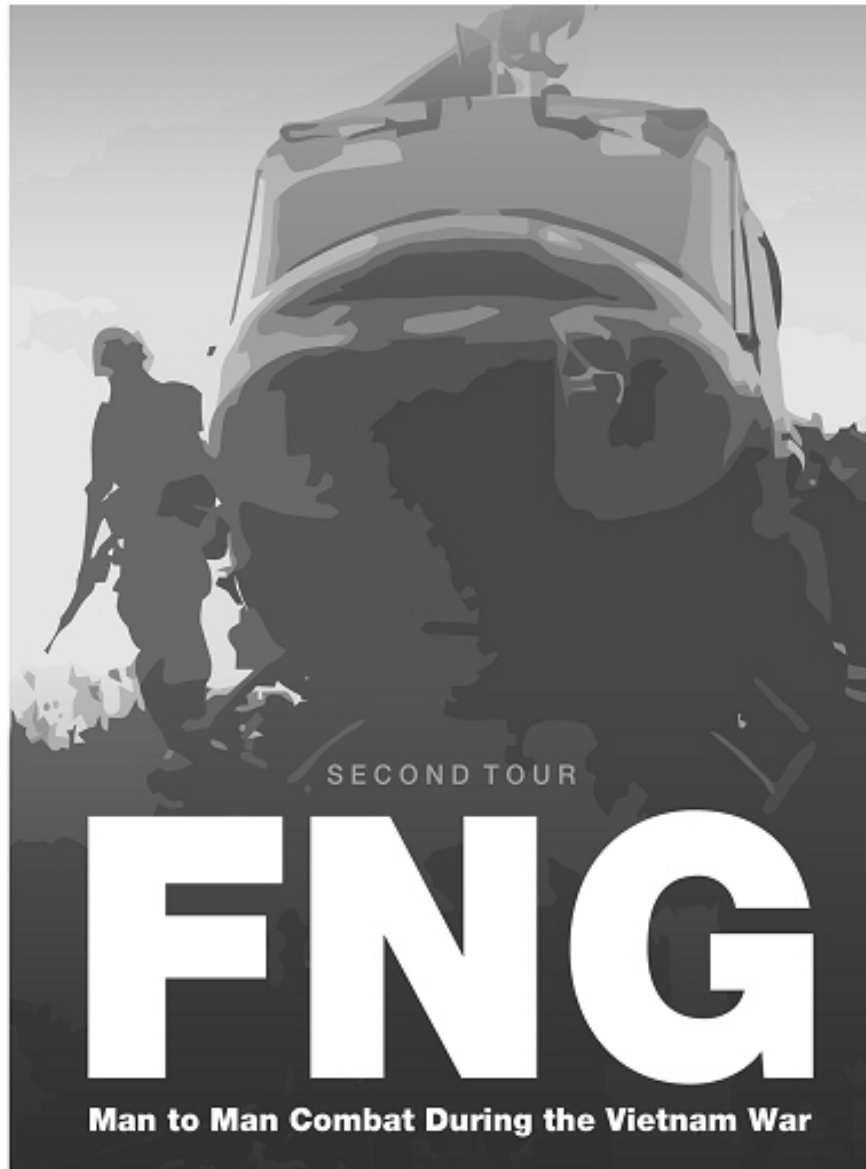


# Freebie!



## ***PLATOON MISSIONS***

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*WRITTEN BY DARBY ECKLES*

*ARTWORK BY PAUL KIME*

So, you want to play larger games, bigger battles, and more complex missions? Right, here you go: a completely optional set of tables and missions for including your entire platoon from the get-go!

## DETERMINING THE MISSION

### MISSIONS AND THEIR SIZE

There are two sizes of Missions: Squad and Platoon.

Squad Missions begin with just your squad deployed. Friendly reinforcements may arrive during the course of the mission, but until then you're on your own to complete the mission objective.

Platoon Missions are those that require a bit more manpower to conduct, and often require the squads of your platoon to pursue separate objectives or to work together to achieve the mission. As with squad missions, reinforcements may arrive during the course of the battle.

Once you know your squad is going on a Mission roll 2d6 on the Mission Type Table appropriate to your AO to determine what that Mission will be.



