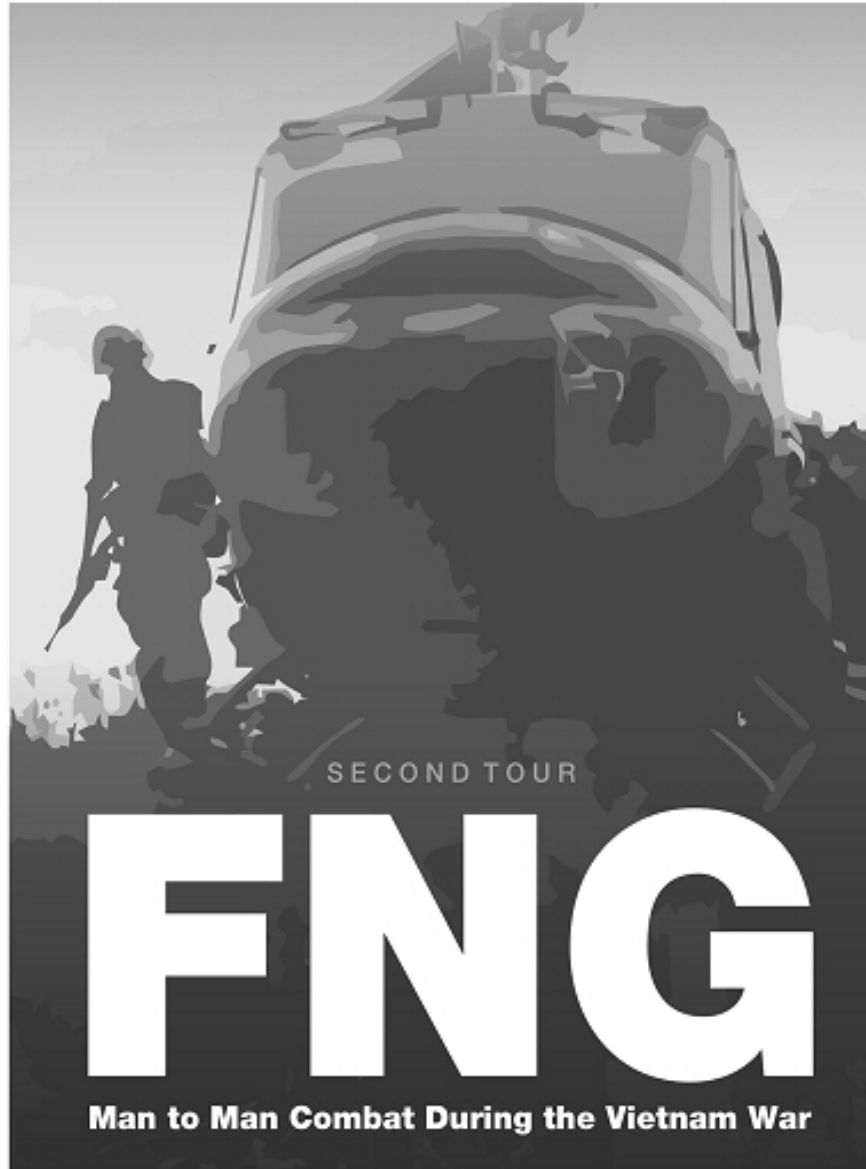


Freebie!



BEANS & BULLETS

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Want a little more granularity to your campaign? Want to know just how much “stuff” a grunt can hump? Or maybe you’re playing a Big Game with friends and aren’t worried about turn length, but you need more LAWs to deal with this pesky bunker complex... Well, here’s some **optional** stuff to add some spice to your games!

LIMITED AMMO (OPTIONAL)

If you wish to add detail with slightly more realistic ammunition and gear rules, you may use the following optional rules:

Each figure may carry 4 “loads” worth of ammunition and gear. Each “load” is equal to:

- One small arms reload (whether rifle, pistol, or SMG) or LMG or MMG reload.
- One LAW or two rocket or recoilless rifle rounds.
- Eight GL rounds (type does not need to be specified unless the player wishes).
- Four grenades of any type.
- One attempted use of medical supplies (yes, that means you can keep track of the content of your medic’s bag).
- One piece of “gear”, such as flack jacket, starlight scope, claymore mine, etc. (but not pencil flares, as they are tiny and can be shoved into pockets).
- One reload of HMG ammo takes up two “loads”.

