FNG

UNCONVENTIONAL WARFARE

Daring special missions in enemy territory during the Vietnam War

Two Hour Wargames

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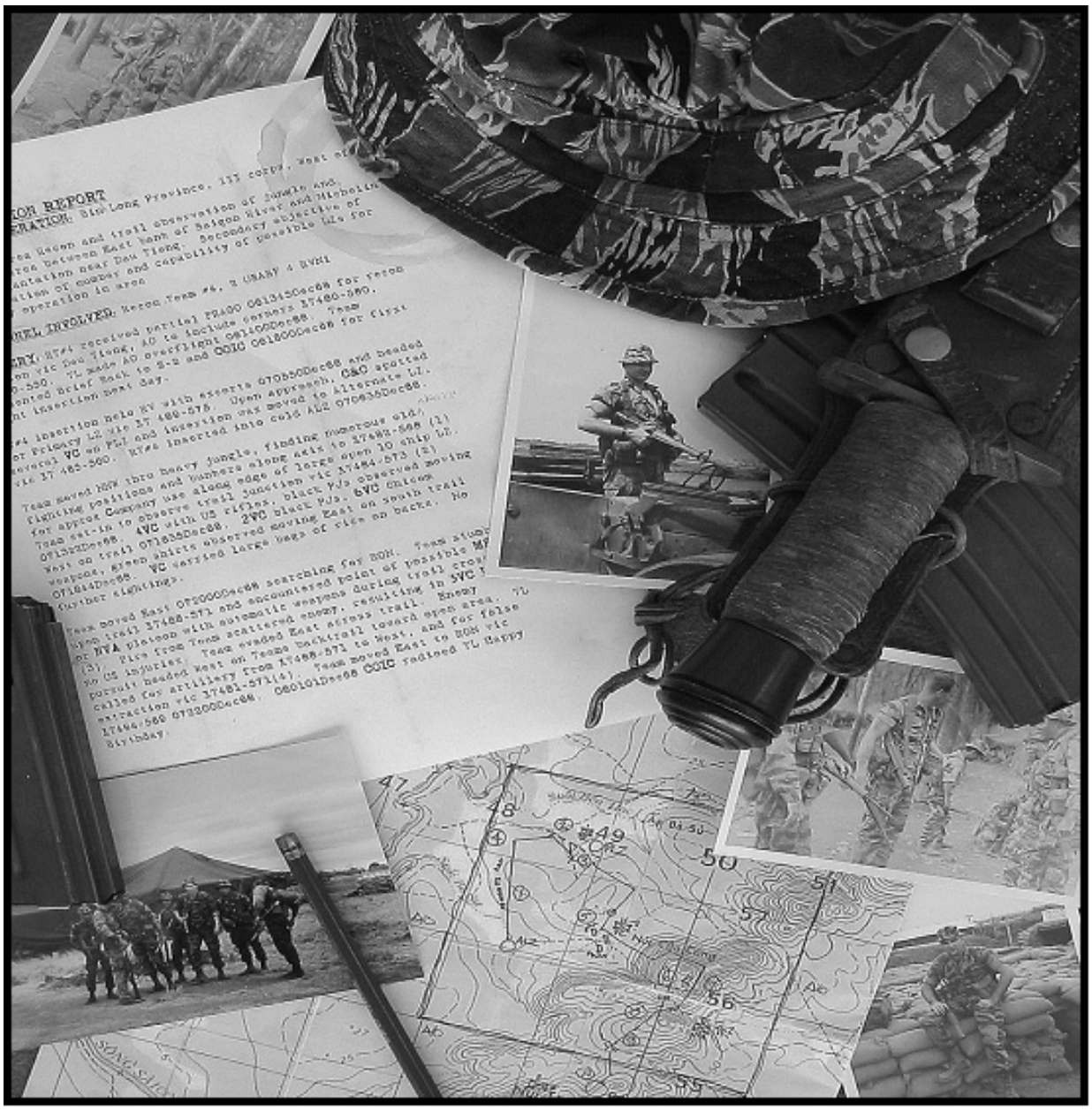
FNG: UNCONVENTIONAL WARFARE



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Intro

Deep in an enemy controlled valley your six-man recon team lays silently in the jungle. Hoping to snatch a prisoner from a well-traveled trail, you watch as a squad of clean cut and well-fed North Vietnamese Army regulars pass before you, close enough to touch. Their casual jabber tells you that your presence has yet to be discovered… but for how long?

The last man in the NVA squad is your target. Your men are well trained, and ready to make the snatch as the enemy squad enters the kill zone. Suddenly his eyes find yours…

Welcome to the world of

"FNG: Unconventional Warfare".

The Vietnam War saw the development and deployment of more special units than any previous war. These units conducted unorthodox operations, such as reconnaissance, sabotage, snatching prisoners, rescuing airmen, ambushing the enemy, and in many cases "out guerrillaing the guerrilla". And these were almost always carried out on the enemy's home turf.

Unlike your traditional soldier their impact on the war cannot be measured solely by "kill ratios" or "ground gained". *FNG: Unconventional Warfare* (*UW for short*) is all about these men and the deadly missions they went on.

UW introduces the *"tactical role-playing game"* side of *FNG*. Players can use *UW* to "flesh out" their characters, giving them an almost life-like feel. *UW* blends the traditional RPG with fast and easy to follow combat on a personal level. Combining these two aspects allows players to enjoy the cinematic aspect of role-playing while keeping the excitement of a miniatures wargame.

UW takes more than firepower to successfully complete your mission. Skill and quick decisions are required if you want to bring your men back alive. And when you think about it, that's what it's all about...

FNG: UW is a supplement to FNG and not a stand-alone game. You will need to have a copy of FNG to play FNG: UW. Unless specified all FNG rules are in effect. ***Only play UW if you are comfortable with playing FNG.***

Glossary Of Frequently Used Terms

Throughout *UW,* you will be seeing some terms that may be unfamiliar. A brief glossary follows, some of which are for information only:

- **Across the fence-** Being over the border into a foreign country, usually refers to being in Cambodia or Laos.
- **AO-** Area of Operation. A defined area where a unit or units are assigned to conduct military operations.
- **Brass-** High-ranking general and staff officers that are usually found in the 'rear area' conducting administration, planning, and command. Usually the term refers to any officer above Major that is from Headquarters.
- **Cold LZ-** No enemy are active within the immediate area, there is no firing going on.
- **Covey-** An aircraft used as a spotter, radio relay, and air strike/aircraft coordinator. Usually crewed by a pilot and an experienced recon man as the 'backseater' (the Covey Rider), to coordinate with the team on the ground. Similar to a Forward Air Controller or FAC.
- **Free Fire Zone-** An area cleared of civilians and friendly forces, in which *anyone found is considered an enemy* and may be attacked without clearance or fear of hitting friendly units.
- **FOB-** Forward Operating Base. A camp or Fire Support Base close to an **AO** used as a staging area for supplies and launch operations into that **AO.**
- **Hot LZ**- Hostile forces are in the area and firing at friendly forces, possibly endangering anything and anyone coming into the LZ.
- **In-country-** A phrase that means to be in Vietnam, or being in Vietnam.
- **Indig/Indigenous**- A member of one of the many tribes and cultural groups found in and

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around Vietnam, including Lao, Cham, Nungs, Montagnards, and others.

- **Line unit/line infantry**- Conventional military force meant for front line combat and standard military operations. The majority of combat forces in an army.
- **LZ-** Landing Zone. A place where a helicopter can set down.
- **MACV-** Short for Military Assistance Command Vietnam. The unified command structure for United States military forces in South Vietnam.
- **MF-** Mike Force, a special light infantry strike unit created by US Army Special Forces.
- **MGF-** Mobile Guerrilla Force, a special light infantry guerrilla force created by US Army Special Forces.
- **Operator-** Term for individuals that conduct special operations missions.
- **Nam-** Shortened version of "Vietnam".
- **NLF-** National Liberation Front. The political arm of the communist Viet Cong (VC). Often acted as a shadow government paralleling the legitimate government, or outright governing areas under communist control.
- **NVA-** North Vietnamese Army. Descriptor for both the army, and its soldiers.
- **PAVN-** Peoples Army of Vietnam. A sensational and "nationalistic" name for the NVA, often used in propaganda for the NVA to appear to be liberators rather than invaders.
- **RT-** Recon Team.
- **SOG-** Studies and Observation Group. A secret Special Forces unit that conducted a variety of clandestine missions throughout South Vietnam, Laos, Cambodia, and parts of North Vietnam, using mixed teams of US and Indigenous soldiers.
- **ST-** Spike Team. SOG designation for large, or "heavy", recon team.
- **USASF-** United States Army Special Forces, aka the **Green Berets.**
- **VC-** Viet Cong. The military arm of the communist National Liberation Front (NLF), made up of local or indigenous peoples as a "populist army" and "Irregular" force, as opposed to the professional army of the NVA.
- **Yard-** Shortened or slang form of Montagnard, indigenous hill tribesmen of the Central Highlands of South Vietnam. The Yard were often hired or organized by US Army Special Forces into Civilian Irregular Defense Groups or CIDG units, and as members of various "special projects" teams and units.

Your Team

The basic unit in UW is your Team. Depending upon the parent unit a team will usually consist of from four to seven team members. Each team member is unique unto himself. Let's start with team basics.

Stars And Grunts

Refreshing what you have learned in *FNG* there are two types of characters in. They are called Stars and Grunts.

Stars – The character that represents you, the player. The Star is the main character around which the whole *UW* campaign revolves.

Grunts – These are the *non-player characters (NPC's)* that your Star will encounter. They will come and go as the campaign progresses. Some of these Grunts will be under your control while others will not.

The *Attributes* and *Skills* found in *FNG* and *UW* should only be applied to the NPCs in your unit and not any other NPCs in the game. In theory you could "stat" out every character but this would slow the game down and not add anything to it.

Larger Than Life Or Cheating Death

In FNG you were introduced to the player advantages known as Free Will, Larger Than Life, and Cheating Death. In UW there are two notable differences.

UW characters have access to skills and equipment that ordinary soldiers could only wish for. However, these advantages come with two major disadvantages.

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The Larger Than Life and Cheating Death rules are not used in UW. This makes the Free Will rule very important…use it!

Attributes

Here is a list of all the *Attributes* that are available for you troops. This list alters the *FNG* list by adding and subtracting those that are suitable to the elite forces used in *UW*.

For NPC team members roll 1d6 to determine the group and then another 1d6 roll for the attribute.

Group One

(1) Agile: When the figure shoots he ignores any fast movement penalties.

(2) Ambidextrous: Figure can both throw a grenade and fire his weapon during the same turn, with a -1 to the to-hit roll of whichever weapon is used second.

(3) Ammo Miser: When the character rolls "snake eyes" signifying that they are out of ammo there is a chance (1-3) the he is not.

(4) Athlete: Can throw grenades 9" instead of 6". Can also throw grenades *back* by passing 1d6 versus his Rep. He only has to be an eligible target to attempt this. *Example– Hien tosses a Chinese potato masher type grenade at Smith (Rep 4). Smith rolls 1d6 and scores a 3 so he can pick it up and throw it back.*

(5) Born Leader: Adds 1d6 to all Reaction tests. Any friendly character within 4" of him will react as he does. Example– Smith, the natural born leader, rolls 3d6 for a Wanting to Charge test and passes 2d6. All of the characters within 4" will also count as if passing 2d6 without rolling dice.

(6) Brawler: Adds 1d6 when in melee but can still only count the best 2d6.

Group Two

(1) Clumsy: If a "1" is rolled when attempting to Fast Move, will move 1d6" and fall prone instead. It will also count a minus one to the following skills-

- Athletics
- Engineering
- Fieldcraft
- Heavy equipment
- Photography
- Sailing

(2) Crack shot: When firing one shot the shooter rolls an additional 1d6 and chooses the best score. *Example – Coleman is a "crack shot". He takes one shot at a Viet Cong soldier when in ambush. He is allowed to roll two dice and scores a 3 and 6. He chooses to keep the 6. Later, Coleman decides to fire three rounds. The "crack shot" Attribute does not apply.*

(3) Color Blind: Deducts -1 from Fieldcraft skill.

(4) Fast: Able to move 2 extra inches each move.

(5) Fire Discipline: Grants limited "free will" in that characters with this attribute may choose to fire due to In-sight and Reaction checks, rather than being forced to fire.

(6) Fluent: Soldier automatically passes any "Language Barrier" tests. Fluent can only be a random result, or purchased as an upgrade to 'Language'. See "Language Barrier" on page 7 in UW.

Group Three

(1) Grenadier: When firing a grenade launcher the shooter rolls an additional 1d6 and chooses the best score. *Example- using an M-79 would roll 2d6 instead of 1d6.*

(2) Hard as nails: Treat first Obviously Dead result of each battle as a Knock Down instead.

(3) Knifeman: Will add 1d6 if in melee with or when throwing a bayonet or knife. May count only the best two scores.

(4) Language: Allows for a +2 when using the Language Skill for a specific language.

(5) Loud Shooter: When firing a minimum of 3 shots any enemy fired at will take the Received Fire test at a –1.

(6) Marksman: +1 to Rep when firing.

Group Four

(1) Medic: Soldiers that are OOF may add 1d6 to their recovery rolls if contacted by anyone with the medic attribute.

(2) Nature Boy: Adds one to the Fieldcraft skill.

(3) Nerves of steel: This character is not subject to Duck Back, unless fired on by a weapon with an OG rating 2 higher than the weapon he carries.

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(4) Pigman: Soldier may choose a +1 to his Rep when firing to hit with a light machine gun, *or* add one extra shot to his *Target* number. *Example- a soldier with Rep 4 using an M-60 would be Rep 5 for firing, or use a Target of 6 (rather than the normal 5).*

(5) Pitcher: This character adds 1d6 when throwing grenades and may throw a grenade as reaction fire, but without the +1d6 bonus.

(6) Pointman: Soldier gets +1 to Fieldcraft when spotting an ambush or trap. Also, Point men may use 8" rather than 4" to be part of a group as long as they are ahead of the group in the direction of travel "on point". Only one figure with the Pointman Attribute per group may move ahead of the group in this manner.

Group Five

(1) Professional: This character is not affected by Close Calls.

(2) Quick Reflexes: Allows In Sight Reaction check and weapon reloading while Fast Moving.

(3) Ranger: Confers the Athlete and Pointman attributes to the character.

(4) Recondo: Confers the Born Leader, Pointman, and Stealthy attributes to the character. Can only be selected by soldiers assigned to selected units as mentioned in the *Unit* descriptions. Combining with the Ranger attribute stacks the bonuses for and Pointman.

(5) RTO: Adds 1 to Commo skill when "making the call".

(6) Scout: Fast and Tough.

Group Six

(1) Shortsighted: -1 to Rep penalty on In Sight checks.

(2) Sickly: Slow and counts -1 to Rep when making Recovery Checks.

(3) Slow: Subtract 2" from move.

(4) Sniper: Crack Shot, Tough, and Stealthy.

(5) Stealthy: Other figures have a penalty of –1 to Rep when making In Sight checks against him. If this figure isn't moving and concealed or in cover, other figures must make In Sight checks to see him at all, even during their own turns.

(6) Tough: Treats Run Away as Duck Back.

Skills

Special men need special skills. Your characters in *UW* will have access to skills that conventional soldiers could only hope for, or develop after much experience.

Each group in the *Units List* has a starting skill package that helps to define each soldier. Here is a list of the Skills and how they are used.

Athletics (ATH)- Not to be confused with the Athletic Attribute this covers things such as climbing cliffs and ladders, running, balancing, and others. For each point in Athletics, up to three, a character-

- Adds 1" to his grenade throwing range.
- Adds 1 to his Rep for Fast Move rolls.
- Use for climbing, rappelling task rolls, and also for balance challenges.

Commo (COM)- The commo skill represents special training in the usage of different types of antennas and radios, as well as non-verbal communication techniques (such as with mirrors or Morse code). Raising this skill costs double SP.

Engineering (ENG)- This skill denotes that the character has training in building and destroying structures. Use for demolition and defusing as well as for placing mines. In addition-

- Add 1 to the APW of weapons and demolitions when attacking structures.

Fieldcraft (FC)- Fieldcraft is a catchall skill representing combat and operational experience-

- Use when setting or spotting Ambushes.
- Subtracts 1 from Enemy Activity totals.
- Used for spotting camouflaged structures and traps.

Raising this skill costs double SP.

HALO (HALO)- The art of jumping out of an aircraft at very high altitude, maneuvering to low altitude, opening your parachute, and directing yourself to a nice soft landing unhurt on the correct LZ, all while remaining in unit formation, at night.

Only SOG or SEAL team members may acquire this skill. It will cost 6 SP to acquire it and raising this skill costs double SP.

Heavy Equipment (HVY)- This skill is used for using winches, bulldozers, driving semi-trucks and tractors.

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For each 3 points of Heavy Equipment the character is allowed to raise by 1 the APR of any weapon fired at a vehicle.

Influence (INF)- An index of "pull or friends in high places". For each point in Influence a character-

- Adds 1 to air, artillery support, and medevac, requests.

  Raising this skill costs triple SP.

Inspire (INSP)- The ability to raise the morale of others. Any character that can use Leader Dice may attempt to raise the status of any character in duck back or hunkered down. See *Inspiring the Troops* for more.

Intimidate (INT)- Intimidation can be used as a last ditch attempt to rally a 'hunkered down' soldier before he flees the field. This skill can also be used to bully lone enemy soldiers into surrendering.

Language (LANG)- This skill allows the user to speak a language selected when purchased. It will cost 2 SP to acquire it and raising this skill costs double SP.

Mechanically Inclined (MI)- This skill means the character has a good grasp of how things work. He uses this skill when attempting to fix broken objects or diffuse booby traps.

Medical (MED)- Characters with the Medical Skill can take a test to get the wounded figure back into the fight. When a character with Med Skill checks an Out Of Fight character take this test instead of the regular *Out of Fight Test.* Roll 1d6 plus the Med Skill of the character versus a roll of 1d6 + 3 on the *Medical Attention Table.* This test can be used after another character has done a normal *Out Of Fight Test.*

1 MEDICAL ATTENTION

1d6 + Med Skill vs. 1d6 + "4"

Tester's score is greater than the target's.
- Character being checked returns to fight.

Scores are equal.
- Immediately re-roll the test.

Tester's score is less but not half or lower than the target's.
- No success. May try again next Activation but a minus one to his Med Skill. This minus one is cumulative.

Tester's score is half or lower than the target's.
- Disaster! Character being checked has died.

Melee (ML)- This skill is an index of special training in various hand-to-hand combat techniques. For each point of Melee a character-

- Adds 1 his Rep when in melee.

In addition-

- For every 2 points of Melee he can add 1 point of Impact to any weapon he uses in melee.
- He has a voluntary chance (d6 vs. Rep) of converting any result of Out of Fight into unconscious, which is useful when attempting to capture someone. However a result of a "6" is always a failure.

Photography (PHO)- Photography is the ability to use photographic equipment and take effective pictures. See **Taking a Picture** for more on photography. For each point of Photography a character-

Adds 1 to his Photo Quality tests.

Sailing (SL)- Sailing allows a character to pilot watercraft. May also be used to deduct 1 from the enemies Rep when firing heavy weapons (such as RPGs or Recoilless Rifles) at a watercraft the character is piloting per point of sailing.

Sniper (SN)- Allows for the shooter to pick the location on his target when firing a bolt-action rifle, semi-automatic, or select fire rifle but only if firing one shot. Once a hit is scored roll 1d6 versus his Rep to see if he hit the location or hit a location at random. Raising this skill costs double SP.

Stealth (STL)- Used for sneaking around, hiding, and things of that sort.

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Swimming (SW)- Used when testing for tasks involving swimming.

Tracking (TR)- Used when tracking and being tracked. In addition subtract one from Enemy Activity if at the end of the party and covering their tracks.

"Q", Tasks, Skills, And Attributes

All of these items relate to each other in the following ways.

"Q" is a reference to the quality, quantity, or difficulty of a device, object, or task. Think Rep for the inanimate. The higher the "Q" value the better the item, bigger the item, or harder the task. *Example – A locked door may have a Q of 3.*

Some objects, such as a booby trap, may have more than one "Q" value. The trap could have one "Q" for how hard it is to spot, while another for how hard it would be to disarm. You may decide to only concern yourself about one "Q" value of an object. If you have a lock pick you may only worry about the "Q" of the lock to pick.

Is there a maximum "Q" rating? Not really, you can go as high as you want just keep in mind the larger the "Q" the larger or better the object could be. Or the harder it would be to complete the task. For playability we recommend capping it at six.

Skills are things that you learn. *Attributes* are things that you have that can improve or detract from these skills. *Example- Private Pratt has the Clumsy Attribute. When he uses his Fieldcraft Skill it is at a -1.*

Skills are applied to accomplishing a *task* such as taking a picture, operating a machine, or something similar. Tasks are either *simple* or *complex.* A simple task has only one part while a complex one has to or more. *Example –flying a plane is a complex task with two parts, take off and landing and therefore will require two Skill Tests.*

To accomplish a task you need to determine the Q of the task and compare it to the applicable skill.

- If you have an appropriate skill that is equal or greater than the Q of the task then you can successfully complete the task. *Example – Private Pratt falls overboard into the water. He has a swimming skill of 2 but the clumsy attribute so this reduces it to 1. The river is a Q of 3.*

But what if your Skill is less than the Q of the task? Then you must take a *Skill Test.*

Skill Test

Taking a *Skill Test* is simple.

- Roll 1d6 and add the result to the Skill being used.
- Roll 1d6 and add the result to the Q the Task.
- Compare the results to the appropriate *Skill Test Table.*

1 BASIC SKILL TEST TABLE

1d6 + Skill vs. 1d6 + Q of Task

Tester's score is greater than the target's.
- Tester easily accomplishes task.

Scores are equal.
- Tester and target must re-roll test on next Activation.

Tester's score is less but not half or lower than the target's.
- Tester cannot operate the item but on next Activation can try again at a minus one to his Skill. This minus one is cumulative and will apply on any future Skill Tests versus this or similar objects.

Tester's score is half or lower than the target's.
- Disaster! Tester has filed the test.

Use this test when the task you wish to attempt does not have a specific one.

Consequences Of Failure

This will vary depending upon the task attempted. The consequences can me minimal (putting up a radio antenna) or terminal (diffusing a bomb).

Gaining Skill Points

Man, Skills are cool! How can I get more? Well. It's easy. When you complete missions and use skills while doing it you receive *Skill Points* or *SP*. The key is by actually using the skills such as taking pictures (Photography) or sneaking around (Stealth). These SP remain in a pool that you keep track of and spend to raise or acquire new skills. The cool part is that these SP are interchangeable. If you gain SP for Photography you can use it to raise another Skill. It's an *abstract way* of showing the access to training and time to train that these special soldiers had.

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How Do I Raise My Skill?

Characters start out with a skill level of one. Some characters will already have higher skill ratings due to the unit that they are a part of. It is assumed that each team member has met the minimum skill requirements to be in that unit. Acquiring or raising or acquiring a skill by one point costs the number of SP by which you wish to raise it. Some skills are harder to master, such as Language, and will cost even more to raise or acquire. *Example- a skill level of 3 would cost 4 SP to raise it to skill level 4. But there is another way…*

What If I Don't Have The Appropriate Skill?

Well you've gotten your hands on a Jeep that won't start and you don't have the Mechanically Inclined Skill. What now?

You're screwed. No applicable Skill then you can't do it. Unless…

If there's someone to guide you through it you can try taking the Skill Test but at a Skill "0".

Example – Private Pratt is trying to get the Jeep to start. Private Joker has the MI skill and decides to teach Pratt how to do it. Joker explains to Pratt how to repair the Jeep while Pratt does it. After a few tries Pratt successfully gets the Jeep to start!

Remember when we said there was another way to acquire a skill? If someone takes the time to show you tell you how to do something and you are successful at doing it you officially acquire that skill at level 1. Good job Private Pratt! You're sure to go far.

The Language Barrier

The Skill Test now replaces the *Language Barrier Test* found in *FNG*.

Improving Rep

Just as you can raise your Skills you can also raise your Rep. It is also possible for your team members (both Stars and Grunts) to improve their Rep based on their just surviving and completing missions.

Each time a character has completed a Mission he receives 1 *Reputation Point or RP*. This is not the same as SP. A completed Mission is one where the character did not run away or was not put Out Of the Fight. Consult the *Rep Advancement Table* for the number of RP needed to advance to the next level.

REP ADVANCEMENT TABLE

To go from Rep…	to Rep…	costs this many RP
3	4	4
4	5	5
5	6	6
6	7	7

RP not spent is saved until the number needed to raise the characters Rep is reached. The RP is then spent and the character will now have zero RP. If a character runs away or hunkers down he loses any current RP and must start over.

Defining Units

Although the units in *UW* are different they do share a certain degree of commonality. Let's cover this aspect first then move into the units in more detail. See the section in the rear of UW entitled *Units.*

Establishing Team Member Reputation

After you have chosen which unit you wish to play roll 1d6 and consult the *Reputation Generator* for each team member when needed.

Rep Generator	6	5	4	3
US/Mike	na	1-3	4-5	6
Indigenes	na	1-2	3-4	5-6
Greek Projects	1	2-3	4-5	6
Indi Merc Recon	na	1-2	3-4	5-6
MACV-SOG	1	2-3	4-5	6
LRRP	na	1-2	3-4	5-6
Marine Recon	na	1-3	4-5	6
Marine Sniper	na	1-3	4-6	na
Navy SEALS	1	2-3	4-5	6
Aus/NZ SAS	1	2-3	4-5	6

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Establishing Basic Skill Set By Unit

Once you have determined the Reputation of team members you must find out their basic skill set. These are the Skills and the levels of those Skills that they start with.

In addition, under the column that says SP is the number of Skill Points that you can use to either raise the level of existing Skills or learn new ones.

WHO	ATH	COM	ENG	FC	HVY	INF
US/Mike	2	1	1	2	0	1
Indi Ldr/Pt	1	0	0	2	0	0
Greek Projects	3	1	1	2	0	1
Indi recon	1	0	0	2	0	0
SOG	3	1	1	2	0	1
LRRP	1	0	0	1	0	0
Marine Recon	2	0	1	2	0	0
Marine Sniper	1	1	0	1	0	2
US Navy SEALS	2	0	2	1	1	1
Aus/NZ SAS	2	0	2	2	0	0

WHO	INSP	INT	MED	MI	ML	PHO
US/Mike	2	1	1	1	1	0
Indi Ldr/Pt	0	0	0	1	1	0
Greek Projects	2	1	1	1	2	0
Indi recon	0	0	0	1	2	0
SOG	2	1	2	1	2	1
LRRP	0	1	0	0	0	0
Marine Recon	1	1	0	1	1	0
Marine Sniper	0	1	0	0	1	0
US Navy SEALS	1	1	1	1	2	0
Aus/NZ SAS	1	1	2	1	2	0

WHO	SL	SN	STL	SW	TR	ATTR	SP
US/Mike	0	0	1	0	1	1	10
Indi Ldr/Pt	0	0	2	0	3	0	8
Greek Projects	0	0	2	0	2	2	10
Indi recon	0	0	2	1	3	1	8
SOG	0	0	2	1	2	2	12
LRRP	0	0	1	0	1	1	12
Marine Recon	0	0	2	2	0	1	10
Marine Sniper	0	1	1	2	0	1	6
US Navy SEALS	1	0	2	3	0	1	10
Aus/NZ SAS	0	0	2	2	2	1	12

Team Member Attributes

Under the ATTR column is the number of Attributes that each team member has. Generate these by using the Attribute Section.

Organizing Your Team

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

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

Any Rep 4 soldier has been in country 1/2d6 months, and has experienced some combat.

