

FNG:Operations

# FNG: OPERATIONS



**A mini-game and alternate campaign supplement  
for the skirmish game “FNG” by Two Hour Wargames**

**By Darby Eckles  
With contributions by:  
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The 105mm howitzers fire into the grey distance, booming as you walk past and are accosted by your orderly.

"Second platoon walked into a VC bunker complex and stirred up a hornets nest. First platoon is about 3 clicks away, but can only get there by chopper due to the river between them. The LRRP team out at the edge of the AO think they hear beaucoup movement around them, and HIGHER wants us to send some Engineers down to dig a well and build a hog pen for some District big-wigs auntie. Intel picked up a suspect that says that the VC will also hit that Ruff Puff O.P. down by the crossroads., and it looks like the weather is going to get nasty. What do we do sir and we won't be able to fly for much longer. What do we do sir? Reinforce Second Platoon, pull out the LRRPs, or please the brass?"

Decisions, decisions...

## Welcome to FNG:Operations! What is this?

FNG:Operations is a small scale solo strategic game with a tactical component, meant to be played as part of a campaign for the game "FNG" by Two Hour Wargames. In effect, you will not only control "your" squad of grunts, and maybe even their platoon, but a whole company of infantry, with a firebase for support and to guard, as well as an Area of Operations (AO) to be responsible for!

What follows are the rules for playing this campaign.

## The Map

FNG:OPERATIONS takes place in an AO that is 6 kilometers by 6 kilometers, for which a map will need to be made. Several examples are given at the end of these rules, along with advice about each one. Maps can be totally fictional, or like the samples, modified from actual map and real locations.

The AO is grided out with each "box", called sectors, representing an area that is 1000 meters square. Horizontal grid lines are labeled X1-X6 and the vertical grid line are labeled Y1-Y6, and sectors are tracked in a coordinate system, such as sector X2,Y3 (which will be the sector to the right of Grid

X2, and below grid Y3). This is done to facilitate tracking events within the AO.

Depending upon the scale of the map, elevation lines will need to be represented in some manner. We recommend showing them at 10meter intervals, with every 10<sup>th</sup> line (100m) being darker or thicker. Elevation lines are important because they not only impact things such as line of sight but also have an effect on weapons ranges and fatiguing soldiers that have to climb a lot.

Areas of jungle, swamp, habitation, water ways, roads, known trails, orchards, plantations, etc. should also be noted or represented, as these too have an impact on the game.

Any sectors that are obviously inhabited, meaning that are shown as having definite villages or hamlets, need to have their population defined. Villages will contain 2d6+6 family dwellings, each with a family composed of 1-4 people, while hamlets will contain 1d6+3 family dwellings, each with a family composed of 1-4 members. Larger villages may actually be several hamlets in close proximity, forming a very spread out but larger population.

## Enemy Activity, Enemy Influence, and Enemy Posture

At the start of the game, each sector in the AO is assigned both an Enemy Activity number (EA) and an Enemy Influence number (EI), denoted as 3/6 for example. The Enemy Activity number ranges from 1-6 and is an index representing the amount of enemy activity in the area. This activity could be troop concentrations, base areas, caches, and actions such as patrols, tax collecting, and acts of terrorism. The Enemy Activity number is a supposition based on Intelligence gathered by various sources and passed down to the unit in the field, and may or may not correctly reflect the actual number of the enemy or their installations present. The higher the EA number, the better chance a Free World Force unit entering the area has of making contact with the enemy.

The Enemy Influence number is a bit more insidious, as it is an index of how much control the VC, NVA, and Communist Party are perceived by the population to exert over an area. It ranges from -30 on up to +30, and influences the posture of the enemy that US forces will face in the area. The

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higher the Enemy Influence number, the more aggressive the VC and NVA in the surrounding area become, as they feel they have the support of the population, and have probably built up an extensive defensive network. As the VC and NVA gain more control and the EI number climbs, attacks and acts of terrorism become more frequent, with an outright rebellion by the population eventually quite possible. It is also possible to go the other direction, where once the EI number goes negative, it will be more and more difficult for the VC and NVA to operate, as pro-government civilians begin to turn them in, and enemy soldiers begin to defect.

Both the EA and EI number may be lowered by Free World Forces by committing actions in sectors such as patrols, sweeps, outposting, civic actions, ambushes, and others. See **Hearts and Minds** for more.

Enemy Posture (EP), like in "FNG", is a numerical index of what the fighting spirit or orders of the enemy are in that area, and it ranges from 1 to 3. At the beginning of the game, no sector has an EP label, and they are only added or altered as the sectors are entered by troops and encounter the enemy, or perhaps are evaluated via Intelligence findings.

At EP level 1, enemy in the sector have an Avoidance Posture, where all enemy figures count a -1 to Rep when rolling on the Received Fire table. Once fired upon, the unit will attempt to disengage and escape further contact, whether by heading off table, hiding, or escaping down tunnels.

At EP level 2, enemy in the sector have a Moderate Posture, where all figures will act as normal, though the unit will attempt to minimize its own casualties by attempting to withdraw once it has sustained 25% casualties or has lost the advantage.

At EP level 3, enemy in the sector have an Aggressive Posture, where all enemy figures count as +1 to Rep when rolling on received fire table. Units are spoiling for a fight and will only voluntarily withdraw from the battle once they have received 75% casualties.

**Example-** It is day 11 of the campaign. Sector X3,Y2 within the Tra Dak Valley is mostly jungled hillside, with a small hamlet its only habitation. As it is fairly early in the game, the VC have yet to attempt to influence this area, though a platoon sized US patrol has recently been through. As it stands, the sector is coded as 1/4/1. There is very little enemy activity (based on the EA of 1), though some has occurred (based on the EI of 4), and the VC that US forces happened to meet while in the area avoided contact (as shown by the EP of 1).

Later in the game, US forces fought a major skirmish in the adjacent sector, and established a small school for the hamlets inhabitants. These actions, coupled with a pair of medical calls recently held, this area quickly turned pro-government, and stands as having a code of 1/-12/1 by day 25.

### Timeline and setting up the AO

Once the map is ready, determine at what point during the war the game takes place by either rolling 1d6 on the following table or selecting your choice, and noting the starting modifiers:

1	Timeline Start
1-2=	<b>September 1967.</b> It is the tail end of the monsoon season, where there is a good chance that US airpower will be grounded much of the time. Roll 1d6 for the EA of each sector, deducting -1 from the roll, to a minimum of 1. Roll 2d6 for the EI of inhabited sectors, and 3d6 for uninhabited sectors. For each month that passes before January 1968, there is a 50% chance that the EA of each sector permanently raises by 1 until the Tet attacks of January 31 of 1968, and enemy troop concentrations in that sector will be 25% larger than normal. This EA number may only be reduced by troop action, not random fluctuations. On January 31, 1968, US forces must have the total EI for the AO at or below 200, and must have destroyed or routed at least 2 full enemy units.
3-4=	<b>February 1968.</b> In the aftermath of Tet'68, US forces scramble to cut-off and destroy surviving VC and NVA forces attempting to make their ways back to the sanctuaries of Laos Cambodia, and the "secret zones". Roll 1d6 to find the EA level of each sector, modified by +1, to a maximum of 6. Roll 5d6 for each inhabited sector and 6d6 for each uninhabited sector to find that sectors current EI. VC troops concentrations will be 50% smaller than normal, while NVA troop concentrations moving through the area will be 25% smaller than normal. US forces must rout or destroy 4 full enemy units by July 1, 1968, while maintaining the total EI for the AO below 250.
5-6=	<b>November 1969.</b> Vietnamization is becoming a reality, with the American pullout coming closer, and no one wants to be the last US soldier KIA. US forces have 4 months to pacify the AO by reducing the EI total for the AO to 250 and keeping it there until turning it over to the ARVN, and must sustain fewer than 25% casualties to the US forces due to enemy action (not accidents) in the process. There is no EA modifier. Roll 3d6 for the EI of inhabited

sectors, and 4d6 for uninhabited sectors. 75% of enemy troops encountered will be NVA rather than VC.

With each sector's starting code and the timeline established the next step is determining any Government presence. In most inhabited places there are RF/PF outposts, each of which vary in size. There will be 1 RF/PF outpost containing 12 men per 10 family dwellings in a village or hamlet. If a village or hamlet has less than 10 dwellings, there is no outpost. These RF/PF outposts are equipped with radios, and serve only as defensive fortifications and early warning centers. In any sector that contains an RF/PF outpost, the VC and NVA may only gain a maximum of 2 EI per day. RF/PF do not leave their sector, except by order from Higher Command via Special Events (presented later), or if 2 platoons or more are located in a sector. See **Ruff Puffs** for more.

As the AO is now set, it is now time to determine the composition of the unit that will occupy the Fire Support Base (FSB) and the FSBs future location.

## Determining starting forces

At the start of the game, you command an infantry company, and possibly several attached units. As there is no such thing as a "full and complete" unit during times of war due to attrition, illness, R&R, and units being detached, your Company begins as 3 Platoons of 4d6+10 men each, with each having a minimum of 18 men, plus an HQ element of 8. These are standard grunt platoons, with no weapons platoon. Each platoon is assigned 1 60mm mortar, which has a 1 km (1 sector) range, and 2 M-60 machineguns that remain in defensive positions at the FSB, in addition to their normally allotted weapons.

To determine the number of attached units to be assigned to the FSB, roll 1d6, then roll an additional 2d6 for each unit and consult the following table to determine what type they are:

<b>2</b>	<b>ATTACHED UNITS</b>
<b>2= Recon Platoon.</b>	Consists of 4d6 men (minimum 16) capable of performing LRRP and patrol missions. See <b>Special Units</b> for more.
<b>3=Weapons Platoon.</b>	Composed of 4d6 men (minimum 18) that man a pair of 81mm mortars which have a 2km (2 sector) range, 4 M-60 machineguns, and 4 M2 .50 caliber machineguns, all

of which generally remain at the FSB for support and defense, but may be moved and utilized for operations. Calls for support from the mortars count as being 2 higher on the US Artillery Fire Mission table in FNG. This unit increases the TR of the FSB by +4 while they are present on base (not on operations).

**4=Radio Relay.** This unit is comprised of 8 men manning a radio relay and aircraft navigation beacon. This unit provides a +2 to any RTO rolls directed at the FSB, and +1 to any RTO rolls directed to higher HQ (including Dustoff and airstrike requests).

**5=Psyops unit.** Military psyops units have 8 men, and are capable of performing special missions on a weekly basis. See **Psyops** for more.

**6=Engineers.** This unit is composed of 4d6 men (minimum 16), and is equipped with various construction and engineering equipment. There will be 1 Rome Plow or bulldozer per 8 men in the unit, and the unit is capable of performing many Military and Civic actions. See **Engineers** and **Civic Actions** for more.

**7-8=105mm Artillery battery.** A pair of 105mm howitzers manned by 3d6 men (minimum 12) which remain in the FSB, except in the case of special missions. 105's have a maximum range of 3km (3 sectors), and may fire as part of requested artillery. Requests for support count as being 2 higher on the US Artillery Fire Mission Request table in FNG.

**9=Civic Action Team.** 6 unarmed men are assigned to this team, half of which are civilians. They are capable of performing various civic actions, but no combat. See **Civic Actions** for more.

**10=Advisors.** Ostensibly assigned to the FSB, these 1d6-1 (minimum of 2) NCOs and Junior Officers advise the local RF/PF or militias, and rarely stay within the FSB. The advisors each "command" a platoon of RF/PF, and there is a 50% chance per week that one of the platoons may be used for operations by the FSB commander. Otherwise, roll on the **RF/PF Action Table** for each RF/PF platoon.

**11=Special Intelligence.** 1d6 very secretive guys operate from the FSB. They may be Phoenix project, CIA, DIA, or maybe even Ops 38 or plain old MI. Regardless, they frequently leave the base and have a 1-in-6 chance of generating 1 Major Intel roll each per day. See **Gathering Intel** for more.

**12=FACs.** The FSB has been designated as a Forward Operating Base for a group of 1d6 FACs and their 2d6 (minimum of 6) maintenance staff. The FSB will have a short runway, aircraft parking area with sandbag revetments, and a small maintenance building, all of which must be defended. Due to their presence, a free FAC will be available each day for spotting and other FAC duties

without being 'paid for' from the FSBs Air Asset Points, unless prevented from flying due to damage, weather, or Special Events. All RTO rolls for aircraft requests will count as being 1 higher on the appropriate request table. Any requests for FACs (should one not be flying) that are successful result in the FAC arriving in a maximum of 2 turns.

With the FSBs occupants determined, it is now possible to decide on a suitable location for the FSB.

## Locating the FSB

The FSBs location must be both suitable to the FSBs occupants, but also placed to provide a strategic advantage to the defenders, while minimizing the enemy's advantages. For instance, putting a FSB on the top of a hill is a good idea as it forces the enemy to climb upwards while being assailed from above by small arms and grenades. However this location could quickly turn bad should that hill be at the base of a larger hill, giving the enemy the ability to fire down into the base with small arms or artillery.

Some units, such as FACs and Engineers, have special requirements. In the case of FACs, they will need the base to be in an area that is both relatively flat, and that has good landing and take-off corridors. This means that the base cannot be on a hillside, nor have a mountain at the end of the runway. Engineers require the base to be close enough to the population centers or roads where they will be doing most of their work, while also not having extreme elevation changes that would prevent their heavy equipment from ascending or descending to and from the base.

The location for the FSB need not be in a clear area, as a suitable site can be cleared from the jungle, but it may not be built up in the middle of a swamp.

The final consideration is the enemy. In the early stages of development, the FSB will be pretty vulnerable until the defenses are prepared, and placing the base smack in the middle of a large enemy stronghold saves a walk, but can also prove quite deadly to the bases occupants in short order.

Below is a list of advantages and disadvantages provided by what the sector the FSB will be located in contains, and what it is surrounded by:

**Hill Top-** If the FSB is located on a hill top within the sector, the FSB gains +2 to the GAR (see later). If it not the highest hill in the AO, or for each hill higher within 2 sectors/2km, the FSBs ABR is reduced by -

1. If there is a higher hill or mountain in a sector adjacent to the FSBs sector, the FSBs ABR is further reduced by -1 when artillery is fired from that sector (see later). For every 50m above the lowest point of the AO the FSBs hilltop is, the range of artillery is extended by 1km (1 sector).

**Ridge-** If the FSB is located on a ridgeline, it is as above, but gains only +1 to the GAR (rather than +2).

**River-** If the FSB backs up to a waterway, it gains +2 to the GAR for conventional attacks, but its GAR is reduced by -4 vs. Sapper attacks (see later). Any hills higher in elevation than the FSB in the sector or adjacent sectors reduces the ABR by -1 when artillery is fired from them.

**Village-** An FSB located in an inhabited sector gains +1 Intel roll per week and +1 SP per day, but is -2 to the GAR due to being constantly under surveillance.

**Road-** An FSB located in sector with a road gains +3 SP per day, or +1d6+2 SP per day if it is a major roadway. Its GAR is also reduced by -1 due to the constant traffic passing providing cover for VC activity.

**Swamp-** An FSB set in a sector with swamp gains +3 to the GAR due to the difficulty of enemy movement, but also costs 1 SP per day in maintenance and upkeep and has the ABR reduced by -1.

With the site selected, it is then time for the troops to arrive and begin to setup their new home-away-from-home.

## The Daily Log and Claiming the site

As the CO of the FSB and the AO, it is your responsibility to keep track of just about everything that goes on in your AO. This is important both to record progress during your game, but also as a reference in case you have forgotten where a unit went when, how long they have been out, or when the last time a certain Special Event may have occurred. You will find a LOG sheet, along with a sample, at the end of the rules that will prove to be most useful in this endeavor.

With the daily Log setup, it is now time to claim the site for the FSB. This is where the game truly begins.

There are 3 ways for the FSBs troops to arrive: by truck, by helicopter, or on foot. Each of these methods has their advantages and disadvantages, and the method may be chosen for the player due to circumstances.

At the start of the game, review the map of the AO. Trucks may only move on roads, and cost 1

Supply Point (SP) per sector they must travel to the bases location (see **Supply** later). If there are no roads in the AO, trucks may only be used to deliver the troops or supplies if there are Engineers assigned to be part of the FSBs compliment. Engineers may cut a road to the FSBs location, providing plenty of time for the accompanying infantry to patrol the countryside or secure the bases location prior to the Engineers arrival. See **Civic Actions** for more on road building.

Moving troops by helicopter is much quicker than moving them by truck or on foot, provided that the weather cooperates. To utilize helicopter transport for setting up the base it costs 2 Supply Points (SP) and 1 Air Asset Point (AAP, see **Air Assets** later) per platoon being lifted in, or 2 SP and 2 AAP per gun battery being lifted in. First, however, the location must be secured by air assaulting in a platoon of infantry. Helicopters cannot fly in the rain, and if the game is taking place between May and the end of September, there is a 75% chance that monsoon rains may keep the helicopters grounded. Should the weather be fine, the helicopters will be available for operations and lift the platoon away.