USMC ON S&D MISSION DURING OPERATION GEORGIA, 1966. (NAT ARCH)

<b>2</b>	<b>MISSION TYPE</b>
	<i>2d6 added together</i>
	<i>S= squad sized mission, P= platoon sized mission</i>

#	DMZ	Coastal	Interior
2	S=Defense	S=Defense	S=Fight
3	S=Recon	S=Patrol	S=Ambush
4	S=Ambush	S=Recon	S=Defense
5	S=Patrol	S=Ambush	S=Recon
6	S= Ambush	S=Recon	S=Patrol
7	S=Fight	P=Village Search	P=Village Search
8	P=Recover	S=Defense	P=S&D
9	P=Patrol	P=Fight	P=Fight
10	P=Fight	P=Village Search	P=Defense
11	P=Defense	P=S&D	P=S&D
12	P=S&D	P=Defense	P=Fight
#	Highlands	Free Fire Zone	Swamp
2	S=Fight	S=Defense	S=Fight
3	S=Ambush	S=Ambush	S=Recon
4	P=Defense	S=Fight	S=Ambush
5	S=Patrol	S=Recon	S=Patrol
6	S=Recon	P=Fight	S=Patrol
7	S=Recon	P=Defense	S=Ambush
8	P=S&D	P=S&D	P=Village Search
9	P=Fight	S=Ambush	P=Village Search
10	P=Recover	P=Recover	P=Defense
11	P=Defense	P=S&D	P=S&D
12	P=Fight	P=Fight	P=S&D

*Example - I am playing a U.S. Army unit in III Corps. I roll 2d6 for a mission at the beginning of the month versus my squad leader's REP of 4, and pass 2d6, making contact. My AO roll on 1d6 is 2, which tells me that our AO turns out to be Populated Interior. The 1d6 AO Political Status roll being a 5 reveals the area to be Pro-Communist. Finally, the 2d6 mission roll on the INTERIOR Mission Table is a "9" assigning me a platoon sized fight. EAL level based on a 2d6 roll of 6 and 2, plus 1 for being a Pro-Communist area is 3. My SL level is 1 based on a 2d6 roll of 3 and 1. Looks like there won't be much in the way of help if this battle starts to go wrong...*

# PLATOON MISSIONS

Platoon sized missions utilize your whole platoon and its possible attachments.

Be sure to roll for all possible HQ attachments.

The EAL of a platoon sized mission can be no lower than 2.

When rolling for reinforcements, the entry “squad” will instead result in a squad from another platoon arriving. The entry “rest of platoon” results in the SL of the mission immediately increasing by +1.

## DEFENSE

We’re under attack! Hold at all costs!

### OBJECTIVE

- Your objective is to defend your position from enemy attack.
- To be successful, you must keep the enemy from completing the objective.

### SPECIAL INSTRUCTIONS

- VC/NVA forces are either in Moderate or Aggressive posture. Re-roll any result of avoidance posture.
- Game length is 10 turns plus possible additional.
- At the end of 10 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.
- Claymore CDMs may be placed at games start UNLESS there are civilians present.

Roll 1d6 to determine what you are defending. Add one to the roll if the AO is populated.

**(1) Radio Relay station.** It’s your platoon’s turn to guard a small 4-man communications detachment (only one counts as an RTO) in his DV 5 hilltop commo bunker with its radios. After placing terrain place a hill in the center of the table and the commo bunker at it’s very top, clear of other terrain. Adjust surrounding terrain as necessary. A 3-man DV 4 fighting bunker is located at each cardinal compass point, 8” from the commo bunker. Trenches with sandbag edges link the bunkers in a circle, with the East fighting bunker connected to the commo bunker

by a trench. Two rings of barbed wire surround the site 6” out from the bunker and trench perimeter, outside of which normal terrain occurs. Do NOT let the VC/NVA enter or destroy the commo bunker!

**(2) Hasty defensive line.** The Company has quickly established a wide and thin perimeter in a remote location around the Command Post (CP), and expects a probe or an attack. Your platoon has one DV 4 2-man fighting bunker as well as four two-man foxholes per squad placed in a line across the short length of the table. The platoon HQ element has two four-man foxholes located 8” behind the main line. Do NOT allow any VC/NVA to exit the table via the FWF edge. (NOTE: intended for a 3’ wide table. When playing solo, when the VC/NVA move their movement should be made with the intention to break through the FWF defenses and move off the FWF table edge).