Any Rep 5 soldier has been in country 1d6 + 3 months, and is likely the veteran of some very intense fighting.

It is important to track this as this means your squad will have a variety of Reps and soldiers will be rotating home all the time.

Unit Quirks

After you have chosen the unit that you will play roll 2d6 on the *Unit Quirks Table* to create a more unique personality for the outfit:

2	UNIT QUIRKS

2 = Reviled. The brass hates this unit for some reason, and it is under supported as well as a dumping ground for malcontents and problem soldiers. There is a chance (1-4) that any soldier coming into the unit will only be Rep 3, and may have ANY attribute, even bad ones, when they are randomly determined. All incoming soldiers will have –2 SP when purchasing skills.

3 = Unsuitable CO. The commander of this unit has no idea how to conduct these types of operations, and further more; he won't listen to anybody who does. All calls for any kind of support or extraction is done at –1 to Rep.

4 = Poor Intel. Very little information about target areas and expected enemy resistance finds its way to the S-2 (intel) shop. *Always given Area Recon missions to places that have had no prior reconnaissance.*

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5 = Tight with aviation. This unit works almost exclusively with one aviation unit, and a rapport has developed between the two, as well as some tactics and cross training on proper procedures. All rolls for contacting helicopter units count as the caller being +1 to their Rep. All rolls on **Gunship Request** tables are +1.

6 = Heavily supported. The parent formation of this unit knows they are a valuable asset and watches closely over it. All rolls for calls for support count as the caller being +1 to their Rep. All rolls on request tables are +1.

7 = Great S-2. The Intel shop for this unit is exceptional, and they seem to know more about the AOs and expected enemy than even the enemy know about themselves! When rolling on the *What's Out There Tables* you are allowed to re-roll to determine enemy whenever *EAL* is three or less.

8 = Talented S-3. The Supply shack is full of pirates, thieves, schmoozers, and world-class scroungers. Just about anything someone wants, they can get. All equipment "rarity" stats are 1 higher than shown on the table.

9 = Connected CO. The head honcho knows people, is well liked, and consequently he gets just about anything he asks for. The player may choose his mission types, rather than determining them randomly.

10 = Brass favorite. The higher-ups just love this unit, and it gets nothing but good help, press, and praise. Any team that meets its objective for a mission gains another +3 SP per team member, as well as a roll on the *Good Mission Table*, even if 30 SP were not collected for the mission.

11 = Test group. This unit has been designated as the official field testers of weapons and gear for the parent formation. All weapons and gear are available (other than enemy weapons and gear) for possible usage.

12 = Prestigious. This unit has garnered a reputation for being the best, as well as being picky, and every stud out there wants to be a part of it. There is a chance that an incoming soldier (1-4) is a Rep. 5. No incoming soldiers will have bad Attributes, and all will have an additional +4 SP to spend on skills.

All things change over time as personnel come and go. Every three months of campaign time, roll on the above table and replace the current quirk with the new quirk.

Team Leaders

In addition to the normal Leaders found on page 14 of *FNG*, UW also uses group leaders. The figure with the highest Rep in a leaderless group will determine when the group may activate. This is the only Leader ability that the group leader has.

Weapons & Gear

Here are descriptions and lists of weapons that are added to those already used in *FNG*.

Free World Forces Standard Weapons

Explosives	Range	Target	Impact
Claymore Mine (1)	8"	1"- 8" cone	3/APW 3
WP grenade (2)	6"	12"	3/APW 2

1. Back Blast up to 4" directly behind mine, as Imp 2 hit
2. Cause smoke that will linger in place. May ignite combustible materials (1-3). *See description.*

Claymore mine- The claymore can be detonated from 24" and does not require a LOS. The claymore is ideal for rigging as a booby trap and a mainstay in protecting installations and field positions.

White Phosphorous grenade- Ceramic cased incendiary grenades that throw off shrapnel that burns on contact with oxygen, even underwater. The explosions are super hot, lofting the smoke quickly through even the tallest tree canopy, making them much more effective for marking in jungle terrain. They act like a smoke grenade after the initial blast, covering a linear area twice the diameter of the blast circle with smoke. Any flammable material, including OOF and knocked down troops caught within a WP explosion has a chance (1-3) of catching fire, causing an Impact 3/APW 1 hit each turn that it burns. There is a chance (1-2) each turn that the fire may die-out due to the WP fragments being consumed.

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Special Weapons

The following weapons are useable only by the special units as listed in this book.

Silenced/Suppressed Weapons

Hushpuppy .22- The "Hushpuppy" is a .22 caliber pistol with a built-in silencer.

Silenced Sten or "Swedish K"- Silenced 9mm submachine guns that were usually "sanitized" to give no hint of country of origin or who may have been using it.

Silenced Weapons

Special Operations teams were sometimes issued special equipment for their missions. Silenced weapons are very useful for clandestine recon and prisoner snatch missions, where stealth is a necessity.

A silenced weapon does not make much noise when fired so to reflect this use the following procedure when it has been fired.

1. Only an enemy within 12" of the shooter has a chance of being alerted.
2. A missed target will roll 1d6 against its Rep to see if he must take a Received Fire test. This is done at a -1 to its Rep.
3. Any other figure will follow the same procedure to see if he can take an In-Sight check against the shooter subject to LOS.
4. Those who hear a silenced weapon fire (are within 12") and are outside of LOS will only be alerted to the fact that there is an enemy nearby with a silenced weapon.

Small Caliber Sub-Machine Guns

Skorpion Vz.61- High rate of fire weapon designed for Eastern Block armor crewmen and rear echelon troops.

Medium And Large Caliber Sub-Machine Guns

Uzi- Bought from Belgian manufacturers, Israel's world famous 9mm sub-machinegun was a favorite of SOG HALO teams for its compactness and ease of storage.

MAC-10- Often called "the American Uzi", the MAC-10 comes in both .45 caliber and 9mm and was known to be ultra-reliable.

Select Fire Rifles/Assault Rifles

Automatic L1A1 Self-Loading Rifle (SLR)- Standard 7.62mm (.308 caliber) SLR rifle returned to automatic operation. The Australian SAS preferred this weapon to the American M-16 for it's bigger punch and better reliability.

CAR-15/Colt Commando/XM177- The CAR-15 (military designation XM177) is the carbine version of the AR-15.

M-14 "Cutdown"- The M-14 Cutdown is an M-14 that is capable of fully automatic fire with a shortened barrel and folding metal stock and is generally used by the sniper team's spotter for close in defense.

M-14 SAW- Usually used as a support weapon for advancing US Marine squads, the 7.62mm M-14 SAW was nothing more than an automatic M-14 with a bipod and no semi-automatic setting. With the bipod extended and the shooter prone or able to prop the bipod on something the Target increases from 3 to 4.

Semi-Automatic Rifles

M-21 sniper rifle- With an improved flash suppressor and firing M118 Special Ball boat tailed ammunition; the M-21 is an accurate and deadly weapon out to 1, 100 meters.

Bolt Action Rifles

Winchester Model 70 sniper rifle- The Winchester M70 was the US Marines sniper rifle of choice from the 1950's to the mid 1960's

Remington Model 700 sniper rifle- The M700 sniper rifle began to appear in Vietnam around mid 1967 as a replacement for the aging M70 sniper rifles.

Machine Guns

Stoner 63/XM207- The 63 was used in Vietnam by the US Navy SEALS as a light machine gun. A carbine version was also used; the stats are the same as the CAR-15.

Cutdown RDP- The Cutdown RDP is a favorite of SOG recon teams, with some Bright Light teams carrying two of them at a time. When fired, it also spouts out a long flame and makes much more noise than a normal machinegun, forcing those fired upon to take Received Fire tests at –1 to their Rep.

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Small Arms	Range	Targets	Impact
SAP Hushpuppy .22 (1)	12" (2)	1	1
MC SMG Silenced Sten (1)	18"	3	1
MC SMG Silenced Swedish-K (1)(3)	18"	4	1
SC SMG Vz.61 Skorpion	18"	5	1
MC Uzi (2)	24"	3	1
LC SMG MAC-10 (can use 1)	18"	5	2
SF Rifle Auto L1A1 SLR	48"	1/3	3
SF Rifle CAR-15 (3)	36"	1/2/4	2
SF Rifle M-14 Cutdown (3)	36"	1/4	3
SF Rifle M-14 SAW	48"	3/4(6)	3
SA Rifle M-21 Sniper	65"(4)	1/2	4
BA Rifle Winchester Model 70 sniper rifle	80"	1	3
BA Rifle Remington Model 700 sniper rifle	72"	1	4
LMG Stoner 63	48"	5	2
LMG Cutdown RDP (5)	48"	5	3
Golf ball Grenade	8"	3" circle	2

1. Uses the Silenced Weapons rule.
2. Firer receives a +1 to Rep to hit at ranges of 8" or less.
3. Firer receives a +1 to Rep to hit at ranges of 18" or less.
4. Firer receives a -1 to Rep to hit at ranges of 18" or less. The sniper skill can only be used when firing as a target 1 weapon.
5. Targets take Received Fire checks at –1 to their Rep.
6. The M-14 SAW is normally Target 3 but Target 4 when the bipod is extended and the shooter is prone or able to prop up the bipod and takes one turn of activation to set up. See SETTING UP MACHINE GUNS

Grenades

Golf ball grenades- The design of these very small smooth case grenades allowed them to be thrown farther than normal grenades. They may be thrown up to 8" but have a smaller than normal blast circle of 3". Rarely seen outside of US Army units. All or any number of team members may carry these grenades.

Grenades & More	Range	Targets	Impact
Grenade	6"	5" circle	2/APW 2
RPG-2 (1) (2) RPG-7 (1) (2)	20" 36 "	4" circle 5" circle	3/APW 4 3/APW 6
Satchel charge	4"	5" circle	3/APW 4
M-20 Bazooka (1)	30"	1	APW 7
57mm Recoilless Rifle (1)	30"	4" circle	APW 5
82mm Recoilless Rifle (1)	36"	4" circle	3/APW 6
106mm/120mm Recoilless Rifle (1)	40"	6" circle	3/APW 6

1) Back Blast up to 6" directly behind shooter, as Imp 2 hit.
2) Minimum range of 12".

Weapon Rarity

Due to a variety of reasons many units were not allotted special weapons while others had access to practically everything under the Sun. The following rules are used to model these complications and availabilities.

Before each mission the team leader may attempt to procure a special weapon. Roll d6 and add his Influence Skill. If the total is higher than the appropriate rarity number for the weapon and unit then the team leader receives the weapon and may dole it out as desired. After the mission the weapon is retuned to the supply room.

Only 1 Rarity roll per mission may be attempted.

WEAPON RARITY								
Weapon	**Unit**							
	MIKE Force/MGF	SF Special Projects	SOG	LRRPs/Rangers	Force Recon	Scout Snipers	SEALs	ASAS
Hushpuppy	3	4	5	3	3	3	5	4
Silenced Sten	4	5	6	3	4	3	6	5
Silenced Swedish-K	3	5	6	1	1	1	4	2
Vz.61 Skorpion	-	1	2	-	-	-	1	1
UZI	1	2	5	1	-	-	5	1
MAC-10	1	1	4	1	-	-	4	-
Automatic L1A1 SLR	1	-	-	-	-	-	2	5
CAR-15	3	4	5	3	2	1	5	3
M-14 Cutdown	-	-	-	-	1	3	1	-
M-14 SAW	2	2	2	-	5	3	3	1
M-21 Sniper	-	2	4	2	2	3	3	1
Winchester 70	3	3	5	3	3	5	5	5
Remington 700	1	2	5	2	3	6	5	3
Stoner 63	-	-	2	-	1	-	5	1
Cutdown RDP	-	2	4	-	-	-	4	-
Golf ball grenade	4	4	5	3	2	4	5	3

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Project Sigma recon team leader SFC Eckles (CSM, ret) with experimental XM-148 weapon system, clumsy and cumbersome forerunner of the M-203 weapon system. Camp Ho Ngoc Tau, III Corps, 1966 (Merle Eckles)

Special Weapons

Bangalore torpedoes- Fused 4' long tubular explosive devices usually used for clearing barbed wire obstacles and breaching berms and other defenses. It takes one turn of activation to deploy a Bangalore torpedo, though the fuse may bet set to go off within 3 activations of placement. A detonating Bangalore torpedo clears a 4"x4" are of barbed wire, or blasts a 2" wide hole in a berm or sandbagged position, and has Impact of 2 with a blast circle of 4" when used against infantry. Bangalore torpedoes are not effective against armored vehicles or structures made out of heavy materials, such as brick, block/stone or concrete. Only 2 torpedoes may be carried per person.

CS gas grenades- "Tear gas" grenades can be tossed into an area or building, creating a 6" diameter cloud of noxious gases. Anyone caught within or wanting to pass through the cloud must roll 1d6 versus his Rep minus 2. If passing 1d6 they can either remain or pass through as desired while passing 0d6 means they will flee through the nearest edge of the cloud and out of the building. Those affected by the cloud are -2 to their Rep for two turns, then -1 to their Rep for a following third turn, returning to normal after three turns. There is a chance (1-3) that the cloud will disperse at the end of each turn.

Enemy weapons- Enemy weapons that are chosen for use back at base are considered safe, using ammunition manufactured by US forces elsewhere. However, any enemy small arm weapon picked up and used on the field during a game has a chance of being loaded with bad ammo (due to the 'Eldest Son' project). If the weapon runs out of ammo during combat, there is a 1-in-6 chance that a bad round will explode within the gun, giving the character an Impact 2 hit, and destroying the weapon. Heavy and support weapons, such as RPGs, recoilless rifles, and mortars roll 2d6 at every shot, with a score of 12 indicating an explosion due to bad ammo. *Only Greek Project Roadrunners and SOG teams can be issued with enemy weapons but they can be retrained in the field and used by anyone.*

Thermite grenades- A small canister filled with a liquid that burns super hot when set off, thermite grenades do not explode like conventional grenades. Instead, they heat up and melt and destroy anything they are set on. Especially useful for destroying large radio sets, artillery pieces, or disabling parked tanks, trucks, or aircraft. Thermite grenades are capable of burning through engine blocks, or welding and melting tank turrets to tank hulls, and are not intended for antipersonnel use.

Timed mines- Usually anti-vehicle mines, but sometimes anti-personnel mines, these devices come with a timer that can be set to detonate from as little as a 1 turn delay during an Encounter to up to eight day parts (See Day Parts.)

Toe-poppers- Small mines used by US forces to booby trap enemy camps, caches, and a teams "back trail" to deter tracking and pursuit. A toe-popper takes one full activation to place, and once placed has an Impact of 1, reduces the targets Rep by -1 for damage purposes, and has a blast circle of 3". More meant to be a nuisance rather than a killer.

Useful Gear

It's recommended that players re-read the section entitled Useful *Gear* on page 13 of the FNG rules.

Special Gear

Binoculars- Characters using binoculars (a full activation task) gain +1 to their In-Sight, spotting,

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and Plotting The Enemy rolls as long as the target is more than 36" away.

Bombing beacon- Placing this paperback book sized device that allows for pinpoint accuracy from follow-up airstrikes that home in on it. Perfect for destroying caches after the deploying team has left the area.

CS powder- "Tear gas" powder that can be sprinkled in a team's area or along their path of movement to deter tracking by dogs. Dogs currently affecting the Enemy Activity total are eliminated if CS powder is used. However, new dogs would be added to the Enemy Activity total if/when they become available.

Cameras- Used to take black and white photos during the mission. A camera must be used with the Photography skill to obtain a successful *Photo Quality* result.

Chemical sniffers and Seismic detectors- About the size of a loaf of French bread these devices are designed to detect the chemical scent of humans and vehicles in the air, along with the vibrations of their movement, and transmit data to aircraft flying over or relay outposts far away. Primarily used to monitor the Ho Chi Minh trail and camouflaged to look like plants, they also formed part of the "McNamara Line" in I Corps. Each character may carry 2 of these objects, and they must be placed within 4"of a trail, road, or installation to be effective. After the mission, a Fieldcraft Skill Test against a Q of 2 is taken for each to determine if they are effective and SP gained.

Enemy gear and uniforms- A form of camouflage, using enemy gear and weapons can deceive an enemy for a short time. Wearing an enemy uniform gives any enemy making their first In-Sight test against that character at -2 to their Rep for the test. If the test is successful or the character fires upon the enemy, the advantage is lost. Also, by the same token, friendly units may mistake the character for an enemy.

Medic bag- Large bag filled with medicine, bandages, morphine, tourniquets, and other first aid implements. Adds 1 to anyone with the Medical skill.

"Screaming mimie"/fire fight simulators- This normally shoebox sized device is composed of firecrackers and delay fused fireworks, and is designed to simulate the noise and sight of a firefight in progress to act as a distraction. Once activated, the simulator will fire off for 1d6+3 activations. Any enemy within 12" are forced to take Received Fire tests, returning fire in the direction of the device, even if that is in the direction of friendly forces. Enemies with 24" will be drawn to the area, and once within 18" will react as above. Should an enemy unit or individual reach and discover the device, it becomes ineffective.

These devices can be set to activate up to 4 turns after being placed, giving the team time to leave the area. Using this device adds +2 (1-3) or +5 (4-6) to the EA.

Survival radio- Primarily carried by aircrews, but very often issued to recon teams, the URC-10 survival radio is capable of very short range communications, and is essential for being found by searching aircraft. This radio is not capable of making off table contact, and is subject to Atmospheric Conditions rolls as are regular radios per FNG. Its' small battery only allows it to be used a total of 10 times before running out of power.

Wiretap gear- A tape recorder and special clip gear that allows a team to connect to wire communications lines and listen in. Once placed, wiretap recorders can record up to 24 hours of material.

Encumbrance And Lugging All That Stuff Around

Remember those great role-playing games where you would spend hours figuring out how much stuff your character could lug around? Some games called it encumbrance or something similar. And how much did a repeating crossbow with 24 bolts actually weigh? How much stuff *could* my guy carry around?

Well, in *UW* it's all about the game. So we've made it real easy.

First off we'll assign all items an *Encumbrance Value (EV).* Next, *you can carry on your person,* two times your Rep in EV, in addition to your basic load (not counting your weapons, see **Units** later). Each point of EV more than that will slow your movement down by 1". Simple? Okay how do you decide on the EV of something? Well here it is:

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- If you would normally use the item with one hand it has an EV of 1.
- If you would normally use the item with two hands it has an EV of 2.
- If you have to strap it on your back to use it then add 2 more EV. This does not include your pack or similar that you would use to carry other things.

That's it, short and sweet. *Example – Holloway has a M-16 (EV 1), a combat knife (EV 1), pistol (EV 1), 50 feet of rope (EV 2), and a radio (EV 2). He is carrying 8 EV and as he is a Rep 4 he has no movement penalties.*

Wait, wait, and wait some more! According to these rules if I am a Rep 5 guy I could carry an assault rifle (EV 2), flame thrower (EV 2+2), shotgun (EV 2) and two pistols (EV 2) and not take any movement penalty? Isn't that a bit crazy? I'm already thinking of real whacko combinations to abuse this obvious oversight on your part. What do you say to that?

"Obviously Dead"…

Odds And Ends

Here's a short list to help you establish the EV of items you may be familiar with.

Note: This list also takes into account bulk or awkwardness of storage/carrying, and does not necessarily reflect large or heavy items.

Starlight scope = 3
Wire cutters = 2
Flak jacket = 1
Chicken plate = 3
Bangalore torpedo = 2 each
Bombing beacon = 1 ea
Chemical sniffer = 2 ea
CS gas grenade = 1
WP grenade = 1
Medic bag = 2
Screaming mimie = 2 ea
Squirt transmitter = 2
Toe-poppers = 1 ea
Thermite grenade = 1 ea
Anti-personnel mine = 1 ea
Anti-tank mine = 3 ea
Claymore mine = 2 each
M79/M203 grenades = 1 per 3 grenades.
Extra ammo = 1 per extra

Little Stuff

What about little stuff? You know, like a camera, food, etc. If it's non-lethal and "normal" every day stuff that most people would have access to then there's 0 EV to it.

Hey look, we don't want to make this too extreme and excessive. We're not going to give you this extensive list and rationale of what items have what EV because no matter what it will be incomplete. This is a simple system and how it works and if you really have to "cheese" it and abuse the "spirit of the rules" that's fine. We're just giving you some easy guidelines to follow. Actual mileage may vary.

Damaged Equipment

Anytime a figure is knocked down, injured, or killed there is a chance (1-3) that any weapon or piece of special equipment he is carrying may become damaged or destroyed. These items would include radios, LAW rockets, cameras, binoculars, etc. If the figure is carrying more than one weapon or piece of special equipment, randomly determine which item(s) is under threat. Next roll 1d6 and modify the result by adding the Impact of the weapon that hit the figure.

- A result of 1-4 leaves the item unaffected.
- A result of 5 indicates that the item has been damaged and is useless until repaired.
- A result of 6 or more means the item is destroyed and useless.

Combat Rules

Do *not* use this system when playing *FNG*, as it is better for games with a smaller number of figures.

In *UW* ranged combat has been expanded slightly to incorporate different types of cover and concealment as well as individual hit locations. However the procedures used are very similar to those in the *FNG* rules book.

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Ranged Combat To Hit

1	Ranged Combat to Hit Table *1d6 + Rep*
#	Results
3 to 7	• Miss!
8	• Target in cover, concealed, or prone miss. • Target or shooter moved fast. • Target over 12” away miss. • Target in sight for 6” or less and ends move out of sight miss. • Second or higher target miss. • Shooters using “Off Arm” miss. • Otherwise hit!
9	• Third or higher target miss. • Otherwise hit!
10	• Hit!
11+	• Shooter scores hit on location desired.

Explaining The Ranged Combat To Hit Table

- **Miss** means the shot came close but did not hit. The target will now take a **RECEIVED FIRE TEST.**
- **Hit** means the shot has struck the target or the cover it is behind.
- **Target in cover, concealed, or prone** means the target is obscured from view or lying down.
- **Target over 12” away** means the distance between the shooter and target is greater than 12”.
- **In sight for 6” or less and ends move out of sight** means that the target comes into view of the shooter for 6” or less of movement and ends his turn out of sight of the shooter.
- **Second or higher target miss** means the second or more target fired at from the same weapon has been missed**.**
- **Shooter using “Off Arm”** means that the character is shooting with the opposite arm that he usually fires with. Receiving an arm wound often causes this.
- **Third or higher target miss** means the third or more target fired at from the same weapon has been missed**.**
- **Otherwise hit** means that if none of the conditional circumstances apply the target has been hit.
- **Shooter scores hit on location desired** means a hit was scored on the part of the target the shooter wishes to hit such as an arm or leg.

Determining Hit Location

Unlike *FNG* whenever a figure is hit we must find found where it has been hit.

Immediately after a hit has been scored roll 2d6. Add the scores together and find this total on the *Hit Location Table* to determine what body part has been hit. *All rounds fired at the same time from the same weapon will hit the same location.*

2	HIT LOCATION TABLE
•	**2 or 3** = Hit in Head.
•	**4** = Hit in Off Arm.
•	**5** = Hit in Gun Arm.
•	**6 or 7** = Hit in Chest.
•	**8 or 9** = Hit in Gut
•	**10, 11, or 12 =** Leg

Cover Or Concealment

There will be times when a character will hide behind cover or concealment. The easiest way to tell the difference is cover can stop a bullet while concealment can’t. In *FNG* cover was dealt with in a general way and built into the *Ranged Combat To Hit Table.* In UW cover is dealt with in a much more realistic and detailed way.

Purposes Of Cover And Concealment

Being behind *cover or concealment* reduces the chance of being hit. Being in bushes obscures your body and makes it harder to hit.

The second benefit of being behind *cover* is that it can possibly stop a bullet and save you from taking damage. Concealment cannot. Therefore a figure in concealment will be missed if a score of 8 is rolled on *Ranged Combat To Hit Table.* The same is true of a figure in cover, but even if a hit is scored, the cover may prevent the figure taking damage.

Let’s examine these benefits of cover more closely.

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Target Behind Cover Table

The *Target Behind Cover Table* will explain what part of the target may be hit when utilizing a specific type of cover.

TARGET BEHIND COVER TABLE

Target is behind …	Doing this…	Can be hit in …
Loophole	Any	Head
Wall Embankment Window	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Flush)	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Away)	Just Looking	Head
	Firing Pistol	Head Gun Arm Chest
	Firing Rifle	Head Gun Arm Off Arm Chest

Explaining The Target Behind Cover Table

The "**Target is behind ...**" column tells you if the target is behind a specific type of cover.

- **Loophole–** This is a small hole dug into a wall that allows the shooter to slip a rifle or similar weapon out, while limiting his exposure to fire. Typically found in dirt walls or similar fortifications.
- **Wall/Embankment/Window–** The character is either firing over a low wall, earthen embankment, or out of a window. This would also apply if the figure were firing over the top of a large rock or downed tree trunk.
- **Corner/Tree (Flush)–** The character is "hugging" the corner of a wall or other piece of cover. Such as if you are right handed firing from the left side of a doorway. This would also apply if the figure were sheltering behind a standing tree or the side of a large rock.
- **Corner/Tree (Away) –** The character is away from the wall or not "hugging" it. Such as if you are right handed firing from the right side of a doorway. This would also apply if the figure were sheltering behind a standing tree or the side of a large rock.

The "**Doing this…"** column tells you what the character is doing behind that type of cover. What he is doing determines what part of his body is exposed to fire. Depending upon the type of cover a character may be:

- **Just Looking–** The character is just "peeking" and not aiming a weapon. He just wants to see what's going on.
- **Firing Pistol–** Aiming a single hand weapon, usually a pistol.
- **Firing Rifle-** Aiming a weapon used with two hands, usually a rifle.
- **Any–** This means the character can be doing any of the above three actions.

Lastly the "**Can be hit in…"** column tells you what part of the character's body can normally be hit by fire. They are the:

- Head
- Gun Arm
- Off Arm
- Chest
- Gut
- Legs

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Determining Damage

Once The Location Of The Hit Is Determined Roll 2d6 On The *Ranged Combat Damage Table* versus the Impact of the weapon

2 RANGED COMBAT DAMAGE TABLE

2d6 versus Impact of weapon

Pass 2d6

- **All Out of Fight!** If any "1" was rolled the target is Obviously Dead*.

Pass 1d6

- **NPC** = If hit in Head figure is OOF. Otherwise, if the die scores are an even total the figure is Knocked Down. If an odd total then the figure is OOF.
- **Head** = Out of Fight.
- **Gun Arm** = Wounded and will now fire, and melee, at –1 to Rep. If receive subsequent wound to the arm then it cannot be used.
- **Off Arm** = Wounded and will now fire at –1 to Rep when using two-handed weapons and will melee at -1 to Rep regardless of weapon used. If receive subsequent wound to the arm it cannot be used.
- **Chest** = Wounded and –2 to Rep. If receive subsequent wound to the chest then Out of the Fight.
- **Gut** = Out of Fight and –1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move ½ speed. If receive subsequent wound to either leg then cannot move.

Pass 0d6

- **Knocked Down =** Target drops to ground.

(1) **NPC**- An NPC is any grunt on a non-player side. This result will only apply to enemy figures in same side or solitaire play.

How It Really Works

Yes, I know, I know, I know. The more examples the better, so here it comes!

Example – PFC Garner is crouched behind a wall waiting for the enemy to come into view.