Once the platoon has landed, roll to see if any enemy contact is made, as per **Contacting the Enemy** later. If the enemy is encountered, then the platoon must fight a Search & Destroy mission to secure the area. This may be done either abstractly, as presented later, or by playing out the contact on the gaming table.

When the site is secured, all other units may be brought in, provided there are enough SP and AAP for the day. Otherwise, some units may have to either wait to be brought in on another day, or must find an alternate way of arriving.

Should there not be enough SP or AAP available for a heliborne move, nor any roads for trucks to be utilized, then the grunts must walk in. Though this allows the infantry to sweep areas as they approach the FSBs future location, it does tire them out (see **Fatigue** later) and use up both time and supply, with each day that a platoon is out costing 1 SP. Should any enemy contact occur during these sweeps, they may be fought either abstractly, or on the gaming table. Once the FSBs location has been secured, other units may be brought in.

Note that artillery and radio relay equipment may only be air or truck delivered, and it may never 'walk in'.

## The FSB

The FSB is the lynchpin to securing the AO and completing the assigned mission. It is the assigned units shelter and defensive position, as well as being a symbol of government power in a possibly hostile area.

Over time, the FSB will transform from a collection of foxholes and sandbags to a very well protected fortification that can withstand short sieges and major attacks. A trio of numbers must be tracked in order to know just how well prepared the base is. These numbers are the Total Resistance (TR), Ground Assault Resistance (GAR), and the Artillery Bombardment Resistance (ABR). These numbers are influenced up or down by the structures and defenses built on the base. Some structures enhance the overall defense of the base, while others only influence one facet or another of the bases defenses. Some may even harm the base by causing weak points in the defenses.

The Total Resistance of a base is noted as the TR rating, such as TR=12. The GAR and the ABR are noted as positive or negative numbers, such as GAR=+2 or ABR=-3. These numbers are important for when the base is under attack, and act as 'challenge ratings', similar to armor on vehicles in FNG. Further more, most units and platoons have Resistance ratings. Regardless, the TR, GAR, and ABR must be tracked over the course of the game. See **The FSB Under Attack and Unit Resistance** for more.

## Setting up the base, and Supply

Building a Fire Support Base does not occur overnight. Well, not entirely anyways. With the sector momentarily secured, the construction may begin immediately.

Generally speaking, the first parts of the FSB built will be basic perimeter defenses (such as trenches and a berm), basic artillery firing positions, FDC (artillery Fire Direction Center, may be part of the TOC), and the TOC (Tactical Operations Center, which acts as the HQ for the base). Every improvement to the base takes time, man power, and Supply Points, and many improvements increase the bases Resistance to ground and artillery attacks, though not all.

For the first week of game time, the base will receive 6d6 SP each day, with a minimum of 10 SP. These points may be used to construct the base, run operations, move men or supplies by truck, begin Civic Action projects, or whatever.

After the first week, the FSB is only allocated 1d6 SP per 2 platoons or units assigned to

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the FSB per day, which must be delivered by truck or helicopter. This means that a FSB with 3 platoons of infantry, an Engineer team, and a Recon/LRRP unit is assigned 2d6 SP per day, losing the ½ d6 until another unit or platoon is assigned to the base. SP may be stockpiled on the FSB once a Supply Room is built (see below). Should SP not be delivered to the FSB for some reason, such as due to weather, the base being Air Interdicted, or having a necessary bridge blown, then the points are lost and the base must hope that the next day is better for them.

Below is a list of what SP may be spent on and their cost in man power and time.

### **Perimeters**

**Basic perimeter defenses (BPD)-** Cost= 10 SP. Time= 4 days with 30 men (reduced by 1 day for each additional 30 men used. Engineers reduce time to 1 day). Bonus= +1 to bases Total Resistance, can take 10 damage points. Consists of trenches, a defensive berm with fighting positions, and claymore mines and trip flares set farther out.

**Enhanced basic perimeter defense (EBPD)-** Cost= 20 SP with basic perimeter. Time= 5 days with 30 men used (reduced by 1 day per 30 additional men used. Engineers reduce the time to 2 days). Bonus= additional +2 to bases Total Resistance, x1.5 to infantry AF, can take 16 damage points. Consists of single strand concertina and barbed wire perimeter fence with associated claymore mines and trip flares, cleared lanes of fire and observation, light bunkers suitable for machineguns, and ammunition stocks at fighting positions. *\*Requires a basic perimeter be built first.*

**Standard perimeter defense (SPD)-** Cost 50 SP (reduce to 20 SP if an improvement to an EBPD). Time= 5 days and 30 men used (reduce by 1 day, down to 2 days, per 30 additional men used. Engineers reduce time to 2 days). Bonus= additional +2 to the bases Total Resistance, +1 to the bases GAR, x2 to infantry AF, can take 20 damage points. Consists of 2 rings of triple concertina and barbed wire fences with associated claymore mines and trip flares, tougher sandbag bunkers with good overhead cover, reinforced gates with guard posts, and communication trenches between positions and a basic inner perimeter.

**Hardened perimeter defense (HPD)-** Cost= 50 SP. Time= 10 days and 30 men used (reduce by 1 day per additional 30 men used, down to 5 days. Engineers reduce time to 5 days). Bonus= additional +4 to bases Total Resistance, +2 to the bases GAR x2.5 to infantry AF, can take 30 damage points. Upgrades the SPD to having 3 rings of triple

concertina and barbed wire, extensive mine fields, guard towers, concrete bunkers, heavy-duty fighting positions with overhead cover, adds foo-gas containers and other surprises, enhances the inner perimeter, and is capable of withstanding intense artillery bombardments. *\*Requires the Standard perimeter defense to upgrade.*

### **Artillery positions**

**Basic artillery positions (BAP)-** Cost=5 SP. Time= 2 days and 10 men used (1/2 day with Engineers). Bonus= +1 to the artillery units Resistance against Artillery Bombardment, can take 2 damage points. Consists of a leveled area and short sandbag wall, and allows artillery to fire support missions. Artillery may not fire (except for mortars) without this position being first created.

**Standard artillery position (SAP)-** Cost 10 SP. Time= 3 days and 10 men used (Engineers reduce time to 1 day). Bonus= +2 to bases Total Resistance, can take 4 damage points Enhances the BAP to having better sandbag protection, munitions storage, and allows the guns to be used in direct defense of the base by firing canister rounds. *\*Requires the BAP to be built first.*

**Hardened artillery position (HAP)-** Cost= 10 SP. Time= 2 days with 10 men used. Bonus= -1 to bases Resistance against Ground Assaults, +1 to artillery units Resistance against Artillery Bombardment, can take 6 damage points. Consists of using concrete to improve the artillery positions defense against bombardment, deeper positions, and hardened munitions storage. Does not allow the guns to be used in direct defense of the base. *\*Requires the SAP to be built first.*

**Basic FDC (BFDC)-** Cost= 5 SP. Time= 1 day with 10 men used. Bonus= +1 to Outgoing effectiveness, can take 1 damage point. Essentially nothing more than a tent surrounded by a low sandbag wall. The BFDC is required in order for the artillery unit to fire any missions.

**Standard FDC (SFDC)-** Cost= 15 SP. Time= 4 days with 10 men used (reduced by 1 day per additional 10 men used, down to 2 days. Engineers reduce time to 2 days). Bonus= +2 to Outgoing effectiveness, +1 to bases Resistance against Artillery Bombardments, adds +1 to all RTO rolls made on the Artillery Fire Mission Request table in FNG, can take 4 damage points. The SFDC places the artillery units control center in a deep bunker with good overhead cover. Multiple antennas allow for better communication with the field.

**Enhanced FDC (EFDC)-** Cost= 15 SP. Time= 2 days and 10 men used. Bonus= +2 to Outgoing effectiveness, +1 to bases Total Resistance, +2 to all RTO rolls made on the Artillery Fire Mission

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Request table in FNG, can take 6 damage points. Incorporates concrete into the FDCs construction, along with more and better antennas. Requests and RTO rolls for support from higher headquarters artillery when a unit is outside of the bases Artillery Fan are increased by +1.

### **Base improvements**

**Basic TOC (BTOC)-** Cost=5 SP. Time= 1 day with 10 men used. Bonus= +1 to all RTO rolls made within 2 sectors of FSB, +1 to bases total Resistance, can take 1 damage point. Consists of the HQ and main radios in a tent surrounded by a low sandbag wall.

**Standard TOC (STOC)-** Cost=15 SP. Time= 4 days and 10 men used (reduced by 1 day per additional 10 men used, down to 2 days. Engineers reduce time to 2 days). Bonus= +1 to all RTO rolls within 3 sectors of FSB, +2 to bases Total Resistance, can take 4 damage points. The STOC places the HQ element for the FSB underground in a sandbagged bunker with good overhead cover and improved antennas for better communication with higher HQ and units in the field.

**Enhanced TOC (ETOC)-** Cost= 25 SP. Time= 5 days and 20 men used (Engineers reduce the time to 3 days). Bonus= +2 to all RTO rolls within 3 sectors, and +1 to RTO rolls from 4-5 sectors out, +2 to bases Total Resistance, +1 to the bases GAR, +2 to all RTO rolls made on the Artillery Fire Mission Request table in FNG, can take 6 damage points.

Utilizes concrete in the ETOCs construction, deepens the bunker and places the HQs sleeping quarters underground. Better antennas allow for better communications all around, and a backup TOC is created elsewhere on the FSB. *\*Requires that a STOC be first built before being upgraded.*

**Aid Station (Aid)-** Cost= 5 SP. Time= 1 day and 10 men used (Engineers reduce this to ½ day). Bonus= +1 to Recovery Rolls for soldiers wounded on base, +1 to bases Total Resistance, can take 1 damage point. A basic first aid station in a tent surrounded by a low sandbag wall.

**Dispensary (Dis)-** Cost= 20 SP. Time= 5 days and 10 men used (reduce by 1 day per additional 10 men used, down to 2 days. Engineers reduce time to 2 days). Bonus= +3 to Recovery Rolls for soldiers wounded on base, +2 to bases Total Resistance, +1 to bases GAR, +2 to all Medevac requests made from the FSB for men on base or in the field, 50% chance per day of reducing one platoons Fatigue level by -1, can take 6 damage points. The Dispensary is a full medical bunker placed underground, with excellent overhead cover and extensive medical supplies, and a full staff of medics and a few nurses.

**Basic Supply building and Ammo bunker (BSAB)-** Cost= 15 SP. Time= 3 days and 10 men used (Engineers reduce time to 2 days). Bonus= allows SP to be stockpiled, up to a total of 40 SP, +1 to bases Total Resistance, can take 2 damage points. Creates a Supply depot out of an unused Conex container, with a sandbagged ammunition bunker nearby.

**Standard Supply Building and Ammo bunker (SSAB)-** Cost= 20 SP. Time= 3 days and 10 men used. Bonus= allows 60 SP to be stockpiled, +2 to bases Total Resistance, can take 4 damage points. Reinforces and enlarges the BSAB with better structure and protection, and better protects the ammunition bunker. *\*Requires the BSAB to be first built before upgrading.*

**Enhanced Supply building and Ammo bunker (ESAB)-** Cost= 10 SP. Time= 2 days and 10 men used. Bonus= allows 80 SP to be stockpiled, +1 to bases Total Resistance, adds +1 SP per day, can take 6 damage points. Enlarges the Supply building and covers both structures with a concrete cap.

**Motorpool (Mot)-** Cost= 15 SP. Time= 2 days and 10 men used. Bonus= allows base to use trucks and jeeps for operations, adds +1 SP per day, can take 4 damage points.

**FAC POL (FPOL)-** Cost= 20 SP. Time= 6 days and 10 men used (time reduced to 3 days with Engineers). Bonus= allows FAC aircraft to operate from the base, -1 to bases Total Resistance, +1 AAP per day, can take 8 damage points. Creates an airstrip and maintenance area for the FAC aircraft, along with living quarters and an Operations Center. The airstrip is located outside of the perimeter, and this slightly weakens the bases defenses (this penalty can be removed if the base is located next to a road which can be used as an airstrip).

**FAC Ops (FACO)-** Cost= 15 SP. Time= 2 days and 10 men used. Bonus= +1 to RTO rolls for Airstrike Requests per the table in FNG, +1 AAP per day, can take 4 damage points. A small building addition to the FAC POL which coordinates the air effort over the AO.

**Basic Barracks (BB)-** Cost= 5 SP per barracks built. Time= 2 days and 10 men used. Bonus= -1 to an occupying platoons Fatigue level per every 2 days spent resting, can take 1 damage point. Builds a tent barracks with sandbagged sides capable of housing a full platoon. More than 1 may be built.

**Improved Barracks (IB)-** Cost= 15 SP per barracks built (10 SP if replacing a BB). Time= 4 days and 10 men used. Bonus= -1 to an occupying platoons Fatigue level per day spent resting, can take 2 damage points. Builds a stouter barracks that is partially underground with attached bunker capable



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of housing a full platoon. More than one may be built

**Basic Mess Hall (BMH)**- Cost= 5 SP. Time= 1 day and 5 men used. Bonus= 50% chance per each platoon on base per day of reducing the platoons Fatigue level by -1, can take 1 damage point. Sets up a tent to be used as a mess hall that is capable of serving food.

**Improved Mess Hall (IMH)**- Cost= 15 SP. Time= 4 days and 10 men used. Bonus= -1 to the Fatigue of all platoons on base, plus special for off base platoons, can take 2 damage points. The IMH is a full service kitchen and eating area that is protected by sandbags capable of delivering hot meals to the troops, even in the field. By spending 1 SP and 1AAP (if helicopters are available) hot food may be delivered to a platoon in the field, reducing its Fatigue level by -1.

### Off Base Construction

**Patrol Base (PB)**- Cost= 8 SP for trucks, 4 SP and 4 AAP for helicopters. Time= 1/2 day and 5 men used. Bonus= +2 to an occupying units Resistance, reduces the SP requirements of associated patrolling units by -1 per day, can take 6 damage points. Creates a central supply and defensive point that can be used for extended operations into the occupied sector, and the sectors surrounding it. The PB reduces the Supply requirements of squads and platoons that are working out of it, though they must return to the PB every 3 days to resupply at no cost. Otherwise, full Supply costs will need to be fulfilled.

**Temporary FSB (TFSB)**- Cost= 8 SP for trucks or 4 SP and 4 AAP for helicopters. Time= 1 day and 10 men used. Bonus= allows artillery to temporarily fire from a sector away from the FSB, +2 Resistance to any occupying unit, can take 8 damage points. Creates a very field expedient FSB in a sector that Artillery units may occupy with a platoon of infantry for protection to provide support to units outside of the main FSBs artillery fan. Nothing more than a flat area for the guns, and a Basic perimeter. Requires 2 SP per day, plus the SP of the occupying units. The TFSB may be improved over time like the main FSB, at a 50% increase in SP cost.

**Road Checkpoint (RCH)**- Cost= 2 SP, plus 1 SP per day in action. Time= 1/2 day and 5 men used. Bonus= reduces EI in the sector by 1d6 per day in action, can take 1 damage point. The RCH must be erected within 1 km (1 sector) of the FSB or a PB on a road to check passing traffic for contraband and identification, and is staffed by a minimum of 5 men. The staffers must return to the FSB or PB at night, as the Checkpoint is not a defensive position. There is a 25% chance per day that the check point is in action of generating an Intel roll.

**River Checkpoint (RVCH)**- Cost= 4 SP, plus 2 SP per day in action. Time= 1/2 day and 8 men used. Bonus= reduces EI in the sector by 1d6 per day in action. The RVCH may be erected anywhere along a waterway to check passing traffic for contraband and identification, and is staffed by a minimum of 8 men in 2 small motorized boats. The staffers must return to the FSB or PB at night, as the boats may be ambushed or fired upon by friendly forces at night. There is a 25% chance per day that the checkpoint is in action of generating an Intel roll.

**Guard outpost (GDOP)**- Cost= 5 SP, plus 1 SP per day in action. Time= 1/2 day and 5 men used. Bonus= reduces EI in the sector by 1d6+2 per day in action, can take 4 damage points. The GDOP may be erected anywhere, though inhabited areas are preferred, and must be staffed by a minimum of 5 men. As the GDOP is a fortified position, the occupants may remain there overnight, and are equipped with a radio. Though vulnerable to enemy action, there is a 50% chance per day that a GDOP in an inhabited sector may generate an Intel roll. Manning a GDOP increases a units Fatigue by +1 per full or partial day.

As the old saying goes, an army marches on its belly. Everything that a unit does costs Supply Points (SP), whether it be manning a checkpoint, patrolling in the jungle, manning the FSBs perimeter on guard duty, transporting supplies to units in the field, or building a bridge.

The FSB itself requires ½ SP per day per platoon or attached unit that is currently in the base. Once a unit or platoon leaves, they must carry their own SP, or must be resupplied when necessary.

An infantry platoon or squad may only carry 3 SP with it on operations. That means that the unit will need to be resupplied after 3 days in the field, provided that no action has ensued that may have depleted its SP prematurely. Engineer units can only carry 1 SP, and must be resupplied every other day. Recon/LRRP units are a special case, and their small teams can carry 3 SP with them on operations, but only use ½ SP per day, barring an event that would use SP up, such as an intense firefight.