**(3-4) Night Defensive Position (NDP).** The platoon has formed a hasty perimeter around a platoon CP. Each squad has enough two-man fighting positions for its men, and a 50% chance (1-3 on a 1d6) of having a DV 3 two-man fighting bunker. There is a (1-2) chance on 1d6 of there being a single strand of barbed wire around the perimeter 6” out. There is also a 50% chance (1-3) of this mission taking place at night (which overrides the normal Time Of Day roll). The objective is to survive.

**(5) Bridge.** Place a river on the tabletop with a bridge spanning it at midpoint, as well as a road or trail leading to and from the bridge. There is a four-man DV 4 bunker and a pair of four man-sandbagged defensive positions at each end of the bridge. Until combat begins, on any turn that the Activation score total is greater than 6, 1d6 civilians appear at the end of the road (even chance either end). Civilians will travel along the road to exit the table at the opposite end from where they entered. Objective is to hold the bridge. This means you have at least one unwounded figure within 8” of the bridge and there are NO unwounded VC/NVA within 6” of the bridge at the end of the game.

**(6+) Hamlet.** Setup the table as if it is “populated,” even if the AO was not rolled up to be populated (in which case there will be structures, but no civilians). If populated all of the civilians in and around their homes must be protected. The VC/NVA will treat the civilians as combatants for In Sight and Wanting to Charge tests, even if the AO is Pro-Communist. If the AO was not rolled up as being populated, then all structures must be protected from being destroyed, with the VC/NVA goal being to burn them down. This mission may necessitate that your platoon gets split up and placed in multiple locations to protect lives and property.

## ***EAL AND ENEMY FORCES***

- The minimum EAL is 2. Any lower result is automatically 2.
- Two PEF per EAL.

## ***DEPLOYMENT***

- **Mission (1):** Roll 1d6 per FWF squad (not HQ element). If the result is (6), then that squad deploys along a table edge in a random sector and is returning to the hill from patrol. All other squads deploy within the perimeter. Roll 1d6 for each PEF to determine into which sector they deploy. PEFs will deploy into the best cover nearest the center of their sector, but may NOT deploy within the Relay Stations perimeter or within LOS of any FWF troops. VC/NVA reinforcements arrive from table edges of the sectors PEFs originally deployed in.
- **Mission (2):** The platoon defensive line stretches across the short width of the tabletop along the border of sectors 1 and 2, and 4 and 5. Roll 1d6 per PEF to determine in which sector they deploy. Reroll any result of (1) or (4). PEFs will deploy into the best cover nearest the center of their sector.
- **Mission (3-4):** Your platoon deploys within the perimeter. Roll 1d6 for each PEF to determine into which sector they deploy. PEFs will deploy into the best cover nearest the center of their sector, but may NOT deploy within the NDP perimeter. VC/NVA reinforcements arrive from table edges of the sectors PEFs originally deployed in.
- **Mission (5):** Roll 1d6 per FWF squad (not HQ element). If the result is (6), then the squad deploys along a table edge in a random sector and is returning to the bridge from patrol. All other squads deploy inside or within 4" of the defensive positions at the bridge. Roll 1d6 for each PEF to determine into which sector they deploy. PEFs will deploy into the best cover nearest the center of their sector, but may NOT deploy within LOS of the bridge. VC/NVA reinforcements arrive from table edges of the sectors PEFs originally deployed in.
- **Mission (6):** Members of your platoon may only deploy within 4" of a structure. After deploying your platoon, roll 1d6 for each PEF to determine from which sector it will originate. PEFs deploy along the table edge of the indicated sector. VC/NVA

reinforcements arrive only from deployment table edges.

## ***PENALTIES AND REWARDS***

- Each surviving (non OD) FWF figure that survives the mission gains one RP.
- Two VP are earned per VC/NVA captured unharmed, one VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Four VP are lost per FWF death.
- Two VP are deducted per FWF wounded.

Mission specific:

**Mission (1):** Fifteen VP are lost if the comms bunker is destroyed or if the communications detachment is wiped out. Five VP are gained if the bunker and its detachment survive.

**Mission (2):** Four VP are lost per VC/NVA soldier that exits the sector 1 and 4 table edge. Two VP are lost per bunker or defensive position that is not occupied by FWF at game's end. An additional RP is gained by figures that put OD or OOF a VC/NVA via melee combat while in their foxhole or bunker.