- *A NVA regular comes into view.*
- *After In Sight tests are taken Garner gets to fire first.*
- *He fires and rolls a 2, 2 and a 4.*
- *Looking on the Ranged to Hit Table Garner scores two misses (Rep 5 +2 = 7) and a hit (Rep 5 + 4 = 9).*
- *He next rolls for the hit on the Hit Location Table and scores a 5. He has hit Han in the Gun Arm, which is the arm he normally fires his weapon with.*
- *Garner then rolls for damage against the Impact of his M-16 which is a "2". He rolls a 3 and a 6 and scores a Knock Down. Han hits the ground. As he is hit he does not take a Received Fire test.*
- *Next activation luckily goes to Han. He recovers and now fires his AK-47 at Garner.*
- *He rolls 3d6 and scores a 1, 5, and 6. The 1 is a miss. The 5 and 6 results in hits.*
- *Han now rolls for location. All rounds that hit always affect the same body part.*
- *Han rolls a ten calling for two leg hits.*
- *Garner is firing from behind a wall. Looking on the Target behind Cover Table we see that Garner cannot be hit in the leg. The cover has stopped the bullets and count as a miss.*
- *Garner takes a received Fire test and Ducks Back.*
- *If Garner had been hit in the Head or arms he would have taken damage.*

Knock Down And Duck Back Recovery

This rule replaces the normal duck back and knock down recovery procedure in *FNG*. In *UW* anytime a figure suffers a result of Knocked Down or Duck Back they must roll on the *Knock/Back Recovery Table* on their next turn of Activation. The results are carried out immediately.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

- Knockdowns are "out of the fight".
- Duck Backs will Runaway.

Out Of The Fight

Anytime a figure goes out of the fight there is a chance that the he can recover enough to return. Whenever the OOF figure is contacted by another figure, this check can be made. On the following Activation roll 2d6 and check vs. the Rep of the Out Of Fight figure.

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2 OUT OF FIGHT CHECK

+1d6 if out of fight and have access to medic

Pass 2d6
- Returns to fight but subject to penalties from wounds.

Pass 1d6
- Out of Fight stays Out of Fight

Pass 0d6
- Out of Fights dies instead

Melee Combat Damage

We suggest using the normal melee procedure found in *FNG* for *UW.* But when a figure takes a wound use the location table and damage tables as used for ranged combat.

Throwing Grenades

To throw a grenade, roll 2d6 versus the Rep of the thrower and consult the ***Throwing Grenades Table.*** If the thrower is instead rolling the grenade into a structure or dropping it from above directly down, then he his allowed to roll 3d6 instead. This procedure replaces both the throwing and "bombs away" procedures originally found in *FNG*.

You no longer have to ready a grenade but are limited to only using it when active unless you are *stacking magazines.*

2 THROWING GRENADES TABLE

+1d6 if dropping the grenade

Pass 2d6
- Grenade lands on target.

Pass 1d6
- Grenade goes either short 1/2d6" (1-2), long 1/2d6" (3-4), left of target 1/2d6" (5) or right of target 1/2d6" (6). All in blast area are targets.

Pass 0d6
- Fire in the hole! Thrower "fumbles" the toss. Each figure in a blast radius centered on the thrower must roll 1d6 vs. their Rep. and read below.

  Pass 1d6 then go prone and escape injury.
  Pass 0d6 then roll on the Damage Table.

Setting up Machine Guns and Assistants

Machineguns are heavy weapons that require a three man (or more) crew to move it around and keep it firing effectively. Medium and heavy machineguns need to be mounted tri-pods or carriages in order to fire effectively. This means that at least one man will be needed to carry the gun, one to carry the mount, and another to carry ammunition.

Most light machineguns, such as the M-60 or RDP, can get along with a single man operating the weapon as they do not require special mounts. However, the addition of a loader will go a long way to making it more effective.

Setting up a medium or heavy machinegun takes a full activation for fully crewed weapons (3 men for medium machineguns, 4 men for heavy machineguns). During setup, the team may not move, fire, or commit any other action. For each crewman the team is missing or does not have, setup will take an additional activation.

Fully crewed teams may attempt to hastily setup their machinegun, by rolling on the table below.

2 HASTY MACHINEGUN SETUP

Made vs. Rep of team leader

Pass 2d6
- The machinegun is setup immediately, and may fire during this activation.

Pass 1d6
- The machinegun will be setup next activation, as normal.

Pass 0d6
- There was a foul up, and the machinegun is not setup. It will now take 2 activations to setup.

Normally a machine gun is subject to the Tight Ammo rule where rolling two or more runs means the gun is out of ammo. However, if there is one figure dedicated to carrying ammo and in base-to-base contact with the gunner the assistant may roll on the *Machinegun Reload Table.*

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2 MACHINEGUN RELOAD TABLE

Taken vs. the Rep of the assistant

Pass 2d6
- The machinegun is reloaded, and may fire when needed.

Pass 1d6
- The machinegun is reloaded on the next turn of activation as normal.

Pass 0d6
- The ammunition belt is fouled, and the machinegun will take two full turns of activation to reload.

If the gunner has no assistant, then the machinegun will take a full turn to reload as normal.

Stacking Magazines

Stacking magazines is a last resort measure. When an individual or team is in a position where there is no way out but to fight for their lives from a defensive position and wait for help, they may declare that they are *stacking magazines*. This means *all* of their ammo is being placed in easy reach of the figure.

During combat if a character rolls snake eyes he ignores the result and is considered to have "reloaded on the fly", avoiding having to take the time to reload as normal. In addition he may throw grenades in reaction, as have they been laid out for immediate use with pins unbent and ready.

However, should the character leave his position, all of his ammo and grenades are lost, leaving him only with only what is in his gun. The next time he rolls "snake eye" he's totally out.

Stacking magazines and recovering the ammo takes a figure one turn of activation and he may neither move nor fire while doing so.

Missions

Now it's time to explain all about the missions you will go on.

When Do You Go On Missions

Like *FNG*, *UW* is played in bimonthly turns consisting of an early and late period. Check once each period to see if the team is assigned a mission.

MISSION ASSIGNED

	1	2	3	4	5	6
Mike/MGF	X	na	na	na	na	na
Greek Projts	X	X	X	na	na	na
SOG	X	X	na	na	na	na
LRRP	X	X	X	X	na	na
Marine Recon	X	X	X	na	na	na
Marine Sniper	X	X	X	na	na	na
SEALS	X	X	X	X	na	na
ANZAC	X	X	X	X	X	na

X = Mission

Na = No mission assigned.

Being Assigned Missions

Missions are decided upon and handed down by the Company's Operations and Intelligence sections. Usually, the Company is directed to operate within a certain AO by Higher Headquarters, giving loose guidelines as to what the unit is expected to accomplish. Sometimes teams must operate in conjunction with or in support of other units, other times they will have the whole zone to themselves.

To simulate orders coming down to the team, roll on the following table to determine the next mission:

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3 **MISSIONS**

+1 if the previous mission was successful
-1 if the previous mission was unsuccessful

3 = Bait
4 = BDA
5 = Sensor Plant
6 = Reaction Force
7 = Raid
8 = Sabotage
9 = Rescue
10 = Tap Communications
11 to 15 = Area Recon
16 or 17 = Ambush
18 = Prisoner Snatch

After a mission is assigned check the Mission Map to see if the team can carry out those types of missions, marked with an X. If they cannot, re-roll until an eligible mission is found.

#	Mike/ MGF	Greek Projts	SOG	LRRP	Marine Recon	Marine Sniper	SEALS	ASAS
1	X	X	X	X	X	X	X	X
2	X	X	X	X	X	X	X	
3	X			X				
4		X	X	X	X			
5		X	X	X	X		X	
6			X				X	
7		X	X	X	X		X	X
8	X	X	X	X	X		X	
9	*	X	X	X	X	X	X	X
10	X	X	X	X	X	X	X	X
11	X	X	X	X	X	X		

*Use SEARCH AND DESTROY (1-3) or PROBE (4-6) mission from *FNG*

Mission Map

01 = Raid
02 = Reaction Force
03 = Bait
04=Tap Comm
05 = Sabotage
06= Sensor Plant
07 = Prisoner Snatch
08 = Rescue
09 = Area Recon
10 = Ambush
11 = BDA

We recommend that the first mission you play is an Area Recon mission.

How Long On The Mission

Teams will go on a mission either until it is completed or they have reached the assigned duration point of the mission, whichever comes first.

MISSION DURATION

	Week	Month	Special	5-7	1-2
US SF/Mike	1-4	5	6	na	na
Greek Projts	na	na	1-3	4-6	na
SOG	na	na	na	1-6	na
LRRP	na	na	na	1-6	na
Marine Recon	na	na	na	1-6	na
Marine Sniper	na	na	1-6	na	na
SEALS	na	na	na	na	1-6
ANZAC	na	na	na	1-6	na

- na = Missions of that duration are not available.
- Week long missions will last a full seven days.
- Month equals four weeks for game purposes.
- Special are up to the discretion of the player
- Rolling 1d6 generates 5 to 7 day missions. Mission will last five days (1-3), six days (4-5), or seven days (6).
- Missions may be extended or abbreviated by *unforeseen complications.*

Types Of Missions

There are a wide variety of missions available for the units in *UW.* Although not all units can go on all missions they all share a common goal. That is to be successful and complete the mission. You may do amazing things on the mission but if you do not satisfy the *Primary Goal* you have failed.

One consequence of failing is that you lose one half of any SP you gained on the mission. Example- Holloway gained 11 points during the mission but the team did not achieve the Primary Goal. Holloway would only gain 5 points as you always round down.

Ambush

Your team has been tasked with initiating contact with the enemy.

PRIMARY GOAL: Infiltrate the AO and ambush the enemy or attack the enemy with support assets. Search any bodies for documents and recover weapons, packs, and any unit identification. Extract the team intact.

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SECONDARY GOAL: Capture a prisoner for interrogation, tap any enemy communications found, destroy targets of opportunity with direct fire, artillery or air strikes, and plot enemy troop concentrations and complexes.

SPECIAL RULES: Each enemy body searched has a chance (1) of yielding a document or item (such as a pack) that can be considered important for reward purposes.

Area Recon

Recon missions are the classic sneak-and-peek. Your team has been tasked with sneaking around in enemy territory, observing and noting any enemy troops or installations you encounter without alerting the enemy to your presence.

PRIMARY GOAL: Infiltrate the AO and observe enemy troops and positions as per Plotting The Enemy. Extract the team intact without alerting the enemy if possible.

SECONDARY GOAL: Capture a prisoner for interrogation, tap any enemy communications found, and destroy targets of opportunity with direct fire, artillery or air strikes.

Bait

Someone higher up has had the brilliant idea of using your team as bait to draw out the enemy, and then crush them with overwhelming firepower.

PRIMARY GOAL: Infiltrate the AO. Find an enemy unit or occupied camp and attack it, preferably with direct fire, to draw more enemy units into the open where indirect assets can attack them. Once an enemy unit has been engaged, a reaction force will be inserted to "develop the situation".

SECONDARY GOAL: Capture a prisoner for interrogation.

SPECIAL RULES: During the game, any call for support by the team that results in "no assets available" or "try again later" may be re-rolled once each, with the second result being final. In addition, roll 1d6 each turn. On a roll of "6", an infantry platoon will arrive on table at an LZ via helicopter. If no LZ is available, then they will arrive next turn from a random table edge as in *Opening Moves* in *FNG*, regardless of whether reinforcements were due or not. In addition, all reinforcement rolls are doubled for US forces.

Bomb Damage Assessment (BDA)

An Arc Light strike just went in on a suspected target of high priority. The Brass wants you to land as soon as the dust settles and provide a damage assessment.

PRIMARY GOAL: Infiltrate the AO, insert into the general area of the raid (1-3), or insert directly into the scars of the strike (4-6). If in general area target sector will be 1/2d6 sectors off. Recon the area hit as much as possible before calling for extraction. Secure any documents found and capture a prisoner if possible.

SECONDARY GOAL: There are no secondary goals.

SPECIAL RULES: One whole sector of the AO is the area hit by the Arc Light strike. Determine the results of the strike on structures, tunnels, and personnel caught within the strike zone, and adjust the terrain accordingly. Finally, roll 1d6 as soon as your team inserts and consult the Arc Light Results Table for the enemy's disposition:

1 ARC LIGHT RESULTS

1-2 = All is quiet. No enemy, or very few, were present at the time of the strike. Any installations within the strike zone were not manned at the time of the bombing. However, outside of the strike zone is still inhabited, and those enemies may enter the area to confront the BDA team. Roll once on the *What's Out There Table.*

3 = The enemy was present, and hit hard. Bits and pieces of bodies are scattered everywhere. But there are 3d6 survivors scattered about the table. Place the first survivor in the center of the board. Roll 1d6 per each other survivor. He will be either 2d6" left (1-2), right (3-4), up (5), or down (6) from the last survivor. Count each new survivor as the reference point to determine there the next one is placed. There's a chance that each survivor is in a permanent state of hunkered down (1-3), in duck back (4-5) or unaffected (6).

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4 = The enemy is present, but shell-shocked into inaction. There is either a squad (1-4) or platoon (5-6) on the table. Treat all enemies as hunkered down except for surviving leaders, who are in a state of duck back for 1d6 turns. After this time, they may move about and rally troops. Once shots are fired, or the team is discovered, roll on the *Battlefield Activity Level And Posture Table*

5 = The enemy is present, but temporarily stunned. There is either a squad (1-3) or platoon (4-6) on the table. All surviving enemies are in a state of duck back for 2d6 turns (rolled per group), including leaders. After this time they may act normally. Once shots are fired, or the team is discovered, roll on the *Battlefield Activity Level And Posture Table.*

6 = Run for your life, Charlie Brown! The enemy is present and very angry! There is a squad (1-2), platoon (3-5), or company on the table. Treat the NVA/VC as being High Activity and Aggressive Posture, immediately closing in and attacking the team upon discovery.

Note: Arc Light Strike Scars – essentially a man made natural disaster created by the bombs of a B-52 raid resulting in a long string of bomb craters and devastated terrain. The target area of an Arc Light strike is 18+1d6" wide and 36+2d6" long. There are 3+1d6 craters in this area varying in sizes from 6" wide to 18" wide. Terrain within the target zone counts as difficult terrain, reducing movement by half but acting as cover. The perimeter of the scar is a jumble of uprooted and broken trees with tangles of flung vines and shrubs extending for 6" all around the scar. Count this area as jungle with movement reduced to ¼ normal speed. There is a chance (1-3) that the bombing has collapsed any bunkers or tunnels.

Prisoner Snatch

Your team has been tasked with snatching and returning with a prisoner from enemy territory for Intelligence to pump for information.

PRIMARY GOAL: Attain an enemy as a prisoner and extract live prisoner and team from AO intact.

SECONDARY GOAL: observe enemy troops and positions as per *Plotting The Enemy*, tap any enemy communications found, and destroy targets of opportunity with direct fire, artillery or air strikes.
SPECIAL RULES: If a prisoner is captured and extracted unharmed, each team member gains and additional RP to the one gained for completing the mission successfully.

Raid

Intel has determined that something or someone vital has been located. Your unit has been selected to assault into the area, and secure the vital target.

PRIMARY GOAL: The platoon or group of teams must air or boat assault into the vicinity of the target, then search and secure the target as rapidly as possible before extraction.

SECONDARY GOAL: Capture a prisoner for interrogation, destroy targets of opportunity with artillery or air strikes, and plot enemy troop concentrations and complexes.

SPECIAL RULES: Determine the nature of the target by rolling 1d6 and consulting the following table:

1 THE TARGET OF THE RAID

1-2 = A high-ranking VC Cadre or NVA officer has been seen in a village. Place several hootches to form a small hamlet or village with 3d6 civilians scattered around that must be secured and searched. There is a chance (1-2) that the target is found when a hootch is searched. If he is not found after all hootches have been searched, then he has fled and is not in the area. He may be armed (1-4).

3 = An important enemy cache is reported to be in the area. It will be found only if you score a lone hootch, bunker, or enemy cache result on the *What's Out There Table*. Capture or destroy its contents.

4 = Information has turned up on a possible POW camp. Find this camp and free our men! It may only be found if the large hootch complex is scored on the *What's Out There Table.* (1)

5 = An enemy courier is known to be visiting a particular village. Place several hootches to form a small hamlet or village with 3d6 civilians scattered around that must be secured and searched. There is a chance (1-2) that the target is found when a hootch searched. He may be armed (1-4). If he is not found in hootch, then one of the civilians is the courier (randomly determine which), and he will either fight (1-3) or attempt to flee (4-6).

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6 = An enemy headquarters has been pin pointed and is known to be lightly defended. Place a few hootches and tunnel entrances in the area that must be secured and searched, including at least one pile of important documents. Capture of documents and prisoners is of the highest importance. See the small tunnel complex in the *What's Out There Table* for particulars.

(1) Historical Note: No US prisoners were ever found nor freed by raiders/rescuers during the Vietnam War, though signs of their having been present and recently moved were often discovered. However, over 600 ARVN and indigenous prisoners were freed and returned.

Friendly units enter the table either via helicopter, boat, or a table edge near their objective, and must be made up of at least 3 squads or teams. The enemy will have at least two units randomly generated from the VC (1-3) or NVA (4-6) Combat Reinforcement Tables located in the area to contest the operation.

Reaction Force

Somebody is in deep trouble, and your unit has been tasked with assaulting into the area and pulling them out.

PRIMARY GOAL: Make or fight your way to the unit/team in trouble, and either escort them to an LZ for extraction or secure the area and eliminate the enemy threat, all while minimizing your units own casualties.

SECONDARY GOAL: Capture a prisoner for interrogation, destroy targets of opportunity with artillery or air strikes, and plot enemy troop concentrations and complexes.

SPECIAL RULES: Place an objective group of a recon team, downed helicopter and crew, or similar small team on the table near the center or in the enemy's area of control, then place three enemy units generated off of the appropriate reinforcement table anywhere on the table, with one within "combat range" of the objective group. Friendly units must enter either from a table edge, or air assault from helicopters into an LZ or rappel or insert via ladder. The objective for the friendly forces is to extract the team/unit in trouble, while the enemy's objective is to destroy the team, and any help that comes their way. Current EA Level is 5.

Rescue

"Lift off! Lift off!" That's the call from the TOC. Someone is in trouble out there, bad trouble. Your unit has been tasked to go out there, find them, and bring them back.

PRIMARY GOAL: Infiltrate or assault into the AO, search the area for the target, and get them out and bring them back.

SECONDARY GOAL: the primary mission is your only concern. Anything else is wasting time, assets, and possibly lives.

SPECIAL RULES: Determine the nature of the target by rolling 1d6 and consulting the *Target Of The Rescue Table.* The rescue team may either enter the table from any location (1-2), or insert into an LZ as normal (3-6). Rescue teams may also rappel or use ladder insertions (1-2).

1 TARGET OF THE RESCUE

1-2 = An aircrew is down deep in the jungle. They have started Escape and Evade procedures so are all over the AO. There are 1+1/2d6 airmen out there and never more than one per sector. Roll for an Encounter as normal. When rolling on the *What's Out There Table* a result of any doubles means you have found an airman. There is a chance (1-2) that an airman has a radio. If they do you may then count any die that scores a "6" as an automatic find. However this will increase the EAP total normally. The current EAP total is 15. They must then be escorted to an LZ for extraction.

3 = A recon man has somehow been separated from his team. Use the above procedure to search for him. Once found, he may become part of the team, which will need to head to an LZ for extraction. The current EAP total is 15.

4 = A pilot is down, but no emergency beacon has been detected. The rescue team must search and recover this man, or his body as outlined in 1-2 above. When found there is a chance that he is dead (1-2), out of the fight (3-4), or fine (5-6). The current EAP total is 15.

5 = A recon team was attacked and had to leave a wounded team member/ the body of a team member behind. The rescue team must search and recover this man/body as outlined in 1/2. The current EAP total is 16. (1)

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6 = An entire recon team has been lost, and the rescue team must search to recover their bodies and equipment as outlined in 1/2. The current EAP total is 16. (1)

(1) There is a chance (1-3) that this is a trap and the enemy is waiting for the rescue team, and actively using the target as bait to lure the rescuers into an ambush. The EA Level is 4. Take an *Ambush Skill Test.*

Sabotage

The enemy is known to have an extensive presence in the AO, and have been constantly observed and harassed by air attacks and artillery. Your team has been tasked to sabotage any enemy installation, travel ways, and equipment encountered to further lower the enemy's morale.

PRIMARY GOAL: Infiltrate the AO and search the area for any enemy installation or well-traveled footway. Booby trap or sabotage at will. Remain undetected and extract the team intact.

SECONDARY GOAL: Capture a prisoner for interrogation, tap any communications found, destroy targets of opportunity with artillery or air strikes, and plot enemy troop concentrations and complexes.

SPECIAL RULES: If an installation has not been found in a previous mission it can only be found by using the *What's Out There Table*. If it has been previously found then it will be 1/2d6 sectors from the LZ. See the appropriate What's Out There Table for specifics.

This mission is meant to be completely clandestine. *If the mission is compromised at any point, each team member loses 3 SP.*

Sensor Plant

Not only has your team been tasked with sneaking around in enemy territory, observing and noting any enemy troops or installations encountered without alerting the enemy to your presence, but they have also saddled you with some fancy gadgets to plant along Charlie's likely infiltration routes.

PRIMARY GOAL: Infiltrate the AO and place 1d6+1 chemical "sniffer" devices near any trails or enemy base areas discovered. Extract the team intact.

SECONDARY GOAL: Observe enemy troops and positions as per *Plotting The Enemy*, capture a prisoner for interrogation, tap any enemy communications found.

This mission is meant to be completely clandestine. If the mission is compromised at any point, each team member loses 3 SP. Each team member loses 2 SP per sensor lost, such as due to being left with the body of a friendly KIA/OOF, being captured, etc. This does not apply to sensors that are not "effective".

Tapping Communications

Your team has been tasked with finding and tapping an enemy communications line that is known to exist in the area.

PRIMARY GOAL: Infiltrate the AO and search the area for a communication line plotted by a previous recon team, and tap the line using special equipment. Remain undetected and extract the team intact.

SECONDARY GOAL: Capture a prisoner for interrogation, destroy targets of opportunity with artillery or air strikes, and plot enemy troop concentrations and complexes.

SPECIAL RULES: If the communications line has not been found in a previous mission it can only be found by using the *What's Out There Table*. If it has been previously found then it will be 1/2d6 sectors from the LZ. It will either be crossing the table (1-4) or linked to an enemy position (bunker (1-2), tunnel complex (3), hootch camps (4-5), or rest area (6). See the appropriate What's Out There Table for specifics.

This mission is meant to be completely clandestine. *If the mission is compromised at any point, each team member loses 3 SP.*

Using Special Skills

Here's the "how to" on some of the Skills you may be using while on your missions.

Taking A Picture

Gathering intelligence takes many forms, including photoreconnaissance by aircraft and listening in on enemy transmissions, but putting observers in place to watch what the enemy is up to is probably the most valuable source of information gathering.

Some missions listed in the *Missions* section specifically make use of pictures as part of their victory

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conditions. However, it is always good to bring back pictures of an operation, as long as those pictures do not fall into enemy hands! When photos are not part of a mission's objective, it is possible to gain SP for the team by snapping a few well-sighted pictures.

Pictures may *only* be taken if there is an actual Encounter and the table is set up. *You may only take one picture per turn of Activation.* When taking a picture the player will note three things for each picture taken.

1. What he is specifically taking a picture of.
2. At what distance was the picture taken.
3. During what Day Part was the picture taken.

Each time a picture is taken roll 2d6. On a score of any doubles this is the last picture in the roll of film. The character must spend one turn of activation re-loading the camera. On a roll of double ones or "snake-eyes" the camera has malfunctioned and may not be used the rest of the mission. Other results have no effect.

After the game the player rolls 2d6 for each picture taken, one at a time. He first declares which picture he is rolling for then rolls and checks the results below. The dice are added and the character's Rep and Photo Skill is added to the score. The total is then compared to the *Photo Quality Table*.

PHOTO QUALITY MODIFIERS

-1 taken in Pre-Dawn or Evening
-2 taken in rain
Photos may not be taken at night

	PHOTO QUALITY
Total	**Result**
12	Poor quality.
13	Over 24" are poor quality. Otherwise fair.
14	Over 24" are poor quality. Otherwise fair.
15	Over 24" are fair. Otherwise good.
16	Over 24" are fair. Otherwise good.
17	Good quality
18	Good quality
19	Good quality
20+	Excellent quality

Poor Quality = No SP.

Fair Quality = Half SP.

Good Quality = Full SP.

Excellent Quality = Double SP.

Here is a suggested list of things that will give the character SP for being photographed. Players should feel free to add to the list as desired.

SP value for pictures:

1/2 SP
- Pictures of teammates.
- Supporting aircraft and vehicles
- Scenery
- Other "personal" photographs.

1 SP
- Pictures of enemy dead.
- Pictures of the team in action.
- Civilian villages and their locales.
- Prominent landmarks for use by future missions and map corrections.
- Distant shots (over 24") of enemy installations.

2 SP
- Close pictures (under 24") of enemy installations.
- Close pictures (under 24") of enemy troop concentrations, caches, equipment, signs, maps, or personnel or vehicles that can be used for unit identification,

Plotting The Enemy

Noting the exact locations of observed enemy installations and troop concentrations is also of high value. Called a SALUTE report, a mnemonic for Size-Activity-Location-Uniform-Time and Terrain, when describing enemy soldiers, the object was to pass on as accurate information about the sighting as possible. As this system is also used for reporting enemy installations or other activities, we'll just simply call it *Plotting The Enemy.*

Plotting can *only* be attempted if there is an actual Encounter and the table is set up. Each Encounter the *team* may only attempt to plot this location/enemy once. Roll 1d6 and add the Fieldcraft Skill of the character attempting to plot. Next roll 1d6 and add the terrain modifier listed below for the type of terrain the enemy is in. Compare the totals to the *Plotting The Enemy Table.*

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2 **PLOTTING THE ENEMY**

1d6 + FC Skill vs. 1d6 + modifiers
+1 DMZ, I Corps AO, III Corps AO or IV Corps
+2 II Corps AO
+3 Laos, Cambodia, or A Shau valley
+1 if attempting at evening or pre-dawn
May not plot at night.

Tester's score is greater than the target's.
- Successfully plotted.

Scores are equal.
- Immediately re-roll test.

Tester's score is less but not half or lower than the target's.
- Unsuccessful but may try again next activation but at a –1 to FC each subsequent attempt.

Tester's score is half or lower than the target's.
- No success, may not try again.

Wire Taps

Despite the advent of radio, most of the NVAs secure communications between emplaced units occurs over land lines laid through the jungle from one base to another. When these lines are encountered, it is possible to tap into them and listen in on conversations. If you have the appropriate gear, roll 1d6 + your FC or COM or MI Skill versus 1d6 + the current Enemy Activity and consult the *Wire Tapping Table* for the results.

2 **WIRE TAPPING**

1d6 + FC or COM or MI Skill vs. 1d6 + Enemy Activity Level

Tester's score is greater than the target's.
- Successfully tap into the wire.

Scores are equal.
- Immediately re-roll test.

Tester's score is less but not half or lower than the target's.
- Unsuccessful but may try again next activation but at a –1 to Skill each subsequent attempt.

Tester's score is half or lower than the target's.
- Enemy discovers attempt. Increase current Enemy Activity Total by 2 points. They will send out either a small detachment of 1+1d6 men (1-3) or a squad (4-6) to investigate. They will arrive in 3+1d6 turns.

Capturing Prisoners

Prisoners can be great sources of information, but getting a hold of one isn't as easy as it sounds, especially for clandestine teams. Getting out of the area with a live prisoner is even more difficult than capturing one in the first place, as most prisoners really won't go willingly. Many times a team that actually has a prisoner must either let him go, or dispose of him in order for the team to be able to escape pursuit and survive. At other times the prisoner is captured wounded and dies before extraction. However, the rewards for a team that is successful can be quite high, including monetary bonuses, extra R&R, and the glory and bragging rights that go with pulling off a very difficult task.

