the Platoon Sergeant in the HQ section) is in command until a new LT arrives.
5	HQ decides that this unit's leadership is faulty. All squad leaders and the platoon leader are relieved of duty. Generate new ones. If the Star is one of those relieved, generate an entire new platoon that he is reassigned to, with all platoon members starting with -1 to REP with a minimum of REP 3.
6	HQ is so upset that the squad/platoon is confined to quarters for a short time. No one may check for increasing REP. Check for decreasing REP normally.

MEDALS

In *FNG* your soldiers 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.* Here's how we do it:

- Roll 2d6 versus the REP of the figure and consult the Medal of Valor Table.

2	MEDAL OF VALOR
	(Taken versus REP)

# DICE PASSED	RESULT
2	*Congratulations!* This soldier has been awarded a *Major Medal of Valor.* This figure gains one additional roll to increase his REP, may *choose* another Attribute and is sent on R&R. He will not be available for the next mission.
1	*Good job!* This soldier has been awarded a *Medal of Valor.* This figure gains one additional roll to increase his REP.
0	You performed admirably! But no one was watching.

What qualifies as medal worthy? That should be up to the players involved. In any case, just have fun with it! But, don't go overboard…

Suggested actions that deserve possible commendations are:

- Retrieving a wounded comrade while under fire.
- Dispatching two or more enemies via melee combat during a single mission.
- Eliminating four or more enemies single-handedly during a mission.
- Capturing an unwounded enemy soldier.
- Single handedly destroying an occupied enemy bunker.

IMPROVING REP AND ATTRIBUTES

After a Grunt has reached 10 or less on his DEROS *(page, 53)* he may be able to raise his REP.

After each successful Mission he may try and raise his REP by one level if he had a successful Mission. To qualify as a successful Mission all of the following requirements must be met. *It is possible that a Mission may be a success for one character and not another!*

- You contacted enemy forces.
- Did not receive a result of Out of the Fight.
- Did not retire.
- Scored at least one confirmed kill.

If the Encounter was a success for the character then you can attempt to increase the character's REP. Here's how we do it:

- Roll 1d6:
- If the score is higher than the current REP it is raised one level.
- If the score is a "6" the REP will always go up one level regardless of the current REP.

Your character can grow to a maximum REP of 7.

ADDITIONAL ATTRIBUTES

When a figure's REP increases there's also a chance that they can add another Attribute. Here's how we do it:

- Roll 1d6. If a "6" is scored the figure has gained a new random Attribute.

DECREASING REP

Just as REP can go up when you have a successful Mission it can go down if the Mission was a failure. So if you didn't meet *all* the requirements for a successful Mission, with one exception, you had a failure. What's the exception?

If you did not encounter any enemy forces you do not have to take this check.

If the Mission was a failure then the character then this is what you must do:

- Roll 1d6.
- If the score is a "1" the REP will go down one level regardless of the current REP. This can be attributed to stress, illness, or anything else you decide it to be. You can never have a Rep lower than "3".

SHORT TIMERS

Unlike previous wars, U.S. soldiers sent to Vietnam did not have to fight in the war for its duration. Tours of Duty in Nam for soldiers were 12 months for Army, and 13 months for Marines. The effect of this 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. This limited their usefulness and practically negated the experience they had earned with sweat and blood. 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. Here's how we reflect this in FNG:

- When a figure starts his 10th month in-country, roll 1d6.
- Add this result to the number of Attributes the figure has.
- Add this total to the REP of the soldier.
- If this number is less than the number of months he has been in-country his REP drops by one (to a minimum of REP 3) and he has become a "Short Timer."
- "Short Timers" can never qualify as having a Successful Mission *(page, 104)*.

Short Timer checks are made at the end of each campaign turn month until the figure has reached REP 3.

REPLACEMENTS

Units that take casualties may receive replacements after they return from their Mission. In addition, soldiers that have reached their DEROS are automatically replaced, as the need has been anticipated.

Here's how we do it:

- Roll 2d6 per open slot versus the Platoon Leader's REP.
- If the Platoon Leader was a casualty then roll versus the REP of the Platoon Sergeant (or the Squad Leader with the highest REP if there is no Platoon Sergeant).
- If both the Platoon Leader and Jr. NCO were casualties then roll versus the highest REP soldier left in the unit.