Resupplying a unit actually costs SP as well. Using trucks to resupply a unit costs 1 SP per unit being resupplied, and each truck can only carry 4 SP. Thus resupplying 2 platoons working in the same sector would cost 6 SP (2 SP for each platoon, plus 1 SP per unit). Trucks may only resupply units in sectors through which a road travels.

Using helicopters to resupply units in the field costs 1SP per sector being resupplied, plus 1

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AAP. A helicopter dedicated to ferrying supplies or troops (know as Ass and Trash) may carry 6 SP during the day, but may stop in as many sectors as needed (at the above mentioned 1 SP per sector cost). A helicopters' availability is based upon weather restrictions. See **Air Assets and Weather** later.

A unit or platoon in the field that runs out of Supply quickly loses its ability to fight off the enemy and hunger, as well as losing mobility. Each day that the unit or platoon is out of Supply their Fatigue increases by +2, and any enemy contact increases their Fatigue a further +1 until resupplied. Furthermore, the unit may only move 1 sector per day. See **Fatigue** below for more. Should an enemy contact be played out on the gaming table, then any soldier that runs Out Of Ammo must move into base-to-base contact with another soldier to gather more ammo before he can reload.

Should the FSB run out of Supply, then each platoon and unit on base has their Fatigue level raised by +1 per day, until the base is resupplied. Should the FSB be unable to resupply any unit for more than 4 consecutive days, then that (and any) unit will be removed from the AO to recuperate in the rear by Higher Headquarters for 1 weeks time, and it will not be returned until there is enough Supply at the FSB to support all of the assigned units.

### Air Assets and Weather

Vietnam was known as "The Helicopter War" for a very good reason: helicopters were used every day for just about every mission conceivable. However, helicopters were not the only aircraft flying the sky over 'The Mean Green'. Tactical and strategic bombers carried out missions in support of ground operations, reconnaissance planes flew photographic and electronic surveillance missions, and at night the lumbering Spooky and Specter gunships were on call to help out where needed. But, despite the variety and number of aircraft operating, they were usually stretched to the limit, and may not be available when really needed. This is modeled in FNG:Operations by Air Asset Points (AAP).

The Fire Support Base is assigned 1d6 AAP per 2 platoons or other units per day, plus any AAP gained through base improvement bonuses. This means that an FSB with 3 platoons of grunts, an Engineer unit, a radio relay, and a battery of 105s receives 3d6 AAP per day.

AAP do not stockpile like Supply Points, but they can carry over to the next day, allowing up the maximum allowable AAPs (i.e., if you have 3d6

possible AAPs, you may only have up to 18 AAPs, no more, but if you are allowed 3d6+3 AAPs, then you may have no more than 21 AAPs). Extra AAPs above the maximum allowable are lost. This can be useful in running operations and ensuring that you can supply units in the field the next day.

Utilizing aircraft in any fashion requires spending AAP. Below is a list of possible aircraft uses and costs in both AAP and SP:

### Helicopter Ops

**Air Assault-** 2 AAP per 10 men being lifted, plus 2 SP. Includes a pair of helicopter gunships. An Air Assault takes place in a sector as a means of inserting troops into an enemy contested area that is to be patrolled or occupied for at least 1 full day. Artillery is fired to prep the Landing Zone (LZ) (this may be omitted to preserve surprise or SP), then the helicopters go in with gunship cover. If contact with the enemy is made, they are considered to be at -2 Resistance, with an additional -1 Resistance if the area was prepped by artillery. Should the contact be gamed out, the enemy begins the game subject to an artillery bombardment per FNG, with the US forces having gunships overhead. If no contact is made on the initial assault, then the sector loses 1d6+2 EI.

**Ass and Trash-** 1 AAP and 1 SP per sector. As mentioned above, this is an all day logistics run delivering supplies to troops in the field delivering up to 6 SP.

**Dustoff-** 0 AAP if no combat is occurring in the Pickup Zone (PZ) sector, 1 AAP if combat is occurring. Medevacs wounded and dead soldiers from the combat zone, reducing the EI gained by the enemy by ½, and allows the soldier to roll 3d6 on the Recovery table in FNG. A single Dustoff mission can only carry 6 casualties, KIA or WIA.

**Eagle Flight-** 2 AAP per 10 men being lifted, plus 1 SP per sector. Includes gunships. May occur more than once in same sector, and takes ½ of a day phase per insertion. Causes 1 Fatigue to participating troops per day phase. Eagle flights are mini air assaults where a unit is lifted into an LZ looking for contact. If none is found, they are lifted out into another LZ. This generates 2 contact rolls per day phase. At the end of an Eagle Flight, the unit may either be returned to base, or left in the field. If no contacts are generated, then the sector assaulted loses 1d6 EI. If there is contact, see later.

**Firefly-** 2AAP per sector, night only. A special team of helicopters armed with spotlights and heavy machineguns assigned to interdict enemy traffic at night. Has a 1 in 6 chance of success. If there is a success, see Firefly Air Op Chart.

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**Flareship-** 1 AAP per sector, night only. A special helicopter drops parachute flares to support troops in contact. Adds +1 Resistance to all friendly units in the sector.

**Gun Lift-** 2 AAP and 2 SP. This mission moves an artillery battery (mortars or 105s) and their ammunition and equipment from one place to another. Can follow an Eagle Flight or Air Assault, but not be part of one.

**Hunter/Killer-** 4AAP, can cover 4 sectors during a day. Comprises of a Loach and a pair of gunships scouring the area for trouble. Roll for contact. If successful, see Hunter/Killer Air Op Chart.

**LRRP Support-** Mandatory 1 AAP per Recon/LRRP team. When a Recon/LRRP team is in the field, one helicopter per team must be dedicated solely to their support, should they need to be extracted or have a prisoner retrieved.

**Pearl Dive-** 2AAP per sector. May only take place in uninhabited sectors. 1 in 6 chance of successfully generating 1 Intel roll. Effectively some helicopters out flying around, looking for wandering VC to zoom down on and abduct. Takes up one day phase.

**Recon-** 1 AAP per 2 sectors. Just a little Loach or Huey flying around looking for trouble. Has a 1 in 6 chance of generating a Recon Event. See chart.

**Troop lift-** 1AAP per 10 men or less being transported. Only usable for non-combat transportation, such as reinforcing a unit already in the field.

**Vehicle Recovery-** 2 AAP per vehicle. Should a vehicle, such as an ACAV, helicopter, or Tank, be damaged and need to be lifted out for repairs, a large cargo helicopter, such as Chinook, can come out and remove it from the AO. Reduces the enemies EI gained by destroying the vehicle by ½.

### Fixed Wing Ops

**Air Strike-** 2 AAP per strike. Can only be directed at a single known target, such as a base camp located by a LRRP team or grunt patrol, an enemy troop concentration, or in support of troops in contact. See **Airstrikes** for more.

**FAC-** 1 AAP. Dedicates a FAC to an operation for a full day. Troops on the ground do not need to make an RTO roll to garner airsupport. FACs also may scout a 2 sector area per day phase, having a 1-in-6 chance of generating a Recon Air Op Event. See chart.

**Spooky-** 4 AAP, night only. Provides +4 Resistance to friendly troops or bases/outposts in a 2 sector by 2 sector area.

**Supply drop-** 4 AAP per sector. Provides 6 SP to 1 sector. Drops supplies by parachute to a unit in the field or a base/outpost that cannot be reached by other means.

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### FIREFLY AIR OP

Roll upon successful Firefly mission result

**1=Civilians hit.** Some civilians out after dark were accidentally attacked. Increase the EI for the sector by 1d6.

**2= Transport found.** Either a bicycle porter or sampan was found and destroyed. Reduce sector EI by 1d6

**3=Crossing point hit.** An area where the enemy crosses a road, waterway, clearing, or agricultural area has been found and attacked while under use. Reduce the sector EI by 1d6+2.

**4=Suspected enemy camp.** Some suspicious structures in the area were found and destroyed. Reduce the sector EI by 1d6.

**5=Small group.** A small group of the enemy were caught moving and fired upon. Reduce the EI for the sector by 1d6+2, and reduce the nearest plotted enemy force by 1d6.

**6=Troops in the open.** A large body of troops were caught in the open, and repeatedly attacked. Reduce the sector EI by 2d6 and reduce the nearest plotted enemy force by 2d6

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### HUNTER/KILLER AIR OP

Roll upon successful Hunter/Killer result

**1=Civilians hit.** Some civilians were accidentally attacked. Increase the EI for the sector by 1d6+2.

**2= Transport found.** Either a bicycle porter or sampan was found and destroyed. Reduce sector EI by 1d6

**3=Crossing point hit.** An area where the enemy crosses a road, waterway, clearing, or agricultural area has been found and attacked while under use, causing 1d6 casualties to the enemy. Reduce the sector EI by 1d6+casualty number.

**4=Suspected enemy camp.** 1d6 suspicious structures in the area were found and destroyed. Reduce the sector EI by 1d6+number of structures.

This area has been pinpointed and may later be attacked by Airstrike, or dedicated infantry ops.

**5=Small group.** A small group of the enemy were caught moving and fired upon, producing 1d6 casualties for the nearest plotted enemy force. Reduce the EI for the sector by 1d6+2+ enemy casualty result.

**6=Troops in the open.** A large body of troops were caught in the open and repeatedly attacked, producing 2d6 casualties on the nearest plotted enemy force. Reduce the sector EI by 2d6+enemy casualty result.

**1 RECON AIR OP EVENT**

Roll upon successful Recon result

**1=Suspected enemy cache.** Reduce the EI of the sector by -2. This location has been fixed and may be attacked by artillery, airstrike, or infantry action.

**2=Suspected enemy base.** Reduce the EI of the sector by -4. This location has been fixed and may be attacked by artillery, airstrike, or infantry action with a +2 to the possibility of Contact rolls.

**3=Active trail.** Reduce the EI of the sector by -4. This location has been fixed and may be attacked by artillery, airstrike, or infantry action with the possibility of +1 to Contact rolls.

**4=Troops in the trees.** A small group of enemy soldiers have been spotted moving in the trees and may immediately be attacked by other assets. Reduce the EI of the sector by 1d6, plus any casualty results produced.

**5=Enemy in the open!** A large body on enemy troops has been caught moving in the open and may immediately be attacked by other assets. Reduce the EI for the sector by 1d6+2 plus any casualty results.

**6=I'm hit!** The recon aircraft has been damaged and has crashed. Increase the EI for the sector by 2d6. A rescue mission, such as a Bright Light mission in FNG:UW, or a Fighting Patrol in FNG (modified to recover the crew at the center of the table) must be launched to recover the crew, who may or may not still be alive. If secured, the aircraft may be recovered as mentioned above, reducing the EI gained by the enemy for the incident.

Anytime an aircraft performs a mission in a sector, roll 1d6 per EP in the sectors code. If the sector does not hold an EP, then no roll only 1d6. If any 6's are rolled, then roll 1d6 on the following Air Op Incident table for each, taking the worst case:

**1 AIR OP INCIDENT**

**1=Minor mechanical problem.** A small problem has developed, but the mission continues at the further cost of 1 AAP.

**2=Major mechanical problem.** A major problem has developed on the aircraft. Roll 1d6. On a result of 1-3 the aircraft may continue the mission at the cost of 2 AAP, on a 4-5 it must abort the mission, losing the AAP spent on the mission. On a result of 6, the aircraft crashes, as below.

**3=Light ground fire.** Enemy small arms fire has hit the aircraft. Increase the sectors EI by 1d6. There

is a 50% chance that the aircraft has been damaged and must abort the mission with wounded aboard.

**4=Heavy ground fire.** Heavy enemy fire, possibly from AA guns, has damaged the aircraft. Increase the sectors EI by 1d6+2, and the EP by +1 (to a maximum of 3). Roll 1d6. On a result of 1-2 the aircraft may continue the mission at the cost of 1 AAP, on a 3-4 it must abort the mission, losing the AAP spent on the mission with wounded aboard. On a result of 5-6, the aircraft crashes, as below.

**5=Crash.** Something has brought down the aircraft. Increase the EI for the sector by 1d6+2. Each crewman and passengers aboard the aircraft takes a 1d6/2 Impact hit, and the aircraft is destroyed. Time and resources must be spent to recover the crew and passengers, and the aircraft, as mentioned above.

**6=Poof.** The aircraft has disappeared with all aboard. Increase the EI of the sector by 1d6+2. Search attempts of the target sector, and surrounding sectors, may be made any aircraft entering the area with a 25% chance of finding the wreck. After 3 days, if the wreck is not found and the crew and passengers not recovered, all aboard are considered KIA/BNR (bodies not recovered), and the sectors EI increases by a further 1d6.

Weather is always a factor, especially in air ops. At the start of each day and night phase of a turn (see **The Turn**, later), roll on the appropriate weather chart for the time of year for the current turn.

**1 Weather**

**May-Sept Monsoon season**

**1=Cloudy, but dry.** Normal AAP and operations. Hot and humid, increase the fatigue of all units in the field by +1 per day.

**2=Fog.** Normal AAP and operations, but no Air Ops can be run into sectors that are in the lowest 30m of elevation of the AO. Hot and humid, increase the fatigue of all units in the field by +1 per day.

**3=Light Rain.** AAP reduced by ¼. Normal Ops. Air Ops cannot be run in sectors with elevations higher than 300m due to low clouds.

**4=Rain.** AAP reduced by ½. Ground Ops lose ¼ movement. Air Ops cannot be run in sectors with elevations higher than 300m due to low clouds.

**5=Heavy Rains.** No AAP. Ground Ops lose ½ movement. Reduce the chance of enemy contact by -1 this phase.

**6=Monsoon downpour.** No AAP available at all. Nothing can fly in this weather, and road travel is impossible. All ops in the field stop where they are,

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and do their best to stay less miserable. Reduce the chance of enemy contact by -2 for this phase.

### Oct-Feb cooling down

**1-2=Clear.** Normal AAP and Ops.

**3= Fog in morning, clear in afternoon and at night.** Normal AAP and operations, but no Air Ops can be run into sectors that are in the lowest 30m of elevation of the AO.

**4= Light Rain.** AAP reduced by  $\frac{1}{4}$ . Normal Ops. Air Ops cannot be run in sectors with elevations higher than 300m due to low clouds.

**5= Rain.** AAP reduced by  $\frac{1}{2}$ . Ground Ops lose  $\frac{1}{4}$  movement. Air Ops cannot be run in sectors with elevations higher than 300m due to low clouds.

**6= Heavy Rains.** No AAP. Ground Ops lose  $\frac{1}{2}$  movement. Reduce the chance of enemy contact by -1 for this phase.

### March-May heating up

**1-2= Clear.** Normal AAP and Ops. Hot and humid, increase the fatigue of all units in the field by +1 per day.

**3-4= Fog in morning, clear in the afternoon and at night.** Normal AAP and operations, but no Air Ops can be run into sectors that are in the lowest 30m of elevation of the AO.

**5= Light Rain.** AAP reduced by  $\frac{1}{4}$ . Normal Ops. Air Ops cannot be run in sectors with elevations higher than 300m due to low clouds.

**6= Rain.** AAP reduced by  $\frac{1}{2}$ . Ground Ops lose  $\frac{1}{4}$  movement. Air Ops cannot be run in sectors with elevations higher than 300m due to low clouds.

## The Turn and Replacements

In FNG:Operations, 1 full day= 1 turn. The day/turn is broken down into 3 phases: morning, afternoon, and night. This is done to give finer control of operations and developing contacts, allowing units that make an extended contact to be resupplied or reinforced, among other possible actions. Some operations or actions may only be performed during the day (such as Air Assaults), or at night (such as Night Ambushes or Spooky air ops).

At the start of each turn, roll 1d6 on the weather table appropriate for the time of year, presented above. Weather conditions will affect operations, and must be planned for accordingly. For each following phase of the turn, there is a 50% chance that the weather will change, and a new roll will need to be made.

After the weather is determined, the days SP and AAP are determined, as earlier presented.

These are the base numbers for the day, and are adjusted due to weather, use, etc.

Next, Intel rolls are made, as found under **Gathering Intel** below. This too may affect ops planning for the day (and possibly beyond).

Following Intel is the check to see if anything interesting happens that day. See **Special Events** for further details.

Once weather, SP and AAP, Intel, and Special Events have been determined, Operations may then be planned and run. Planning operations is nothing more than noting on the Daily Log under Ops what you wish to do, including Civic Actions and Air Ops, later recording under Results what occurred after the days ops have been completed.

Finally the Hearts and Minds phase takes place, adjusting the EI for any sectors affected by the days operations or events.

### The Turn:

Check Weather  
Determine SP  
Determine AAP  
Roll for Intel  
Roll for Special Events  
Morning  
Plan and run ops  
Afternoon  
Check weather  
Plan and run ops  
Night  
Check weather  
Plan and run ops  
Adjust EIs

Each Week:  
Roll for RF/PF operations  
Psyops missions  
Special Intel missions  
Check for Replacements

### At the end of each week:

Roll 1d6 for each platoon or attached unit in the AO (not temporary units). On each score of 6, 1d6 replacements arrive on the next supply run. Excess replacements can be used to form new squads for the core Infantry Company.