**Mission (3-4):** Two VP are lost per bunker or defensive position that is not occupied by FWF at game's end. An additional RP is gained by figures that put OD or OOF a VC/NVA via melee combat while in their foxhole or bunker.

**Mission (5):** Three VP are lost per unwounded VC/NVA that moves onto the bridge. One VP is lost per civilian killed or injured.

**Mission (6):** Four VP are lost per civilian killed. Three VP are lost per structure destroyed. Two VP are lost per civilian injured. Two VP are lost per VC/NVA that is within 4" of a structure at game's end.

## FIGHT

We've found Charlie! Now, fix and finish 'em!

### OBJECTIVE

- Your objective is to destroy the enemy forces.
- To be successful, you must inflict as many casualties on the enemy as possible while taking as few casualties as you can.

### SPECIAL INSTRUCTIONS

- Game length is 10 turns plus possible additional turns.
- At the end of 10 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.

### EAL AND ENEMY FORCES

- One PEF per EAL, plus a 50% (1-3) chance of an additional PEF per EAL.
- One PC per EAL above 4.

### DEPLOYMENT

- After placing terrain on the table, roll 1d6 to determine what sector your platoon begins in. Your platoon HQ begins the game in the best cover nearest the center of this sector with the remaining squads spread out up to 6" away.
- FWF reinforcements arrive from the table edge of the platoon's deployment sector.
- Roll 1d6 per PEF and PC to determine which sectors they deploy in.
- Each PEF and PC deploys into the best cover nearest the center of their sectors.
- VC/NVA reinforcements enter via table edges of random sectors, but not the sector in which the FWF deployed.

### PENALTIES AND REWARDS

- Each surviving (non OD) figure at the end of the mission gains one RP.
- Four VP are earned per VC/NVA captured unharmed, three VP if captured wounded (OOF).

- Three VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death.
- Two VP are deducted per FWF wounded.

## RECOVER

In a recover mission, your platoon must seek out the objective, secure the objective, and in most cases return with the objective.

### OBJECTIVE

- Recover the objective, keeping it from enemy forces.
- To be successful, you must complete the mission rolled for in the Special Instructions.

### SPECIAL INSTRUCTIONS

- Game length is 12 turns plus possible additional turns.
- At the end of 12 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.

Roll 1d6 to determine what you are recovering.

**(1-2) Downed helo crew.** A helicopter has crashed, and you're the closest troops to its location. Your platoon must secure the area and defend the crew and the wreck until another helicopter can come pick them up. If the weather is too bad for flying, then the crew may be escorted back instead. A medevac may be called for (if there is room for an LZ) once the crew has been reached. When the objective is complete, your platoon must exit the table via its deployment edge. To recover the crashed helicopter a radio call must be made (use the Dustoff mission call procedure). No VP will be lost. A Chinook helicopter will arrive at the specified time. One of your figures must be in contact with the wreck during the whole process to aid in hooking it up to the Chinook's sling hook. The recovery helo must hover for 2 full uninterrupted turns over the wreck in order to effect sling hookup. If the helo or the ground help must move for some reason, the hook-up process

must start over. Once connected to the wreck, the Chinook will fly off table as a normal helicopter.

**(3-4) Lost Troops.** A patrol of 1d6+2 FWF soldiers has gotten lost. Your platoon must search them out and escort them off the table.

**(5-6) Remains.** Another unit was involved in a fierce and wide ranging fight the other day and had to leave some of its KIAs behind when it withdrew. Your platoon must search out and recover the 1d6+2 FWF bodies.

### **EAL AND ENEMY FORCES**

- One PEF per EAL, plus a 50% (1-3) chance of an additional PEF per EAL.
- One PC per EAL above 4. Missions (3-4) and (5-6) requires at least one PC. If the EAL is less than 4, then one PC will be deployed for that mission.

### **DEPLOYMENT**

- After placing terrain on the table, roll 1d6 to determine what sector your unit begins in. Your platoon may deploy from any table edge of this sector. You may deploy a single squad per turn, or your entire platoon all at once if you wish.
- FWF reinforcements arrive from the table edge of the platoon deployment sector.
- Roll 1d6 per PEF and PC to determine which sectors they deploy in.
- Each PEF and PC deploys into the best cover nearest the center of the sector.
- VC/NVA reinforcements enter via table edges of random sectors.