2	REPLACEMENTS
	(Taken versus REP)

# D6 PASSED	RESULT
2	ARVN receive a replacement. U.S. and ANZAC receive a replacement.
1	ARVN receive a replacement with a REP one lower than rolled for. U.S. and ANZAC receive a REP 3 replacement.
0	No replacement is received.

Be sure to roll on the Attributes Table *(page, 5)* for each replacement figure if necessary.

REPLACING LEADERS

Lost Leaders and Jr. NCOs have to be replaced as follows.

- Platoon Leaders (Lieutenants) are generated as normal.
- Platoon Sergeants are replaced by the Squad Leader with the highest REP that has been in-country longer than eight months. If there are none, then a new Platoon Sergeant is generated.
- Squad Leaders are replaced by Jr. NCO with the highest REP that has been in-country longer than six months, or if none then by the squad member with the highest REP and longest time in-country
- Jr. NCOs are replaced by the squad member with the highest REP and longest time in-country.

STOP!

After a campaign mission just go down this list one step at a time. When you've finished it's time to move onto the next campaign turn *(page, 53).*

See if your mission was a "good" one or a "bad" one, and apply rewards or penalties *(Mission Result, page, 102).*

Check to see if anyone is being written up for Medals *(Medal of Valor Table, page, 103).*

See if characters that had a successful mission can improve their REP *(Improving Rep, page, 104).*

See if characters that had an unsuccessful mission will decrease their REP *(Decreasing Rep, page, 104).*

Check the DEROS *(page, 53)* of all squad members to determine if they are now Short Timers *(page, 104).*

Check for Replacements (page, 104) and replace any Leaders as needed.

That's it, you're done.

19 FINAL THOUGHTS

Here are some final thoughts and perhaps some answers to questions you may have.

HOW DO I WIN?

It was an extreme rarity for the common Grunt to be given a true idea of how all the blood, sweat, and tears he has been shedding affected the overall war effort. In fact, he was usually lucky just to be told whether or not the latest patrol discovered anything of significance. Soldiers would sometimes get a pat on the back, or a boot in the rear. However, true results were never what the common troops were fighting for.

The common trooper fought to stay alive, to keep his buddies intact, and to finish out his tour and get home in as much of one piece as possible.

So, your Star surviving his entire tour intact is a major victory. Being wounded, surviving, and being evacuated home is also a victory.

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 a fight and say "Hey, I had a good time and it was fun," then I won.

WHERE ARE THE POINTS?

There aren't any, it's not that kind of game. Sorry, but in real life no battles were *equal points,* and in war there is no such thing as a "fair fight." *FNG* is a pretty darn realistic game and putting a points system in it would just cheapen it, period.

Besides, you can play same side, and that may be more enjoyable because you can mutually agree on the forces each side gets.

Me? I prefer the element of the unknown, the "fog of war." I like a fight where I don't know what to expect, what I'm up against, or if I can even win. It makes me think, weigh options, and come up with the best way to save my characters skin! I may not win the mission, but to tell you the truth, that's not my main objective anyways.

365 days and a wake up…

DESIGNER NOTES AND OTHER RAMBLINGS

So here we are, a "second edition" of *FNG*. Over the last few years a lot of people have made some great observations, criticisms, and suggestions. I've taken the spirit of many of these and done what I thought was the best thing I could do. I used them and brought *FNG* up to date, and up to a new level of excellence (if I may say so myself). This edition of *FNG* (and hopefully the last!) is a product of a lot of love and brain sweat, both from myself and from the players and members of the gaming community I've had the pleasure of being in contact with. I can't express how much I appreciate you, the "end user." The gamer. Thank you.

Quite a few times I've been asked "why Vietnam?" This has often been followed up by "… I mean, it'll never be as popular as World War II or Napoleonics…" I usually answer with a bemused smile, and the words "because it's so different" because any other response probably wouldn't make much sense.