There are several ways to capture a prisoner, both violent and non-violent. An enemy may be captured as a result of either weapons fire or hand-to-hand combat. He may be influenced or intimidated into coming along peacefully, or intentionally subdued. Whatever the circumstance of his capture, there is a chance that he may fight to escape.

Capturing an out of fight figure is covered in the *Auto-kill or Capture* section on page 19 of the *FNG* rules book. However, once you have done so they will take an *Out of Fight Check* as found on page 14 of the UW rules.

This test must be repeated each pre-dawn Day Part until either the prisoner recovers is extracted or dies. Wounded prisoners must either be carried by a team member, or forced to move under their own power at half speed.

Snatching A Prisoner

A prisoner can be attained by physically subduing an unwary enemy. To accomplish this roll 1d6 and add the score to the Rep of the tester then modify by adding his Stealth Skill. Compare this to a 1d6 roll added to the Rep of the target also modified by adding his FC Skill, if he has it. Consult the *Prisoner Snatch Table* for the results. The same table can be used to disarm and opponent.

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2 **PRISONER SNATCH TABLE**

+1 for each point of Melee Skill

Tester's score is greater than the target's.
- Prisoner is successfully snatched.

Scores are equal.
- Immediately re-roll test.

Tester's score is less but not half or lower than the target's.
- Struggle ensues with a chance (1-2) that an alert is sounded. May try again next activation but at a –1 to total each subsequent attempt.

Tester's score is half or lower than the targets.
- Enemy foils attempt. Roll 1d6 for both characters and add to respective Reps. If target total is higher then he will either shout an alarm(1-2) or fire weapon at tester (3-6). If unarmed will attempt to fast move away instead.

Alarm sounded- Any other figures on the board within 24" are alerted and battle commences normally with Activation dice rolled. If no other forces on table then either a small detachment of 1+1d6 men (1-3) or a squad (4-6) will respond. They will arrive in 3+1d6 turns.

Intimidating A Prisoner

Solo enemies may also be intimidated into being captured by any character within 6". He must have won any In-Sight tests so as to activate first. Roll 1d6 for each character and add the score to their Reps plus modifiers. Compare the results to the *Intimidate Table.*

2 **INTIMIDATE TABLE**

+1 for each point of Intimidate Skill
+2 if armed and ready and target is not
+1 per additional visible team member
+2 per enemy body the target can see
-2 per additional enemy soldier the target(s) can see

Tester's score is greater than the target's.
- Target complies and surrenders.

Scores are equal.
- Immediately re-roll test.

Tester's score is less but not half or lower than the target's.
- Target not buying what you're selling. There is a chance (1-2) that the target will sound an alert. May try again next activation but at a –1 to total each subsequent attempt.

Tester's score is half or lower than the targets.
- Enemy wants none of it. Roll 1d6 for both characters and add to respective Reps. If target total is higher then he will either shout an alarm (1-2) or fire weapon at tester (3-6). If unarmed will attempt to fast move away instead.

Alarm sounded- Any other figures on the board within 24" are alerted and battle commences normally with Activation dice rolled. If no other forces on table then either a small detachment of 1+1d6 men (1-3) or a squad (4-6) will respond. They will arrive on table in 1d6 turns.

Prisoner Disposition

When first captured, roll 1d6 to determine how the enemy will react to being a prisoner and consult the *Prisoner Disposition Table.*

1 **PRISONER DISPOSITION**

1 – The prisoner is more than happy to cooperate and will not try to escape.

2 – Happy but during an Encounter if left alone or outside of 2" of team member will fast move away.

3 or 4 – Unhappy about the situation. Will lag behind and cause delays while moving. During an Encounter if left alone or outside of 2" of team member will fast move away. In addition there is a 1 in 6 chance (1) each turn that the prisoner will only move 1d6".

5 – Unwilling prisoner. When map moving will not move fast. During an Encounter if left alone or outside of 2" of team member will fast move away. Will attempt to alert enemies to teams presence whenever possible.

6 – Will neither help nor hinder. Must be intimidated each Day Part or will not move and will must be carried instead.

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Gaining SP

In addition to any previous ways of gaining SP already mentioned (i.e. Taking Pictures) a character would also gain SP as he accomplishes any of these tasks.

GAINING SP

Leave friendly KIA not recovered – 2 RP*
Member captured lose all RP and mission is failure.

Kill or OOF an enemy 1 SP
Plotting the Enemy 1 SP
Retrieve enemy pack 1 SP
Set booby trap 1 SP
Plant sensor 1 SP*
Each squad driven off field when acting as bait 1 SP
Find *any* installation during BDA 1 SP
** Upon return roll 1d6 per effective sensor. If roll 5 or 6 then worth 2 SP each.*

Capture and bring back a prisoner 2 SP
Tap enemy communications 2 SP
Destroy targets either by calling in air, artillery, or direct fire 2 SP

Each friendly body retrieved 3 SP
Complete BDA 3 SP
Recover enemy documents 3 SP

Team was not discovered either by detection or combat 4 SP

Recover target of a raid 5 SP
Rescue target 5 SP

* Reputation Points *not* Skill Points.

Time and Weather

There are two very important questions you have to ask in *UW.* What time is it and how's the weather?

Day Parts

UW is played using *Day Parts.* One day consists of four *Day Parts.* Moving on the *Area Map* is done by Day Parts. Encounters on the tabletop may either cross over two Day Parts or be concentrated in one. The four parts are-

Pre-Dawn- Visibility is reduced to 24" in clear terrain and counts as night if in woods, jungle, or bamboo. Pre-Dawn lasts 6+1d6 activation turns. Once the turns of activation have passed it turns into…

Daytime- Visibility handled normally. Lasts 5d6 turns of activation before becoming evening.

Evening- Visibility is reduced to 24" in clear terrain and counts as night if in woods, jungle, or bamboo. Evening lasts 6+1d6 activation turns. Once the turns of activation have passed it turns into…

Nighttime- Visibility is reduced to 12". However, targets in a lit area will count LOS as normal for those firing at them. Lasts 4d6 turns of activation.

Teams *must* spend one Day Part stationary representing sleeping. If you choose not to sleep you will add 1 EAP per each Day Part after two days of not sleeping.

Weather

Before you can determine what type of insertion you will have you need to find out how the weather is. You can choose the time and day of your insertion but you can't choose the type of weather. Weather can be a large factor in battles, as it limits visibility and often grounds available air support. After assembling your force and picking your *Area Map* you need to determine the weather. Rolling 2d6 and adding the totals then consulting the *Weather Table* does this.

2 WEATHER

+1 if monsoon season- late May through September

- **2 =** Clear skies
- **3 =** Clear skies
- **4 =** Clear skies
- **5 =** Clear skies
- **6 =** Clear skies
- **7 =** Clear skies
- **8 =** Variable weather
- **9 =** Variable weather
- **10 =** Overcast skies
- **11 =** Rain
- **12 =** Rain
- **13+ =** Heavy rain

Clear skies – No adverse effects.

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Variable weather- Note the weather of the previous Day Part. Roll 1d6 and read the results.

(1-2) = Clear turns into overcast skies.

Overcast skies turns into rain.

Rain turns into heavy rains

Heavy rains continue.

(3-4) = Clear continues.

Overcast turns into clear.

Rain turns into overcast.

Heavy rain turns into rain.

(5-6) = Weather unchanged.

Overcast skies - Cloudiness or fog. Air support has a chance (1–2) of not being able to fly. Those that can fly also have a chance (1 –3) of being 1/2d6 turns late in arriving.

Rain- Air strikes and aircraft are unavailable, and gunships/slicks have a chance (1-3) of not flying, and a chance (1-4) of being 1d6 turns late in arriving.

Heavy rain- No aircraft of any kind may fly. All artillery and mortars double deviation. Reduces LOS to 12" in daytime, and to 6" at night, which can be reduced further by terrain. Helicopter insertions scrubbed.

Changing Weather

The type of weather determined for the insertion will last the first Day Part of the mission. At the next and all subsequent Day Parts you must roll on the *Weather Table* modified by the following circumstances.

+2 if monsoon season

+1 if previous Day Part was overcast

+1 if previous Day Part was raining

Terrain

All rules for terrain found on page 37 of *FNG* are in force. Here is additional info that you need to play *UW.*

The Lay Of The Land

UW not only takes place within the borders of South Vietnam, but also "over the fence" in Cambodia, Laos, and North Vietnam. Each of these countries have as varied terrain as South Vietnams' close to their common borders, which can play a large roll in missions being carried out in those places.

This section, when added to the Lay Of The Land section on page 32 in *FNG* will cover all the Area of Operations used in *UW.*

Cambodia

Though officially a 'neutral' in the Vietnam conflict, the North Vietnamese Army and NLF party (along with their Khmer Rouge allies) effectively control the eastern quarter of the country. This area was then use by several NVA divisions to rest, rearm, resupply, train, and infiltrate into the III and IV Corps areas to directly threaten Saigon via the tail end of the notorious 'Ho Chi Minh trail'. The NVA do this with very little, if any, interference from the Cambodian government, and Free World forces are not allowed to cross the border, even if in pursuit of the NVA. After all, North Vietnam has proclaimed to the world that they have no forces in Cambodia or Laos. Similarly, the US 'categorically does not have any troops engaged in operations in or above' Cambodia or Laos, 'not even clandestine assets', such as the recon teams and Hatchet Forces operating against the NVA there.

Essentially a vast jungled sanctuary, many rivers and streams can be found in the area, most being tributaries of the great Mekong River. The northern portion of Cambodia becomes quite hilly as an extension of Vietnam's Central Highlands, gradually becoming more even as you progress southwards to the flat rice growing regions along the Gulf of Siam.

Laos

Like Cambodia, Laos's eastern half is under the complete control of the NVA and their Pathet Lao allies, who use it as a staging area for movements into Cambodia and western South Vietnam, especially the A Shau Valley. US forces from SOG are frequently inserted within a strip up to 20 miles deep to monitor, take action against, and observe the results of bombing missions against large North Vietnamese

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troop concentrations, which also supposedly aren't there.

The terrain in Laos is predominantly steep, thickly jungled, hills and mountains of the Anamese chain, which occasionally give way to brush and scrub, with plains and plateaus farther west. The entire eastern portion of the country is laced with the hidden trails, roads, and camps of the 'Ho Chi Minh trail', along with extensive anti-aircraft defenses.

The DMZ

The Demilitarized zone is a strip of land along the 17th Parallel that extends approximately 1 mile on either side of the Ben Hai River, stretching west from Laos to the South China Sea in the east. Originally set up in the Geneva Accords after the French defeat at Dien Bien Phu to give a buffered border between North and South Vietnam, 'The Z' was supposed to be an area of non-combat, where troops from either side were not to be present or active. In reality, the area was a hotbed of NVA attempts to infiltrate southwards, and a major supply and support area to NVA units in action in the northern I Corps area. To monitor enemy units in this area, both the US Army and US Marines deployed a number of reconnaissance teams into the area.

Though appearing to be sparsely vegetated flatland, the DMZ is actually composed of scrub, brush, and grass covered low hills and deep draws, with occasional forest and jungle. The entire area is dotted with bomb and artillery craters, and water is scarce away from the Ben Hai River. In the eastern area near the sea, the terrain is predominantly sandy brush covered dunes and flatter ground.

The AO Map

Before you can determine what type of mission you are going on you have to figure out where you are going. That's easy as it was covered in the section entitled *Lay Of The Land*. Now it's time to find out what the terrain is like in your AO.

Your AO will consist of an area that is roughly six kilometers by six kilometers. A grid is superimposed over the area breaking it into thirty-six one-kilometer sectors. There is a blank AO map for your use in the rear of the book. There is also a free UW AO Map tool in the FNG section of the THW Yahoo Group. It is available for personal use only.

Starting in the upper left corner and going across then down roll 2d6. Consult the *Terrain Generators* to determine the predominant type of terrain in the square.

TERRAIN GENERATORS

	DMZ	I Corps	II Corps	III Corps	IV Corps
2 =	Clear	Paddies	Steep Jungle	Bamboo	Paddies
3 =	Woods	Jungle	Bamboo	Woods	Jungle
4 =	Woods	Jungle	Paddies	Scrub	Swamps
5 =	Woods	Jungle	Scrub	Scrub	Swamps
6 =	Clear	Scrub	Steep Jungle	Swamps	Paddies
7 =	Clear	Paddies	Steep Jungle	Paddies	Paddies
8 =	Clear	Paddies	Steep Jungle	Woods	Jungle
9 =	Bamboo	Dunes	Steep Jungle	Jungle	Swamps
10 =	Bamboo	Dunes	Steep Jungle	Jungle	Swamps
11 =	Scrub	Scrub	Jungle	Jungle	Swamps
12 =	Scrub	Paddies	Jungle	Paddies	Paddies

	Laos	Cambodia	A Shau Valley
2 =	Bamboo	Jungle	Jungle
3 =	Jungle	Clear	Clear
4 =	Jungle	Clear	Clear
5 =	Scrub	Scrub	Scrub
6 =	Steep Jungle	Paddies	Jungle
7 =	Steep Jungle	Jungle	Jungle
8 =	Steep Jungle	Jungle	Steep Jungle
9 =	Steep Jungle	Woods	Jungle
10 =	Steep Jungle	Jungle	Jungle
11 =	Steep Jungle	Jungle	Jungle
12 =	Woods	Jungle	Steep Jungle

Moving On The AO Map

Team members have three choices when moving on the AO Map. There are-

- Normal movement- the team is moving at a good pace. This is two AO Map sectors per Day Part.
- Slow moving and covering tracks- the team is moving at a deliberate pace to cover their tracks and not to draw attention to them. This is one AO Map sector per Day Part.
- Moving fast- the team is moving as fast as possible not being concerned with drawing attention. This is four AO Map sectors per Day Part.

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Setting Up The Battlefield

Once you have determined that there is an Encounter roll 2d6 nine times on the *Terrain Generators*. This will tell you the type of terrain that will occupy a one-foot square.

When combined together these squares will form a battlefield three feet by three feet. See the following illustration that tells the corresponding number for each section of terrain.

1	2	3
4	5	6
7	8	9

Pick a piece of terrain at random and roll 1d6 for it. This will tell you where to place it on the three by three table. If you roll a number that you have already rolled place the new piece of terrain on that space and slide the terrain piece that was already there over one number. This may cause multiple pieces to shift. When the last piece of terrain has been placed you are done.

Notes on Terrain – Dunes are treated as rough terrain as outlined on page 37 of FNG. Steep jungle would be steep hillsides covered in jungle. Movement through this terrain is at ¼ speed. Swamps count as both woods and rough terrain.

Terrain Features And Scenery

This section clarifies and increases the types of terrain covered on page 37 in the *FNG* rules.

Bamboo- Movement is reduced by ½ in bamboo stands, as figures must pick their way through carefully. LOS is reduced to 8" in the daytime, and 6" at night. Bamboo only provides concealment, not cover. In addition, bamboo is very loud when moved through, due to dry leaves covering the ground, and the smacking together of disturbed bamboo shoots. All Stealth checks made within bamboo are 2 Q tougher.

Clearings – Whenever rolling on the *What's Out There Tables* and you score a result of buildings or a complex place it in the center of the table and clear an area around it extending 12" in all directions.

High Speed Trail– Counts as open or clear terrain for infantry movement, and some (1-2) are large enough for small vehicles (such as M113 APC and Jeeps). LOS down a high speed trail is two and a half times the distance (x2.5) for the LOS of the terrain type that it is in. Thus, a trail through Jungle would have an LOS of 20", rather than 8". High speed trails are considered to be up to 3" wide, and can accommodate up to 3 troops standing side by side across it, allowing for easy movement past others. Trails are often camouflaged from observation from above.

Non-high speed Trails- Counts as open or clear terrain for infantry movement, but are too small for vehicles. LOS down a trail is twice the distance for the LOS of the terrain type that it is in. Thus, a trail through Jungle would have an LOS of 16", rather than 8". Trails are considered to be up to 1" wide, and can accommodate troops single file, though passing others along the trail is permissible. Trails are often camouflaged from observation from above.

Bomb Craters

Bomb craters can often be found in any combat zone (1-2), often creating LZs and clearings. They make for great cover and concealment, though they do have their disadvantages.

When a team or an individual takes cover in a crater, they must specify whether they are at the lip, or at the bottom. Troops at the lip gain cover from small arms fire, Armor 3 from direct fire APW weapons, and +1 to their Reps for Wanting to Charge and Being Charged tests, but are -1 to their spotting and In-Sight rolls. Troops at the lip may only be engaged in melee by up to 2 attackers. Furthermore, enemy troops are at -1 to their Reps for spotting and In-Sight rolls against Operators at the craters lip.

Troops at the bottom of bomb craters cannot be directly fired upon by small arms, nor seen by the enemy, and count as being behind Armor 5 for APW

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weapons. They may not make In-sight checks against the enemy, unless the enemy is at the top/lip of the crater.

It takes an activations worth of movement to climb to the top of the crater form the bottom, due to loose soil, and the Operator may fire afterwards. Sliding down to the bottom of a crater does not count as movement, but only climbing up or sliding down may be performed during a turn, not both actions (no prairie dogging pop-ups!).

Like tunnels, any weapons with a blast circle that impact within the crater, such as a mortar or grenade, has its impact increased by +1 and it's blast circle enlarged by 4". This is due to the confined nature of craters. Enemy grenades can be thrown out of a crater by anyone within the normal blast circle, as if they had the Athlete attribute.

Craters come in all different sizes, depending upon the size of the explosive that made the hole. The crater will be 14" wide (1), 10" wide (2-3), 8" wide (4-5), 6" wide (6).

River Crossings

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

Before you can cross the river you must know how "tough" it will be to cross. This is equal to rolling a 1/2d6 with the result being the *current rating.*

Next roll 1d6 and add it to the Rep plus the SWIM skill of the team member attempting to cross. Add one to the total if there is another member of the team already across on the other side.

Then roll 1d6 and add it to the current rating of the river and compare the results to the *River Crossing Table.*

1 **RIVER CROSSING**

1d6 + Rep + SW skill vs. 1d6 + current rating
+1 if there's a team member on the other side.

Tester's score is greater than the target's.
- Tester crosses easily.

Scores are equal.
- Tester and target must immediately re-roll test.

Target's score is greater than the tester's.
- Mishap! Tester has either been rendered out of the fight but saved (1), swept away (2-3), or struggles to opposite shore with the commotion and time lost causing the Enemy Activity Total to rise by 3 points (4-6).

Tester's score is half or lower than the target's.
- Disaster! Tester has either died in crossing (1), rendered out of the fight but saved (2), swept away (3-6) with the commotion and time lost causing the Enemy Activity Total to rise by 5 points.

Insertion

The term "insertion", in military lingo, is the moment a unit is deployed for operations or arrives in its Area of Operations (AO). However there are a variety of ways to insert your team-

Helicopter- For most units, via helicopter is by far the most common insertion method and was made famous by the nightly news.

UH-1D outfitted with "rope ladder" for extractions and insertions (Tom Humphus)

Rappelling and Ladder- When no LZ is available, teams may insert by either rappelling to the ground, or climbing down a rope ladder attached to the helicopter.

Boat- Only possible in areas where there are rivers, canals, or swamps and the normal method of insertion for SEAL teams.

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HALO- The stealthiest means of insertion, and probably the most dangerous, was the HALO (High Altitude, Low Opening) parachute insertion done at night and used by SOG recon teams only a few times.

Walking In- This was done by the team attaching itself to a company as it moved into enemy territory. Then as the company nosily made its way out the team would quietly stay behind.

Determine Type Of Insertion Used

Now that you know what types of insertion methods there are let's determine which one you will be using. This is affected in part by the AO that you are operating in and the unit you belong to. Rolling 2d6, adding them together, and consulting the Insertion Method Table does this.

2 **INSERTION METHOD**

2d6 added together

- **2 =** SOG in Laos, I Corps or II Corps AO will use HALO. All others use helicopter but must rappel or ladder down.
- **3 =** All use helicopter but SOG and Marines Recon must rappel or ladder down.
- **4 =** All use helicopter but SOG must rappel or ladder down.
- **5 =** All use helicopter.
- **6 =** All use helicopter.
- **7 =** All use helicopter.
- **8 =** All use helicopter.
- **9 =** All walk in.*
- **10 =** IV Corps use boat while rest walk in.*
- **11 =** IV Corps use boat while rest walk in.*
- **12 =** IV Corps use boat while rest walk in.*

*Only if AO is DMZ, I, II, III and IV Corps. Otherwise re-roll.

Generating Crew Rep

Whether you are flying in or driving a boat you need to determine the Rep of the crew. Roll 1d6. On a result of a 5 or 6 the crew are Rep 5. Any other result makes the crew Rep 4.

Fake Insertion, LZ Watchers, And Multiple LZs

Before the rolling on the *Helicopter Insertion Table* roll two different colored d6. Count one as a plus and one as a negative. Combine the scores. *This is the number of available LZs to the Team.* Count any result of zero or a negative number as no LZ available. If you score three or more LZs then that will affect the Enemy Activity Total at the start of the mission. If there are no LZs in a sector the team may choose to spend one Day Part chopping one out, once they are on the ground.

Next roll 1d6. If the score is equal or higher than the number of available LZs then there is a LZ watcher present upon landing. They will sound the alarm and this will affect the Enemy Activity Total at the start of the mission.

Fake insertions were just that, false landings made to confuse the enemy. These are represented as follows- Roll 1d6 and on a score of 5 or 6 there will be a fake insertion attempt made. This will affect the Enemy Activity Total at the start of the mission.

Project Delta operators practice rappelling, 1966 (Jim Spooner)

Helicopter Insertion

This handles the classic helicopter ride in, hover/touch down on the LZ, and subsequent take off. Rolling 3d6 and totaling their scores represent this. Modify this total by the Rep of the helicopter crew and read the results on the *Helicopter Insertion Table.*

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3 **HELICOPTER INSERTION**

-2 if Rep 5 crew
+3 if extracting from a hot LZ

3 to 11
- Skim trees and reach LZ untouched and unnoticed.

12 to 15
- Take anti-aircraft fire coming in with a chance of no damage (1-3), injury (4-5), or damage (6).

16 to 18
- Take heavy anti-aircraft fire coming in with a chance of no damage (1-2), injury (3-4) or damage (5-6).

Injury
- 1/2d6 people have been hit. Roll for each hit: crew (1-3) or passenger (4-6).
- Dead (1)
- Out of Fight (2-3)
- No effect wound (4-6)

Damage
- (1-3) Slight damage pilot counts 1 Rep lower but still continues.
- (4-5) Helo damaged and must leave table and either one crew (1-3) or passenger (4-6) has been hit (4-5).
  - Dead (1-3)
  - Out of fight (4-5)
  - Or no effect wound (6).
- (6) Crash

Crash
- (1-3) Helo crashes and crew and passengers are either dead (1-2), out of fight (3-4) or okay (5-6).
- (4-5) Helo crashes and all crew and passengers are dead.

Rappelling And Ladder Insertions

When you have rolled a result of rappel or ladder down you must roll 3d6 on the *Rappel/Ladder Down Table* after rolling on the *Helicopter Insertion Table.*

3 **RAPPEL/LADDER DOWN**

-1 if Rep 5 crew

3 to 15
- Insertion completed without a hitch.

16 to 18
- Team suffers a mishap. One member at random falls with a result of dead (1-2), out of fight (3-4), or non-effect wound (5-6).

Time On LZ

When using a helicopter the faster you got in and out of an LZ the better. After the helo has landed or hovered low enough for the team to rappel or ladder down, the team is assumed to have deployed on the ground and the helo will take off. When doing so roll 2d6 on the Time On LZ Table to see how much time was spent going in and out.

2 **TIME ON LZ**

-1 to Rep for each four or more figures Evaced.

Pass 2d6
- Pilot is “in and out” of LZ in record time.

Pass 1d6
- Immediately re-roll counting a result pf pass 1d6 as if passing 0d6.

Pass 0d6
- Pilot spends extra time in LZ.

Halo Insertions

The stealthiest means of insertion, and probably the most dangerous, was the HALO (High Altitude, Low Opening) parachute insertion done at night and used by SOG recon teams only a few times.

When a HALO insertion is called for, roll 3d6 minus the Rep of the Team Leader reduced by half and rounded up, plus his HALO skill. *Example- A Rep five rounds up to three. If he has a HALO skill of 3, then 6 is deducted from the 3d6 roll.* Refer to the following *Halo Insertion Table* for the results.

3 **HALO INSERTION**

- (½ the Rep of the Team Leader + HALO).
+1 if overcast +3 if raining

8 or less
- Insertion completed without a hitch.

9 to 12
- Team is scattered over the drop zone increasing the chance of alerting the enemy.

13+
- Disaster. Team is scattered over the drop zone increasing the chance of alerting the enemy. All members roll for chance of death (1) or OOF (2).

Boat Insertions

Boat insertions work much like helicopter insertions. Roll 3d6, add the scores, reduce by the

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team leader or boat pilots SAILING skill and then consult the *Boat Insertion Table* for the results.

3 **BOAT INSERTION**

-1 if Rep 5 crew

- Team leader or boat pilot SAILING skill

3 to 11

- Boat insertion pulled off without a hitch.

12 to 15

- Boat insertion takes longer than wanted.

16 to 18

- Nautical mishap! Each team member rolls for chance of being out of the fight and Evaced away (1-2).

Enemy Activity

Your team is on the ground and you're deciding your plan of action. But there are some questions that need to be answered. Is the enemy aware of the team's presence? What can they do to prevent the team from accomplishing its mission? What ability do they have to capture or eliminate the team? All of these things combine together to measure how "hot" the area is. This is called *Enemy Activity or EA.*

In UW, as in the actual missions, the EA can change in an instant. One minute you're quietly sneaking about your business then contact is made, a firefight ensues and the level of enemy awareness goes up. Things begin to escalate and soon the mission changes from an area recon to a race to be extracted.

Each action, situation, or circumstance that you run into during the mission is assigned an *Enemy Activity Point (EAP)* value from –4 (in monsoon rains) to +7 (operating in Laos). As the action, etc. occurs the points are either added or subtracted from the current running total of Activity Points. See the section on *Tracking Enemy Activity Points* immediately following.

Enemy Activity is a main ingredient in UW. Be sure you understand how the process works before playing the game. We highly recommend playing a simple one day mission just to see how the mechanics work.

Tracking Enemy Activity Points

Once the team is inserted and on the ground, using the *Enemy Activity Points (Insertion) Table* allows you to compute your initial EAP. Start from the top and work your way down the table adding and subtracting as you go along.

ENEMY ACTIVITY POINTS (INSERTION)

Calculate as soon as the team touches ground

Day Part of insertion

Pre-Dawn or Evening –1

Start with where you are.

IV Corps AO +0
Cambodia +5
DMZ +3
I Corps AO +3
II Corps AO +3
III Corps AO = +4
Laos = +7
A Shau Valley = +7

Next modify by type of insertion and circumstance.

Helicopter insertion

Helo insert +1
Extra time on the LZ +1
LZ watcher at the LZ +1
Fake insertion –1
"In and out" of LZ –1
If there were three or more possible LZs -1

HALO

Scattered HALO drop +1

Boat insertion

Boat insertion takes longer than wanted +1

This is your starting Enemy Activity Points Total.

Example- my team has been assigned a mission in the A Shau valley and will be inserted via helicopter. Once the insertion is completed and the team is on the ground I calculate my stating EAP total. Starting at the top and working my way down-

- Subtract 1 AP for a Pre-Dawn insertion.
- Add 7 AP for being in the A Shau valley.
- Add 1 AP for a helo insert.
- Add 1 AP for spending extra time on the LZ.
- Subtract 1 for a fake insertion.
- Subtract 1 for three or more possible LZs.
- This gives me a starting EAP total of 6.