## Gathering Intel

Gathering Intelligence is the art of sifting through tons of reports, transmissions, and other bits of information and piecing together the picture of what the enemy is up to.

For each platoon or unit assigned to the FSB, roll 1d6 each day during the Gather Intel phase

of the turn. Other Intel rolls are made during the turn when they are generated. On a result of 1-3, no intel has been discovered. On a result of 4-5, roll on the Minor Intel table. On a result of 6, roll on the Major Intel table. The results from the rolls on the tables are implemented immediately.

**2 MINOR INTEL**

**2-3= Rumored VC activity.** Some kind of minor VC activity may have occurred in a random sector. Raise sector EI by 1d6/2 (minimum 1)

**4= Minor VC activity.** Some kind of minor VC activity has occurred in a random sector. Raise sector EI by 1d6.

**5= Unit movement.** A random enemy unit is thought to have moved to a random adjacent sector. Raise the sectors EI by 1d6, and its EA by +1.

**6= New trail.** A new trail has been discovered in a random sector. Raise sector EI by 1d6+1.

**7= Tax collector.** A Communist tax collector has visited the area. Determine sector randomly. Raise the sector EI by 1d6+3. Only applies to inhabited sectors. If the sector determined is not inhabited, then count as "unit movement" as above.

**8= VC activity.** Some major VC activity has occurred in a random sector. If the sector is uninhabited, raise EI by 1d6+2. If the sector is inhabited, raise EI by 2d6.

**9= Possible crossing.** A travel or supply route heavily used by the enemy may have been located in a random sector. Raise sector EI by 1d6

**10= Possible cache.** A random sector may contain an enemy cache. Sweep or Hammer and Anvil operations planned against this cache result in a +1 to the chance of Enemy Contact when operating in the sector. If contact is made, then the cache is found.

**11= Possible base area.** A random sector may contain an enemy base area if the EI is over 15. If the sector EI is under 15, then the base area may be located in the nearest sector with an EI over 15. Sweep or Hammer and Anvil operations planned against this cache result in a +1 to the chance of Enemy Contact when operating in the sector. If contact is made, then the cache is found.

**12= Small unit pinpointed.** A small VC or NVA unit has been pinpointed. Roll randomly to determine sector. If the EI of the sector is under 15, then the unit is located in the nearest sector with an EI over 15. Sweep or Hammer and Anvil operations planned against this unit result in a +1 to the chance of Enemy Contact when operating in the sector.

**2 MAJOR INTEL**

**2-3= VC activity.** Major activity by the enemy in a random sector has raised the sectors EI by 1d6+3, and its EA by +1.

**4= Bunker complex fixed.** A random sector contains an enemy bunker complex. Sweep or Hammer and Anvil operations planned against this complex result in a +2 to the chance of Enemy Contact when operating in the sector. If contact is made, then the bunker complex is found.

**5= Cache fixed.** A random sector contains an enemy cache. Sweep or Hammer and Anvil operations planned against this cache result in a +2 to the chance of Enemy Contact when operating in the sector. If contact is made, then the cache is found.

**6= Forced recruitment.** The enemy has entered a random inhabited sector and forced several people into military service. Reduce the EI of the sector by 1d6+2, increase the EA for the sector by 1, and add 1d6+3 to the nearest enemy units Man Power (See **Plotting the Enemy** for more).

**7= Unit movement.** A random enemy unit is known to be heavily operating in a random sector adjacent to their plotted sector. Raise the target sectors EI by 1d6+3, and its EA by +1. Raise surrounding sectors EI by 1d6.

**8= NLF cadre fixed.** The location of Communist political cadre has been fixed in a random inhabited sector. Reduce the sector EI by 1d6+3. Any military ground operations planned in that sector over the next 2 days that result in enemy contact have found the cadre as well and reduce sector EI by a further 2d6+2.

**9= Tax collector discovered.** The location of a Communist tax collector has been fixed in a random inhabited sector. Reduce the sector EI by 1d6. Any military ground operations planned in that sector over the next 2 days that result in enemy contact have found the tax collector as well and reduce sector EI by a further 2d6.

**10= Attack planned.** The enemy is planning an attack on a friendly outpost, installation, unit, or Civic project in a random sector (or the nearest sector containing one of the above). Roll 1d6. On a score of 1 the attack is planned for that morning, on a score of 2 it is planned for that afternoon, on a score of 3-5 it is planned for that night, and on a score of 6 it is planned for sometime the next day (reroll the time the next morning phase). Raise the target sectors EI by 1d6+3, and raise its EA by +1. Any unit that makes Enemy Contact in the sector during the attacks planned time has intercepted the attack,

and resolves the fight as per **Contacting the Enemy**. If no contact occurs, then the attack has been cancelled and the EI for sector is reduced by 1d6+3, and the EA is reduced by -1.

**11= Minor enemy unit fixed.** A small VC or NVA unit has been pinpointed. Roll randomly to determine sector. Raise this sector and its surrounding sectors EA by +1. Sweep or Hammer and Anvil operations planned against this unit result in a +1 to the chance of Enemy Contact when operating in the sector.

**12= Major enemy unit fixed.** A small VC or NVA unit has been pinpointed. Roll randomly to determine sector. Raise this sector and its surrounding sectors EA by +1. Sweep or Hammer and Anvil operations planned against this unit result in a +2 to the chance of Enemy Contact when operating in the sector.

To randomly determine what sector is affected by the Intel mentioned above, roll 2d6, each of which is a different color and represents one of the grid axis, such as Red for X axis, and white for Y axis. The result, such as Red 3, White 2, will denote which sector, such as X3,Y2, is affected.

### Plotting the Enemy

The Viet Cong and North Vietnamese Army can be elusive foes, capable of melting into the countryside or blending in with the population and launching hit-and-run attacks in widely separated areas. Often times this forces the enemy to overestimate the number of VC and NVA operating in an area. Just as easily, however, there can be a hornets nest of enemy laying in wait in an area thought clear of their presence.

At the start of the game, 2d6 is rolled for every 50 points of total Enemy Influence (EI) in the AO, modified by adding the average Enemy Activity (EA) number for the AO and compared to the following table:

2	ENEMY GENERATION
2=	Local VC platoon. 25 men
3=	Main Force VC squad. 10 men
4=	Main Force VC platoon. 35 men
5=	Main Force VC artillery unit. Roll 1d6, 1-3 3x60mm mortars, 4-6 2x 82mm mortars. 25 men
6=	Main Force VC HQ. 30 men
7=	NVA squad. 10 men
8=	NVA infantry platoon. 35 men

9=	NVA artillery unit. Roll 1d6. 1-2= 2x82mm mortars with 25 men, 3-4 2x105mm artillery guns with 30 men, 5-6 3x122mm rocket teams with 5 men each.
10=	NVA Supply platoon. 20 men
11=	NVA Sapper platoon. 20 sappers
12=	NVA Regimental HQ. 40 men

In addition to these forces, a Local VC squad of 5 VC is allocated to the AO for every 10 family dwellings within the AO.

Each time the EI climbs by 50 points, or a Special Event calls for it, another enemy unit is generated from the above table.

Enemy units (with the exception of Local VC), regardless of size, operate in a 9 sector area, which consists of the sector they are plotted to be residing in, plus the immediately adjacent sectors surrounding it. For each of the enemy units generated above, roll 2d6 to randomly determine what sector is suspected as being the center of their operations. This allows the player to determine to which unit the elements that Free World Forces troops may be engaging belong. Often times these operating zones overlap with the zones of one or more other enemy units. When contact is made with the enemy in these instances, the enemy unit being faced is randomly determined.

The suspected location of Local VC units is generated by the same method as above, but Local VC only operate within their single specific sector, unless moved by Special Event or Intel.

### Special Events

Special Events are those things that happen that are out of the ordinary. Some may be relatively mundane (such as a soldier being injured in a car accident or a suspected VC seen observing the base), while others may be a little more intense (such as a RP/PF outpost being attacked, or the FSBs units being ordered to go on a major operation).

At the start of each turn, roll 1d6 per 50 points of total Enemy Influence in the AO. On a score of 4 or 5, a Minor Special Event has occurred, while on a score of 6 a Major Special Event has occurred. For each event, roll 2d6 and consult the appropriate chart below:

2	MINOR SPECIAL EVENT
2=	Possible VC observation of FSB. A suspicious individual was spotted observing the FSB. Base put

on alert for 1 day. Increase the Fatigue of all units on base by +1.

**3= VC observation of unit in the field.** An enemy soldier was seen following or observing a unit in the field. Increase the sectors EA by +1.

**4= Sniper activity.** A unit in the field has been harassed by enemy pot shots. Roll 1d6 to check for a casualty, with one occurring on a score of 6. See the US Casualty table later. If there is no unit in the field, then randomly determine what unit on the FSB was harassed instead. Increase target units Fatigue by +1.

**5= New film arrives.** A new release film has arrived for the troops entertainment. Reduce the Fatigue of all troops on base by an additional -1 (does not apply to troops in the field).

**6= Accident.** A friendly soldier has been injured and possibly killed in an accident. Randomly determine unit, then check to see result of casualty. If the result is "killed", then units fatigue is increased by +1.

**7= Good News.** A large enemy unit has been defeated in a nearby AO. Reduce the EI of all sectors by 1d6.

**8= Excess building material arrives.** The daily supply delivery has brought some interesting stuff with it. Increase the FSBs TR by +1, and increase the stockpiled Supply by 1d6. If supplies cannot be delivered, then this roll has no effect.

**9= Enemy attack.** A randomly determined Civic Action project has been attacked by the enemy. If no Civic Action projects have been built or are under construction, then the attack is on a government symbol (church, market, village chief). Increase sector EI by 2d6. If friendly units are in the sector, they may intercept the attack as in **Contacting the Enemy**.

**10= Minor attack on RF/PF outpost.** A randomly determined RF/PF outpost has been attacked. Roll 3d6 to check for casualties. Increase the EI of the sector by 2, plus the result of any casualties. If friendly units are in the sector, they may intercept the attack as in **Contacting the Enemy**.

**11= Enemy on the move.** Intel reports that a random enemy unit has moved to a randomly determined sector. Increase that sectors EI by 1d6, and it's EA by +1.

**12= Base probed.** A minor probe of the base's defenses has been made by 1d6/2 of the enemy units in the AO. Roll 1d6 for each probing enemy unit to check for US casualties, and roll 1d6 for each squad or combat unit on base to check for VC/NVA casualties. Increase the Fatigue of all on base units by +1. Increase the EI of the FSBs sector by 1d6. See **Combat** for more on casualties.

## 2 MAJOR SPECIAL EVENT

**2-4= Orders.** Higher HQ has sent down orders. Roll 2d6 and consult Orders table.

**5= NLF Cadre visit area.** Regional higher ups in the communist party are in the area rallying their troops. Increase the EA and EP in all sectors by +1, and increase the EI of all sectors by 1d6. Any contacts that result in the enemy loosing at least twice as many casualties as Free World Forces during the next week negates these effects.

**6= Brass visit.** Big wigs from higher headquarters visit the FSB and hand out awards. Reduce the Fatigue of all on base units by -1. Increase the SP and AAP by 2d6 for the FSB for the day.

**7= USO show.** A welcome distraction from the war has made a visit to the FSB. Reduce all on base Fatigues by -2, and reduce the Fatigue off all units in the field by -1.

**8= Communist Rally held.** A large Communist rally has been held in a random inhabited sector. Increase the EI of the sector by 2d6, and increase the EEI of surrounding sectors by 1d6. If friendly units are in the sector, they may intercept the rally's leaders as in **Contacting the Enemy**.

**9= Incoming!** Enemy artillery units fire on the FSB once a turn for 1d6 turns from a randomly determined sector (within the range of the firing unit). See **The FSB Under Attack** and **Incoming** for more. If there are not enough VC or NVA artillery units in the AO, randomly generate the needed units. Increase the Fatigue of all on base units by +1 for attacks by artillery guns (not mortars), and +2 for attacks by rockets. If the total EI for the AO is 350 or over, then on the final day of artillery fire the FSB has a 50% chance of being probed.

**10= RF/PF outpost attacked.** A randomly determined RF/PF outpost has been attacked by 1d6 random enemy units. See **Contacting the Enemy** for more. If the enemy wins, increase the EI of the sector by 2d6, and increase the EI of surrounding sectors by 1d6.

**11= Major FSB probe.** A major probe of the base's defenses has been made by 1d6 of the enemy units in the AO. If the total EI for the AO is less than 350, roll 1d6 for each probing enemy unit to check for US casualties, and roll 1d6 for each squad or combat unit on base to check for VC/NVA casualties. Increase the Fatigue of all on base units by +1. Increase the EI of the FSBs sector by 2d6. If the total EI for the AO is over 350, conduct the probe as in **The FSB Under Attack**.

**12= FSB attack.** If the total EI for the AO is under 300, then the attack is only artillery harassment (as above), followed by a Major FSB Probe. If the total



EI for the AO is over 301, then a full scale attack by 1d6+2 enemy units occurs (if there are not enough enemy units in the AO, then generate the necessary extras from the table above. These extras leave the AO after the attack). If total EI for the AO is over 550, and the attack is beaten off, then the enemy settles in for a siege. See **The FSB Under Attack** for more.

## 2 ORDERS

**2= Temporarily detach unit.** A randomly determined core platoon or attached unit has been ordered to take part in an operation in another AO and will depart on the following turn for 1d6 days.

**3= Detach unit.** An attached unit has been reassigned to elsewhere and will leave the AO in 1d6 days, and will not be returning.

**4= Intensive patrolling.** Intel has detected something fishy going on in a randomly determined sector. At least 1 platoon of infantry must sweep a random 4x4 sector area, starting next turn.

**5= Civic Action.** Higher HQ has ordered the FSB to conduct a Civic Action, beginning next turn.

**6= Strategic hamlet.** Higher HQ has decided that the civilians of the inhabited sector with the highest EI must be moved into a strategic hamlet. 1 platoon per 20 family dwellings will be needed to be dedicated to this operation for 1d6 days. The operation will cost the FSB 6 SP per day, on top of regular SP cost. The civilians will be moved to the adjacent sector with the lowest EI. A minimum of a platoon of RF/PF (35 men), with an additional number of squads if necessary, will be assigned to the new hamlet. If playing FNG, play out a Cattle Drive mission.

**7= Unit assigned TDY.** A new unit has been temporarily assigned to the AO for 1d6+2 turns. Generate the unit from the Attached Units table above.

**8= Unit assigned.** A unit has been assigned to the AO for 2d6 turns. Generate the unit from the Attached Units table above.

**9= Unit assigned.** A unit has been assigned to the AO. Generate the unit from the Attached Units table above. Any duplicates, other than Engineers or 105mm batteries, will result in an infantry platoon being assigned.

**10= Minor operation.** Higher HQ has ordered that a coordinated operation be launched in the AO with all available units for the next 1d6 days. 1d6 extra AAPs and 1d6 extra SPs will be dedicated to this operation each day.

**11= Major operation.** Higher HQ has ordered that a major operation be launched into the sector with the highest IE with all available units for the next 1d6 days. A pair of infantry platoons from another AO are will be assigned to the FSB so that all core units may be used on the operation. 2d6 extra AAPs and 3d6 extra SPs will be dedicated to this operation each day. At the operations conclusion, the pair of TDY platoons will return to their AO.

**12= Major operation.** Higher HQ has ordered that a major operation be launched into the sector with the highest IE and its surrounding area with all available units for the next 1d6+3 days. A pair of infantry platoons from another AO are will be assigned to the FSB so that all core units may be used on the operation in addition to 1d6/2 TDY units (roll 1d6 on the Operation TDY Units table below). 3d6 extra AAPs and 4d6 extra SPs will be dedicated to this operation each day. At the operations conclusion, all TDY platoons will return to their AO.

## 1 OPERATION TDY UNITS

**1-2= Infantry unit.** If the total EI for the AO is under 200, then 1 infantry platoon is assigned. If the total EI for the AO is between 200 and 350, then 2 infantry platoons are assigned. If the total EI is over 351, then 3 infantry platoons are assigned.

**3= 105mm battery.** An artillery battery has been assigned. This unit may be assigned to the FSB, or may be used to create a temporary FSB elsewhere in the AO.

**4= Mechanized unit.** If the total EI for the AO is under 250, then 1 mechanized platoon is assigned. If the total EI for the AO is between 250 and 400, then 2 mechanized platoons are assigned. If the total EI is over 401, then 2 mechanized platoons plus a platoon of armor are assigned.

**5= Armored unit.** If the total EI for the AO is under 300, then 1 armor platoon is assigned. If the total EI for the AO is between 300 and 450, then 2 armor platoons are assigned. If the total EI is over 451, then 3 armor platoons are assigned.