I admit to a fascination with the Vietnam War. It's not just because my father fought there as a member of Special Forces. It's not just because my uncle fought there as a USMC tanker or that another relative was an F-8 pilot and squadron commander. It's not just because it was a "different" type of war. Those are all parts of the appeal to me. It was an ever changing war, and a totally different war depending on where and who you were fighting. It was a war that didn't make much sense, a war that was waged with strange and contradictory rules forced upon the Free World participants. It was a war fought where one side had an incredible edge in technology, while the other side had ideology and ingenuity. It was a war that almost destroyed a generation, that changed our culture and our politics, and that forced an incredible array of issues within our society to the surface that we had to deal with, like it or not. It was the first televised war, seen in the living rooms of Americans every day of the week.

It was also a war that we eventually lost, even though at one point we were so very, very close to winning, and an embarrassment only because we did not follow through with what we set out to do.

All of this, this great upheaval and creation and destruction and sacrifice… there are some incredible stories here, most of them untold. Stories that no one would believe, that few have told and fewer have heard. And they deserve to be told, their combatants deserve to be acknowledged, to be respected. And if I can bring some attention to this, if I can keep some of the memories alive, reveal some of the valor and selflessness, well then I'm happy.

So, why Vietnam?

Because we need to remember.

Ok, I know, a little passionate and melodramatic. So I'll digress a little bit.

FNG is the game I always wanted to play, but could never find. The Two Hour Wargames Reaction System has allowed me to create a game that has just the right feel to me, the right amount of grit, while still moving dang fast and creating a satisfying result. And it's fun! That's the best part. And, as I said before, it wouldn't be possible without you all. Thanks again.

Take it easy.

Darby Eckles

Texas, 2011.

LAST CALL

The original FNG was the last THW set of rules with the "old" game mechanics. It needed an update and Darby sent the first draft to me in April 2010. For whatever the reason, never during the eighteen months that it sat on my hard drive, did it ever seem like the "right time" to put it into print. Can't explain why but sometimes things happen for reasons that aren't always apparent. So it was with FNG 2nd Tour or FNG, as it's now called.

FNG benefits greatly from the new mechanics that appear in the latest THW titles. These new mechanics are made for the type of war Vietnam was and FNG is much better for it. Looking back I can now see that if FNG had gone to print even three months earlier it wouldn't be as good as it is. Sometimes it's better to be lucky than good.

I want to thank Darby and all those guys on the THW Yahoo Group that kept plinking at me, always asking when FNG was coming out. This one is for them and for those that served and still serve today.

Thank you.

Ed Teixeira 12/01/2011

THANK YOU

Darby extends his deepest thanks to:

Ed Teixeira.

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Everyone on Fields Of Fire Vietnam gaming forum
(http://fieldsoffireonline.freeforums.org)

The good folks on the THW Yahoo Group.

DEDICATION

This book is dedicated to Carlos "Charlie" Cota (1/28 IR,
1st ID 1966-67*, Recondo School '67), a great soldier and
good friend, and to those who were there. You are all
heroes.

*You can read about Charlie Cota's combat actions in:

*Marshall, S. L. A. (1968). Ambush: The Battle of Dau Tieng,
Reissued June, 1993 by Jove Publishers*