Figures that run completely out of ammo must make base-to-base contact with another friendly figure for one full turn in order to transfer one reload for the selected weapon, reducing the helping figures ammunition by one.

RESUPPLY MISSIONS (OPTIONAL)

In order to keep troops in the field performing the missions required it is often necessary to deliver food, water, ammunition, and other sundries to their far-flung locations. During combat resupply is often an urgent matter, with helos bringing in badly needed items while lifting out the wounded or dead, but the mission takes time to organize and load.

However, it must first be decided what type of helicopter is available for use by rolling on the Resupply Availability Table. This will allow the

requester to tailor the load for the available lift capacity.

1	RESUPPLY AVAILABILITY TABLE <i>check for Corps Zone area</i>
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Score	Result
1	All - OH-6 LOH if US Army or USMC after 1968. USMC before 1968 use UH-34, US Army before 1968 uses Gunship.
2 - 4	All – UH –1 Slick
5	I Corps – USMC use CH-46 “Phrog”, while others use Gunship. All Others – Gunship (check Gunship Availability table)
6	All – CH-47 “Chinook”

With the available helicopter type known, the requestor may now tailor the resupply load. Helicopters can carry only so much. Each item carried takes up space and lift capacity noted in fractions of “passenger” available in the aircrafts stats. The following items may be requested as part of resupply missions:

- Small arms ammunition crate. Must specify whether gun or grenade launcher ammunition when requested. Supplies up to 8 reloads of small arms ammunition or 12 GL grenades. Counts as half of a passenger.
- Machinegun ammunition crate. Must specify LMG, MMG, or HMG ammo when requested. Supplies up to 2 reloads of machinegun ammunition. Counts as half of a passenger.
- AT ammo box. Must specify whether ammunition for rocket launchers, or LAWS. Each box supplies either two rounds of ammunition, or two LAWs. Counts as one quarter of a passenger.
- Explosive crate. Must specify what type of explosive (C-4, Claymore CDM, demolition charges, etc) when requested. Crates supplies 6 of the requested item. Counts as one quarter of a passenger.
- Medical supplies. A bag that contains 4 attempts of Medic skill that can be distributed amongst troops like ammo. Counts as a full passenger.

Once the available lift asset and the supplies needed are known, the mission request may be made on the Resupply Request Table.

All calls for resupply count as On-Demand support and reduce VP for missions accordingly.

1 RESUPPLY REQUEST TABLE
Modified by -3 if SL 1, -2 if SL 2, -1 if SL 3 or 4

Score	Result
1-2	“Sorry!” The helicopter is not available this turn, but another request attempt may be made on a later turn.
3	“We’re working on it” resupply will arrive in 1d6 turns, but only with part of the requested load. Roll 1d6 for each item requested with results of (1 – 3) counting the item as loaded aboard.
4	“On our way” Resupply will arrive in 2-4 turns (1+(1/2)d6), but with only part of the requested load. Roll 1d6 for each item requested with results of (1 – 5) counting the item as loaded aboard.
5	“Almost there” Resupply is close by and will arrive in 2 turns with all requested items.
6	“There in a jiffy” Resupply has been anticipated and will arrive next turn with all requested items.

When the resupply helicopter lands wounded and other figures may be extracted once supplies have been offloaded. Wounded evacuated in this manner do not gain the additional REP level on the After Battle Recovery Table.

Each figure aiding in unloading supplies from the helicopter may unload two passengers worth of supplies per turn.

If the helicopter cannot land, crew aboard the helicopter can attempt to push the supplies out. Four passengers worth of supplies may be dropped per turn. However, each item dropped has a (1 – 2) chance of being destroyed or lost.

Example- LT Robson needs to clear some NVA from a bunker complex, but the fight has been going on for some time and his troops are running out of LAWs and M-60 ammo. His RTO successfully makes the call and is told that a UH – 1 will be made ready for the mission, with an eight passenger cargo capacity. Robson requests six LAW boxes, six crates of M-60 ammo, two crates of small arms ammo, two crates of GL ammo and six crates of demolition charges for a total load of eight passenger worth of lift capacity. He makes the request and scores a “3” on the Resupply Request Table. After rolling for the supplies, the helicopter will arrive in 3 turns, but with only two crates of LAWS, two of LMG ammo, one of small arms ammo, and three demolition charge crates.

These rules can be used to modify the Defense/Resupply site mission on page 99 of FNG: 2nd Tour for a more realistic feel.