**6= Air Cav.** If the total EI for the AO is under 200, then a pair of Hunter/Killer teams are assigned at no AAP or SP cost. If the total EI for the AO is between 200 and 350, then 1 Hunter/Killer team and 1 platoon of Blues are assigned. If the total EI is over 351, then 1 Hunter/Killer team and 2 platoons of Blues are assigned.

## Operations and Movement

Operations, or “ops”, is a catchall phrase for any mission assigned or run in the AO, whether it is just a perimeter patrol, an aerial resupply mission, or a multi-platoon air assault and sweep. The purpose of operations is to reduce the Enemy Influence in the area through aiding civilians, military presence, and destroying the enemy. In order to accomplish these goals, units may be ordered on a mission, as listed below. Note that not all missions/operations may be performed by all unit types.

**Ambush- Length- as desired.** An ambush mission directs a unit (squad or platoon) to hide in an area that the enemy may pass through and engage them in a surprise attack. Ambushes may stay out as long as desired, limited by Supply, fatigue, and weather. When an ambush has made contact with the enemy, determine what the enemy unit is before resolving the contact, giving the ambushing unit the option of engaging the enemy or letting them pass. Should the enemy be engaged, the ambushing unit receives +1d6 attack rolls per squad conducting the ambush, and increases the ambushing units AF by +1 each. This op adds +1 Fatigue to an operating unit per day, and may be combined with a Night Ambush. Ambushes reduce the EI by 1d6/2 per day phase in place, plus combat results.

**Assault- Length- until completed or withdrawn.** Assaults may only be conducted against known enemy targets, such as Fixed Bases or Fixed Enemy Units, otherwise a Sweep operation must be conducted. Assaults add +1 to the EA for the roll to contact the enemy only (the EA modifier does not remain after the assault). Assaults, whether contact is made or not, reduce the EI for the sector by 1d6+3, plus any combat results.

**Clearing- Length- as desired.** A Clearing operation may only be conducted by Engineers with an infantry platoon in support, and is essentially an operation where jungle, or other terrain, is cleared and thinned by bulldozers in order to reveal enemy bases and reduce cover for enemy activity. This operation reduces the EI of a sector by 1d6+2 (plus combat results) per day phase at a cost of 2 SP per day phase. For every EI reduction of 10 points, reduce the EA of the area by -1, to a minimum of 1.

**Cordon and Search- Length- 1 day phase per 20 dwellings.** Cordon and Search operations may only be conducted in inhabited sectors, and require at least a platoon to accomplish. While half of the unit surrounds a hamlet or village, the remainder searches the area for VCI or contraband. This operation reduces the EA by -1 per day conducted in the sector. Roll 1d6 at the end of each day. On a

score of 1-3, the EI has been reduced by 1d6+3, on a score of 4-6 the EI has risen by 1d6 due to civilian animosity. These EI changes are in addition to any changes due to combat.

**Hammer and Anvil- Length- 1 day.** A modified form of Sweep needing at least 2 platoons of infantry. 1 platoon sweeps through a sector towards another platoon in an adjacent sector, hopefully pushing the enemy into contact with one of the forces. When this operation is conducted, add +2 to the chance for Enemy Contact for both participating units. Should one of the units make contact, the other unit may pile on at the cost of +1 Fatigue being added to the piling unit before combat begins. Hammer and Anvil operations reduce the EI in each sector by 2d6 plus the results of combat.

**Night Ambush- Length- 1 night phase.** Same as the Ambush, but occurs at night and each ambushing unit receives +1 to the RES. Adds +1 Fatigue to the operating unit.

**Perimeter Patrol- Length- 1 day phase.** A single squad is sent out to patrol around the base (FSB or patrol base), which reduces the EI of the sector by 1d6/2. More than 1 Perimeter Patrol may be active at any time.

**RON- Length- 1 Night phase.** Remain Over Night is the term for a unit in the field to form a defensive perimeter at night, setting up listening posts and rotating guard. A unit will do this automatically. RON does not cause Fatigue, unless Night Ambush operations are conducted. If no contact occurs during the night, then reduce the units Fatigue by -1.

**Sweep- Length- as desired.** A sweep is the classic “search and destroy” mission. This mission requires at least a full platoon of infantry to conduct, and may only cover 1 sector at a time. Multiple platoons may operate in the same sector, or operate in adjacent sectors as part of the same operation. For each day that is spent sweeping a sector, the EI is reduced by 1d6+2. The length of the operation is only limited by Supply, weather, fatigue, and casualties.

## Movement

There are 2 types of ground movement: marching and patrol. Marching movement allows a unit to move much more rapidly through an area, but at the cost of security, while patrol movement is much more methodical.

In open terrain, which is a sector that is 25% or less covered in jungle (according to the map), an infantry unit may use marching movement to move 2km per day phase. Marching movement through jungle proceeds at the rate of 1km per day phase. Should the unit make contact while marching, all units reduce their Resistance by -1. Thus an

## FNG:Operations

infantry squad on the march would have a Resistance of 3, rather than the normal 4.

As stated above, patrol movement is much more methodical than marching movement. The unit is making an effort to search for the enemy, and other perils, which results in slower movement. Resistance values are not affected by patrol movement, and it is considered the "normal" type of movement. Clear terrain may be patrolled through at a rate of 1.5km per day phase, while jungle may be patrolled through at a rate of 1/2km per day phase.

Many parts of Vietnam are covered in steep hills and mountains, such as the Central Highlands. Should a unit's route take it through a sector with elevation changes, movement is reduced by 1/4km per 50m of elevation per day phase. This means that a squad marching through 2 jungled sectors in a day phase with a total elevation change of 120m reduces their movement by 1/2km, placing them half way through the second sector. Note that vertical movement will produce Fatigue. See **Fatigue**, below, for more.

Swampy areas are by far the most difficult terrain to pass through. Vegetation is often very thick, interlaced with thorny brambles and vines, and moving through the water and mud is very physically demanding. Regardless of the type of movement a unit wishes to utilize, movement through swampy areas is limited to 1/2km per phase, and increases a unit's Fatigue by +1 per phase spent in the swamp.

Movement at night is not recommended, other than to establish Night Ambushes within a sector that a unit already occupies. Should a unit find it necessary to move at night, all allowed movement distances are halved. Should a unit moving at night contact the enemy, their Attack Factor is reduced by half.

Movement for units other than infantry is covered in their description under **Units**.

### Fatigue

Soldiers get worn out. The constant stress and physical exertion does much more than just make them tired. The higher a unit's Fatigue level, the less alert they may be and the more breaks during movement they will require. As fatigue increases, so do the chances that a unit will not be prepared, or even in the shape, to face combat with the enemy.

A unit, squad, or platoon gains Fatigue Points (FP) by moving through difficult or steep terrain, combat, being out of Supply, taking casualties, and other special circumstances. Fatigue points are cumulative.

#### +1 Fatigue point is gained:

- Each day a unit is in the field.
- Each time a unit engages in combat and receives casualties.
- For every 50m of vertical travel per day phase.
- For each unit in an area (such as a sector or a FSB) that is probed or harassed by artillery (mortar, rocket, or canon).
- For moving through an area where a booby trap has been encountered (activated or not).
- As a result of working on a Civic Action project.
- As a result of a mission or operation, or due to a Special Event.

#### +2 Fatigue points are gained:

- For every day that a unit is out of Supply.
- For every 25% of casualties the unit has received.
- As a result of a mission or operation, or due to a Special Event.

As Fatigue accumulates, it begins to take a toll on the performance of the troops. Below is a list of the effects, some of which only apply in skirmish games, and are non-cumulative:

1-3 FP= no effect.

4 FP= -1 to In-sight rolls.

5 FP= -1 to In-sight rolls, -1/2km movement.

6 FP= -1 to In-sight rolls, -1/2km movement, -1 to Resistance.

7 FP= -2 to In-sight rolls, -1km movement, -1 to to-hit rolls, -2 to Resistance, -1 to Attack Factor.

8 FP= -2 to In-sight rolls, -1 1/2km movement, -1 to to-hit rolls, -3 to Resistance. -2 to Attack Factor.

9+ FP= Combat ineffective. -2 to In-sight rolls, -2km movement, -2 to to-hit rolls, -3 to Resistance. -3 to Attack Factor.

Fatigue Points can only be reduced through rest or Special Event. For each full day that a unit, squad, or platoon spends resting (no combat, no movement, no work details) on the FSB (or temporary FSB), their Fatigue is reduced by -2 FP. For every day spent resting on the FSB, but involved in work details, Fatigue is reduced by -1 FP. For every full day spent resting at a Patrol Base, Fatigue is reduced by -1 FP. In addition, every time a unit receives replacements, the Fatigue level is reduced by -1 FP.

As you can see, a little bit of rest can go a long way to allowing a unit to recover. Even a unit at

## FNG:Operations

8 FP can be prepared for the field again in as little as 4 days of full rest.

### Contacting the Enemy

Searching out and destroying the enemy is probably the most effective way to lower the EI of a sector in FNG:Operations. Not every operation or patrol that is executed will encounter the enemy, but when they do, the results can be anything from a few potshots fired to days long full scale battles.

Any time a unit, squad, or platoon enters a sector, and/or is in a sector for longer than 1 phase, a check must be made to see if there is any sightings or contact with the enemy. This check is made by adding the EA and the EP of the sector together, called the Contact Factor (CF), then rolling a number of d6 equal to the EI of the sector divided by 10. Each of these die is then individually compares to the Contact Factor, with any die that have rolled equal to or under the CF being considered as "passing". The number of passing die is then compared to the Contact chart. In numerical form, the formula looks like this:

#### # CONTACTING THE ENEMY

EA+EP= Contact Factor (CF)  
(EI/10)= # of d6 rolled. #d6=or<CF= # passing dice.

**Pass 0d6=** See Light Contact table  
**Pass 1d6=** See Medium Contact table  
**Pass 2d6=** See Major Contact table.

#### 1 LIGHT CONTACT

**1= No contact.** Nothing of any significance is found or occurs.

**2= Booby trap!** A booby trap has been encountered. Roll 1d6- units In-sight penalty due to Fatigue. If a 1 is rolled, the booby trap has been sprung, and the unit receives 1d6/2 casualties. See Casualty table. Increase sector EI by 1d6/2.

**3= Signal shots.** Single shots, probably warning or communication shots between the enemy, are heard. Increase the sectors EI by 1d6/2.

**4= Harassing sniper fire.** A lone enemy fires on the troops from a distance. Roll 1d6. On a score of 6, the unit (or a random unit) has taken a casualty. See the casualty table. Increase the sector EI by 1d6/2.

**5= Point contact!** The units' point has encountered an enemy element. Increase the sectors EI by 1d6/2. Roll 1d6. On a score of 1-3, no fire is

exchanged. On a score of 4-5, a brief flurry of fire is exchanged, with each side getting 1d6 attack rolls, with any score of 6 on this roll resulting in a casualty. On a score of 6, the entire unit comes under fire and must engage 1d6+2 enemy soldiers from the nearest enemy unit (counting as a squad). Fight the contact as normal. This enemy unit is -1 to Remain In Contact rolls.

**6= Small unit.** Increase the sector EI by 1d6/2. 1d6+2 enemy have been encountered. Roll 1d6. On a score of 1-3, the enemy found you and if out numbered counts as -1 to Remain In Contact rolls. On a score of 4-6 you found them, and the enemy is +1 to remain In Contact rolls. Fight contact as normal.

#### 1 MEDIUM CONTACT

**1= Booby Traps or Mine Field.** A booby trap or mine field has been encountered. Roll 1d6- units In-sight penalty due to Fatigue. If a 1 is rolled, the booby trap or mines have been triggered, and the unit receives 1d6 casualties. See Casualty table. Increase sector EI by 1d6. Increase the unit/group Fatigue by +1.

**2= Sniper activity.** Several enemies fire on the troops from a distance. Roll 1d6 to determine the number of shots fired, then roll 1d6 for each shot fired. On a score of 6, the unit (or a random unit) has taken a casualty. See the casualty table. Increase the sector EI by 1d6. Increase the unit/group Fatigue by +1.

**3= Small enemy unit.** Increase the sector EI by 1d6/2. 1d6+4 enemy have been encountered. Roll 1d6. On a score of 1-3, the enemy found you and if out numbered counts as -1 to Remain In Contact rolls. On a score of 4-6 you found them, and the enemy is +1 to remain In Contact rolls. Fight contact as normal.

**4= Small enemy unit.** Increase the sector EI by 1d6. An enemy squad has been encountered. Roll 1d6. On a score of 1-3, the enemy found you and if out numbered counts as -1 to Remain In Contact rolls. On a score of 4-6 you found them, the enemy is +1 to remain In Contact rolls, and if the sector EI is above 20 they are entrenched in bunkers. Fight contact as normal.

**5= Harassing artillery.** A nearby enemy artillery unit has observed the troops, and sends a few rounds their way, making an attack as normal which can not be retaliated against, unless the group under attack contains an artillery unit. The attacked unit/group gains +1 Fatigue. The sector EI is only increased if the attack produces casualties.

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**6= Enemy contact!** Increase the sector EI by 1d6+2. The local (nearest) enemy unit (or one of the local enemy units) has been encountered. Roll 1d6. On a score of 1-3, the enemy found you and if out numbered counts as -1 to Remain In Contact rolls. On a score of 4-6 you found them, the enemy is +1 to remain In Contact rolls, and if the sector EI is above 20 they are entrenched in bunkers. Fight contact as normal.

### 1 MAJOR CONTACT

**1= Command detonated mine.** The enemy has set off a command detonated mine, causing 1d6 casualties to a single unit. Increase the sector EI by 1d6, plus any EI for casualties.

**2= Cache uncovered.** Reduce the sector EI by 1d6+2. Roll 1d6. If the roll is higher than the sectors EA, then the cache is not guarded and may be destroyed. If the roll passes under the sectors EA then the cache is guarded by 1 enemy squad per 2 friendly units. Fight contact as normal.

**3= Base camp discovered.** Reduce the sector EI by 1d6+4. Roll 1d6. If the roll is higher than the sectors EA, then the base is not guarded and may be destroyed. If the roll passes under the sectors EA then the base is guarded by 1 enemy squad per 2 friendly units entrenched in bunkers. Fight contact as normal.

**4= Small enemy unit.** Increase the sector EI by 1d6. 1d6/2 enemy squads/units been encountered. Roll 1d6. On a score of 1-3, the enemy found you and if out numbered counts as -1 to Remain In Contact rolls. On a score of 4-6 you found them, the enemy is +1 to remain In Contact rolls, and if the sector EI is above 20 they are entrenched in bunkers. Fight contact as normal.

**5= Enemy contact.** Increase the sector EI by 1d6. 1d6/2 enemy squads/units been encountered. Roll 1d6. On a score of 1-3, the enemy found you. On a score of 4-6 you found them, and if the sector EI is above 15 they are entrenched in bunkers. Fight contact as normal.

**6= Major enemy contact!** Increase the sector EI by 1d6+4. The nearest enemy unit, or more than one enemy unit if there are several plotted to be equal distance from the location, have been encountered. Roll 1d6. On a score of 1-3, the enemy found you. On a score of 4-6 you found them, and if the sector EI is above 15 they are entrenched in bunkers, with the enemy being +1 to Remain In Contact rolls. Fight contact as normal.

### Combat

Engaging in combat is a perilous activity, one in which even having numerical superiority does not necessarily guarantee victory. Many factors contribute to a fight's outcome, not a little of which is luck.

Combat in FNG:Operations is a 3 step process. First, the number of attack dice are determined and rolled to see if any casualties are inflicted by each side, then the types of casualties caused are determined, followed by a roll for the combatants to remain in contact.

To determine the number of attack rolls that will be made, each side adds all of its participating units Attack Factor (AF) together and compares this to the enemies total Resistance (R), which will include bonuses for fortifications. If the total for the AF is more than the enemy's R, then the difference between the two is the number of d6 that will be rolled. In addition, a further d6 will be rolled for each squad/unit involved in the combat. Even if there is no difference between the AF and R, or if the enemy's R is greater than the attackers AF, a side will still roll a minimum of 1d6 per unit involved in the fight.

### # COMBAT

**Attacker** compares AF to defenders R. Difference= # of 1d6 used for attack dice, plus 1d6 per squad/unit involved.

**Defender** compares AF to attackers R. Difference= # of 1d6 used for attack dice, plus 1d6 per squad/unit involved.

Results of 6 on attack rolls= casualty. See appropriate table.

Example 1- 3 US infantry squads with an attached 81mm mortar unit attack 2 squads of NVA entrenched in bunkers. The total US AF is 16, while the NVA R 12. The difference is 4, plus there are 4 units participating, for a total of 8 attack rolls for the US forces. The NVA have a total AF of 16, while the US R is 12, which is also a difference of 4. With there being 2 NVA squads, the total number of attack rolls that the NVA will make is 6 attacks. Note that as the US forces are assaulting the NVA in a fortified position, the mortars did not factor into the R for the NVAs attack rolls.

Example 2- 2 US infantry squads encounter a squad of Local VC. The US total AF is 8, while the VC R is 2, resulting in 8 attack rolls for the US (difference of 6, plus 1 for each squad). The VC AF

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is 2, while the US R is 8. Despite the fact the VCs AF is lower than the US R, the VC still receive 1 attack roll for their squad.