FWF HELICOPTERS

AIRCRAFT [(DP)]	CENTRAL WEAPONS	LEFT SIDE WEAPONS	RIGHT SIDE WEAPONS	CREW	PASSENGERS
AH-1G Cobra gunship (7)	(1-3) 2x HMG 1x LMG and 1x40mm Auto-Gr Launcher (4-6) [(1)]	1xRHMG fixed forward 1x rocket launcher	1xRHMG fixed forward 1x rocket launcher	Pilot, Gunner	0
UH-1D/H Huey "Slick" transport (5)	-	M-60 door gun	M-60 door gun	Pilot, Co-pilot, 2x Door Gunners	8 [(2)]
UH-34D Seahorse "HUS" transport (7)	-		M-60 door gun	Pilot, Co-pilot, Door Gunner	12 [(3)]
UH-1C Huey "Frog" gunship (5)	-	M-60 door gun 1xRLMG fixed forward 1x rocket launcher	M-60 door gun 1xRLMG fixed forward 1x rocket launcher	Pilot, Co-pilot, 2x Door Gunners	2 [(4)]
UH-1B Huey "Hog" gunship (5)	-	M-60 door gun 2x rocket launcher	M-60 door gun 2x rocket launcher	Pilot, Co-pilot, 2x Door Gunners	2 [(4)]
UH-1B Huey "Heavy Hog" (5)	40mm Auto GL	M-60 door gun 2x rocket launcher	M-60 door gun 2x rocket launcher	Pilot, Co-pilot, 2x Door Gunners	0
UH-1C Huey Aerial Rocket Artillery (ARA) (5)	-	3x rocket launcher	3x rocket launcher	Pilot, Co-pilot, Crew Chief	0
UH-1N Huey "Sea Wolf" (6)	Searchlight	1x LMG fixed forward 1x rocket launcher	1x LMG fixed forward 1x rocket launcher	Pilot, Co-pilot, 2x Door Gunners	4 [(5)]
UH-1D Huey "Firefly" (5)	-	Searchlight .50cal HMG door gun	M-60 door gun	Pilot, Co-pilot, Light Operator, 2x Door Gunners	2 [(4)]
UH-1D Huey (5) "Nighthawk"	Aerial flares	M-60 door gun 1xRLMG fixed forward 1x rocket launcher	M-60 door gun 1xRLMG fixed forward 1x rocket launcher	Pilot, Co-pilot, 2x Door Gunners	6 [(2)]
UH-1 Huey "Bushranger" gunship (5)	-	1x RLMG fixed forward 1x rocket launcher 2x M-60 door gun	1x RLMG fixed forward 1x rocket launcher 2x M-60 door gun	Pilot, Co-pilot, 2x Door Gunners	2 [(4)]
OH-6 Cayuse light observation helicopter "Loach" (5)	-	Personal weapon	M-60 door gun	Pilot, Observer, Door Gunner	3 [(6)]
CH-46 Sea Knight "Phrog" transport (8)	-	M-60 door gun	M-60 door gun	Pilot, Co-pilot, Crew Chief, Door Gunner	20

FWF AIRCRAFT

AIRCRAFT [DP]	CENTRAL WEAPONS	LEFT SIDE WEAPONS	RIGHT SIDE WEAPONS	CREW
F-4 Phantom II (4) [7]	(A) 1x Autocannon	(A)2 x 500 lb Bombs	(A)2 x 500 lb Bombs	Pilot, REO
	(B) 2x Napalm	(B) 1 x 500 lb Bomb	(B) 1 x 500 lb Bomb	
A-4 Skyhawk (5)	(A) 1x rocket launcher	1x HMG fixed forwards (A) 1x 500 lb bomb	(A) 1x 500 lb bomb	Pilot
	(B) 1x 500 lb bomb	1x HMG fixed forwards (B) 2x 250 lb Frag bombs	(B) 2x 250 lb Frag bombs	
A-1 Skyraider (7) [8]	1x Napalm (1-3) 1x 750 lb bomb (4-6)	1x rocket launcher 1x 750 lb bomb	1x rocket launcher 1x 750 lb bomb	Pilot
F-100 Super Saber "Hun" (5)	2x Autocannon	1 x 500 lb Bomb 1 x Napalm	1 x 500 lb Bomb 1 x Napalm	Pilot
T-28 Trojan (6)	-	1x LMG 1x 500 lb bomb 1x 250 lb Frag bomb	1x LMG 1x 500 lb bomb 1x 250 lb Frag bomb	Pilot, Co-pilot
A-37 Dragonfly (5) [9]	1x HMG	2x 500 lb bomb 1x rocket launcher	2x 500 lb bomb 1x rocket launcher	Pilot, Co-pilot
Canberra bomber (5)	4x 750 lb bombs	1x 750 lb bombs	1x 750 lb bombs	Pilot, Bombardier
O-1 Bird Dog FAC (6)	Personal	1x WP marking rocket	1x WP marking rocket	Pilot [#]
O-2 Skymaster FAC (5)	Personal	2x WP marking rocket	2x WP marking rocket	Pilot [#]
AC-47 "Spooky/Puff" gunship (8)	Flares	4x RLMG *(see page, 84)*	-	Pilot, Co-pilot, Radio Operator, 2x Gun Crew

Note: Aircraft weapons load out may not reflect actual aircraft capacity and capability, but instead is presented in a game friendly manner that approximates what weaponry may be available, or what the effects of certain types of weaponry have on the battlefield.

(DP)The number is parenthesis for each aircraft is its number of Damage Points it can take.

(#) Room for one passenger.

(1) 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.