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During each Day Part I must track *EAP* as they occur adding or subtracting them from the current EAP total. This is done be using the *Day Part Activity Points Table.*

DAY PART ACTIVITY POINTS

Movement you have done
- Fast moving +1
- Sit in place Day Part (EAL 2 or less) –1
- Sit in place Day Part (EAL 3 or more) +1
- Rain and moving +3
- Slow moving and concealing tracks – TR*
- Raining and sitting still –3
- Move fast through bamboo +2
- Move normal through bamboo +1
- Returning through an area already visited +2

Type of terrain you are in at Day Part's end
- Crossing river/ canal (1-3 = +1 while 4-6 = -1)
- Scrub, grasslands or other open terrain +1
- In rocky terrain –1
- Bamboo -2

What have you done this Day Part
- Encounter locals, neutral +2
- Encounter using only grenades +2
- Encounter with non-silenced gunfire +5
- Encounter with only silenced guns or melee +1
- Sprung booby trap +3
- Encounter locals, hostile +4
- Chopping an LZ +4
- Called in and support was granted +5
- Use explosives +7
- Encounter locals, friendly +1

Circumstances
- Clumsy or slow in party +1
- Carrying immobile figures +1
- Wounded leg or gut +1
- Enemy using dogs +2
- Radio call made +1
- First day of mission +1
- Moving with unhappy prisoner +1
- Moving with unwilling prisoner +2
- Fourth or higher day of mission +2
- Unsuccessful attempt to wire tap +2
- In A Shau valley or Laos, +3 per day
- Team had to roll on *Pursuit Table* +2
- Team dressed as enemy -3
- Monsoon rain -4

** Lowest TRACKING Skill on team.*

Example- After hitting the ground I decide to move my team slowly one sector. While doing so we crossed a river and ended in rocky terrain. This ended the first Pre-Dawn Day Part. Starting at the top and working my way down I modify my current EAP total of six by the following-

Subtract 1 AP for moving slow (FC =1)
Subtract 1 AP for crossing a river ("5")
Subtract 1 AP for rocky terrain.

This gives me a current EAP total of 3. But what does this mean?

Enemy Activity Level

You have learned how to compute your EAP total after insertion. You also learned how to add and subtract AP at the end of the Day Part based on what you did, circumstances, or situations. Now you will learn what these EAP totals mean.

There are five levels of *Enemy Activity* based on your current EAP total. They are described on the *Enemy Activity Level Table-*

ENEMY ACTIVITY LEVEL (EAL)

Level One (5 EAP or less)
- Enemy inactive and not alerted to the presence of the team. No chance of enemy driven Encounter.

Level Two (6 to 9 EAP)
- Enemy alerted to possible presence of the team. No chance of enemy driven Encounter.

Level Three (10 to 16 EAP)
- Enemy alerted to presence of the team and actively tracking. Chance of enemy driven Encounter.

Level Four (17 to 20 EAP)
- Enemy is actively pursuing the team. High chance of enemy driven encounter.

Level Five (21+ EAP)
- Enemy driven encounter imminent.

Example- continuing the previous example when the team first entered the A Shau valley the EAL was Level 2 based on having 6 EAP. At the end of the following Day Part the EAP total had dropped to 3 and the EAL also dropped to Level 1.

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Encounters

In *UW* we use the term Encounter when there is a chance that the team will come into contact with the enemy. The chance of having an Encounter is determined either by the Rep of the team leader or the Enemy Activity Level. Let's look at the first way of triggering an Encounter.

Team Driven Encounters

Team Driven Encounters are those that are triggered by using the Rep of the Team Leader. After the team has finished moving for the day part, roll 2d6 and compare the results against the Rep of the Team Leader. Check the results on the *Team Driven Encounter Table.*

2 TEAM DRIVEN ENCOUNTER TABLE

-1 if pre-dawn Day Part
–2 if nighttime day Part
-1 if evening Day Part
+1 high speed trail

Pass 2d6
- Leader must determine *What's Out There* and may then choose whether to have an Encounter or not.

Pass 1d6
- Leader must determine *What's Out There.* However, immediately roll 1d6 versus the Fieldcraft of your Pointman.
- If you pass then you have blundered into sight. The team counts as active and all eligible figures take In Sight tests.
- If you fail then you have blundered into sight. The enemy counts as active and all eligible figures take In Sight tests.

Pass 0d6
- No Encounter.

Enemy Driven Encounters

Once the *Enemy Activity Level* has reached Level Three or higher there is a chance that there could be an *Enemy Driven Encounter.* This is taken after any *Team Driven Encounters* have occurred. Roll 2d6 against the current *Enemy Activity Level* and compare the results to the *Enemy Driven Encounter Table.*

2 ENEMY DRIVEN ENCOUNTER TABLE

-1 if pre-dawn Day Part
–2 if nighttime day Part
-1 if evening Day Part
+1 if the last Encounter was on a high-speed trail

Pass 2d6
- Enemy contact imminent. Go to *Pursuit Table.*

Pass 1d6
- Enemy is closing in. Immediately roll 1d6 versus the average Fieldcraft of the team, rounding down. If pass count as pass 0d6. If fail count as pass 2d6.

Pass 0d6
- No Encounter.

1 PURSUIT TABLE

1d6 + Rep of Ldr + FC vs. 1d6 + EAL

Team score is greater than the enemy.
- Team evades contact and escapes.

Scores are equal.
- Team and enemy must immediately re-roll test.

Team score is lower than the enemy.
- Enemy contact imminent. Set up a *Defense* mission. Once table and team is deployed roll 1d6 for enemy force.

1 or 2 = Roll on *VC Combat Reinforcements Table.*
3 to 6 = Roll on *NVA Combat Reinforcements Table.*

Team score is half or less than the enemy.
- You've stepped into it! Enemy will attempt to ambush team. Go to *Ambush Skill Test.* If no Ambush then set up a Defense mission. Once table and team is deployed roll 1d6 for enemy force.

1 or 2 = Roll on VC Combat Reinforcements Table.
3 to 6 = Roll on NVA Combat Reinforcements Table.

Ambushing

Ambushing is the art of surprising an enemy force in a killing zone when it is at its most vulnerable from a concealed position, and wiping them out before they have a chance to react. To set an ambush, a unit must first find concealing terrain. A "kill zone" is then designated, which usually focuses on an area of terrain such as a portion of a trail or a river fording point. The kill zone can be no more than one and a half times the length of the units ambush setup. Using the following procedures triggers the ambush.

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- Ambusher sets up terrain.
- Ambusher sets out their force.
- Target starts 4+2d6 inches away from the kill zone.
- Ambusher makes an Ambush Skill test using his the highest Fieldcraft skill of the team against a Q equal to the current Enemy Activity level.

1 Ambush Skill Test

1d6 + highest Fieldcraft skill vs. 1d6 + EA level
+2 to EA if there is a dog in the target force.

Tester's score is greater than the target's.
- Tester springs a successful ambush.

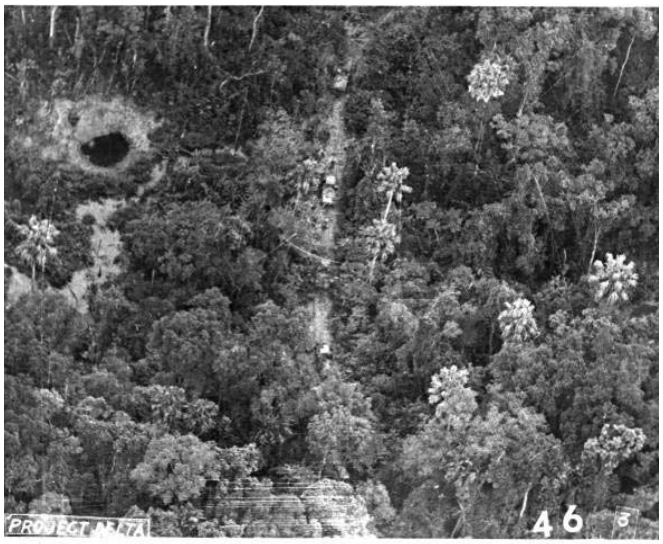
Scores are equal.
- Tester and target must re-roll test after target has moved 4" towards kill zone

Tester's score is less but not half or lower than the target's.
- Target slows down and halts unit. Tester cannot spring ambush and must immediately try again at a minus one to his Fieldcraft skill. If fail a second time then count as if tester's score is half or lower than the target's.

Tester's score is half or lower than the target's.
- Target recognizes ambush. Ambushers are no longer hidden and activation dice rolled. Fights start with all figures in sight of each other.

What's a successful ambush? The ambusher places the target figures in the kill zone as desired. The battle starts with the ambushers active and the enemy in sight. The ambushers are allowed to fire *all* their weapons before the target may take any *Received Fire* tests.

Note that *player* force as well as non-player force can be ambushed.



NVA trucks discovered and ambushed by Project Delta on a road in the notoriously dangerous A Shau valley. (Project Delta)

Immediate Action Drills

A small team's best chance of surviving in VC/NVA territory once discovered is to break contact, and put as much distance between themselves and the enemy before they are surrounded and destroyed. One of the best tactics for this is called an Immediate Action Drill (IAD).

Only units of twelve soldiers or less may perform IADs. An IAD can be performed either when a Point Contact has occurred or during an Encounter whenever the team is active. Only figures that are capable of immediate action can participate in an IAD and any figure that does not meet the above criteria does not take part in the IAD and stands a good chance of being left behind by his teammates unless carried out.

On the player's activation, he declares that his unit will be initiating an Immediate Action Drill. Each side rolls 1d6. The team adds-

- +1 for each Target numbers of *all* weapons they are using at that moment counting the Impact of explosive weapons, such as grenades or LAWs, as their target value.
- +1 per Loud Shooter
- +1 if using a sawed off RDP
- +1 if enemy is not alert.
- +2 to if wearing enemy uniforms when come into contact.

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The enemy adds-

- The number of enemies in the encounter.
- +1 if alert or over thirty in number.
- +2 if half or more of the enemy are in cover.

Compare the results to the *IAD Results Table.*

1 IAD Results

Tester's score is greater than the target's.
- IAD successful. The sudden brutality of the IAD suppresses the enemy and the Team escapes. The encounter is over.

Scores are equal.
- IAD partially successful. Roll 1d6 per enemy figure within weapons range. (1) No effect, (2-3) Duck Back, (4) Hunker Down, (5) Runaway, (6) OOF or OD. Those that are not hunkered down, runaway, OOF or OD will participate in a pursuit. Roll on the *Pursuit Table* with team having the option to pull a *Red Dog Maneuver.*
- Team has chance to set an Ambush. Take an Ambush Skill Test as outlined in the Ambushing section.

Tester's score is less but not half or lower than the target's.
- IAD ineffective and the entire enemy force are on their trail. Roll on the *Pursuit table* with team having the option to pull a *Red Dog Maneuver.*

Tester's score is half or lower than the target's.
- IAD totally failed. Double the number of enemy encountered. If a *Point Contact*, the second unit is flanking the team's route of escape and they move to set an Ambush. Take an Ambush Skill Test as outlined in the Ambushing section.
- If not a *Point Contact*, then roll on the Pursuit table without adding the FC of the team Leader.

Red Dog Maneuver

The "Red Dog" is a maneuver that is usually used in conjunction with an IAD or when a team is breaking contact or running from the enemy. Air support of some kind must be available and onsite for this to be effective.

Basically, as the team runs, they drop 2 or more smoke grenades in succession along their back-trail. This smoke filters up through the jungle canopy, and the air support unloads along the line, starting on the most recent smoke. Committing to a Red Dog maneuver makes air support more effective, as described later.

What's Out There?

Now that you have run into something you have to determine what it is. To do so roll 3d6, add the scores, and compare them to the appropriate *What's Out There Table* determined by where you happen to be. **The tables are on one page in the rear of the book.**

Explaining What's Out There

122mm rockets site- There is a trail running 12" away and parallel to the actual emplacement.

- 1 or 2 = Abandoned.
- 3 to 6 = Occupied by 1d6 enemy engineers setting up 1d6 122mm rockets on makeshift launchers to be fired into South Vietnam. There are enough parts to assemble 1d6 additional rockets nearby.

Anti-aircraft gun emplacement- There is a trail running 12" away and parallel to the actual emplacement.

- 1 or 2 = Abandoned.
- 3 or 4 = Contains a heavy machinegun with 1d6+1 crew
- 5 = Contains an Anti-Aircraft gun - .51cal/12.7mm (1-2), 23mm (3-4) or 37mm (5-6) with 1d6+3 crew.
- 6 = Contains range finding, communications and fire direction equipment manned by 3d6 enemy.

Camouflaged truck park- Consisting of 1d6 hootches for storage of fuel, supplies, and rest quarters. There is a road running 12" away and parallel to the actual emplacement.

- 1 or 2 = Abandoned or not currently occupied.
- 3 or 4 = There are 1/2d6 trucks present along with 1d6 enemy.
- 5 = There are 1d6+2 trucks present along with 2d6+1 enemy.
- 6 = There are 1d6 enemy tanks, 1d6 trucks, 1d6 small buildings, and 2d6 enemy present.

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Canal- A small overgrown old canal. Adjust Enemy Activity Total accordingly. When you find a canal it will continue in both directions to the adjacent sectors.

Communications wire- You've discovered a length of communication wire entering and exiting opposite ends of the map. If a successful wiretap is made, roll 1d6 and check the result:

- 1 or 2 = Dead and not in use.
- 3 = Attached to a command detonated mine (Claymore) 2d6" away, and is set off by an enemy hiding in ambush (1-3) or abandoned.
- 4 = Commo wire is live but no conversation is taking place.
- 5 = Commo wire is currently in use by the enemy and it may be monitored.
- 6 = Commo wire is actually a power line connected to a generator that may be active (1-3). Anyone attempting to cut or tap the line will receive an Impact 2 wound. Determine location.

Enemy cache- A not too well hidden enemy cache. It contains:

- 1 or 2 = nothing, not in use.
- 3 = 4d6 x 100 pounds of rice and 1d6 x 10 uniforms.
- 4 or 5 = 3d6 weapons and 2d6 x 100 rounds of ammunition.
- 6 = 1d6+2 NVA (1-3) or VC (4-6) guarding 1d6 disassembled crew served weapons (1-3) heavy machineguns or (4-6) mortars and 1d6 x 100 pounds of ammunition.

Enemy counter-recon squad- Squad consists of 1d6+1 Rep 5 (1-3) or Rep 4 (4-6) members with FC of 1/2d6 and a single dog.

Enemy gun emplacement- There is a trail running 12" away and parallel to the actual emplacement.

- 1 or 2 = Abandoned.
- 3 to 6 = Occupied by 1/d6 enemy per each of the 1/2d6 artillery pieces. They are aimed at military facilities inside South Vietnam. Ammunition for the artillery is stacked nearby, along with other supplies.

Enemy platoon- Unit is on the move and tired (-1 Rep).

- 1 or 2 = Heading West.
- 3 or 4 = Heading South.
- 5 or 6 = Heading East.

Enemy squad- Check the "What's Charlie Doing?"

High-speed trail- Part of the Ho Chi Minh Trail network, with excellent overhead camouflage to hide it from the air. The trail is either-

- 1 or 2 = Empty.
- 3 or 4 = Occupied. Roll on NVA Non- Combat Reinforcement Table.
- 5 or 6 = Occupied. Roll on NVA Combat Reinforcement Table.

When you find a high-speed trail it will continue in both directions to the adjacent sectors.

Large camouflaged hootch complex- Consists of 1d6+4 bamboo frame buildings and 1d6+2 bunkers. May have been a battalion or regimental headquarters base camp. There may be a tunnel complex (1-3) connecting the bunkers. There is a trail running from a table edge at random and ending at the complex.

- 1 to 3 = Complex is old or temporarily abandoned.
- 4 or 5 = Complex is occupied by 2d6+4 enemy troops.
- 6 = Complex is occupied by a whole company of 1d6+1 squads. First squad includes 1/2d6 high-ranking staff officers.

Lone hootch–

- 1 to 3 = Abandoned.
- 4 to 5 = Occupied by 1/2d6 NVA
- 6 = Recently vacated and possibly containing intelligence material (1).

Medium sized enemy complex- Consists of 1d6 hootches and 1d6 bunkers. This complex is located in a deep draw, and artillery will not be able to reach it.

- 1 or 2 = Abandoned.
- 3 = Occupied by 1d6 enemy.
- 4 = Occupied by a full squad of enemy.
- 5 = Serves as an enemy field hospital occupied by 1d6 enemy soldiers, 1d6 enemy

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wounded (considered to be OOF), and 1d6 non combatants.

- 6 = HQ complex and is occupied by 2d6 enemy, some of which are high-ranking officers or cadre.

Non-combatants- They consist of 1d6 non-combatants and either live nearby (1-3) or are just moving through the area (4-6).

- 1 or 2 = Friendly.
- 3 = Neutral.
- 4 to 6 = Hostile.

Do NOT roll for their status until after you have finished. Then adjust Enemy Activity Total accordingly.

Small bunker complex- Consists of 1d6 bunkers. One of the bunkers contains an enemy radio eavesdropping post. There is a small detachment of 2d6 enemy present.

Small hootch complex- Consists of 1d6 hootches. Used for weapons repair and making homemade bombs and rockets. In one of the hootches will be unexploded US ordnance, while another will contain a number of weapons and tools in various states of use and repair. There is a small trail running through the complex.

- 1 to 3 = Abandoned.
- 4 to 6 = Occupied by 2d6 enemy.

Small supply depot- Under camouflaged netting and containing a few containers of rice and other foodstuffs, several bicycles, some small arms and ammunition, and various other sundries. There is a trail running 12" away and parallel to the actual emplacement.

Small trail- Small trail that is either-

- 1 to 3 = Empty.
- 4 or 5 = Occupied. Roll on VC Non- Combat Reinforcement Table.
- 6 = Occupied. Roll on VC Combat Reinforcement Table.

When you find a small trail it will either continue in both directions to the adjacent sectors (1-3) or continue in one direction (4-6) determined at random.

Small tunnel complex- Consists of 1d6 entrances and 1/2d6 bunkers.

- 1 to 3 = Abandoned.
- 4 to 5 = Occupied by 1d6+6 enemy.
- 6 = Occupied by an enemy platoon using it as a way station to rest.

Water Buffalo- The animal comes to within charge reach before any reactions can be taken.

- 1 to 2 = Acts aggressively and charges. If enter hand-to-hand will count as Rep 4 with an Impact 2 weapon, and can suffer 2 OD or OOF results. Only weapons with an Impact of 4 or more, or APW 2 or better, can knock down Water Buffalo.
- 4 to 6 = Wanders away.

Well-traveled trail- Well used trail that is either-

- 1 to 3 = Empty.
- 4 or 5 = Occupied. Roll on VC (1-4) or NVA (5-6) Non- Combat Reinforcement Table.
- 6 = Occupied. Roll on VC (1-4) or NVA (5-6) Combat Reinforcement Table.

When you find a well-traveled trail it will either continue in both directions to the adjacent sectors (1-3) or continue in one direction (4-6) determined at random.

Wreckage of a downed US helicopter-

- 1 to 5 = Helicopter has been stripped and destroyed with nothing of use left behind.
- 6 = Wreckage is well concealed and contains the remains of the crew and passengers which should be evacuated or plotted for future recovery.

Wreckage of a US aircraft- Nothing of worth except serial numbers, which may be gathered for later identification.

Where Do Trails Go?

If you find a small or well-traveled trail that enters an adjacent sector it will either terminate (1-3) at a complex or other group of buildings that you roll up on the charts, continue on (4-5) to an adjacent sector, or forks (6) and heads into a different adjacent sector other than the one at which it was originally pointed.

High-speed trails always continue to an adjacent sector.

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What's Charlie Doing?

So once you've made contact and found out what you're up against you have to see what Charlie's doing and how alert he is. After the terrain and figures have been set roll 2d6 and modify the total by adding the Enemy Activity level to the final score. Then consult the *What's Charlie Doing Table.*

2 WHAT'S CHARLIE DOING?

-2 nighttime Day Part
-1 Evening Day Part
-1 pre-dawn Day Part
+ 1 to 5 Enemy Activity level

2 or 3- Asleep or resting. Unit is totally relaxed.
- –1 to their Reps for 1/2d6 turns.
- Cannot take any In Sight tests the first turn.
- Figures are either armed (1) or unarmed (2-6).
- Figures are either facing the team (1-3) or not (4-6).
- Only team can activate on the first turn, Charlie may not.

3 to 5 – Lost in doing everyday chores.
- –1 to their Reps on first turn.
- Cannot take any In Sight tests the first turn.
- Figures are either armed (1-3) or unarmed (4-6).
- Figures are either facing the team (1-3) or not (4-6).
- Team will activate first on the first turn, Charlie must roll to see if he can.

6 to 8 – Going about their normal business.
- Cannot take any In Sight tests the first turn.
- Figures are armed but either at the ready acting as security (1-2) or slung on their backs (3-6). Those with slung weapons will spend their first activation unslinging them and cannot fire.
- Figures are either facing the team (1-3) or not (4-6).
- Team will activate first on the first turn, Charlie must roll to see if he can.

9 to 10 – Going about their business but on guard.
- Will take any In Sight tests when called for.
- Figures are armed
- Figures are either facing the team (1-3) or not (4-6).
- Take *"Who Goes There?"* test.

11 - Going about their business but on *high alert.*
- Will take any In Sight tests when called for.
- Figures are armed
- Figures are either facing the team (1-3) or not (4-6).
- Take *"Who Goes There?"* test.

1 WHO GOES THERE?

1d6 vs. lowest FC skill in team
+1 if enemy is on high alert

Die score is equal or lower than FC
- Team is hidden and it's business as usual.

Die score is more but not twice that of FC
- Team is hidden but test must be taken again in 1/2d6 turns of Activation. If this occurs again treat as below.

Die score is more twice that of FC
- Team compromised and counts as if in cover. All eligible figures take In Sight tests.

NVA/ VC Battlefield Activity Level And Posture

Enemy forces don't always operate in a predictable manner. For one reason or another, enemy units might want to seek contact with their foe, or even avoid him as much as possible. Basically you've found him now let's see what kind of mood he's in.

After you have found out *"what Charlie is doing"* you need to roll 2d6 versus the *Enemy Activity Level* on the *Battlefield Activity Level and Posture Table* to see how they will act when the shooting starts. They will remain this way the full Encounter.

2 BATTLEFIELD ACTIVITY LEVEL AND POSTURE TABLE

+2 In A Shau valley or Laos
-1 if VC

Pass 2d6
- **NVA -** High Activity coupled with Aggressive Posture.
- **VC –** Low Activity with Aggressive Posture (1-3) or High Activity with Aggressive Posture (4-6)

Pass 1d6
- **NVA -** High Activity coupled with Aggressive Posture (1-3) or Low Activity with Avoidance Posture (4-6).
- **VC –** Low Activity with Moderate Posture (1-3) or High Activity with Moderate Posture (4-6)

Pass 0d6

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- **NVA -** High Activity coupled with Avoidance Posture (1-3) or Low Activity with Avoidance Posture (4-6).
- **VC –** Low Activity with Avoidance Posture (1-3) or High Activity with Avoidance Posture (4-6).

Low Activity – "Where's Charlie?" There is a chance (1-3) that whenever *Reinforcements* are called for they do not arrive.

High Activity - "We've stepped in it!" Reinforcements will now arrive on an Activation dice total of seven and eight.

Avoidance Posture – Troops will count a –1 to Rep for Received Fire tests counting a result of Pass 1d6 or 0d6 as "break off battle and remove from play".

Moderate Posture – Troops will act normally.

Aggressive Posture – Troops will count a +1 to Rep when taking Received Fire test. If within 8" of team will attempt to charge into hand to hand. Will not take Break Off checks until reach 50% casualties.

Reinforcements

As most *UW* games take place in the backyards of the VC and NVA, there is a chance each turn that additional VC or NVA units, perhaps in the form of reinforcements, may arrive in the area.

When the sum of the activation dice for the turn equals 7 the VC or NVA will receive reinforcements.

If combat has already taken place then roll 2d6, add them together, and consult the appropriate *Combat Reinforcements Table.*

If no combat has yet occurred then roll 2d6 and consult the appropriate *Non-Combat Reinforcements Table.*

All reinforcements arrive on table first via trails if present. If there is more than one trail then decide which one by rolling 1d6 per trail with high d6 score being the one used. Where practical, waterways and boats may be substituted for trails.

If there are no trails present then the reinforcements arrive via the terrain for easiest movement.

All tables are grouped together in the rear of the book.

Dogs

Dog handler teams saw use by both sides in the Vietnam War. The US used them extensively for base security patrols, and occasionally out in the field to aid in ambush detection, finding enemy caches, and uncovering minefields and booby traps. The line grunts had a fondness for the K-9 units, often giving their own water for the dogs, and treating them as valued members of the line unit, while recon teams thought of them as noisy and unpredictable burdens to completing their missions. The NVA preferred to use dogs for securing vital points of the Ho Chi Minh Trail and rooting out US recon patrols and downed airmen.

Dogs automatically attempt to detect ambushes when at 12" or less from the kill zone adding +3 to the EA, and count as Q5 against units or individuals attempting to move stealthily within 10", and Q4 when from 10" to 16".

Dogs attack in melee with a Rep of 4 and count their teeth as Impact 1 weapons. When released from their leashes, a dog automatically passes any Fast Move test and moves at up to 20". Dogs do not take Want To Charge tests, but their targets will take Being Charged tests when the dog is at least 6" away.

Breaking Off The Battle

When a small fighting unit, be it a platoon, squad, or team, takes casualties (either OOF or OD), there is a chance that the leader will decide that discretion is the better part of valor, and seek to break contact with the enemy and begin to withdraw from combat. This means the unit may not move forward towards the enemy, may no longer actively fire (but may fire in reaction), and unless attempting to recover wounded friends must move to exit the board or move to a friendly fortified position (such as a bunker or tunnel complex) from which they may continue to fight.

The NPC side will take this test when the squad has taken one quarter (1/4) casualties, and for each casualty thereafter.

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2 LD BREAK CONTACT TABLE

Taken vs. unit leader or highest Rep figure if none

Pass 2d6 or more

- Stay and fight. The squad/team does not have to roll again until half (1/2) of the original members are casualties.
- If the squad/team is down to half (1/2) strength or less, it will break contact.

Pass 1d6

- Break contact. The squad/team will withdraw from combat and head for a fortified defensive position or installation, or to leave the table if none are present or if they cannot be reached due to the enemy blocking the most direct route.

Pass 0d6

- The squad/team morale breaks and they flee combat, same as Runaway

Friendly Leaders may rally units that break contact by moving them within 2" of the figure with the highest Rep in the fleeing unit and attempting a Rally Check.

You are responsible for your team to break off contact. (*See Immediate Action Drill and Slip Away sections*)

The Call

Okay, you've decided that for whatever reason you're going to make "the call". The first question is "Who you going to call?" and that depends on what you need done. Here's a short list of what you can do-

- Calling in medical evacuation for wounded troops.
- SALUTE reports/plotting the enemy calls.
- Summoning airstrikes or artillery.
- Calling for evacuation of compromised recon teams.

Before we cover what you can do with it, let's first see how it's done.

Radio Communications

Radios are the lifeline of the American combat unit in Southeast Asia. Aside from basic communications, a unit that has a radio has a pretty good chance of summoning help when it is needed most, be it to medevac the wounded out, call for artillery support, or have artillery fire illumination on a dark night. But atmospheric conditions, as well as operator skill, can play a big part in whether or not a message gets through to where it needs to go.

Anytime a player wishes to use a radio roll 1d6 and check the *Atmospheric Conditions Table.*

1 ATMOSPHERIC CONDITIONS

1-2 =

- Conditions are normal.