**Mission (1-2):** Place a crashed helicopter and crew in a random sector, though it cannot be the platoon deployment sector. Roll for each crewman as if he received an Impact 2 hit due to the crash. Stunned results count the figure as alive and unwounded. FWF forces carry 4d6 C-4 charges to destroy the helicopter if recovery of it is not possible. Mark which figure(s) are carrying the C-4 and detonators.

**Mission (3-4):** One of the PEFs or PCs is actually the lost patrol. When a PEF or PC is encountered, roll 1d6. On a score of (6) it is the patrol. Any other roll results in an enemy force as normal. This may also result in all PEFs and PCs being enemy and the patrol not being found.

**Mission (5-6):** At least one PC must be on the table, as it is the location of the remains, and it must be in

the sector farthest from the platoon deployment sector. If more than one PC is to be used, then there is a 50% (1-3) chance that any PC revealed is actually the remains. This may result in all PCs being enemy locations and the remains not being found.

### **PENALTIES AND REWARDS**

- Each surviving (non OD) FWF figure at the end of the mission gains one RP.
- Two VP are earned per VC/NVA captured unharmed, one VP if captured wounded (OOF).
- One VP is earned per confirmed VC/NVA dead.
- No VP are earned for unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death.
- Two VP are lost per FWF wounded.

Mission Specific:

**Mission (1-2):** Five VP are earned per helicopter crewman evacuated alive (including OOF). Three VP are earned per crewman remains evacuated. Five VP are lost per crewman not exited by game's end. If the crew is not reached by game's end, each crewman is considered MIA for VP purposes. If downed helicopter is not recovered or destroyed subtract 10 VP.

**Mission (3-4):** Two VP are earned per lost patrol member returned alive (including OOF). Five VP are lost per lost patrol member not exited before games end. If the patrol is not found, then each lost patrol member is considered MIA for VP purposes.

**Mission (5-6):** Five VP are earned for each of the original FWF remains recovered. Five VP are lost per remain not recovered by game's end. Remains must be moved as if a wounded soldier and either removed from the table via helicopter or carried off by your troops.

# SEARCH AND DESTROY

Charlie has camps and caches out there. ...We think. Sweep the area and destroy any installation you come across.

## OBJECTIVE

- Your objective is to sweep the area and destroy any enemy installations found.
- To be successful, you must reveal all PCs and destroy them.

## SPECIAL INSTRUCTIONS

- Game length is 12 turns plus possible additional turns.
- At the end of 12 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.
- Not all enemy need be eliminated, but all PCs must be revealed and destroyed by game's end.
- EAL may not be less than 3. Any EAL roll lower than 3 is automatically 3.

## EAL AND ENEMY FORCES

- One PC per EAL.
- One PEF, plus a 50% (1-3) chance of an additional PEF per level.

## DEPLOYMENT

- After placing terrain on the table roll 1d6 per PC and PEF to determine in which sectors they deploy.
- Each PEF and PC deploys into the best cover nearest the center of the sector.
- PCs in the same sector should be placed within 6" of each other, and form part of a "complex."
- VC/NVA reinforcements enter via PCs first, then they enter table edges of random sectors when all PCs have been revealed.
- Roll 1d6 to determine what sector your platoon begins in. Any table edge of that sector may be the entry point.

- Only one FWF squad (not counting the HQ section) may enter the table per turn, but do not have enter on consecutive turns.

## SPECIAL RULES

- "Destroying" a PC or installation means that all structures must be burned down, tunnel complexes either explored or sealed, bunkers blown up, and fighting positions knocked down or taken apart.
- Caches and supplies must either be extracted from the tabletop (via vehicle or carried off) or burned/blown up.
- Destroying a fighting position (not a bunker) takes a single soldier one turn per DV of protection it offered. Trenches and the like take a single soldier one turn per individual the position could support. Multiple soldiers can combine effort to destroy fighting positions.
- Additional explosives may be brought in using the same procedure as calling in a medevac.
- A figure may carry off 50 lbs of supplies.
- 100 lbs of supplies takes up two passenger spaces in any vehicle used to transport/evac supplies found.
- 100 lbs of supplies may be blown up per block of C-4 used.
- When burning supplies, each 50 lbs counts as 1 DV for ignition purposes.