(2) May carry eight passengers in Coastal AOs (10 if ARVN due to lighter weight) and six passengers in Highland AOs (Eight if ARVN). May substitute carrying one casualty (OOF or OD) per passenger slot.

(3) May carry 12 passengers in Coastal AOs (16 if ARVN due to the lighter weight) and 10 passengers in Highland AOs (12 if ARVN). May substitute carrying one casualty (OOF or OD) per passenger slot. This aircraft only has a <u>single exit door</u>, on the right side. Note: The USMC phrase "Cut me some hus" comes from the developmental name of this aircraft due to its reliability and the fact that it provided so much help during its use time. The UH-34D was used by the USMC until the end of 1968, and by SOG (see FNG: Unconventional Warfare for more on SOG)

(4) These helicopters are overburdened as they operate at the very extreme edge of their operational envelope due to the weight of mounted weapon systems and ammunition and crew. Carrying additional passengers results in the pilots REP being reduced by one for all Piloting related rolls. May substitute carrying one casualty (OOF or OD) per passenger slot. An additional pair of passengers or another casualty can be squeezed in if the door guns are taken off and left at the LZ.

(5) The Sea Wolf has a more powerful engine than other Huey models, and may carry two additional passengers or an additional casualty if the door guns are left at the LZ. May substitute carrying one casualty (OOF or OD) per passenger slot.

(6) One passenger or casualty sits in the left rear seat, the other two must stand on a skid on either side. Carrying passengers on the skids results in the pilots REP being reduced by one for all Piloting related rolls, and the passengers are the first people hit by weapons fire.

(7) The F-4 Phantom II and A-4 Skyhawk come in either A or B configurations. Regardless, it may still only make two attack passes.

(8) A-1 Skyraiders have huge fuel loads and may make two attacks per weapon type, for a total of six attacks.

(9) The A-37 Dragonfly has a large fuel load and may make two bombing runs, for a total of four attack runs.

PLATOON ROSTER SHEET

WEAPON TYPES	RANGE	TARGET	IMPACT-APR

PLATOON HQ ROSTER

#	NAME	LEADER	REP	ATTRIBUTE	EFFECT	WEAPON	DEROS
1							
2							
3							
4							
5							
6							
7							
8							

1ST SQUAD ROSTER

#	NAME	LEADER	REP	ATTRIBUTE	EFFECT	WEAPON	DEROS
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							

2ND SQUAD ROSTER

#	NAME	LEADER	REP	ATTRIBUTE	EFFECT	WEAPON	DEROS
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							

3RD SQUAD ROSTER

#	NAME	LEADER	REP	ATTRIBUTE	EFFECT	WEAPON	DEROS
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							

2 INFANTRY REACTION TESTS

REASON	PASS 2D6	PASS 1D6	PASS 0D6
*Received Fire * (Ldr)* *+1d6 if in a bunker* *VC/NVA EAL 5 +1 to Rep* *VC/NVA EAL 1 -1 to Rep*	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Fire.	Retrieving wounded: • Carry On. Those in cover: • Fire. Others: • Duck Back.	All: • Take Cohesion Test.
*Man Down * (Ldr)*	All: • Carry On.	All: • Duck Back.	All: • Take Cohesion Test.
*Cohesion Test (Ldr) ** *Taken by group* *VC/NVA EAL 5 +1d6* *VC/NVA EAL 1 -1d6*	All: • Carry On.	If unit at 1/2 strength or less: • Retire. Otherwise: • Carry On.	All: • Retire.
Recover From Knock Down *Flak Jacket allowed to roll 3d6 instead*	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.

REP	**IN SIGHT**
	(Looking for successes) *A score of 1, 2, or 3 is a success* *A score of 4, 5, or 6 is a failure.*

ATTRIBUTE	MOD
Pointman on Point	+1d6
Quick Reflexes	+1d6
Shortsighted	-1d6
Target is Stealthy	-1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved	-1d6
Cover or Concealed - Opponent is in cover or concealed.	-1d6
Ducking Back - Character is Ducking Back	(1)
Retiring - Character is Retiring	(1)

(1) Ducking Back or Retiring figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION TABLE

WHEN IT'S YOUR TURN
Stars choose their action *If outgunned:* • Duck Back. Sorry but you forfeit your chance to respond. *If out of range, ammo or do not have a ranged weapon:* • If in range to charge take Charge into Melee Test. • If out of range to charge Duck Back. Sorry but you forfeit your chance to respond. *Otherwise:* • Roll 1d6 versus REP. • Pass 1d6 = Fire ⁽¹⁾. • Pass 0d6 = Duck Back.