3-4 =

- Conditions are better than usual and all radio operators get a +1 to their Rep for that turn when using a radio.

5-6 =

- Conditions are worse than usual and all radio operators have a -1 to their Rep for using a radio.

Rainy weather automatically gives a -1 to all radio communications meaning that it is possible to have a -2 to your communications rolls.

Making The Call

After establishing the *Atmospheric Conditions* it's time to actually make the call. When the caller is active roll 1d6 versus the Rep of the user modified by his Comm Skill. If the die score exceeds the modified Rep then you have failed. You cannot try again until next activation. But if the score is equal or less then the call has been successful. If you make a call and your request is denied you may try again. You cannot make a second call if your request is granted.

Next roll 1d6 on the appropriate table type under the appropriate unit. This will tell if the request was granted and the timetable for its arrival.

Medical Dust Off

You need to have one or more team members or prisoners evacuated. Or maybe they're not hurt but you still need them taken away. In any case this is when a helicopter comes back to your AO to make a pickup and *not* for final extraction.

Follow the same procedure as outlined in the *Getting Out AKA "Extraction"* section of the rules. However, once the helo takes off you have to go down the *EAP Medevac Table* to see if your current EAP total should be changed.

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EAP - MEDEVAC TABLE

Day Part of medevac
Pre-Dawn or Evening –1

Helicopter dust off
Helo Evac +1
Extra time on the LZ +1
LZ watcher at the LZ +1
Had to come out on "strings" +1
3 people or more evacuated +2
"In and out" of LZ –1
If there were three or more possible LZs -1

Summoning Air Or Artillery Support

There will be times when the situation gets out of control. There' s just too many enemy about and you need to call for help. That's when you can call for support. You've got three options.

Artillery Request

If your request is granted you get an artillery barrage from the big guns.

1 ARTILLERY REQUEST TABLES
+2 if caller is in South Vietnam
+1 if in DMZ
+1 if caller is Rep 5
+ Influence Skill of caller
-1 if caller is Rep 3
-1 if in Cambodia
-2 if caller is Mobile Guerilla Force
-2 if in Laos

Result	MGF/Mike	Greek	SOG	LRRP
None for game	1	1	1-3	1
Ask next turn	2	2	4	2
1/2d6 turns	3	3	5	3
Next turn	4	4	6	4
Now	5-6	5-6	x	5-6

Artillery Request	M Recon	M Sniper	SEALS	ANZACS
None for game	1	1	1	1
Ask next turn	2	2	2	2
1/2d6 turns	3	3	3	3
Next turn	4	4	4	4
Now	5-6	5-6	5-6	5-6

None for game- No support is available this Encounter but can try again in a subsequent Encounter.

Ask next turn- No support is available this turn but can try next.

1/2d6 turns- Incoming in 1-3 turns.

Next turn – Incoming next turn.

Now- Here it comes!

Artillery and strafing aircraft hit jungle targets

Airstrike Request

If your request is granted it will arrive in the form of a bombing run.

1 AIRSTRIKE REQUEST TABLES
+1 if Daytime
+1 if caller is Rep 5
+ Influence Skill of caller
-1 if caller is Rep 4
-1 if in Laos or II Corps
+1 if caller is Mobile Guerilla Force
-3 if in Cambodia

Result	US/Mike	Greek	SOG	LRRP
None for game	1	1	1	1
Ask next turn	2	2	2	2
1 + 1/2d6 turns	3	3	3	3
Two Turns	4	4	4	4
Next Turn	5	5	5	5
Now	6	6	6	6

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Result	M Recon	M Sniper	SEALS	ANZACS
None for game	1	1	1	1
Ask next turn	2	2	2	2
1 + 1/2d6 turns	3	3	3	3
Two Turns	4	4	4	4
Next Turn	5	5	5	5
Now	6	6	6	6

None for game- No support is available this Encounter but can try again in a subsequent Encounter.

Ask next turn- No support is available this turn but can try next.

1 + 1/2d6 turns- Arrival in 2-4 turns.

Two turns – Not next turn but the one after that.

Next turn – Arrival next turn.

Now- Here it comes!

Gunship Request

If your request is granted it will arrive in the form of a helicopter.

1 GUNSHIP REQUEST TABLES

+1 if a supporting helo was previously shot down
+1 if caller is Rep 5
+ Influence Skill of caller
-1 if caller is Rep 4
+1 if caller is Mobile Guerilla Force
-3 if in Laos or DMZ

Result	US/Mike	Greek	SOG	LRRP
None for game	X	X	X	1
Ask next turn	1-2	1-2	1-2	2
3 to 6 turns	X	X	3	X
2 to 4 turns	3	3	4	3
Two Turns	4	4	5	4
Next Turn	5	5	X	5
Now	6	6	6	6

Result	M Recon	M Sniper	SEALS	ANZACS
None for game	1	1	1	1
Ask next turn	2	2	2	2
2 + 1/2d6 turns	X	X	X	X
1 + 1/2d6 turns	3	3	3	3
Two Turns	4	4	4	4
Next Turn	5	5	5	5
Now	6	6	6	6

None for game- No support is available this Encounter but can try again in a subsequent Encounter.

Ask next turn- No support is available this turn but can try next.

2 + 1/2d6 turns- Arrival in 3 to 5 turns.

1 + 1/2d6 turns- Arrival in 2-4 turns.

Two turns – Not next turn but the one after that.

Next turn – Arrival next turn.

Now- Here it comes!

Effects Of Making The Call For Support

You've made the call and the support whether it's artillery, an air strike or gunship have come and gone. Now you have to see how effective it was. Roll 2d6 and compare the total to the *Support Effectiveness Table.*

2 SUPPORT EFFECTIVENESS TABLE

*-1 if Forward Observer is present. **
-1 if Red Dog maneuver
-2 if Red Dog maneuver with WP
-2 if enemy in the open
+2 if enemy has heavy machineguns or AA in sector or adjacent sector.

2 or 3 =
Airstrike vs. company or less- enemy breaks off.
Artillery vs. company or less- enemy breaks off.
Helo vs. platoon or less- enemy breaks off.
4 or 5 =
Airstrike vs. company or less- enemy breaks off.
Artillery vs. platoon or less- enemy breaks off.
Helo vs. platoon or less- enemy breaks off.
6 =
Airstrike vs. platoon or less- enemy breaks off.
Artillery vs. platoon or less- enemy duck back.
Helo vs. platoon or less- enemy breaks off.
7 =
Airstrike vs. platoon or less- enemy breaks off.
Artillery has no effect.
Helo vs. platoon or less- enemy duck back.
8 =
Airstrike vs. platoon or less- enemy breaks off.
Artillery has no effect.
Helo has no effect.
9 =
Airstrike vs. platoon or less- enemy duck back.
Artillery has no effect.

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Helo has no effect.
10 =
All have no effect.
11 =
All have no effect.
12 =
"Oh s…"

*A Forward Observer (FO) is a soldier responsible for directing artillery fire and close air support onto enemy positions.

No effect- All figures on table count as if in Duck Back. Battle resumes.

Vs. platoon or less– If target is a platoon or less then enemy breaks off. Every enemy figure has a chance of being dead (1-2), out of the fight (3-4) or retires off board (5-6). If more than a platoon then enemy will continue the battle. Every enemy figure has a chance of being dead (1), out of the fight (2) or in Duck Back (3-6).

Vs. company or less- If target is a company or less then enemy breaks off. Every enemy figure has a chance of being dead (1-2), out of the fight (3-4) or retires off board (5-6). If more than a company then enemy will continue the battle. Every enemy figure has a chance of being dead (1), out of the fight (2) or in Duck Back (3-6).

"Oh s…"- Major mistake! The airstrike has hit friendlies. Roll 1d6 per team member as there is a chance of them being either dead (1), out of fight (2), or duck back (3-6).

Extraction

When a mission has been completed, or the team has been compromised, they may radio for their support to come pick them up, called an "extraction". To do this consult the section entitled appropriately enough, *the Call.* Once a successful call is made, consult the chart below to find out how long it will take for their ride to arrive in the area:

1 **EXTRACTION ARRIVAL TIME**

+2 if trying to extract from Cambodia or Laos.

- **1**- Pick-up can arrive on the LZ next turn.
- **2**- Pick-up can arrive on the LZ in 2 turns.
- **3**- Pick-up can arrive on the LZ in 3 turns.
- **4**- Pick-up can arrive on the LZ in 1d6+2 turns.
- **5**- Pick-up can arrive on the LZ in 1d6+3 turns.
- **6**- No pick-up is available try again in 1d6 turns.

Normal extraction will be by helicopter or if IV Corps by boat (1-2) if possible. Once the call has been made wait the appropriate number of turns then roll on the *Helicopter Insertion Table.*

If there is no LZ available and it is necessary for the team to climb up a ladder to the helo then roll on the *Rappel/Ladder Down Table.* If there are enemies within 12" of the LZ, the LZ is considered "hot". Uh oh…

Hot LZs

You've made the call. You're either at the LZ or on the way. Time to get out of here but sometimes it isn't that simple. The enemy is on your tail and it's a race to get out.

Once the call is made roll 1d6 and add the Rep of the Team Leader. Next roll and 1d6 and add the Enemy Activity Level. Compare the results to each other and on the *Hot LZ Table.*

1 **HOT LZ**

1d6 + Rep of Ldr vs. 1d6 + EA level

Tester's score is greater than the target's.
- Helo is there and your team is in and out before any enemy contact occurs.

Scores are equal.
- Tester and target must immediately re-roll test.

Target's score is greater than the tester's.
- Charlie's coming. Either one (1-4) or two (5-6) enemy squads will arrive at the LZ in 1+1d6 turns after you do. See *running gunfight.*

Tester's score is half or lower than the target's.
- Disaster! LZ is too hot! Helo breaks off and you're in a *running gunfight*.

Running Gunfight

If you have reached this section then things are REALLY going bad. You will be in one of three situations.

1 – You're at the LZ and the enemy is on the way. Handle it in this manner.

Set up the table no bigger than four-foot square with woods or jungle ringing the LZ. The LZ must be big enough for the helicopters blades to fit otherwise it will not be able to land!

- Next pick what direction the enemy is coming from.

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- Deploy your team as desired.
- Start counting the turns. On the appropriate turn that the enemy are to arrive they will be in small arms fire range. Don't forget activations rolls and enemy reinforcements.
- Place them on the table directly across from your force.
- You and your team will get one turn of fire and subsequent reactions.
- When finished roll activation dice as normal.
- When the helo arrives it will attempt to land.

2 – You're in deep trouble and need out NOW, but there is no LZ.

Set up the table no bigger than four-foot square as normal for the terrain types, but with no clear areas large enough or flat enough to land a helicopter. Enemy forces are almost upon you. If you are compromised due to a *Hot LZ* roll, but not from an encounter, then roll 1d6 to see whether two (1-2), three (3-4), or four enemy squads will arrive in LOS in 1+1d6 turns.

- When the helo arrives they will hover and drop a ladder or string bag.
- The team must make their way to the ladder or bags and lines.
- The fighting then stops.
- The team will use either ladders (1-4) or strings (4-6). However, if any OOF then +2 to the roll.
- Each member will roll on the *Climbing Under Fire* or the *Riding Strings Out table.*

3 **CLIMBING UNDER FIRE**

-1 if Rep 5 or higher
+1 for every member that has gone before you

3 to 10
- Made it!

11 to 16
- You've been hit! Either you fall (1-3) or make it inside the helo (4-6). All others behind you will +1 to their dice rolls in addition to any other penalty.

17 to 18
- The helo has been hit! The Crew Chief cuts the rope and the helo flies away! Each figure not in the helicopter or on the ladder either falls with the ladder and takes a hit (1-3) or makes it to the ground miraculously unhurt. Another extraction must be called for.

Hit
- 1 to 2 = If you fell you are dead. Otherwise reach safety of helo but go Out of Fight.
- 3 or 4 = If you fell you are Out of Fight and possibly captured. Otherwise reach safety of helo but still wounded.
- 5 to 6 = If you fell, you are stunned for 1/2d6 turns. If you were hit, it's just a graze, but may be close enough (1-2) to roll on the *Close Call table*.

"Riding the strings out" is a term referring to being extracted by McGuire Rig (or something similar) or STABO rig. Used to take out teams when no LZ is available, string extraction is both more dangerous than ladder extractions, but usually faster.

"Ridding the strings". Project Delta Recon Team McGuire Rig training (Maurice Brakeman)

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3 **RIDING STRINGS OUT**

-2 if crew Rep 5
+1 for each member that is riding out in this group

3 to 10
- Made it!

11 to 16
- You've been hit! Either you fall and take a hit (1-3) or you manage to hang on (4-6) and roll location normally.

17 to 18
- The helo has been hit or the ropes tangle in the trees! The Crew Chief cuts the ropes and the helo flies away! Each figure falls and takes a hit (1-3) as below or makes it to the ground miraculously unhurt. Another extraction must be called for.

Hit
- 1 to 2 = If you fell you are dead.
- 3 or 4 = If you fell you are Out of Fight and possibly captured.
- 5 to 6 = If you fell, you are alive but stunned for 1/2d6 turns.

3 – The helo isn't coming anytime soon. You are at the LZ and the enemy is on your tail.

Either two (1-2), three (3-4), or four enemy squads will arrive at the LZ in 5+1d6 turns after you do. You can either choose to fight in which case set up the battle as outlined in situation 1 or you can choose to *slip away.*

Slip Away

Things are looking grim. You're probably outnumbered, out gunned, and close to being out of luck. When you decide, "discretion is the better part of valor" you can attempt give the fast approaching enemy the slip. To do so roll 1d6 and add the *lowest* Rep in the team and compare it to a roll of 1d6 plus the current Enemy Activity Level modified. Next check the Slip Away Table for the results.

1 **SLIP AWAY**

1d6 + lowest Rep vs. 1d6 + EA level

Clumsy or slow in party +1
Carrying immobile figures +1
Wounded leg or gut +1
Moving with unwilling prisoner +2 EA
Evening or pre-dawn –1
Red Dog in effect -2
Rain –2
Nighttime –2

Tester's score is greater than the target's.
- Tester successfully slips away. May call for extraction next Day Part.

Scores are equal.
- Tester must re-roll next turn.

Tester's score is less but not half or lower than the target's.
- It's a real fight, man. Set up the table and play the Defense Mission found on page 41 of the *FNG* rules book. Lucky for you the enemy *cannot* get reinforcements.

Tester's score is half or lower than the target's.
- They're on you man. Set up the table and play the Defense Mission found on page 41 of the *FNG* rules book. The enemy can get *Reinforcements* as outlined on page 44 of the *FNG* rules book.

After The Mission

Congratulations, you've made it back! Time to see what happens.

Recovery After The Mission

After each mission, roll 2d6 for figures that return to base out of the fight and compare it to their Rep and consult the Recovery table below. Roll 3d6 if they were evacuated off of the table during the game:

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2 **RECOVERY TABLE**

+1d6 if soldier evacuated during battle

Pass 2d6 or more
- Figure recovers, stays in the unit, and must sit out the next mission.

Pass 1d6
- Figure recovers and returns to the squad in 1d6 missions at minus one to Rep.

Pass 0d6
- Figure either dies from the seriousness of his wounds or is sent home for further recovery.

Close Calls

With most unconventional warfare and special operations units being volunteer organizations (or at least voluntary for missions), it was not uncommon for soldiers to extend their tours, and even re-enlist, so that they could stay with the unit and continue to operate. Some men spent years in-country, running missions until they were either too worn out to continue, or until their luck ran out. Being volunteers, they could quit at any time.

Combat has a different effect on each person. It is said that some people have premonitions of their deaths, knowing that the next mission will be their last, and they will go anyway. Some soldiers decide that after a close call, it's time to call 'game over' and find something quieter and safer to do. You never know how it will affect you until it happens.

After a game where a NPC character has been knocked down, put OOF, or driven to hunker down, roll once on the following table versus their Rep.

1 **CLOSE CALL**

1- "That's it! I can't take it any more, I'm done!" Character resigns his position and must be replaced with a new character.

2- "That was too close! I better watch out, a guy could get killed doing this!" The character now counts as 1 Rep lower for all Received Fire and Being Charged tests. This effect is cumulative. If a "6'" is later scored after a subsequent mission, this effect is removed and the character returns to normal.

3-5- "It's just part of the job." This Close Call has no effect on the character.

6- "I'm the Man Of Steel!" The character counts as one Rep higher for Received Fire and Being Charged tests. If this result is scored a second time, the character becomes a "Star" and reacts accordingly.

Fortunes

When a unit performs well, it is often recognized and rewarded. When a unit performs poorly, it *will* be recognized, and rewards will probably be the last thing coming.

After the SP for each completed mission has been compiled, there is a chance that some benefit, or punishment, may befall the unit based their performance. If the total of the SP collected by all team members for the mission is 30 or more, the player will roll 1d6 on the *Good Mission Perks Table.* If the total SP collected for a mission is 10 or less, then he must roll on the *Bad Mission Penalties Table.* Do NOT count the 5 SP for a successful mission more than once.

1 **GOOD MISSION PERKS**

1 = Get in good with nearby Special Ops unit. The nearest Special Ops unit, be it SOG, SEALS, whomever, wants to trade war stories and rub elbows. Roll 1d6-
- (1-3) = A single special item selected by the player, such as a silenced weapon, will be lent to the team for 1d6/2 mission.
- (4) = 1d6 team members receive either a Skill (Level one) (1-3) that the unit does not normally train in (such as HALO) or an additional 1d6 SP (4-6).
- (5) = A member of the Special Ops unit is willing to join the team on their next mission (generate the soldier normally for his unit type).
- (6) = One special item, selected by the player, that is either not available to this unit, or is very rare, is given to the team for its use.

2 = R&R. The team has done so well, 1d6 members are given a 1 week in-country R&R. These members will not be available for missions for 1 week, and are either replaced by other team members (1-4), or the missions must be run short handed (5-6). When the vacationers return from their break, they come back with an additional 2 SP to spend.

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3 = Cross training with sister unit. A small social is held with a similar unit, and a lot of information and techniques are passed back and forth. Each team member receives either 1d6+2 SP to spend on existing skills, or a new skill that the unit does not normally train in (such as HALO) at level two.

4 = USO visit. Traveling entertainment arrives on base, in the form of comedians, musical acts, and hot babes. So much time and effort goes into getting ready for the event, then cleaning up afterwards that no missions are run this week (or the next time a mission should be run, it is not). This allows injured team members a little more time to heal up, as well as some training time. Each team member gains 2 SP.

5 = Pick the next mission. The team has performed extremely well, and the CO has decided to allow the team to choose its next mission.

6 = Medals. The brass recognizes the bravery and ability of the team.

- All team members are commended, gaining 1d6 SP each.
- Any soldier that took out five or more enemies receives a Bronze Star and another 1d6 SP.
- Any soldier that aided a wounded comrade under fire is awarded a Silver Star and a +1 to their INF skill.
- Any soldier gaining 25 SP by himself on a recent mission, and either came under fire or was involved in a melee, will receive a Distinguished Service Cross and +1 to both INSP and INF.
- Any soldier gaining 45 SP by himself on a recent mission, and either came under fire or was involved in a melee, will be submitted for the Medal of Honor. There is a chance (1-3) this soldier will immediately be pulled from the field and not allowed to run any further missions. After two months, there is a chance (1-3) that the soldier will be awarded the MOH and he must leave Vietnam and return to the States for the presentation ceremony. *He will not return to finish his tour.* Should he not be awarded the medal, he will instead receive the DSC and its perks. Regardless, the soldier gains 1d6 SP, +2 to his INF skill, and may pick the missions from now on.

1 BAD MISSION PENALTIES

1 = Reassigned. Obviously, someone on the team fouled up somewhere along the way, and the decision is made to get rid of them. Randomly determine who on the team is dropped from the roster, and may no longer be used.

2 = Unauthorized equipment confiscated. Roll 1d6. This is the number of randomly determined pieces of equipment and weapons that are not part of the unit's standard issue (special weapons, enemy gear or weapons, etc) that are taken away from the team by the higher-ups.

3 = Demotion. The CO or someone higher, chews out the team leader and assistant team leader higher. Both men lose whatever accumulated SP they currently have, before they can spend it.

4 = Inspection. The brass or the Inspector General's office springs an impromptu inspection. All non-standard issue weapons and gear are confiscated.

5 = Missions withheld. Higher Ups believe that the team is not fully ready for duty, and the next mission is skipped, though time progresses.

6 = Missions withheld. Higher Ups believe that the team is not fully ready for duty, and the next mission is skipped, though time progresses.

Methods Of Operation, Tactics, And More

Recon

Small teams operating in enemy territory had to use every ounce of skill they could muster, and take every advantage they could gain to survive, including using whatever support they could receive when necessary. There was no such thing as a fair fight, and anyone showing gallantry towards the enemy was likely to be quickly killed by said enemy as soon as they got the chance.

Recon missions were thoughtfully planned and detailed beforehand. They were not willy-nilly, higgledy-piggledy, operations where a unit was just dumped in the middle of nowhere and told to "go find Charlie". The usual process involved a team, pouring over reports about the area they would be operating in, and then coming up with a detailed plan. A briefing

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would be held, where the team leader would brief his men and the support staff, giving details of objectives, gear, procedures, expected route of march, and contingency plans.

Lone aircraft never made insertions. Generally, an insertion was a bit of a circus, especially for cross border operations, involving around a dozen aircraft, both rotary and fixed wing. At least 2 slicks would be available for insertion and emergency extractions, one acting as back-up, or 3 slicks if the team was split up onto 2 different slicks. At least a pair of gunships would provide cover, usually orbiting at a distance, with a pair of A-1 Skyraiders orbiting well above in case of need. A FAC and a Command and Control (C&C) helicopter would orchestrate and coordinate the whole affair. For SOG insertions, there would often be up to 6 slicks or King Bees in the flight in case of a hot LZ, damage to the primary aircraft, or to pick up a crew if an aircraft was downed. Should the enemy be encountered on the LZ, it was very good to have all of this support right there at hand.

Once on the ground, a recon team would usually hustle to the tree line, then form a perimeter to wait and listen to see if the enemy was onto them. The insertion craft would orbit at a distance far enough to not alert the enemy, but close enough to reach them if trouble erupted. After 10 or 15 minutes the recon team would radio a “team ok”, and the aircraft would return to base. Once everything was quiet, the team would then set out on their mission.

Progress could be agonizingly slow, especially if the team was being very careful to leave no tracks, and to be as quiet as possible. When stealth was the name of the game the last thing a team wanted was to be compromised. The distance moved by a team varied, as most teams would move slowly and quietly for a time, be it 10 minutes or 20 meters, then stop for a short amount of time, around 5 minutes, to listen carefully for the sound of nearby enemy or trackers. When satisfied that all was still well, the team would then move out again.

Despite a team’s best effort, it was often impossible to not leave a trail for one reason or another. When a team thought that trackers were following them, there were several courses of action they could take. The team could alter its direction frequently, zigzagging in an attempt to throw the trackers off. They could cross a terrain feature on which they would leave no sign, such as rocks or in a stream, leaving it in a different direction. They could even ambush their pursuers. This last method would be a last resort, as any commotion or gunfire could pinpoint the team’s location.

One of the simplest ways to see if you were being followed would be to button hook around and parallel your own tracks a short distance, then set up in ambush and see if anyone came along. If or when the enemy did come along could trigger another series of decisions for the team. Should they be taken out with claymores and weapons fire? Targeted for capture? Should the team stay hidden, and then move out again once the enemy had passed? A team leader had many variables to weigh when making his decision.

When it did come down to contact with the enemy, whether intentional or accidental, one thing was needed above all others: fire superiority. If the team did not dominate the opposition with a massive amount of aggressive firepower and violence, the enemy stood a good chance of gaining the upper hand, possibly massing forces and overrunning and destroying the team. This was where ambushes and immediate action drills came in.

Once superiority was established, the team either had to press their advantage, destroying or driving the enemy off, or breaking contact and running like hell. Once well away from the enemy, the team could then either make their way to an LZ for extraction, or continue their mission, though with the added difficulty of having the enemy know for sure that they were in the area.

If the advantage could not be gained, and with the team already compromised, calling for support was often the only option left. Gunships and fighters would be called in to attack the teams back trail while they moved to a defensible position or an extraction point. From that point on, an enemy’s actions would dictate how things proceeded. Should the enemy prove to be very aggressive, cluster bombs, napalm, and strafing runs would be the most useful forms of support. Bombs would be practically useless in a close contact, as they would have just as much of a chance to hurt the friendlies as they would the enemy.

When the extraction units arrived, it was always a good tactic for planes to drop tear-gas cluster bombs near the LZ, as the persistent irritant would keep the enemy away from the area, or at least keep them from shooting strait, giving the team a chance to get out.

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Things didn't always work out as planned, or as hoped, and sometimes a team got into more trouble than they could handle. If they could not fight their way out on their own, that job might have fallen to a Bright Light team or other reaction force, who would have landed nearby and fought their way to their beleaguered comrades and then escorted them to an extraction point.

Once the team was back at base, a detailed debriefing was usually held, even before they ate or cleaned up. The information that they brought back might have needed immediate action or follow up, possibly sparking another operation.

Each force listed in the *Units* section was unique, operated in a different manner, and used different setups and procedures.

For Special Forces recon teams, it was common for each insertion helicopter to have a recon man aboard, called a "belly man", who was not part of the inserting team, and helped get the team on and off of the helicopter. This could mean anything from pulling men up into a hovering helicopter, helping bring in a wounded soldier, or laying on his stomach on the helicopter floor (hence the nickname "belly man") to guide the pilot up out of the trees during a string extraction. They also acted as spotters, with the responsibility to positively ID the team for pick-up. This was especially crucial in the case of Road Runner teams, where the team could be mistaken for VC, or the VC could even attempt to spring a trap with a fake Road Runner team.

During team insertion and extraction, SOG staged from forward operating bases (FOBs) as close to their target area as possible. Sometimes these were firebases or Special Forces camps near the border, where supplies and fuel for the helicopters would be laid in, and a Bright Light team would be on 24 hour standby (usually for a week at a time, with the teams rotating duty). In addition, during each extraction one of the slicks carried a Special Forces medic in case one of the recon team members was wounded.

Though secrecy was important for team insertions, some teams worked in areas so dangerous that they requested that usable LZs be prepared by artillery and gunships prior to their insertion in order to drive off any enemy that might have been waiting for them nearby. This tactic generally worked, but also alerted everyone to the fact that something was up, which could lead to a whole host of other problems.

Communications was another area in which each unit was different.

Special Forces teams had a FAC on station nearby 24 hours a day in case of trouble, acting as a radio relay.

LRRP/Ranger teams generally utilized stationary radio relay outposts atop tall hills and mountains, but sometimes another team would be inserted in another location to act as a relay site.

SOG teams on the ground across the border could only count on being over flown by a FAC three or four times a day, due to the distances separating active teams, which often times left the teams fighting for their lives for extended periods until a Covey was near enough to be contacted, or someone could be raised on their survival radios.

Then there was the SAS, who used long range Morse Code transmissions, rather than voice transmissions, to reach their base, only using voice to contact nearby aircraft for coordination.

As you can see, a small team, even a platoon, needed firepower, nerve, and a little bit of luck to complete their mission, and get out in one piece.

Counter Recon

Early in the war, when the Ho Chi Minh trail was much less extensive than it would eventually become, the NVA did not have dedicated counter-reconnaissance units, nor did they have especially tight security along their supply lines. Though security patrols routinely moved along the roads and trails of the network, and guards (also know as trail watchers) were stationed every so often along their length, there were no operations dedicated to finding and eliminating interloping forces. As time progressed, and the NVA's supply lines became a greater focus of western efforts, tactics would develop to flush and destroy the forces that spied, gathered intelligence, and conducted raids on the NVA's rear areas.