Below is a listing of Squads/Units, noting the Attack Factor (AF), and Resistance (R) for their "paper strength" (squad or unit at better than 50% strength).

Unit/Squad	Attack Factor	Resistance
US Infantry	4	4
US Engineers	4	5
US LRRPs	4/6	5
US Mechanized (*1)	Special	Special
US Armored (*1)	Special	Special
US Air Cav (*1)	4	4
US 60mm mortar (*2)	3	4
US 81mm mortar (*2)	4	4
US 105mm artillery (*2)	6	4
PR/PF	2	2
Local VC	2	2
Main Force VC	3/5 (*3)	3
NVA	4/6 (*3)	3
Sappers (*6)	6	4
VC/NVA 60mm mortar (*2)	3	2
VC/NVA 82mm mortar (*2)	4	2
VC/NVA 105mm artillery (*2)	6	2
VC/NVA 122mm Rockets (*2)(*5)	6/3	2
VC/NVA bunkers (*4)	X2	+6 total R

(\*1) See Special Units for more.

(\*2) Mortars and artillery do not add their R to the total R of an attacking force when the enemy is comparing their AF to the friendly R to determine attack rolls. However, the R is used when the group is on the defensive.

(\*3) The first AF number is vs. infantry, while the second AF number is vs. mechanized or armor.

(\*4) Bunkers increase the entrenched units AF by X2, while adding +6 to the total R of a group or unit, not on a per unit bases.

(\*5) Rocket units have an AF of 3 when encountered by ground troops for combat purposes, and use an AF of 6 for bombardment only.

(\*6) The presence of Sappers reduces the R and the GAR of all fixed defenses, such as those of the FSB or a patrol base, as ½ of their value. This does not apply to troops in the field.

1d6 is rolled for each attack roll, with any scores of 6 resulting in a casualty inflicted upon the enemy. Roll 1d6 and consult the appropriate table:

### 1 US CASUALTY

**1-2= Light wound.** If Medevaced the soldier will return to duty in 1d6 days. If not medevaced within 1 day, wound will turn serious as below, and the sectors EI will be increased by 1d6/2.

**3-4= Serious wound.** Increase the sector EI by 1d/2. The soldier is out of the fight. If the trooper is medevaced, the sector EI does not increase further. If the soldier is not medevaced within 1 day, he will die of his wounds, becoming KIA as below.

**5-6= KIA.** The soldier has been killed. Increase the sector EI by 1d6+1. If the soldiers' body is not medevaced out, it will be counted as BNR (Body Not Recovered), raising the sector EI by a further 1d6, along with raising the units Fatigue by +1.

### 1 VC/NVA CASUALTY

**1-2= Possible WIA.** A VC/NVA may have been wounded in the fight. Reduce the sectors EI by 1d6/2.

**3-4= Possible KIA.** A VC/NVA appears to have been killed, but the body was recovered by the enemy. Reduce the sector EI by 1d6.

**5-6= KIA.** A VC/NVA was killed in the fight. Reduce the sector EI by 2d6.

Any squad or unit that is reduced by half strength reduces its AF by half as well. When NVA or VC forces take casualties, whether WIA or KIA, it is tracked by the US player as an estimate of the remaining assumed troop strength of the enemy unit.

#### Remain In Contact

Once casualties have been determined, 1d6 is rolled and compared to the sectors EP, plus any modifiers brought on due to the Contact tables or casualties incurred. If the roll is below the sectors EP, then contact between the forces remains, and combat continues into the next phase. This allows more units to pile into the combat. VC and NVA units can only pile into combat if they have been plotted as being in an adjacent sector.

Below is a list of modifiers for Remain In Contact rolls:

-1 modifier if:

- VC or NVA are outnumbered 2-to-1.
- VC or NVA receive 25% or more casualties.
- Spooky or helicopter gunships are overhead.
- Per Contact tables.

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### +1 modifier if:

- US forces are outnumbered 2-to-1
- US forces incur twice as many casualties as VC/NVA.
- US forces want to Remain In Contact.
- FAC aircraft or spotter helicopters are overhead.

Remain in Contact rolls occur regardless of whether the Free World Forces wish to disengage, as it is an index of the VC and NVA willingness to fight on, rather than an index of US desires to prolong the fight. There is always the chance that the enemy will slip away.

### **Outgoing Artillery and Airstrikes**

Artillery and air support were major parts of the US battle strategy and doctrine in Vietnam. Infantry was generally used to locate and fix the enemy, so that he could then be destroyed by air and artillery assets bringing in high explosive ordnance, cluster bombs, rockets, and napalm.

Any time a US unit makes contact with the enemy, they may put out the call for additional support, requesting artillery, helicopters, or fixed wing aircraft. Each of these assets has different benefits and drawbacks.

#### **Artillery**

An artillery fire mission can only be fired from an/the FSB to support units within its "artillery fan". The artillery fan is the area which canon or mortar artillery may fire into, that is not blocked by terrain. If a unit, such as a mortar unit, is attached to the unit in contact, it cannot fire support missions. Missions may be fired in support of friendly units, or at targets discovered by spotters.

When an artillery fire support mission is desired, roll 1d6. There is a 1-in-6 chance that no support is available, for one reason or another. This chance increases by 1 per mission previously fired that turn. Thus, if a battery has fired 2 missions that day, then the next call will have a 3-in-6 chance of no support being available. Artillery (canons or mortars) may only fire in support of troops within range of the guns/tubes.

105mm batteries have a range of 3 sectors, 81mm mortars have a range of 2 sectors, and 60mm mortars have a range of 1 sector. In addition, artillery may not fire into areas blocked by terrain that is 300m higher than FSB elevation, or more. However, for every 300m of FSB elevation above target area, the artillery range is extended by 1km. This means that a 105mm battery situated in a FSB on a 400m tall hill may conduct fire missions out to 4

sectors from the FSB. However, unlike 105mm artillery, mortars may only extend their range by a maximum of 1 sector, regardless of whether they are 300m or 1000+m in elevation above a projected target area.

Artillery has 3 ways to support friendly troops in contact: supporting fires, illumination, and final protective fire.

Supporting Fire- Costs 1 SP to fire per mission. Adds the batteries AF to the total AF for determining attack rolls, and counts as 1 squad/unit per point of artillery AF, giving 3 attack roll for 60mm mortars, 4 attack rolls for 81mm mortars, and 6 attack rolls for 105mm batteries in addition to those for the AF/R difference.

Illumination- Costs 1 SP to fire. Can only be used at night. Illumination allows the units being supported to utilize their entire AF for the combat.

Final Protective Fire- Costs 2 SP to fire. This mission is used when a unit or group are outnumbered, and face being overrun, as there is a chance that friendly casualties may occur. FPF missions double the number of attack rolls for the artillery unit only. Once the number of casualties has been determined, an additional 1d6 is rolled for each, with there being a 50% chance that the casualty is a friendly soldier, rather than an enemy soldier.

Fire missions against targets of opportunity discovered by spotters cost 1 SP per mission. 1d6 is rolled to determine the number of attack rolls to be made against the target, plus 1 attack per point of AF. Thus, it is possible for a 105mm battery to be making between 7 and 12 attack rolls against a target of opportunity.

#### **Airstrikes**

Airstrikes may be directed at enemy targets, both in support of friendly troops, or against targets of opportunity discovered by spotters.

The availability of airstrikes is only limited by weather and the number of AAP available. Airstrikes are conducted before the infantry combat takes place.

Fixed wing airstrike- Cost 2 AAP per attack being made. 1d6 is rolled for each AAP spent to determine the number of attack rolls being made. Casualties are inflicted on an attack roll of 5 or 6, rather than just 6. Thus, spending 4 AAP on fixed wing airstrikes may result in between 4 and 16

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attack rolls being made. If no FAC is in the area when the airstrike is made, there is a 1-in-6 chance that the strike hits friendly units, rather than enemy units. If a FAC is present, then no mishap will occur.

**Helicopter airstrikes-** Cost 1 AAP per attack being made. 1d6 is rolled for each AAP spent to determine the number of attack rolls being made. Casualties are inflicted on an attack roll of 6. If there are helicopters present within 2 sectors of the combat, they may make 1 attack run each at no AAP cost, but must abort their previous mission in order to do so. Observation or transport helicopters, such as the ones used for supply or transport duties, may only make 1d6/2 attack rolls, as they are not outfitted for the attack role, unlike gunships.

### Hearts and Minds

'Hearts and minds' was the phrase coined for committing to operations that would sway the general population (specifically the rural population that was willingly or unwillingly support the VC and NVA) from Communist sympathies to become pro-government in their political outlook and support.

In FNG:Operations, Hearts and Minds is tracked through the EI of a sector. This number, as mentioned above, will go up and down based upon the actions of both the Communists and the Free World Forces, and is a numeric value of how much influence the Free World Forces suspect the Communists have over an area.

Committing units to operations and putting a military into an area is definitely a way to wrest control of the area from the enemy, but the enemy may return after the unit leaves. Civic Actions, on the other hand, are often able to continue to benefit the area, reducing the enemies influence over time. However, Civic Actions are also vulnerable to enemy attack.

As the EI of the sector increases and decreases, several things can happen. As mentioned earlier, the number of Local VC units in the AO will increase with the more influence the Communists garner. However, there is also the possibility that as Communist influence decreases that VC soldiers may become disillusioned and "come over" to the government side.

### Defections

For every 50 point drop in the AOs total EI during a week, there is a cumulative 1-in-6 chance that someone will defect from the Communist cause. These "Hoi Chanh" may provide valuable information during their interrogations or debriefings, or may have no useful information at all. Each one

generates 1 Intel roll upon their surrender. From this point, the defector can be further tapped once further to act either as a "Kit Carson Scout" for an operation, or as a replacement for a RF/PF unit.

If used as a Kit Carson Scout for an operation, the EA of each sector the unit moves through counts as being 1 higher for Contacting the Enemy rolls.

### Civic Actions

Civic actions are projects or operations that are undertaken to improve the infrastructure of the area or of a particular settlement. These projects can be things as basic as digging wells for public use or building an open air market, to complex projects like building bridges over swift flowing rivers. All civic action projects somehow benefit the population of the area they are located in, and accordingly reduce the enemies influence.

Most Civic Action projects require the assistance of Engineers, but not all. Below is a list of Civic Action projects, their requirements, and costs:

**Build or repair a bridge-** Cost: 25 SP. Time: 1d6+4 days, 10 men. Requires Engineers. May only be built where a road crosses a river or stream. Allows road traffic and supply convoys to move through the area. Decreases EI by 2d6 in the sector it is built, and reduces the EI of all sectors the road passes through by 1d6+2. Furthermore, the EI for these sectors is further reduced by 1 each week, until/unless the VC/NVA attack and destroy the bridge.

**Build or repair a Church/temple-** Cost: 15 SP. Time: 1d6+4 days, 10 men. May only be built in inhabited sectors. Reduces the EI of the sector by 2d6 once complete. Reduces the sector EI by 2 every week thereafter, until/unless it is attacked and destroyed by the VC/NVA.

**Drainage-** Cost: 10 SP. Time: 1d6 days, 5 men. Requires Engineers. Sector must contain swampland. This project drains an area in order to make it suitable for the growing of crops. Reduces the EI by 2d6+2 when complete.

**Market-** Cost: 10 SP. Time: 2 days, 5 men. Constructs a simple covered area that can be used as a gathering place of civilians as a market. Can only be built in inhabited sectors. Reduces the EI by 1d6+2. Roll 1d6 for each week that the market exists; on a score of 1-3, the sector EI is reduced by 1d6. On a score of 4-5, the sector EI is increased by 1d6. On a score of 6 and Intel roll is generated.

**Medical call-** Cost: 1 SP. Time: 1 day phase, 1 unit or squad minimum. This action is nothing more than a unit/squad passing through an area and having a



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medic hold a 'sick call' for the locals. May only occur in inhabited sectors. Reduces the sector EI by 1d6. May be combined with other operations.

**Road-** Cost: 15 SP per sector, +5 SP per 50m of elevation within the sector. Time: 1d6+1 days per sector, 10 men. Requires Engineers. Builds a road through a sector, which should connect to roads in other sectors, but does not have to. Reduces the sector EI by 2d6 when completed.

**Build a school-** Cost: 15 SP. Time: 1d6+1 days, 10 men. This project builds a school for the local children. May only be built in inhabited sectors. Reduces the sector EI by 1d6+2 once completed, and further reduced the EI of the sector by 2 EI per week until/unless the VC/NVA attack and destroy it.

**Well-** Cost: 2 SP. Time: 1 day, 5 men. May only be dug in inhabited areas, limited to two per inhabited sector. This project is a simple one for even grunts to complete, as it is all digging. A well is dug for the locals to use as a fresh water supply. Reduces the sectors EI by 1d6 when complete, and further reduces the sectors EI by 1 per week thereafter.

### Special Units

Several special units, meaning units other than the assigned Infantry Company, occasionally take part in operations or are assigned to the AO. These special units each have unique abilities and missions which they may conduct. Below is a listing and description of these units.

#### Assigned units

**ENGINEERS-** Engineers are trained in construction, engineering, and field expedient solutions to many of the thorny problems that military units tend to face. Engineers are equipped with 1 Rome Plow or bulldozer per 8 men in the unit, and are capable of performing many Military and Civic actions, such as aiding in constructing the FSB, building roads, and are necessary for Clearing operations.

Engineers have a higher resistance than normal infantry units due to their vehicles and equipment having been modified to face the rigors of operations out in the field, making them slightly more resilient to enemy fire or natural dangers.

**PSYOPS-** Psychological Warfare has long been employed by warring nations. Everything from propaganda leaflets and radio broadcasts to political rallies and loudspeaker announcements fall into this category, and psyops units are capable of using unconventional methods to attempt to coax out the enemy, convince him to surrender, or to sway the civilian population away from Communist influence.

Psyops teams may conduct one special mission per week. Each mission takes time to plan

out, prepare for, and coordinate. In most cases, the Psyops team will work alone, but in others they will require and escort of grunts. Should an escort not be provided, and there is enemy action within the sector the psyops unit is in, the team is considered lost.

The missions are as follows:

**Handbills-** Cost= 2 SP. Takes 1 full day. Must be conducted in an inhabited sector. The Psyops team hands out multi-language handbills extolling the beneficial virtues of the current regime and its allies, while decrying the inhumanity of the Communists and their terrorists. After a full day of work, reduces the sector EI by 1d6+2. A grunt escort is recommended.

**Leaflet drop-** Cost= 2 SP, 3 AAP. May only be conducted during non-rainy weather. An aircraft over-flies 3 sectors in line and drops multi-language leaflets that are "surrender passes" for enemy combatants. Reduce the EI of each sector that leaflets are dropped in by 1d6.

**Loudspeaker-** Cost= 1 SP, 4 AAP. May only be conducted at night and during non-rainy weather. A low flying cargo aircraft loiters over 4 adjacent sectors, broadcasting propaganda messages and pleas for the enemy to surrender over loudspeakers. Reduce the EI of each targeted sector by (1d6/2)d6.

**Propaganda broadcast-** Cost= 10 SP with ETOC, 20 SP without. The Psyops team tape records a propaganda transmission and broadcasts it over a local radio channel. Reduce the EI of every sector in the AO by 1d6, rolled separately for each. If a sector has had a radio drop mission conducted in it prior to the propaganda broadcast, reduce that sectors EI by 2d6.

**Radio drop-** Cost= 2 SP and 2 AAP per sector. The Psyops team has hundreds of small radios which can only tune to one radio station (a government propaganda station) dropped over a sector. Up to 2 sectors per day phase may be saturated. Reduce the EI of each targeted sector by 1d6. This mission works best if conducted the week before a Propaganda Broadcast mission is conducted.

**Rally-** Cost= 5 SP. May only be held in inhabited sectors. The Psyops team travels to a village or hamlet and holds a pro-government rally, giving speeches over loudspeakers and disseminates anti-Communist literature. Reduce the sector EI by 1d6+3. If the sector EI is over 30, there is a 1-in-3 chance that the inhabitants react poorly, or are frightened what the VC/NVA will do to them for this intrusion into their lives and the sector EI is increased by 2d6. A grunt escort is a good idea.

**RECON/LRRPs-** Generally composed of 6 men, these highly trained small teams specialize in

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sneaking around in the enemy's backyard and collecting intelligence while remaining undetected. This stealthy approach is very important, as recon teams are not heavily enough armed to enter into direct combat with larger enemy units.

Though reconnaissance and intelligence gathering is the recon teams primary mission, the teams are not toothless, and are capable of attacking the enemy with direct fire, artillery or air assets, or leaving them be. Whenever a positive Contacting the Enemy roll is made, roll to see what is encountered. Entries that indicate another roll to determine whom found whom count the enemy only encountering the recon team on a 1-2, while the recon team will be the initiator on a roll of 3-6. Once the particular enemy is determined, the recon team has the option of engaging the enemy or letting them pass by, but only if the recon team were the ones to find the enemy. Should the enemy find the recon team first, the fight is on.