## PENALTIES AND REWARDS

- Each surviving (non OD) FWF figure gains one RP. An additional RP is gained if all PCs are completely destroyed before the turn limit expires.
- Two VP are earned per cache destroyed and bunker destroyed.
- One VP is earned per structure and fighting position destroyed.
- One VP is earned per 100 lbs of cached supplies destroyed or evacuated.
- Three VP are earned per VC/NVA captured unharmed, two VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.

- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death and PC not revealed.
- Two VP are deducted per FWF wounded and structure/bunker/fighting position left intact.

## VILLAGE SEARCH

This village may have hidden enemy supply caches, disguised VC, or have information on local enemy positions. You only have a short time to cover the area before we have to move on, so get to it! Remember: hearts and minds...

### OBJECTIVE

- Your objective is to search a village for contraband, VC suspects, and information.
- To be successful, you must search each structure and question as many civilians as possible by game's end, as well as evacuating or destroying as much contraband/supplies as possible.

### SPECIAL INSTRUCTIONS

- Game length is 14 turns plus possible additional.
- At the end of 14 turns, roll 1d6. If the result is 5 or 6, then the game ends. If the result is lower, an additional turn occurs. Repeat at the end of each additional turn.
- Set up the table as if the AO is "populated," even if it was not rolled up to be populated (in which case there will be structures, but no civilians).
- Not all enemy need be eliminated or PEFs revealed.

### EAL AND ENEMY FORCES

- One PC per EAL above 3.
- One PEF, plus a 50% (1-3) chance of an additional PEF per EAL.

### DEPLOYMENT

- After placing terrain on the table, roll 1d6 to determine what sector your unit begins. Your platoon may deploy from any table edge of this sector. You may deploy a single squad per turn, or your entire platoon all at once if you wish.
- Roll 1d6 per PC and PEF to determine in which sectors they deploy.
- Each PEF and PC deploys into the best cover nearest the center of the sector, or the structure nearest the center (if any).
- VC/NVA reinforcements enter via PCs first, then table edges of random sectors when all PCs have been revealed.
- FWF arrive via the platoon deployment table edge.

### SPECIAL RULES:

- Civilians may be questioned using Speak Local tests.
- Structures may be searched by rolling 2d6 versus half the searching figure's REP. If both dice pass, then something has been found. Roll on the Village Search Table for each success.
- If contraband/supplies are found, the civilians nearest the structure must be detained by having a FWF soldier within 2" of them at all times. This may require manhandling.
- Structures may only be searched once.
- A figure may carry off 50 lbs of supplies.
- 100 lbs of supplies takes up two passenger spaces in any vehicle used to transport/evac supplies found.
- 100 lbs of supplies may be blown up per block of C-4 used.
- When burning supplies, each 50 lbs counts as 1 DV for ignition purposes.



**1 VILLAGE SEARCH**

*rolled for each successful structure search  
Add one to the roll if the AO is Pro Communist  
Deduct one from the roll if the AO is pacified.*

#	Result
1	Nothing
2	VC suspect hiding in covered hole
3	Communist propaganda
4	1d6 weapons and 1d6 boxes of ammunition (each counts as 25 lbs) buried shallowly.
5	Tunnel entrance.
6	Bunker. (1-3) It is a legal family protection bunker, (4-5) it has 1d6 boxes of ammunition within (each counts as 25 lbs), (6) it has 1d6x100 pounds of supplies within and is connected to a tunnel network.

**PENALTIES AND REWARDS**

- Each surviving (non OD) FWF figure gains one RP. An additional RP is gained if all PCs are completely destroyed before the turn limit expires.
- Two VP are earned per successful search made and per bunker destroyed.
- One VP is earned per suspect detained or PEF/PC revealed through Speak Local tests.
- One VP is earned per 100 lbs of supplies or per weapon destroyed or evacuated.
- Three VP are earned per VC/NVA captured unharmed, two VP if captured wounded (OOF).
- Two VP are earned per confirmed VC/NVA dead.
- One VP is earned per unconfirmed VC/NVA dead.
- Ten VP are lost per FWF MIA.
- Five VP are lost per FWF death and per village structure not searched.
- Two VP are deducted per FWF wounded and structure/bunker/fighting position left intact.
- Two VP are deducted per Manhandling test made.