By 1970, every patch of open ground that could possibly be used for a helicopter LZ was either booby trapped, defended by anti-aircraft guns, or under watch. Should LZ watchers spot any activity, their job was to either run off and alert nearby forces, or to follow the intruders, firing off signal shots to mark their position, and unnerve their enemy.

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Once an enemy team was located, the NVA could truck in reinforcements in very short order. Within 20 minutes of discovery, a team could easily be facing anything from a platoon to a company of the enemy, possibly augmented by trackers with dogs, or other special attachments. If the team could not be pinpointed, the NVA would often attempt to flush them like wild game. Men would space themselves out in line and move forward, talking loudly, blowing whistles, and banging sticks of bamboo together, while a line of armed men followed immediately behind them, ready to engage anyone they encountered. This was usually done in conjunction with another group that was pre-positioned as a blocking force, waiting to ambush the team, should they flee. Chances were good that eventually someone would stumble upon the team, and then the fireworks would begin.

Should the team make it into the area undetected, they would have to run a gauntlet of patrols and sweeps. The 1000 meters closest to a major Ho Chi Minh trail road or artery was heavily patrolled at all times, with the roadsides being swept at dawn and at dusk out to 100 meters by large units. Some road patrols included armored cars, armored personnel carriers, and truckloads of troops. Irregular patrols, some with dogs, would sometimes patrol cross-country looking for sign, though this was rare. Another danger a team faced was stumbling into an enemy rest area or camp, many of which dotted the countryside along main and side trails along the supply route.

As noted above, the NVA eventually developed special counter-recon teams, capable of discovering, tracking, sneaking up on, and eliminating encroaching recon teams. These units were well trained and led, often just as aggressive and crafty as the quarry they stalked, laying ambushes and booby traps in areas that they expected their enemy to pass through, even at possible objectives or LZs. Though these teams only operated in Laos at first, they eventually were trained in sufficient numbers to begin operations in Cambodia and inside South Vietnam as well. Taking any mission into NVA territory was a dangerous proposition.

UW Campaigns

There are different ways to run campaigns for *UW.* Each gaming group will lend itself to a different style. This can manifest itself with each player being one member of the same team. Or perhaps each player has a team and they take turns going on missions. Maybe they decide to play one off games or maybe string the battles together into a continuous campaign. Whatever way *UW* is played remember that there will be a common thread throughout.

It's about fighting against the odds and the intense cat-and-mouse games between these incredible men and their enemies.

Linking FNG And FNG: UW Campaigns

Linking *FNG* and *FNG: UW* together is a very simple process. There are two 2 methods.

The first method involves the players running *UW* missions with their teams or units, and then following up on those missions with units from *FNG*. An example of this would be for LRRPs or SAS teams to conduct recon patrols, locating targets for the grunts to sweep through and take care of, which could be a different game played on a different day.

The second method would be for the regular *FNG* units to become involved in the game by being called upon as a reaction force. In this case, a little finagling will need to be done, as the line troops won't have the special skills that the *UW* guys will, but that is also a bit of realism that can be added. Truly, a platoon of line infantry makes much more noise and leaves much more sign than a team of Operators.

One campaign example that could contain both *FNG* and *FNG: UW* games would be the actions that took place during the Tet Offensive of 1968 at Lang Vei Special Forces Camp, where recon teams had been discovering and reporting evidence of tanks being near the camp, then the camp being attacked at night by NVA soldiers backed by armor. Another example would be Operation Lam Son 719, where ARVN units invaded Laos, attacking and destroying many NVA supply depots and base camps that had been discovered and plotted by SOG recon teams, before the ARVNs frantic retreat. And finally, the

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actions that took place in the delta in IV Corps, where US Navy SEALS located POW camps defended by the VC and NVA, which held civilian and ARVN POWs, which were then liberated by US Army, Navy SEAL, and ARVN elements would be another good example of combined games.

At The Start

The campaign begins with the Star reporting to his new unit and beginning to get trained up, as well as getting acquainted with his new home. The Star will have 1d6+2 months remaining in his tour, with a minimum of 4 months to still serve out. At the end of his time in-country, the Star may extend his tour for another 6 months, becoming active again after taking a 30 day leave, but after the extension tour he must head back to "The World" for at least 6 months before his next tour (should he wish another).

Getting started

Choose the unit you want to play (Unit Lists - 58)

Determine how many characters are on the team (Special Rules in Unit Lists - 58)

Establish the Reps of the Team Members (Establishing Team Member Reputation – 7)

Determine the Skill Set of each team member (Establishing the Basic Skill Set - 8)

Establish the Attributes of team members. (Attributes - 3)

Establish the personality of the unit (Unit Quirks - 8)

Outfit the Team (Units Lists - 58)

Join the team (At The Start - 55)

First Mission

Get assigned your mission (When Do You Go On Missions - 19)

What type of mission is it? (Being Assigned Missions - 19)

How long is the mission? (Mission Duration - 20)

What are the primary and secondary goals of the mission? (Mission Descriptions - 20)

Are there special rules for the mission? (End of Mission Description - 20)

Will I need to take photos? (Taking A Picture - 24)

Map the area? (Plotting the Enemy - 25)

Wire Tapping? (Wire Taps - 26)

Prisoner snatch? (Capturing Prisoners – 26)

How will I gain Skill Points? (Gaining SP - 28)

Let's Go! Insertion

When are we going in? (Choose Day Part (not night - 28)

What's the weather like? (Weather - 28)

Where are we going and what's the terrain like? (AO Map and Terrain Generator - 30)

How are we being inserted? (Determine Type of Insertion - 33)

If needed, how good is the crew? (Generating Crew Rep - 33)

Helo Insertion? (Helicopter Insertion - 33)

HALO? (Halo Insertion - 33)

Boat? (Boat Insertion - 33)

Walk In? (Start at the edge of the AP map)

What's my base Enemy Activity Point total? (Tracking Enemy Activity Points - 35)

What does that convert into Enemy Activity Level? (Enemy Activity Level - 36)

On the Mission

Plot movement on the AO map (Moving on the AO Map - 30)

Did you cross a river? (River crossings - 32)

Encounter

Is there an Encounter? (Team Driven Encounter - 37)

How about an Enemy Triggered Encounter? (Enemy Driven Encounter - 37)

Run into anything? (What's Out There? - 39)

What are they doing? (What's Charlie Doing? - 42)

What's their attitude? (Battlefield Activity Level and Posture - 42)

How about reinforcements? (Reinforcements - 43)

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How do I break off the battle? (Breaking Off The Battle - 43)

How do I fight? (FNG & Combat Rules - 14)

What about the wounded? (Out of the Fight - 17)

Help - The Call

Making the call, who to? (The Call - 44)

How do I do it? (Radio Communications - 44)

How does a Medical Dust Off work? (Medical Dust Off - 44)

I need support (Summoning Air or Artillery Support - 45)

Get me out of here! Extraction

How long before they arrive? (Extraction Arrival Time -47)

What if the enemy gets there before the extract does? (Hot LZs - 47)

How do I abort the extract and slip away? (Slip Away - 49)

After the Mission

Do the wounded recover? (Recovery after the mission - 49)

What if I did a good job? (Good Mission Perks - 50)

What if I didn't do such a good job? (Bad Mission Penalties - 51)

What now? Get assigned another mission and follow the process all over again (When Do You Go On Missions - 19)

How about some help

Have any tips or ideas for me? (Methods of Operation, Tactics, and More - 51)

The Final Word … Almost

"FNG: Unconventional Warfare" is a unique skirmish game different from anything else out there. But it is also a spotlight on the brave men that contributed so much, often serving in units that the average person may not have heard of. We know, however, that this is not a "be-all-end-all" system, and that not every special unit that was active during the Vietnam War could be presented in this one book. Also, many of the units listed above are generalized to give you their "flavor", which you can then flesh out further. So, as we have said before, research is your best friend. Get some books, search the Internet, or talk to a Veteran.

If there is a special unit that you like to play that is not portrayed here in, create it! If your favorite platoon of Navy SEALS operated differently from the description above, great! Play them how you want to play them. Above anything else, remember that this is a game, and have fun.

Darby extends a very heartfelt and special thank you to the people who kindly and patiently allowed themselves to be interviewed, pestered with questions, and generally badgered for extended periods of time. I appreciate your kindness, openness, and willingness to speak about the experiences and events of some 40 years ago, especially the emotional ones. And above all else, thank you for your service, and keeping us safe while we slept.

There is an old saying: "For those that fight for it, life has a flavor that the protected will never know". I hope I have done your experiences the justice they deserve.

Merle Eckles, CSM US Army, (ret.)
Recon Team leader, Project Sigma, Det. B-56, 1966-1967
Father.

Richard Lewis, 1SGT USMC, (ret.)
US Marines Tank Commander, Bravo/Charlie Co, 1st Tanks, 1966-67 & 1969-1970, Marine Recon 1982-1985

Robert Regan, CPT US Army, (ret)
Slick and Gunship pilot and "Gangbusters" platoon commander, 334th AHC 1966-1967

Ed Gamons, CPT US Air Force, (ret.)
US Air Force FAC, attached to Project Sigma, 1966-1967

Domingo "Dom" Campos, SFC US Army, (ret.)
Founder and commander of 4th Mike Force Battalion, 1968

Bill Menkins, SGTMAJ US Army
Recon Team leader, Project Sigma, Det. B-56, 1966, WIA

Robert Rutherford, Jr., SPC4 US Army
75th Infantry Regiment, LRRP/Ranger, 1970

C. "Super Smitty" Smith, LCPL US Marines
9th Marine Division Sniper, 1968, WIA

Darrell "Moe" Elmore, CPT US Army
SFC Special Forces A-Dets 1964-67, Recon team leader Project Omega/FOB-2 1967, II Corps Mike Force 1968, Project Delta Recon and Ranger Advisor 1968, 1LT Nha Trang Mike Force 1968-69, Plt Ldr D - 2/503d infantry, CPT and Cdr Co - 2/503d 1969-70, and Bn Advisor 80th ARVN Ranger Bn 1970-71

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"Tony" Tran, MAJ Peoples Army of North Vietnam, (June 1938- April 2006) (Chiu Hoi 1970) CO 138th Counter Recon Company (Bin Tram 17B2 "Thuy Nai") 1968-1969, CO 1106th Transportation Regiment 1969-1970

"The 2 guys in SOG Who Shall Remain Nameless" CCN and CCC. No Top Secret or Secret information that may or may not have been talked about has been used in this publication, if any such discussions ever took place, or any such information was…er…talked about. Regardless, any insight that was or was not gained/imparted was greatly appreciated. Beers on me next time in Vegas. And I still say it was a "her", so don't feel bad, I won't tell.

Thank You also to:

Ed Teixeira: for allowing me to remind the world that brave men did their duty and more despite the lack of public support and popularity for their cause. You're also an all around great guy, and the industry and hobby are better for having you around.

Gail Eckles: for allowing me to pick my father's brain, and putting up with his war stories for the umpteenth time, and the nightmares that sometimes followed. We love and miss you mom, and may you rest in peace.

Jeremy Miller: will I ever shut up about this stuff? Thank goodness you're good at tuning me out while still appearing interested.

Former Project Delta members Chester Howard, Moe Elmore, Thomas Humphus, Jim Spooner, and Maurice Brakeman, for generously allowing me to use some of their photographs.

Alex Hazlett, Thomas Ingvarsson, Randy Montrose, and a couple LSHM DFW guys: Your playtesting, poorly spelled and switched word catching, general picking apart, not to mention your support, is greatly appreciated.

If you find yourself feeling generous, please give a donation to a worthy cause related to our Vietnam War veterans. Some of these include:

Save the Montagnards Foundation – dedicated to helping out our staunchest allies and friends who have suffered greatly at the hands of the Communist regime

Special Operations Association Scholarship Fund IMO Delta KIA-MIA

Special Operations Warrior Foundation - provides free college scholarship grants, along with financial aid and educational counseling, to the children of Army, Navy, Air Force and Marine Corps Special Operations personnel who were killed in an operational mission or training accident

The Final Word … Really

Just wanted to thank the one person that Darby overlooked. That would be him.
Without his hard work, this project never would have seen the light of day. Sometimes when you run into someone with a passion for something you have no choice but to acknowledge it and lend a hand where you can. I'm glad to have played my small part in helping out.

Dedication

This book is dedicated to the men of the special units, who risked it all while performing the impossible in the enemy's backyard, and most of all to the men who fell in the line of duty, and those still missing.

We who remember will never stop looking and never stop hoping that one day you will be returned and that the truth will then be told despite the best efforts of those attempting to whitewash the past for their own ends.

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Unit Lists

Beret Flash, US Special Forces 5th Group, Vietnam

US Army Special Forces

America has had a long history of involvement in South Vietnam, even before the official landing of US troops in 1965. As early as June of 1957, a team from the 1st Special Forces Group, headquartered on Okinawa, was deployed to South Vietnam to train a 58 man contingent for the Vietnamese Army at the Nha Trang Commando Training Center. This was the beginning of almost two decades of USASF involvement in the Vietnam conflict.

In late 1961 the 5th Special Forces Group, 1st Special Forces, became responsible for all Special Forces operations inside Vietnam, and, indeed, all of Southeast Asia. Despite the government of South Vietnam's, and the US Mission in Saigon's, focus on developing a regular military force, several initiatives and programs were put in place in late 1961 and early 1962, such as the use of mobile training teams called "White Star" in Laos, to broaden the counterinsurgency effort by training ethnic minority paramilitary forces. Collectively called the Civilian Irregular Defense Group (CIDG), these units became the core, and chief, work of US Special Forces in Vietnam. Soon, it became clear that with the ability and responsibilities of Special Forces, more and newer concepts, methods, and programs would be necessary to take the war to the enemy. Many of these programs would utilize ethnic minorities, or other indigenes, for their core strength, with Americans in either advisory or direct command roles, evolving based upon the area and the demands placed upon them.

Mike Force And The Mobile Guerrilla Force

Mike Force And The Mobile Guerrilla Force

In 1965, nearly 50 Special Forces "A-camps" were in operation; most in VC/NVA contested or controlled areas. Due to their lack of support from the few conventional US units in Vietnam and their isolated locations, several light infantry battalions were formed from indigenes. These included Montagnards, Laotians, Cambodians, and ethnic Chinese Nungs. Indigenous battalions were to operate in company strength and act as reaction forces and reinforcements for camps in trouble.

Each of these Mobile Strike Forces, commonly called "Mike Forces", were controlled by a Special Forces C-Detachment, and trained to operate for extended periods in remote areas with little or no logistical support. Their primary function was to reinforce A-camps under attack. They were also capable of operating in support of conventional forces, or mounting their own independent combat and special operations, including reconnaissance, search and destroy, personnel recovery, BDA, and interdiction and eradication operations. In late 1966, soon after their inception, the Mike Forces came under joint US-LLDB (South Vietnamese Special Forces) command. All Mike Force members were to be airborne qualified, allowing them to parachute into an AO or camp (such as during the BLACKJACK 41C operation in the IV Corps area).

Originally armed with old WWII US weapons, such as M-1 Garands, M-2 Carbines, and BARs, the

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Mike Forces were modernized in mid-1967 with current US weapons, including the M-16 and M-60. Unlike CIDG units, Mike Forces were commanded and led exclusively by American and Australian Special Forces soldiers at their inception. Mike Forces saw heavy combat in all four Corps areas during the war.

A Mike Force Company is composed of a 2 or 3 man Special Forces headquarters section (plus their fire team sized security element of indigenous bodyguards) and 3 platoons of around 40 indigenous troops with 4 Special Forces troops as direct combat leaders. An attached weapons platoon of approximately 30 troopers manning machineguns and mortars provided support.

The Mobile Guerrilla Force (MGF) was conceived as a means of taking the war to the enemy in what he considered to be safe areas, in effect "out guerrillaing the Guerrillas". MGF was organized, trained, and equipped for extended independent operations in remote enemy controlled areas. With no reinforcements and little logistical support, each MGF depended heavily both upon having total autonomy within its assigned AO, and control of all support assets dedicated to the operation, in order to achieve success.

A Mobile Guerrilla Force company is set up in a similar manner to a Mike Force company, with the following exceptions: being commanded by a complete 12 man Special Forces A-detachment, replacing the weapons platoon with a 30 man combat reconnaissance platoon, and attaching a pair of machinegun teams to the headquarters element for support. During extended operations, some lasting over a month, an MGF was expected to be mostly self-sufficient. Living off of the land and operating as a true guerrilla force, with the exception of being resupplied with selected items by clandestine airdrops (usually in the form of fake airstrikes dropping napalm canisters filled with supplies rather than flammable jelly) was the order of the day.

Each Corps Tactical Zone was assigned a single MGF Company, which were highly responsive to the needs of Special Forces companies within their areas. Operations were often conducted in regions that had previously been unmolested by friendly forces, and it was usually necessary for the MGF to infiltrate its AO by the most unobtrusive means available, which generally means "walking in", in order to maintain the element of surprise for maximum impact. Once in their AO, a Mobile Guerrilla Force would set about conducting surveillance, scouting out enemy base camps, supply caches and forces, attacking or harassing them when feasible, interdicting supply lines and conducting raids, and generally causing havoc along their line of advance.

Special Rules: A MIKE Force rifle platoon (in 1968) consists of 4 SF officers and 40 troops with M-16s organized as a 4 man HQ including a radio and medic, a 5 man support section with 2 M-60 machineguns, and 3 squads of 9 riflemen and an M-79 grenadier. Mobile Strike forces usually conduct operations in company strength, being inserted into their AOs by helicopter, although platoon sized operations were not uncommon.

In *UW*, a MIKE Force soldier's basic load would include a knife, 3 ammo reloads, and 2 grenades, plus a colored scarf with different colors for each Company. Squad leaders would also have 2 smoke grenades. 8 Claymores per squad were also carried. Other things would include rations and water, rucksack with extra clothes, sleeping and rain gear, and sundries.

A MGF rifle platoon (in 1966) was composed of a 6 man HQ including 2 SF as leaders, an Indig platoons Sgt., radioman/interpreter, a second interpreter, and a medic, leading 3 squads of 5 riflemen with M-2 carbines, 2 M-79 grenadiers, and a BAR man. MGF conducted operations in company sized formations, though platoons often operated independently from mobile patrol bases, being close enough to be reinforced by other platoons should it become necessary. MGFs usually enter from a table edge as though they had walked into the area.

In *UW*, a MGF soldier's basic load would include a knife or machete or axe, 5 ammo reloads, 4 grenades and 1 claymore. Squad leaders would also have 3 smoke grenades. Other things would include rations and water, rucksack with extra clothes, sleeping and rain gear, and sundries.

In both units, Special Forces soldiers dressed like their men, and carried the same weapons, so as to be as indistinguishable as possible, despite usually being much taller and paler.

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The Greek Projects

Project Delta

Project Delta

On May 15, 1964, Project Leaping Lena was initiated. Tasked with the mission of conducting reconnaissance inside South Vietnam, Special Forces A-Detachments trained Vietnamese Special Forces (LLDB) and CIDG troops in long-range patrolling. Reportedly, Leaping Lena teams also conducted top-secret cross-border recon missions into Laos and Cambodia, with disastrous results.

In June of 1964, Leaping Lena came under the control of the Military Assistance Command, becoming Project Delta, the first of the special operations units. Tasked with long-range reconnaissance and intelligence operations, Project Delta pioneered many of the tactics and techniques used by every recon force since, becoming one of the most powerful and effective operations in Vietnam.

Made up of around 600 Special Forces and Indigenous personnel at start up, Project Delta, Special Forces Detachment B-52, eventually consisted of a battalion sized reaction force of Vietnamese Army Rangers. This battalion consisted of roughly six companies in size, as well as 8 four man “Roadrunner” teams staffed by indigenes, and 16 reconnaissance teams of four indigenes led by two Special Forces Operators, as well as a Company of ethnic Chinese Nungs tasked with Bomb Damage Assessment. “Roadrunners” was the name given to recon teams dressed and equipped like enemy soldiers, with the mission of walking on trails and roads pretending to be VC or NVA in order to fool any enemy they encountered while collecting intelligence. It was so dangerous that the enemy discovered more often than not teams and either wiped out, or forced to extract early.

Though the unit was based at Nha Trang, it was used as a sort of fire brigade, conducting missions all over the country wherever needed by Military Assistance Command Vietnam (MACV). These missions were usually deep in enemy controlled territory, and launched from temporary Forward Operating bases setup specifically for the operation being run. Rotary wing support was provided by the 281 AHC, almost exclusively, until 1969.

Project Delta was deactivated in June of 1970, at Nha Trang. It was the longest running Special Forces Greek Project.

Projects Sigma and Omega

Projects Omega And Sigma

Projects Omega and Sigma were created in 1966 in the wake of the success of Project Delta with the mission to infiltrate and conduct ground reconnaissance and surveillance in assigned reconnaissance zones within defined area of operations (AOs). Similar in constitution and capability to Delta, Omega reported directly to IFF (One Field Force) in II Corps, while Sigma reported to IIFF (Two Field Force) in III Corps.

Detachment B-50, Project Omega, based at Ban Me Thout East, operated all over the western portions of the II Corps Tactical Zone during its time under Special Forces command. The majority of Omega’s recon teams and striker companies were made up of Montagnards, with some other ethnic minorities among them. Dedicated to monitoring NVA infiltration into II Corps, Project Omega was supported

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by a wide variety of units, and occasionally worked out of forward or near border Special Forces "A" camps.

Project Omega was transferred to the command of SOG in November of 1967 to become a part of CCS, remaining at Ban Me Thout and beginning cross border operations into Cambodia under the code name 'Daniel Boone'.

Project Sigma, part of Special Forces Detachment B-56, was based at Ho Ngoc Tao, between Saigon and Long Binh, on HWY 1 near Tu Duc. Utilizing Cambodian mercenaries for their recon teams and striker companies, and with dedicated helicopter and FAC support, including the 334th Armed Helicopter Company of the 142nd Aviation Battalion (who later also supported Project Omega), Sigma units operated in western III Corps, in Warzones 'C' and 'D', and near the Cambodian border. A main priority of Sigma was to locate and fix COSVN, the Communists military headquarters South Vietnam, thought to be in Warzone 'D', near the rubber plantation.

Late 1966 through mid 1967 found Sigma in direct support of the 1st Infantry Division, working with Mobile Guerrilla Force 957 of Detachment A-303 in AO Blackjack. The 'Blackjack' series of operations consisted mostly of extended reconnaissance and MGF operations conducted near Phouc Vinh. 'Blackjack 31' was dedicated to finding a crashed spy plane in the thick jungle and retrieving its Top Secret black box and other equipment. 'Blackjack-33' was perhaps the most successful operation of the series. MGF contacted and engaged a multi-battalion VC and NVA force, inflicting many casualties on the enemy and destroying dozens of enemy base camps.

On May 2, 1968, a 12 man Sigma recon team was discovered and attacked by the NVA near Loc Ninh, with the team suffering several WIA and KIA. Extraction of the team was consistently prevented by intense NVA fire, until arrival of a one man reaction force. Staff Sergeant Roy Benavidez was awarded the Medal Of Honor for his actions in recovering the stricken team, despite his many injuries, including being butt-stroked and bayoneted by an NVA rifleman during the recovery effort.

Project Sigma was transferred to the command of SOG in November 1967 then moved to Ban Me Thout to become CCS a few years later. CCS discovered COSVN in the 'Fish Hook' area of Cambodia in early 1969, where it had moved after almost being destroyed by US forces during Operation Junction City in 1967.

Special Rules: Special Forces recon teams operate in 5-7 man units composed as follows:

Americans- Either one (1) or two (2-4), or three (5-6).

Indigenes- Either three (1), four (2-4), five (5) or six (6).

In *UW*, a Greek Project soldier's basic load would include a knife, 4 ammo reloads, 4 grenades, 2 smoke grenades and a Claymore mine. Each man also carries a smaller version of the Medic Bag with the same abilities. Other things would include rations and water, rucksack with extra socks, sleeping and rain gear, signal panel, and sundries. Additional ammo and grenades were almost always carried.

One American carries a radio and acts as RTO. Some teams carry a second radio (1-3) as a backup. Special Forces team leaders receive additional training at "One Zero school", and sometimes attend the Recondo course, giving each team leader a chance of receiving the Recondo attribute (1-3).

Road Runner teams are made up entirely of indigenous personnel. They may only carry a single small radio for contacting orbiting FACs, and may not request any support other than extraction. Road Runners use enemy weapons and gear, carry 3 ammo reloads and 2 grenades. The team leader also carries 2 smoke grenades. They may attempt to bluff the enemy into thinking they are one of them using a Skill test.

Typical experienced Project Sigma recon team, late 1966:

Indig Pointman, Rep 5
Skills: ATH 1, FC 3, MED 1, MI 1, ML 2, STL 3, SW 2, TR 3
Attr: Pointman
Gear: VC uniform
Weapons: Knife, grenades, M-2 carbine

SF 1-0 Team Leader, Rep 5
Skills: ATH 3, COM 2, ENG 1, FC 3, INT 1, INF 2, INSP 3, MED 2, MI 2, ML 2, PHO 1, STL 3, SW 2, TR 2
Attr: Recondo, Language
Gear: map, compass, signal code book, survival radio, wire tap gear, toe poppers, CS powder, binoculars, camera, smoke grenades, pencil flares
Weapons: Knife, grenades, Silenced Swedish-K, M1911 pistol, WP grenades

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Indig Interpreter/Indig Team Leader, Rep 5
Skills: ATH 2, FC 3, MED 2, MI 2, ML 2, STL 3, SW 1, TR 3, INSP 2
Attr: Fluent, Professional
Gear: CS Powder, smoke grenades, pencil flares
Weapons: Knife, grenades, M-2 carbine

Indig Rifleman, Rep 4
Skills: ATH 2, FC 3, ML 2, STL 3, SW 1, TR 3
Attr: Ammo Miser
Gear: none
Weapons: Knife, grenades, M-2 carbine

SF 1-1 Assistant Team Leader/RTO, Rep 4
Skills: ATH 3, COM 3, ENG 1, FC 2, INT 1, INF 2, INSP 2, MED 1, MI 1, ML 2, STL 3, SW 1, TR 2
Attr: RTO, Hard as Nails
Gear: Radio, signal book, survival radio, extra radio battery, smoke grenades
Weapons: Knife, grenades, M-16, WP grenades

Indig Rifleman/Rear Security, Rep 4
Skills: ATH 1, FC 3, MED 1, MI 1, ML 2, STL 2, SW 2, TR 4
Attr: Stealthy
Gear: small brush or hand broom
Weapons: Knife, grenades, M-2 carbine

Extra/Other Team members:

SF 1-2 Rifleman, Rep 4
Skills: ATH 3, COM 2, ENG 2, FC 2, INT 2, INF 1, INSP 2, MED 3, MI 1, ML 3, STL 2, SW 2, TR 2
Attr: Medic, Knifeman
Gear: Medic bag, smoke grenades, survival radio
Weapons: Knife, grenades, M-16

Indig Grenadier, Rep 4
Skills: ATH 2, FC 3, MED 1, MI 1, ML 2, STL 3, SW 1, TR 3
Attr: Grenadier
Gear: none
Weapons: Knife, grenades, M-79 with HE and Buck rounds, M-1a carbine with folding stock

2x Indig Rifleman, Rep 3(a) and 4(b)
Skills: ATH 2, FC 3, Med 1, MI 1, ML 2, STL 3, SW 1, TR 3
Attr: (a) Brawler, (b) Tough
Gear: none
Weapons: Knife, grenades, M-2 carbine

Project Omega Recon Team outfitted with NVA uniforms and weapons for "Daniel Boone" cross-border operations into Cambodia. FOB-2, Kontum, II Corps, 1966. Note size difference between US and indigenous personnel. The oddly shaped white canister on the center mans belt is a white phosphorous grenade, originally designed to be fired from rifles. (Moe Elmore)

MACV-SOG

MACV-SOG

SOG. You don't ask about it. You don't talk about it. You don't even acknowledge you have ever heard of it. They don't exist.