If the team wishes to allow the enemy to pass by, 1d6 is rolled. If the encounter is a Light Contact, the enemy only has a 1-in-6 chance of spotting the team, while a Medium Contact will spot team on a 1 or 2. A Heavy Contact gives the VC/NVA a 50% chance of spotting the recon team. If the team is spotted, then they must fight, and count as being AF 6 due to surprise for the first combat, and as AF 4 for any additional combat precipitated by Remain In Contact rolls.

Should the team be the one to find the enemy first, they have the option of setting an ambush. The team earns all of the bonuses from the Ambush mission above, and counts their starting AF as 6. Any casualty result of Possible WIA for the enemy has a 1-in-6 chance of producing a prisoner for the recon team. This prisoner will count as a defector, as per gathering Intel.

When Remain In Contact rolls are made, the enemy is counted as being at -1, as it is not a recon teams job to maintain prolonged contact, and recon teams have standing procedures for breaking contact and escaping the enemy.

Once a recon team has been compromised, it should be extracted and returned to base. Should the team remain, the EA of the sector is increased by +1, as the enemy makes a concerted effort to find and destroy the recon team.

Aside from direct combat and ambush, teams that allow enemies to pass by are capable of calling in artillery or airstrikes, just as spotting planes and helicopters, and may call in these missions, should there be available SP and/or AAP.

As recon teams attempt to move as quietly as possible, they may only move a maximum of 1k per day phase, may not move at night, and rarely

conduct night ambushes. The teams carry 3 SP worth of supplies, but only use SP at a rate of ½ SP per day. Any direct combat that the team faces costs the team 1 SP. At least 1 AAP must be spent whenever a Recon/LRRP team is in the field on an operation to keep an aircraft on standby, in case they need to be extracted. Should there not be an aircraft on standby, there is a chance that the team may not be able to be recovered in case of trouble.

Recon/LRRP missions that result in no contact with the enemy reduce the sector EI by 2d6+2. Missions that contact the enemy adjust the EI as per in the Contact description, and based on casualty results of combat or support asset missions.

### **RUFF PUFFS-**

Regional Forces/Popular Forces, known as "Ruff Puffs", are the third line military unit of the South Vietnamese government forces. Some would even scoff at the term "military" being applied to the RF/PFs, as they are part time militia, equipped with WWII vintage US arms, and often poorly trained (if trained at all). Their function is to act as garrisons for the numerous outposts that dot the countryside, and act as the primary defense for the many villages and hamlets in which they live.

As the RF/PFs operate in and around the communities in which they live, they are often sources of excellent intelligence, but the units are also rife with VC and their sympathizers. When an RF/PF outpost is attacked, their job is to hang on until a regular military unit can respond and help them out. Most often, however, either the attack of the Ruff Puffs are long finished before the help arrives.

Ruff Puffs only operate within their district, and even then rarely operate outside of the immediate area in which they are stationed, unless part of a bigger operation with other units, possibly those assigned to the province overall.

Occasionally, an RF/PF unit will be under the tutelage of a US military advisor. These advisors are there purely to teach, train, and advise the Ruff Puffs, and are not to participate in direct combat (though they often did). When advisors are in the area, it is more likely that the militia can be motivated to conduct more patrols and various other operations than normal. When there are no advisors, the militia is more prone to sit in their outposts and watch the world go by, fearing to leave what they feel is the safety of their fortifications.

At the start of each week, make a roll on the RF/PF Action table below to determine if the militia

will be performing any operations in or around their outposts.

**1 RF/PF ACTION**  
 Roll at the start of each week  
 The presence of Advisors at the FSB increases the roll by +1

**1-2=** No activity this week.  
**3=** Some social interaction with the locals. Reduce the EI of any sectors containing RF/PF by 1d6/2 at the end of the week.  
**4=** Small local patrols. Reduce the EI of each sector containing RF/PF but 1d6/2 each day.  
**5=** Patrols in force. Reduce the EI of each sector containing RF/PF but 1d6 each day. Check for enemy contact for each day for each sector containing RF/PFs and run any combats encountered.  
**6=** Patrols and night ambushes. Reduce the EI of each sector containing RF/PF by 1d6 each day. Check for enemy contact each phase for each sector containing RF/PFs and run any combats encountered.  
**7=** Major 1 day operation. The sector with the highest EI adjacent to a RF/PF outpost is selected for a major sweep. All RF/PF forces in the AO take part as a single unit. Reduce the EI of the sector by 2d6 plus the results of any combat. Once the operation is complete, another roll should be made to see what the units will do for the rest of the week.

## SPECIAL INTELLIGENCE-

Intelligence operatives work in a shadowy and often treacherous world. These guys collect, analyze and collate information from various signal, reconnaissance, and agent sources to bring the big picture of the AO into being. On top of this, they sometimes also undertake less savory missions, all for the greater good.

Special Intelligence operative can be a powerful tool. Each week, on top of intelligence gathering rolls, a Special Intelligence unit may attempt 1d6/2 special missions. Below is a list of missions and their costs:

**Agent-** Cost= 5 SP, 1 SI agent 3 days. Upon paying for this mission, an SI unit member heads to an inhabited sector and attempts to recruit an agent. Roll 1d6. On a score of 1, the SI operative has been killed. On a score of 6, an agent has been produced, and an additional Intel Roll is generated each week. If the SI operative is killed, increase the EI of each sector in the AO by 1d6.

**Double agent-** Cost= 15 SP, 1 SI agent 1 week. Once paid for, this mission attempts to subvert an

individual thought to be an enemy agent. There is a 1-in-6 chance of turning the enemy agent (if he is an agent) and producing 1 major Intel roll per week. There is a 50% chance that any intel may be false or incorrect, checked for once a unit is in the field responding to the info.

**Elimination-** Cost= 20 SP. May only be conducted against a known or fixed enemy agent, such as a tax collector or NLF cadre. Once paid for, roll 1d6. On a score of 5 or 6, the target is eliminated and the EI for each sector in the AO is reduced by 1d6+2. If the attempt is not successful, then reduce the EI of each sector in the AO by 1d6/2. If an SI operative takes part in the missions, it will take 1 full week, and allows the enemy to be eliminated on a score of 4-6, with the SI operative killed on a roll of 1. If the SI operative is killed, increase the EI of each sector in the AO by 1d6.

**Graft-** Cost=10 SP. May only be attempted in an inhabited sector. An official (mayor, headman, police chief, etc.) in an inhabited sector is paid off to be more cooperative. 1 extra Intel roll is gathered each week. Any information gathered from this roll has a 25% chance of being false or incorrect.

**Interrogation-** Cost= 5 SP. May only be undertaken if a prisoner is brought in, such as by a LRRP team. This mission has a 1-in-3 chance of producing an immediate Intel roll.

**Snatch-** Cost= 15 SP. May only be performed against a known or fixed enemy agent. Once paid for, this mission has a 1-in-6 chance of success. If successful, the EI of each sector in the AO is reduced by 1d6+2, and 1d6 Intel rolls are made immediately.

**Spook-** Cost= 5 SP. May only be attempted by 1 operative per week. This mission involves an operative wandering around, snooping, questioning, and spying on the populace of the AO for an entire week. At the end of the week, reduce the EI of all inhabited sectors by 2d6. There is a 1-in-6 chance that the spook mission will gather a Major Intel roll. There is also a 1 (per 100 points of EI in the AO)-in-6 chance that the operative may be killed during the mission. The higher the EI in the AO, the more hazardous the mission becomes.

## Operation TDY Units

As mentioned in the Orders table, some units may be temporarily assigned on Temporary Duty (TDY) to an AO for the duration of an operation, or to bolster operational capability. These units must be supplied by the FSB, unless stated otherwise elsewhere. Armored vehicles each cost 1 SP per day to operate, plus 1 SP per combat, and may only carry 3 SP each. These SP may be shared with infantry units that are out of supply.

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Armored vehicles are counted individually towards the AF and R of a unit in combat. However, for every 2 casualties that the unit takes in combat, there is a 25% chance that an armored vehicle is rendered inoperable along with sustaining the casualties.

**Mechanized platoon-** This unit consists of 2 ACAV, 3 M113, 2 10 man infantry squads carried by the m113s, and 23 vehicle crewmen.

**Armor platoon-** An armored platoon consists of 2 M48 tanks, 3 ACAV, and 25 vehicle crewmen.

**Air Cav Blues platoon-** 3 10 man Infantry squads, and their Huey transports. This unit is fielded at no cost to the FSB in AAPs or SP, and are able to conduct air assault operations at will. Any Hunter/Killer teams assigned to the Blues are also fielded at no cost to the FSB, and due to special training may be utilized by the Blues at night as well as day.

Below is a list of armored vehicles utilized by Temporary Duty units. These values are per vehicle, with each vehicle counting as a squad for combat purposes.

Vehicle	Attack Factor	Resistance
M113 (APC) (*1) (*3)	4	6
ACAV (APC) (*1)	5	6
M-48 (tank) (*2)	8	8

(\*1)- APCs move at a rate of 4km per phase in open terrain or in sectors with roads, or 3km per phase through sectors that are 50% or more covered in jungle. Swamp may only be moved through at a rate of 1km per phase. Sectors with more than 50m change in elevation may not be entered, as they are too steep.  
 (\*2)- Tanks move at a rate of 3km per phase in open terrain or in sectors with roads, or 2km per phase through sectors that are 25%-50% covered in jungle. Sectors that are 51% or more covered in jungle may only be traversed at a rate of 1.5km per phase. Swamp may not be entered. Sectors with more than 50m change in elevation may not be entered, as they are too steep.  
 (\*3)- An M113 APC may carry 6 soldiers, whether part of its organic unit or not.

### The FSB Under Attack

Bristling with barbed wire and machineguns, the FSB may seem like an impregnable fortress, but that won't keep the enemy from attempting to overrun and destroy it. Some of these attempts may come in the form of small unit probes of the defenses, while others will be ground assaults under the cover of intense artillery barrages meant to make holes for the attackers to pass through. Only the

stalwart defenders in their perimeter positions can stop these attacks cold.

Despite the enemy presence within the AO, the FSB will seem unthreatened for most of the time. However, the defenders can be assured that the enemy is watching, waiting, and planning. Often times, attacks and probes are sudden and unexpected, while other times the enemy is known to be massing in the area, giving the base garrison time to strengthen their defenses, and resolve.

The FSB will usually come under attack as a result of a Special Event. However, every week that the total EI for the AO is over 400, there is a 1-in-6 chance that the VC/NVA will commit to an attack of some type. Should an attack be called for, roll 1d6 on the following table:

1	ENEMY ATTACK
<p><b>1-2= Probes.</b> A major probe of the base's defenses has been made by 1d6 of the enemy units in the AO. Roll 1d6 for each probing enemy unit to check for US casualties, and roll 1d6 for each squad or combat unit on base to check for VC/NVA casualties. Increase the Fatigue of all on base units by +1. Increase the EI of the FSBs sector by 2d6. Add +1 to the next roll on this table.</p> <p><b>3-4= Artillery harassment.</b> The nearest enemy artillery unit fires on the FSB once a turn for 1d6 turns from a randomly determined sector (within the range of the firing unit). If there is no artillery unit in range, then it will move and be plotted as being in the most advantageous sector in range of the base for their weapon type. If there are no artillery units in the AO, randomly generate the needed unit. Increase the Fatigue of all on base units by +1 for attacks by artillery guns (not mortars), and +2 for attacks by rockets. See <b>Incoming</b> for more.</p> <p><b>5= Sudden assault.</b> All enemy units within the AO (with the exception of those currently in contact with Free World Forces) have somehow slipped in close to the FSB, and suddenly assault it. Determine the results of a single artillery barrage from all units involved as per <b>Incoming</b>, then the ground assault. After the assault, make a Remain in Contact roll. If the enemy remains to fight, another assault will be conducted on the next day. When the attacks are over, enemy units will return to their previously plotted areas of influence.</p> <p><b>6= All out assault.</b> Enemy units spend 1d6+1 days moving from their presently plotted areas to surround the base by occupying adjacent sectors (as evenly as possible) in siege fashion. Once in position, artillery units spent 1d6 phases pounding</p>	

the base before the ground assault begins. If the attackers take more than twice the casualties of the defenders, further attacks are called off, and the units return to their previously plotted areas of influence. Reduce all EA levels in those occupied sectors by 1 (to a minimum of 1). Should the defenders take more casualties than the attackers, then a Sudden Assault takes place as above.

Occasionally, an enemy unit's plotted operating area will overlap the sector containing the FSB. When this is the case, there is a 1-in-6 chance each turn that the unit will probe the FSB defenses, as above, though with no extra enemy units involved. Probing attempts by the enemy are not serious attacks. While they occasionally inflict damage to both base and defending units, their main purpose is to determine the state of readiness of the defenders, and to plot the locations of machineguns and other perimeter strong points so that possible weaknesses may be discovered for exploitation during a serious attack or assault. If the plotted enemy is an artillery unit, then they will begin to harass the base as described below, rather than directly probe the defenses.

**Incoming**

When the FSB is harassed by enemy artillery, or an attack includes an artillery bombardment, use the steps below to determine the results of the attack.

Roll 1d6 for each AF point of the attack artillery unit, adding an additional 1d6 if the unit is on higher elevation overlooking the base. The result of this is called the Bombardment Factor (BF). Compare BF to the FSBs total Resistance plus the bases Artillery Bombardment Resistance bonus (TR+ABR), and make 1 attack roll per point difference, plus 1 additional roll per AF of the artillery unit. If there is no difference between the two numbers, or if the BF is lower than the FSBs total, then 1 attack roll per point of AF of the artillery unit is made. An attack roll result of 4 or 5 results in a random base improvement being hit and damaged by 1 point, while a 6 results in a casualty to a unit.

**# INCOMING!**

1d6 per point of artillery unit AF=BF.  
 BF>TR+ABR of FSB= # attack dice.  
 BF<TR+ABR of FSB= 1attack dice per AF.

Attack roll of 4 or 5= 1 damage to random base improvement  
 Attack roll of 6= casualty to random squad/unit.

Example- It's the end of week 1, and the soldiers at the FSB have managed to build an EBPD, SAP, BFDC, and BTOC, for a total base Resistance (TR) of 6, plus an ABR of +1. The FSB has a defense against artillery of 7. The next day, a Special Event calls for a VC 60mm mortar unit to bombard the base. The unit rolls 3d6 and achieves a BF of 10. The difference between the BF and the TR+ABR is 3 (10>7), thus the VC will make 6 attack rolls (3 for the difference, and 1 for each point of the AF of 3). These attack rolls result in the BTOC and the EBPD taking 1 point of damage each (destroying the BTOC), and 1 casualty to a random unit.

**Ground Assault**

Assaulting prepared positions is never an easy thing, and the defenses of a Fire Support Base are no exception. Extensive fortifications, firing positions, and cleared fields of fire will play havoc among the ranks and waves of attackers. If luck is on their side however, there is always the possibility that the attackers may be able to breach and overrun the perimeter, wrecking havoc among the defenders.

When the enemy makes a ground assault against a base, it follows the same steps as normal combat, adding the bases TR+GAR to the defending units R, as seen in the following table:

**# GROUND ASSAULT!**

**Attacker** compares AF to defenders R+ base TR+ base GAR. Difference= # of 1d6 used for attack dice, plus 1d6 per squad/unit involved.  
 Results of 5= 1 damage to perimeter.  
 Results of 6= casualty to random squad/unit.  
**Defender** compares AF+ improvement bonuses to attackers R. Difference= # of 1d6 used for attack dice, plus 1d6 per squad/unit involved.  
 Results of 6 on attack rolls= casualty. See appropriate table.

Do not forget to apply any modifiers or reductions to the FSB defenders for Fatigue that they may have had previously or incurred during an artillery bombardment.

The results of a base attack are determined as mentioned previously. For every 25% casualties that the VC/NVA receive during the battle, they also receive a -1 to Remain In Contact rolls.

**Damaged base improvements and being overrun**

Once a base improvement has lost ½ of its original hits, it loses ½ of its bonuses. This means

## FNG:Operations

that a Standard Perimeter Defense that has sustained 10 hits now only contributes +1 to the base's TR, along with losing the x2 multiplier to defending units AF. These Hits and bonuses may only be regained through repairs. See below.

If the bases perimeter defense or the base defenders have been reduced by ½ during an attack, there is a 50% chance that the enemy has penetrated the perimeter and is now occupying part of the base. If this occurs, it is modeled by adding +2 to the Remain In Contact roll. Should the fight continue into the next phase of the turn (or the following turn), then the attackers gain an x1.5 multiplier to their AF for the next attack. This shows that they are now in partial control of the base, using its bulwarks and trenches to their advantage, and the defenders are in a state of confusion and attempting to not fire on their own men.

With the enemy occupying part of the base, the fighting will continue until they either fail a Remain In Contact roll, or until the US forces total AF is reduced to equal or less than the enemy's total AF (including defensive bonuses for base improvements). A failed Remain In Contact roll results in the VC/NVA withdrawing from the battle, whereas the US having the smaller AF results in the abandonment of the base, possibly forcing the US forces to engage in a contact outside of the base.