(1) First round only of In Sight all active shooters count as snap firing.

Target — RANGED COMBAT
(1d6 + Rep)

A result of two or more "ones" means out of ammo.

#	RESULT
6 or less	SHOOTER MISSED
7	SHOOTER MISSED IF • Moved fast. • Snap firing. TARGET WAS MISSED IF • Charging. • Concealed. • In Cover. • Prone. • Moved fast. • Is second or higher target. OTHERWISE – HIT.
8	SHOOTER MISSED IF • Moved fast. • Snap firing. TARGET WAS MISSED IF • In Cover • Is third or higher target. OTHERWISE –HIT.
9+	SHOOTER HITS TARGET

1 — COMBAT DAMAGE
(Read d6 as rolled)

#	RESULT
1	Target is Obviously Dead.
Equal to Impact or less but not a "1"	Target is Out of the Fight.
Greater than Impact	Target is Knocked Down and immediately takes Recover From Knock Down Test.

2 — READY THE GRENADE
(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade is readied and can immediately be tossed.
1	Grenade is not readied but can be tossed in reaction or when next active.
0	Grenade is not readied but can be tossed when next active.

2 — THROWING A GRENADE
(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Received Fire test. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the nominated spot and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.

Na — OUTGUNNED RANKINGS
Stars, figures retrieving wounded and chargers are never outgunned.

OUTGUNNED RANKING	WEAPON TYPE
5	Flame-throwers, Grenades, Grenade Launchers, Satchel Charges, and all Antitank weapons
4	HMG, MMG, and LMG
3	SF, BAR, SMG, and shotguns
2	Semi-automatic rifles and carbines
1	Other ranged weapons not listed
0	Those that cannot return fire, out of ammo, or out of range

2 — CHARGE INTO MELEE
(Taken versus Rep)

ATTRIBUTE	MODIFIER
Brawler	+1d6
Coward	-1d6
Nerves of Steel	+1d6
Poser	-1d6
Tough	+1d6
Wuss	-1d6
CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Outnumbered 3:1 or more	-1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3+ more than opponent	*Target* takes Cohesion Test. *Charger* moves into melee. If target leaves the battlefield then occupy the vacated spot and take *Parting Shot*	*Target* fires at Full Target Rating. *Charger* takes Cohesion Test.
2 more than opponent	*Target* may not fire. *Charger* moves into melee	*Target* fires at Full Target Rating. *Charger* moves into melee.
1 more than opponent	*Target* fires one shot. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.
Same as opponent	*Target* fires at Full Target Rating. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.

Rep — MELEE COMBAT
(Looking for successes)

*A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.*

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
Hand-held bayonet or knife	+1d6
Rifle mounted bayonet	+2d6
ATTRIBUTE	MOD
Brawler	+1d6
Knifeman using hand-held bayonet or knife	+1d6
Slight	-1d6
Wuss	-1d6
CIRCUMSTANCE	MOD
Attacked From Behind - if the figure is attacked in the back by an opponent	-2d6
Evenly Matched - If scored a result of evenly matched this turn during a melee.	-1d6
Prone - The character is prone and in melee	-2d6

— MELEE RESULTS
(Comparing successes)

# SUCCESSES	RESULT
Score more than opponent	Enemy knocked down. Roll 1d6 on Combat Damage Table. Count one Impact point for each success more than opponent. Cover is not counted.
Score same as opponent	Evenly matched. Remain in melee and when next active may fight another round of melee or break off. If the attacked by another opponent while evenly matched will count a -1d6 in the melee.

2	**PEF MOVEMENT**
	(Taken versus the Rep of the PEF)

#D6 PASSED	*RESULT*
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards the nearest PEF, staying out of LOS of the enemy, and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61)*. If no other PEFs are on table roll 1d6: • (1-3) - PEF does not move but splits into two separate PEFs. • (4-6) - PEF moves 16" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61)*.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF, staying out of LOS of the enemy, and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61)*. If no other PEFs on table roll 1d6: • (1-2) - PEF does not move but splits into two separate PEFs. • (3-6) - PEF moves 8" towards nearest enemy through cover at all times. If enter LOS of enemy immediate Resolve *(page, 61)*.
0	PEF doesn't move.