### Repairing the damage

After a bombardment or attack on the base has been weathered, some of the bases improvements may be in need of repair. Repairs will cost ¼ of the improvements initial SP cost, along with taking ¼ of the original construction time to complete the repairs per ¼ of damage the improvement has incurred.

Example- A Standard Perimeter Defense that has taken 5 damage points will take 30 men 1.5 days and 13 SP (rounded up) to completely repair, while if the same improvement received 10 damage points it would take the same 30 men 2.5 days and 25 SP to completely repair.

Note that improvements that are destroyed must be purchased and built anew.

### Final Words

This supplement is meant to be a game or campaign addition to FNG, but it can literally be used as a stand alone game unto itself. However, it is not meant to be a simulation, and to that end a lot

of things have been "fudged", such as artillery ranges and infantry movement rates, in order to deliver something more practical and useful. In reality, running an FSB, keeping track of deployed units, and making sure that all of the above were well supported and supplied was a 24 hour job that was taken care of by a staff of at least 20, located both at the FSB itself, and back in "the rear". Thus, hyper-detailing this setting to reality would be a bit much and overwhelming for even the most organized and detail oriented gamer. However, I truly hope that what we have provided will stay faithful and keep the flavor of the excitement and tension which commanders with operational responsibility dealt with on a day-to-day basis.

As mentioned previously, this game is meant to be incorporated in campaign games of FNG, using it to set up the reasons for the battles, or to add flavor to the campaign through the cat-and-mouse game of stalking the enemy. It is designed to use generic US Army units, but can just as easily suffice for USMC, ANZACS, or ARVN campaigns by changing a few names and details, and creating an AO that reflects where those units operated.

Converting FNG:Operations for riverine warfare down in the IV Corps delta will probably require a little more brain work than those mentioned above. I'd recommend using the same count of enemy, but a much larger AO, crisscrossed by waterways. Devising stats for the various watercraft should not be too difficult either, as most of them are described in FNG.

As with all things THW, feel free to modify the parts that you feel necessary and add some house-rules. Feel that perhaps there is not enough variety in the Intel or Contact tables? Add another D6 or two, along with more descriptions, and you suddenly have more flavor for your game. Feel like the game is too easy as is? Double the number of enemy units, or tweak the EP mechanism to make them more aggressive.

In the end, it's your game, play it how you want to. But try to always remember that real soldiers went and fought in the places that we all strive to recreate through our games. Many didn't make it back. Next time you see a veteran, tip them your hat, shake their hand, or just say "thank you", they deserve it.

Darby Eckles  
October, 2006

FNG:Operations

FIRE SUPPORT BASE RECORD SHEET				
Improvement	Base Total Resistance	GAR Bonus	ABR Bonus	Notes

# FNG:Operations

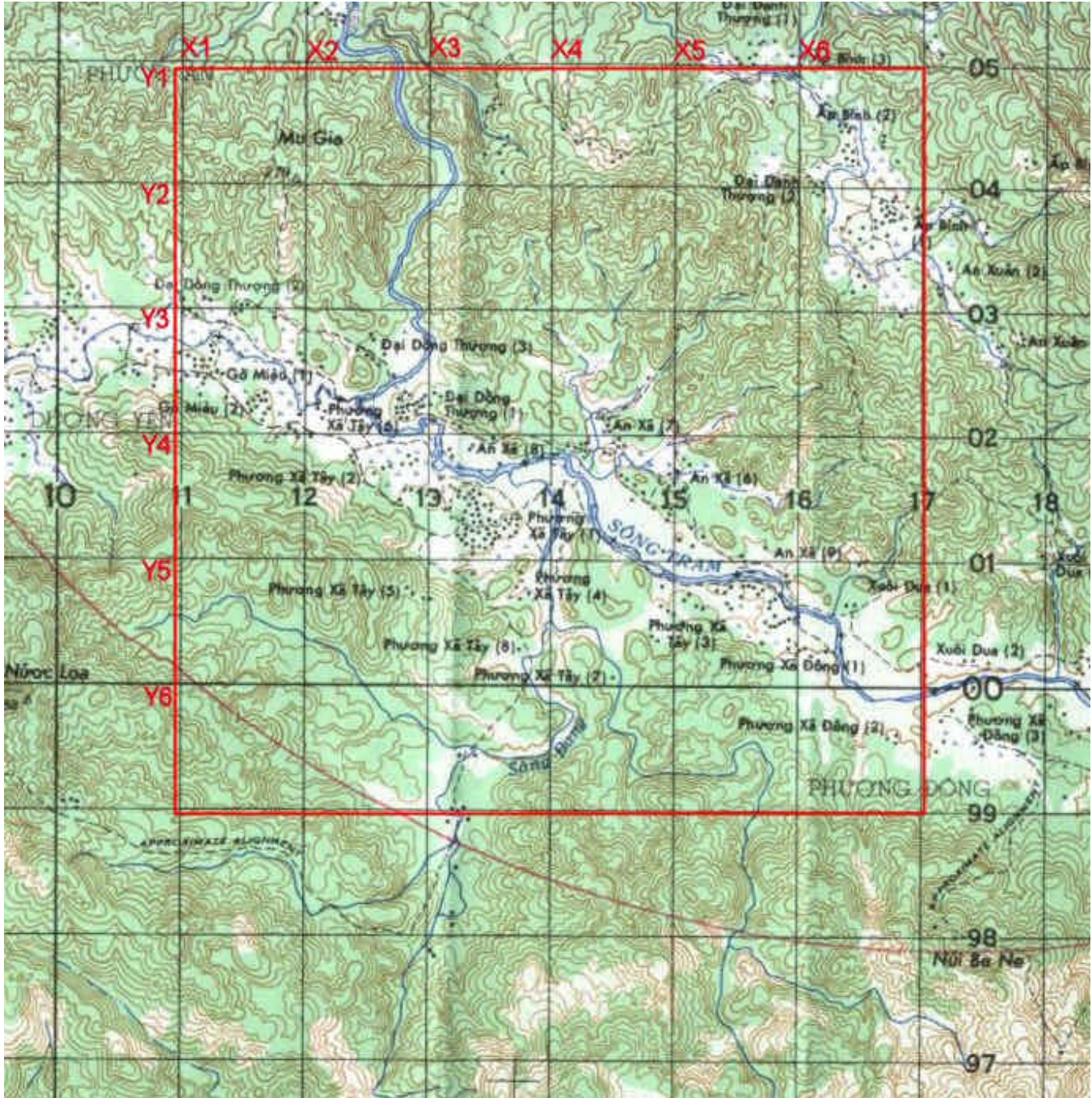
UNIT RECORD SHEET							
Unit	Unit type	Man power	SP	AF	R	Fatigue	Location, Mission, and notes



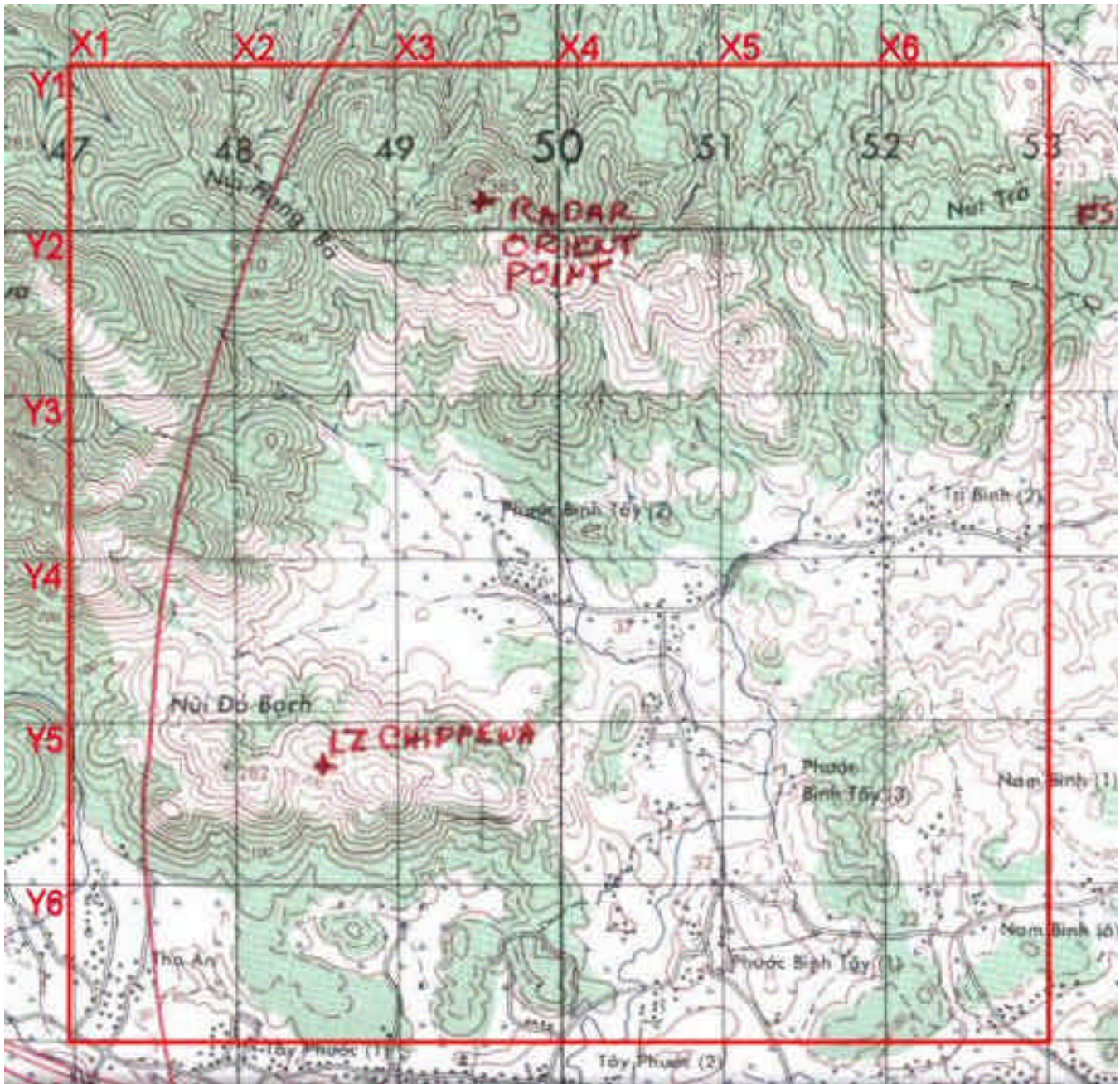
**SAMPLE RECORD LOG**

Date	Weather	SP/Stock	AAP	Intel	Spec. Ev.	Ops	Results
11/15/68	Clear all day	15/37	12	Poss Cache x6,y1 EI +4, VC tax col. X4,y3 EI+3	VC rally x2,y3 EI ? +8, FSB mortar attack, Fatigue +1 all units @ FSB	1sq2plt PP	No contact, EI x2,y3 ? 5=10
						1plt Air assault Sweep x2,y2-y4, 6AAP 3SP	Heavy contact on LZ, 3 VC KIA, 1 US WIA, EI x2,y2 ?=18, sweep moved to x2,y3 no contact, RON, set 1 night ambush, no contact
11/16/68	Clear morn, lt rain eve	12/41	10	none	Awards, -1 Fatigue	Resup x2,y2, eve 1AAP	3 SP
						1plt end sweep x2,y4, trp 1ft 3AAP	No contact EI x2,y4 ? 6=13, 1plt RTB
11/17/68	Lt rain	16/33	12/8	VC act x5,y5 EI+3	RF/PF OP x6,y3 attacked, 2 RF/PF KIA EI+2	Start Dispensary, 20SP, 10 men 3plt	
						2sq,2plt PP	sniper, no effect, EI x2,y3 ? 3=7
						3sq,2plt PP	No contact, EI x2,y3 ? 4=3
					FSB mortar		BFDC 1 hit, EBP 2 hits, Fat +1
						Pri Dv x4,y3 2AAP	None
						Pri Dv x4,y4 2AAP	Civilian

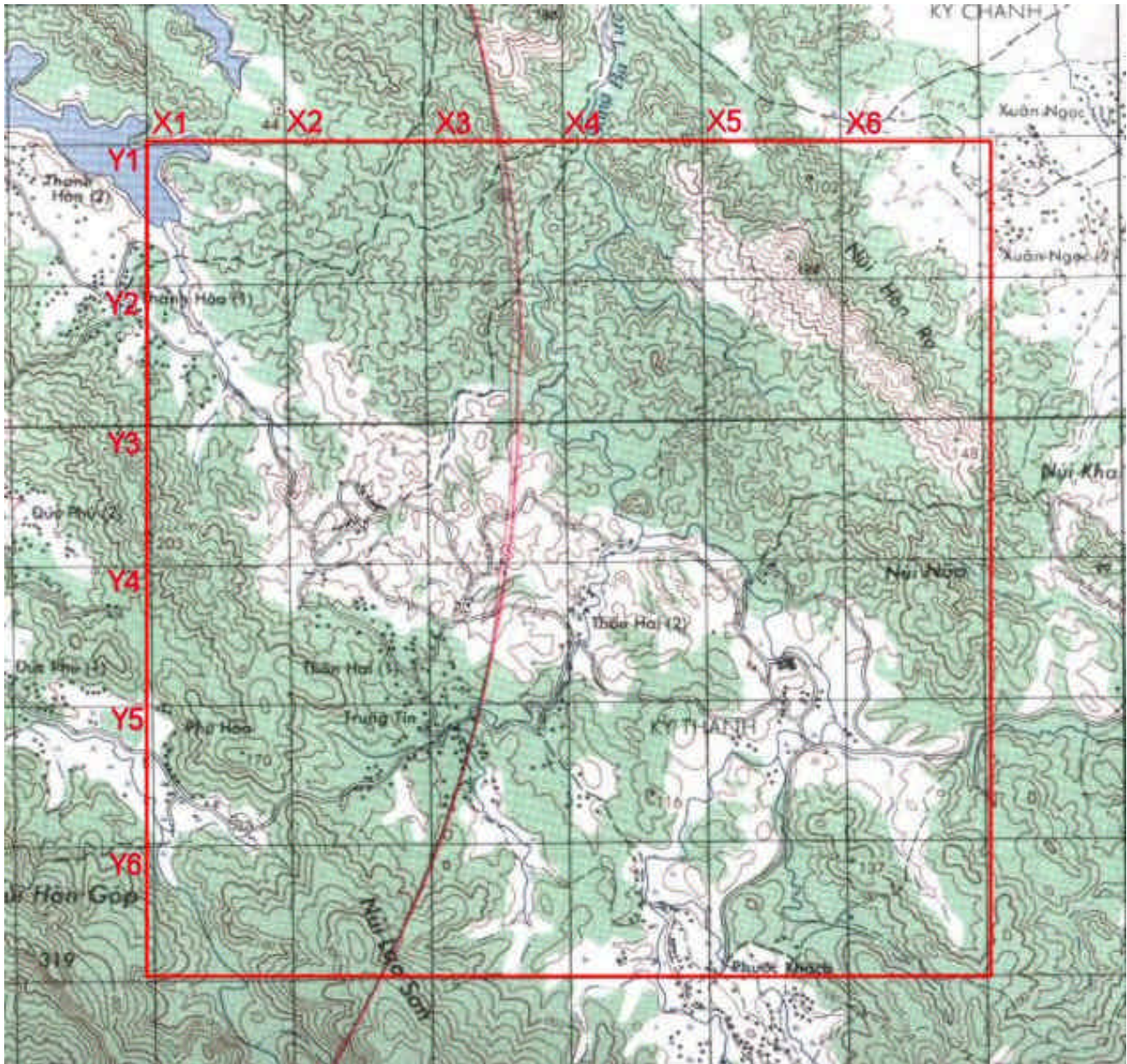




This sample AO contains approximately 9 inhabited sectors, a major waterway, and several bridges linking various dirt roads. Jungle coverage is quite intense, and the many hills provide not only a wide selection of defensible sites, but also a challenge for patrolling foot units. The majority of this AO will be off limits to armor and other ground support, and the height of the hills may cause shadows in the artillery fan if the FSB is sited in the valley.



This sample AO contain approximately 8 sparsely populated sectors, and is dominated by tall hills. Any FSB sited in the lowlands faces possible shadows in its artillery fan, as well as being an easy target for enemy artillery gunners. However, with several major paved roads into the area, resupply for a valley FSB will be much more reliable. The majority of the valley floor can be expected to be made up of both agriculture fields and rice paddies, though the central and southern half of the AO will be easily traversed by armored vehicles.



This sample AO contains approximately 8 sparsely populated sectors, as well as a major road network. Much of the lower elevation areas are covered in rubber and fruit plantations of one sort or another, and a major religious complex can be found in sector X5,Y4. It is likely that the steep ridge in the northeast will create a shadow in the artillery fan of any FSB, and that several narrow passes occur in the road network which should be well patrolled in order to keep traffic moving and safe from ambush.

END