2	**PEF RESOLUTION**
	(Taken versus Enemy Support Level)

#D6 PASSED	*RESULT*
2	*Contact!* Roll 1d6. Subtract 1 to the score if this is a Pro-Communist Area of Operations. • (1-4) Roll on the Enemy Reinforcements Table *(page, 93)*. • (5-6) Roll on the Potential Contact Table *(page, 62)*.
1	*There might be something there.* Roll 1d6. Subtract 1 to the score if this is a Pro-Communist Area of Operations. • (1-4) Roll on the Enemy Reinforcements Table *(page, 93)* but use the Pass 1d6 column. A result of "0" or less results in no contact. • (5-6) Roll on the Potential Contact Table *(page, 62)*.
0	False alarm. Just a case of the nerves!

2   VC/NVA ACTION TABLE
(Taken versus Investment Level)

CIRCUMSTANCE	MODIFIER
If outnumber closest player group by twice the number of figures.	+1d6

# D6 PASSED	RESULT
2	*"Assault"* • If outside of 12" will move at fastest speed to get into range of opponent staying in cover if possible. Once within range will set up to fire. • If within 12" will split into two equal sized groups. One group, with any support weapons, will fire at the enemy while the second group will attempt to charge, fast moving if needed. • If with 6" will behave as if within 12" but roll 1d6 for each group member. There is a chance (5-6) that one or more group member will attempt to ready and throw grenades. After grenades are thrown the other group members will charge into melee. [1]
1	*"Maneuver."* • If within 12" count as if passed 2d6. • If outside 12" [2] and LOS will Fast Move. • If outside 12" [2] and in LOS will move at normal speed. • Move to the best cover that allows as much firepower as possible to be aimed at the weakest enemy position if the FWF are on a defense mission.
0	*"Harass."* • Will move to be at maximum range/LOS to enemy targets. • Will target the most isolated figure that will cause the least number of figures to return fire. • Will suffer a -1d6 when forced to take the Charge into Melee Test.

(1) If outnumber the opponent by three or more times their number the VC/NVA will use "human wave" tactics. Will not stop to throw grenades and count a +1auto-success when taking the Charge into Melee Test.

(2) LVC will turn into 2 PEFS instead. See LVC Melt Away (page, 70).

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The oppressive jungle heat causes small beads of sweat to trickle down your brow.

Or is it the fear?

The enemy is close; you can feel it. Maybe he's around the next bend in the trail, waiting to bushwhack the tired or unwary. Does that bush hide a machine gun? Tunnel entrance under that clump of leafs? Maybe there's a sniper lying in wait up in that tree? Your squad looks to you for leadership, for knowledge, for guts.

Do you have what it takes?
Can you lead them and get them home alive?

FNG Second Tour (FNG2T) is the second edition of FNG. We've streamlined the mechanics and kicked up the realism. FNG2T gives you what you need to run your grunts through infantry combat in Vietnam during 1967-1968.

Don't have an opponent? No problem! FNG2T also includes extensive solo mechanics so you can play against the game either by yourself or with friends all on the same side!

FNG2T is designed to be played with one figure representing one man and in any figure scale you may already have. Artillery, airstrikes, helicopter gunships, Puff the Magic Dragon, bunkers, tunnels, and more. FNG2T has them all and much more.

FNG Second Tour also includes a unique campaign system to carry your Star (your personal soldier) through an entire combat tour of exotic Vietnam. This campaign system not only generates your missions, but also your enemies, rewards for success and repercussions for failure, even the terrain in which you will play.

All this lets us guarantee that you'll never fight the exact same mission more than once. As your campaign progresses, so does the experience and abilities of your troops. If you command well, some might even survive long enough to rotate home and be replaced by fresh FNGs. But, if you lead poorly you will see more than your share of body-bags.

So throw on your favorite 60's music, lock and load, and head out into the jungle. The enemy is waiting. Do you have what it takes or are you just another FNG?

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