The 'Studies and Observation Group' was the cover name for a Top Secret organization dedicated to cross border operations. Activated in 1964 as a joint service unit utilizing all four branches of the US armed forces, SOG conducted recon, sabotage, raids, kidnappings, POW snatches, agent planting, and many other operations against North Vietnam. Operations ranged from Vietnam to Cambodia and southern Laos. SOG attacked from land, air and sea. Whether it was nighttime HALO insertions of recon teams, or daring raids made by special boat units

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against North Vietnamese coastal targets, SOG did it all, and did it under utter deniability by US authorities.

SOG was divided into three groups each having specified areas of responsibility: Command and Control North (CCN) at Danang and Phu Bai, Command and Control Central (CCC) at Kontum, and Command and Control South (CCS) at Ban Me Thout. CCN was assigned the DMZ and southern Laos from 45 miles northwest of Khe Sanh southwards 100 miles to Highway 165. CCC operated from Highway 165 south to 50 miles southwards inside Cambodia. CCS had another 100 mile or so stretch of Cambodian frontier. Each area was approximately 18 miles deep, though after the Cambodian incursion in 1970 these distances were extended.

While CCC and CCS concentrated almost exclusively on strategic recon into NVA safe zones across the border, CCN had the additional duties of placing agents into North Vietnam, monitoring the DMZ, and conducting a secret waterborne war against the North in their Swedish made 'Nasty boats'.

SOG was an all-volunteer outfit, with its ground forces being made up mostly of US Army Special Forces soldiers, a few US Marines and US Navy SEALS, as well as the occasional ANZAC. Indigenes were hired as mercenaries, paid for out of SOG funds, which gave them a draft deferment from the South Vietnamese Army and excellent training. Despite SOG being a much more dangerous line of work, many indigenes signed on for the higher pay and better living conditions, many moving their families within close proximity to their assigned bases.

With North Vietnam telling the world that it had no troops in Laos or Cambodia, and Prince Sihanouk claiming neutrality despite allowing the NVA to rule over the eastern third of Cambodia, the US needed an option for gaining intelligence on the Ho Chi Minh trails infiltration and supply routes and NVA base areas over the border. SOG was that option.

Early SOG operations, codenamed "Daniel Boone" for Cambodia and "Shining Brass" for Laos, involved recon teams, then called "Spike Teams", crossing the borders in unmarked surplus H-34 "King Bee" helicopters piloted by Vietnamese pilots of the VNAF 219th squadron. Recon team members were equipped with unmarked sterile uniforms and untraceable weapons.

Each team had a name, with the teams being named after snakes (such as RT Asp or RT Copperhead) at CCN, states (such as RT California or RT Illinois) at CCC, and tools (such as RT Awl or RT Pick) at CCS.

Each recon team was made up of 3 US personnel and 9 indigenes, though on most missions a team would only be made up of 2 US and 4-6 indigenes. Most early weapons were acquired on the open market, and came from many countries, with weapons such as the Swedish 'K' "Karl Gustav" sub-machinegun being a popular choice, as was the M-1 Carbine for the indigenous soldiers. Modern US weapons were prohibited on cross border operations until such time that they became plentiful in Southeast Asia due to the conventional American presence.

Later in the war, Hueys took over most insertion and extraction duties from the workhorse King Bees, with the US Air Force's only Huey gunship unit (the 'Green Hornets' of the 20th SOS) becoming attached to SOGs CCS in 1967. By 1969, most American team members carried the CAR-15, while their indigenous team members carried the CAR-15, M-16, M-79, or AK-47. The CAR-15 was preferred above all other automatic rifles due to its "handiness", ease of pointing, and lighter ammunition, of which more could be carried than the AK-47.

Later missions across the fence carried the names "Salem House" for Cambodia, and "Prairie Fire" for Laos. "Prairie Fire" was also the radio code a team transmitted when it was in contact and in such dire trouble that it was on the verge of being overrun and destroyed by enemy forces. When the call went out, every air asset that could be reached was redirected to the team's location for Covey coordinated airstrikes to hold the enemy back and defend the team while the extraction helicopters were on their way. Meanwhile, reaction forces and a Bright Light team would be alerted and prepared for action.

A Bright Light team consisted of a full recon team (all 12 members) on constant standby at a FOB for a week at a time, ready at a moments notice to go to the aid of a team in contact as a reaction force, or to rescue downed aircrew. Bright Light teams also conducted searches and body recoveries of troops lost over the fence.

If a recon team in contact required more firepower than a Bright Light team could provide, they

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turned to the Hatchet Force platoons. The Hatchet Force platoons were composed of 3 US and 40 indigenes, with 3 platoons forming a company led by an additional 3 US personnel. Hatchet Forces were usually used as exploitation forces to destroy targets of opportunity discovered by the recon teams, raiding forces, and reaction and recovery forces. Occasionally, Hatchet Forces conducted daring operations, such as placing a company on a hill overlooking a road extensively used by NVA trucks to act as a road block, destroying anything that came along.

To maintain contact with units operating across the fence, SOG manned several Radio Relay sites deep in enemy territory, perched atop nearly unapproachably steep mountains, such as the Leghorn station in Laos. Radio Relay sites were instrumental in aiding both communications and directing support to places it was needed. One or two recon teams defended each site at a time, each being rotated out after a set time (such as a week or two).

Though intelligence gathering was SOG's primary mission in Cambodia and Laos, they also had the job of harassing the enemy whenever possible, making life dangerous for them in their rear areas, and disrupting the flow of supplies down the Ho Chi Minh trail. To this end, SOG teams mined roads, ambushed truck convoys, planted anti-personnel mines along frequently used trails, placed sensors and beacons in or near enemy installations to aid in intelligence gathering and homing in bombers, and sabotaging enemy ammunition stockpiles. This last one was the most nefarious, called the 'Eldest Son', project, the blackest of the black projects. (Bob) Why was this so nefarious?

In the 'Eldest Son' project, captured or fabricated communist ammunition was tampered with, everything from pistol and rifle bullets to mortar and artillery ammunition, by placing explosives inside rather than gunpowder. This would explode the weapon, killing or maiming the user. Designed to erode the enemy's confidence in their supply system and their allies providing the ammunition, it went a long way towards lowering the NVAs moral and confidence. While on missions, teams would slip this tainted ammo into caches they found, or drop a magazine with bad ammo in it along a trail or at some obvious place for the enemy to pick up. Several examples of the exploded weapons were later found after skirmishes and battles, with evidence that the users were put out of action. So effective was that secret campaign that all US forces had to be banned from using captured ammunition in any weapons they might use. There were even journals and diaries found on enemy soldiers bemoaning the bad ammo.

The overall success of SOG activities can not only be measured in the amount and quality of the intelligence it produced or the number of enemy soldiers killed and supplies destroyed, but in the number of enemy soldiers and units that it forced to be used as security in rear areas. In fact, at one time there were more NVA dedicated to defending the Ho Chi Minh trail in Cambodia and Laos and sniffing out the recon teams than there were fighting against the Americans inside South Vietnam. Usually no more than 50 SOG recon men were operating across the fence at any one time, tying up more than 200,000 NVA soldiers to defend against them. That means that each SOG soldier was tying down around 800 NVA soldiers. SOG was truly one of the more effective force-multiplying units ever to see service, anywhere.

SOG was operational until 1971, when the unit 'disbanded'. In reality, only a name change took place, CCN becoming TF-1 Advisory Element and CCC becoming TF-2 Advisory Element, with many of the personnel continuing to do the same jobs. Though the majority of the infrastructure was dismantled and personnel sent home by the end of 1972 after turning their missions over to South Vietnamese teams, missions were still run in-country by SOG elements until 1975.

On a special historical note: It often seemed to the men of SOG that the NVA were waiting for them on their LZs, as if they knew that the teams were coming. Several years after the war, it was discovered that there had been a mole in the Saigon headquarters of MACV/SOG all along, who passed along any information he could, including the coordinates of planned LZ or the locations of objectives, as these had to be cleared ahead of time with Saigon. Untold damage was caused, and many lives lost, because of this mole. Many men went to their deaths fearing they had been compromised, and many are still missing. Not a single SOG man that went MIA over the fence has ever been found, alive or dead, nor have the communists ever admitted to having held any as POWs or known the locations of any remains.

Special Rules: SOG recon teams operate in 5-7 man units composed as follows:

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Americans- Either one (1-2) or two (3-5), or three (6).

Indigenes- Either three (1), four (2-4), five (5) or six (6).

In *UW*, a SOG soldier's basic load would include a knife, 6 ammo reloads, 4 grenades, 2 smoke grenades and a Claymore mine. Each man also carries a smaller version of the Medic Bag with the same abilities and wore a STABO Rig (1968 and after) Other things would include rations and water, rucksack with extra socks, sleeping and rain gear, signal panel, and sundries. Additional ammo and grenades were almost always carried.

Heavy teams consisted of 12 men, usually 2 combined RTs. One man carries a radio and acts as RTO. Some teams carry a second radio (1-3) as a backup. SOG team leaders receive additional training at 'One Zero school', and sometimes attend the Recondo course, giving each team leader a chance of receiving the Recondo attribute (1-3).

US Army
LRRPS and Rangers

US Army LRRPS and Rangers

Almost every combat unit in Vietnam had a reconnaissance unit, whether it was a platoon within a company or battalion, or a company within a regiment or brigade. Their task was to be the first units into areas, usually leading the way for the remainder of their formations, acting more like scouts than stealthy covert Operators.

Then there were the LRRPS.

Long Range Reconnaissance Patrols (LRRPs) were a concept taken from the early days of the conflict that Leaping Lena and Project Delta pioneered, put into practice by conventional US Army units around mid 1965, starting with the 1st Brigade of the 101st Infantry Division (Airborne). Small teams of specially trained and equipped volunteers would covertly insert into the enemy's backyard and snoop around for several days. Taking care not to be compromised, these teams would then being extracted from the area with information on the enemies numbers, movements, important facilities, bases, and camps. Their reports back to their parent units allowed for analysis and operations planning.

The small team concept minimized the amount of noise the team would make while on the move, allowing for stealthier activities, but also kept the amount of firepower the team could carry fairly low. If the team found itself compromised by the enemy and in a firefight, the radio was often the best weapon at a LRRPs disposal, calling in artillery and air support to wreak havoc on the enemy.

Small team recon wasn't the LRRPs only responsibility. Early in their development, experimental tactics and operations were often carried out, including using several teams as an air assault raiding force to surround and search small villages for VC personnel, or having 'heavy' teams of between 12 and 14 men inserted into areas with the express objective of acting as bait, drawing out enemy units so they could be destroyed. Despite their multitude of capabilities, it was recon that the LRRPs excelled at.

LRRP training included extensive classes and lessons on patrolling and ambush techniques, immediate action drills and breaking contact, usage of high firepower assets, and many others. The Recondo School was up and running in 1966 and it became common practice for most team leaders and assistant team leaders to be sent to the course for advanced training.

In early 1969, almost all of the LRRP units 'in country' were combined on paper to form the 75th Infantry, Ranger Regiment. The reorganization was mostly in name, though some units were displaced and relocated in newly formed company areas. The job remained the same, and all unit members received the "Ranger Scroll" when allowed, despite the fact that the vast majority of them never attended the Army's famous Ranger School. As the war progressed, the need for accurate and timely information was so great that newly arriving volunteers were put through a few weeks of training, and upon acceptance given their scrolls. The Rangers' history and tradition is a proud one, and most often a new soldier had to prove themselves before earning the title 'Ranger' from their

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teammates, regardless of what the uniform or patches said.

Special Rules: LRRP/Ranger teams operate in 4 man (1), 5 man (2), 6 man (3-5) or 7 man units (6), with 6 men being the standard.

In *UW*, a LRRP/Ranger's basic load would include a knife, 4 ammo reloads, 4 grenades, 2 smoke grenades and a Claymore mine. Other things would include rations and water, rucksack with extra socks, sleeping and rain gear, signal panel, and sundries. Additional ammo and grenades were almost always carried.

One man carries a medical bag. One man carries a radio and acts as RTO. There is a chance (1-3) that an LRRP/Ranger team leader is Recondo trained, and receives the Recondo attribute. Some teams (1-3) carry an extra radio.

US Marines
Marine Force Recon

US Marines
Marine Force Recon

First conceived at Camp Pendleton in 1954, Force Recon was designed as an evolution of the World War Two era Amphibious Reconnaissance Battalion, with added capabilities. Intended primarily to covertly survey landing beaches and near-coast operational areas in preparation for Marine landing force activities, Force Recon quickly evolved into the US Marines' special operations unit.

Arriving in Vietnam in 1965, Force Recon was committed to small unit deep penetration patrol operations, similar to those being performed by US Army LRRPs at the time. This was a departure from standard US Marine recon missions, which were normally performed by platoon sized elements from the Reconnaissance Companies.

Operating all over northern I Corps, Force Recon patrols into the DMZ frequently "walked in and walked out" from forward bases, such as Con Thien, rather than being inserted by helicopter and possibly compromising their mission at its start. Called "Key Hole", the primary objectives of these missions were to keep tabs on NVA infiltration through the DMZ, locate supply cache and rest areas, and "kill 'em scientifically" (call in artillery and air strikes on enemy positions without revealing the team's location) whenever possible.

Twelve man heavy teams, called 'Stingray', were occasionally deployed into high intensity areas, or to conduct S&D and Ambush missions.

Because Marines specialize in amphibious warfare, Force Recon soldiers are extensively trained in swimming skills and various methods of waterborne insertion techniques, adding another dimension to their infiltration abilities. Though Force Recon maintained a parachute loft throughout their time 'in-country', and Force Recon Marines were Airborne qualified, no significant operations utilizing parachute insertions were conducted.

As is tradition in the US Marines the US Navy Corpsmen and Hospitalmen (universally called 'Corpsman') are the medical personnel for Force Recon teams. Before being deployed with a team, the Corpsman undergo extensive training in Force Recon operating techniques, conducted by the teams themselves, and have all of the duties of a rifleman on top of their medical duties while on patrol or other operations.

Force Recon Marines are all volunteers, usually highly trained in the States before being assigned to an active unit in Vietnam.

Special Rules: Force Recon "Key Hole" teams operate in 5 (1), 6 (2-5) or 7 (6) man units, with 6 men being the standard. "Stingray" teams are 12 men strong. Each team has a Corpsman as one of its members, acting as a rifleman when not dispensing medical help. One man carries a radio and acts as RTO. There is a chance (1) that a Force Recon team leader receives the Recondo attribute. Corpsman automatically receives the Medical Skill and carries a Medic Bag.

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In *UW*, a Force Recon soldier's basic load would include a knife, 4 ammo reloads, 4 grenades, 2 smoke grenades and a Claymore mine. Other things would include rations and water, rucksack with extra socks, sleeping and rain gear, signal panel, and sundries.

Marine Scout Sniper Teams

Marine Scout Sniper Teams

Few combatants are as feared as the sniper. These unexpected, efficient, and often unseen, killers are capable of single handedly pinning down a large number of troops and assets with just one shot, picking off anyone they choose, then slipping away before retaliation can be brought upon them. Though the term "sniper" was liberally thrown about in Vietnam, and usually meant anyone with a gun that took a few potshots at the grunts then ran off, there is an incredible difference between the opportunist rifleman and a superbly trained marksman on the hunt.

When the US Marines arrived "in-country" in 1965, they met an elusive foe different from any they had encountered before: the Viet Cong guerrilla. To counter the VC hit-and-run ambush tactics, and to hamper their logistic and command and control activities, the US Marines brought back the Scout Sniper concept used so effectively in World War Two. Sniper schools were established in the US in places such as Camp Pendleton, and in Vietnam in places such as Phu Bai and Danang, where a new generation of long range marksman were taught the fine art of shooting. Practical skills, such as patrolling and hunter-kill techniques, would be developed in the field and subject to constant evolution.

Scout Snipers primarily operated in pairs, with one member being the team leader, and carrying the bolt-action sniper rifle, while the other member acted as spotter and security for the sniper. Often, the spotter carried the radio, binoculars, and an automatic M-14 rifle for engaging targets within a 600-meter range, while the team leader used the sniper rifle to fire beyond 300 meters. In this configuration, the team usually operated alone on patrols lasting a few hours. Longer hunter-kill missions were designed to snipe the enemy when they began to move about at first and last light (the most active hours of the day for the VC and NVA). At other times, the Scout Sniper team could find themselves attached to a line company out on sweep or patrol operations as scouts or a support element. The teams also provided local security for firebases. Being attached to a line unit in the field was generally undesirable due to the fact that few of the officers in charge of such outfits understood the proper way to utilize the unique talents and abilities of snipers, and fewer still were open to suggestions on the subject.

As most snipers were assigned to Headquarters elements, rather than directly to specific companies or platoons, it was up to the Headquarters to develop doctrine and employ them correctly. Many different ideas were tried, including extended patrols of a week or more by teams composed of four to six snipers and spotters, invented by the "Rogues" of the 4th Marines. During these patrols, most, if not all, of the men carried M-14s, while one or two also carried sniper rifles. During their treks they could take the enemy under direct fire, or use radios to call in artillery and airstrikes without revealing their location. This idea proved especially fruitful in the active "Arizona territory".

Due to the high level security clearance assigned to snipers, they were often assigned special equipment. As such, a sniper could find wind up on night perimeter watch with a rifle equipped with a Starlight scope, cleared to fire upon a suspected enemy at will. It is note worthy that snipers were the only troops cleared to fire from within a base perimeter without authorization from higher command, placing them in high demand for bolstering the perimeter at night.

By war's end, US Marine Scout Snipers had eliminated around 10,000 VC and NVA soldiers, a divisions' worth of troops, at a cost of 22,000 bullets

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fired, for an average cost of $0.13 per enemy eliminated, making them the most efficient weapons of the conflict.

Special Rules: Marine Scout Sniper teams operate in 2 man teams (1-2), or units of 4 (3-4) or six (5-6). One man carries a radio and acts as RTO. At least one man, usually the Team Leader, carries a sniper rifle, generally a bolt-action rifle. Any Corpsman joining the team/unit automatically receives the Medical Skill, in addition to others, and carries a Medic Bag. Most teams carry various M-14 rifles, though some prefer the M-16 for weight considerations, or a mix.

In *UW*, a Scout Sniper's basic load would include a knife, 3 ammo reloads, 2 grenades, 1 smoke grenade. Claymore mines were not always carried. For long patrols, other things would include rations and water, rucksack with extra socks, sleeping and rain gear, signal panel, and sundries.

Snipers carrying coped rifles usually carried 30-50 rounds as their basic load of ammo.

Additional ammo and grenades were almost always carried, as well as pistols.

US Navy SEALs

US Navy SEALS

When President John F. Kennedy gave his support to the continued development of unconventional warfare forces in 196 he also directed the US Navy to create its own unit designed for non-standard operation in the maritime environment. Though the Navy had already been fielding UDTs (Underwater Demolition Teams) since World War Two, their responsibilities ended at the beach. The Navy needed a force capable of taking direct combat action and performing special missions beyond the beach, though still somewhat maritime related. Enter the SEALS.

SEAL stands for Sea, Air, and Land. When development of the program began in 1961, the initial concept was for UDT men to be trained in the ways of patrolling, instruction, and other non-standard operations, in a similar manner to US Army Special Forces, with an aquatic twist. SEALS could be employed as foreign force instructors, near costal reconnaissance units, maritime sabotage agents, intelligence collectors, and direct combat formations. Two teams were formed; SEAL Team One, based at Coronado (San Diego) California, and SEAL Team Two, based at Little Creek, Virginia.

Men were brought in and trained from the existing UDT teams, and official initial missions consisted of deployments as MTT (Mobile Training Teams) to various foreign nations, including South Vietnam, Greece, and Turkey in 1962. The first Vietnam deployments coincided with UDT teams being sent to perform hydrographic surveys of the shorelines and near coast waterways, which would then later be used by the US Marines in their 1965 landings. Starting in 1963, SEALS deployed to South Vietnam came under the command of the CIA, often working in covert operations as part of the Phoenix Program, eliminating or capturing VCI (VC cadre). It wasn't until 1965 that the first detachment was officially sent as a direct action unit.

For combat deployments to South Vietnam, detachments were formed consisting of a 14 man SEAL platoon of 2 officers and 12 enlisted men, and a US Navy Mobile Support Team (MST). Each MST was organized differently, depending upon the detachment's assigned location and the number of watercraft they would be operating. In most cases, the detachment would also be working with the Riverine Forces on operations, utilizing PBRs as both support and for insertions and extractions in conjunction with the SEALS' organic vessels.

Both SEAL Team One, and Two, sent platoons to South Vietnam, primarily working in the swamps and waterways of IV and southern III Corps for 6 month tours of duty, known as deployments. Each platoon was deployed in total, being named after the naval phonetic alphabet, such as ALFA, JULLIET, or XRAY. Most operations were conducted by 7 man squads, but it was not uncommon for platoon sized, or even multi-platoon sized, operations to occur.

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SEAL bases varied a great deal. Some platoons were stationed at large bases along major waterways, while others occupied small outposts or were stationed on US Navy vessels, such as an LST, moored in a deep channel. Rarely, some platoons were assigned to ships, and used as mobile raiders deployed from "blue water".

The main SEAL command, setup at the Tactical Air Support base at Binh Thuy, consisted of the overall intelligence and command structure for SEAL operations. Much intelligence and support came from this base via NILO (the Naval Intelligence Liaison Officer). In addition SEAL teams always developed their own intelligence nets, through paid agents and informants, and coordinating with Advisory Teams, Special Forces units, and Provincial Reconnaissance Units (PRU). When good rapport could be established with the latter, much more effective operations could be conducted.

Before the arrival of the SEALS, most of IV Corps' area had been left unmolested by friendly forces, allowing the VC to setup many "secret zones", areas that they totally controlled. It was rumored that many POWs were held in these zones, and the SEALS were tasked with disrupting the VC as much as possible, especially in the areas that they considered their own. This meant recon patrols, ambushes, raids, prisoner snatches, and destruction of supply caches, all of which the SEALS performed effectively. Most "secret zones" were free-fire zones, devoid of civilian population, everyone there was considered to be VC, and thus a target. The SEALS could operate freely in these places, as no other friendly forces would be in the area, and as these zones were usually deep within swamps, the SEALS could use their special training, equipment, and watercraft to their fullest advantage.

During the years of SEAL direct action deployment to South Vietnam, thousands of VCI were captured, or eliminated, and over 400 ARVN and civilian POWs were rescued and released from camps deep in what the VC considered "their territory". Tellingly, no US servicemen were ever rescued, though evidence of their being in the areas just hours before could often be found. It was every SEALS dream to find and free one of their countrymen, and they pursued this goal with bravery and zeal.

The SEALS were withdrawn from South Vietnam in 1971, passing most of their vessels over to RVN government forces as part of the Vietnamization program.

Special Rules: SEALS operate in 14 man platoons, and 7 man squads. Each squad is usually led by an officer, with each squad member having specific duties, such as Pointman, RTO, medic, rear security, etc.

There is no such thing as a basic load for a Navy SEAL. But, in *UW*, a SEAL's basic load would include a knife or 2, 5 ammo reloads, 4 grenades, 2 smoke grenades. Each man also carries a smaller version of the Medic Bag with the same abilities. Other things would include rations and water, rucksack, sometimes sleeping and rain gear, signal panel, and sundries.

Additional ammo and grenades were almost always carried. Weapons could be just about anything.

ANZAC
Australian and New Zealand SAS

ANZAC
Australian and New Zealand SAS

When the Australian Special Air Service arrived at Nui Dat in Phouc Tuy province in 1966 to support 1ATF (First Australian Task Force), they brought with them extensive experience and finely honed skills in long range recon patrols garnered in the mountains and jungle of Borneo, Indonesia, and New Guinea. But despite their experience, Vietnam was a completely different war. An enemy much more aggressive and capable, would be engaged much more frequently than in previous deployments. It didn't take long for the SAS to adapt to their new

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environment and bring their methodical style of warfare to the enemy.

With the small numbers of ANZAC forces in Vietnam predominantly dedicated to one province, the SAS only fielded one squadron at a time "in country". Each squadron was the size of a company, composed of administrative personnel in the headquarters section, and three troops of 21 Australians and New Zealanders. Each troop was originally broken down into 6 man patrols, a configuration similar to US Special Forces teams, which were capable of acting as training units for indigenous forces, or small guerrilla units. As the SAS would primarily be functioning as intelligence gathering forces in Vietnam, the standard patrol size was set at 5 men.

Every member of a patrol element had a dedicated job, be it Patrol Commander, 2IC (second in command), Scout, Medic, or Sig (signal man), with certain responsibilities. Scouts acted as point men. Patrol Commanders directed and lead the patrol. Medics had extensive medical training acted as riflemen on top of their medical duties. Sigs acted as riflemen and the RTO and primarily communicated in Morse code rather than short raged voice, while the 2IC predominantly acted as rear security. When the mission dictated that more firepower may be needed, such as for prisoner snatches, two patrols were often combined to form a single 10 man unit.

Early operations for the SAS consisted of 5 man reconnaissance patrols walking out of the Nui Dat camp perimeter, and right into enemy territory, gathering intelligence on enemy units and locations for the infantry units to take action against. Eventually the area was cleared out to the extent of mortar range, then out to artillery range, and walking in to a target was no longer practical. All of the standard methods of insertion were by that time being used, with helicopter insertions being the most common.

The Australian SAS was almost exclusively supported by 9 Squadron, RAAF (Royal Australian Air Force), and a strong bond developed between the two units. 9 Squadron was equipped with UH-1D slicks, and UH-1 "Bushranger" gunships, along with FACs and other small fixed wing porter aircraft. By the time the SAS was withdrawn from Vietnam in 1971, 9 Squadron crews were expert in exotic insertion and extraction methods, such as rappelling and string extractions, as well as appearing to be nearly fearless when coming into hot LZs to bring out patrols in trouble. The SAS teams had evolved operations from purely recon patrols to frequently seeking to engage and harass the enemy on his own turf in addition to intelligence gathering duties.

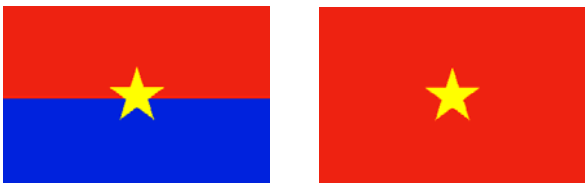
It is of note that the Australian SAS squadrons often had up to 15% of their personnel "out on loan" to other units. Often these men were on operations with US Special Forces and SOG units, learning USASF operating techniques, and passing on their own as well, but they also sometimes acted as advisors to ARVN units.

Special Rules: Australian SAS teams operate in 5 man patrols, with 10 men being used for special missions. One man carries a radio and acts as RTO. There is a chance that an SAS team leader receives the Recondo attribute (1-2). Medics automatically receive the Medical Skill, in addition to others, and carry a Medic Bag.

In *UW*, an ASAS soldier's basic load would include a knife, 5 ammo reloads, 4 grenades, 2 smoke grenades and sometimes a Claymore mine. Other things would include rations and water, rucksack with extra socks, sleeping and rain gear, signal panel, and sundries.

Additional ammo and grenades were almost always carried.

Communist Forces



Communist Regular Forces
VC and NVA

Information on communist forces can be found on the following pages of the *FNG* rules book.

- Information about the troops page 33.
- Weapons data on pages 70 and 71

NVA Elite Counter Recon

By 1967, the North Vietnamese command had realized their 'covert" supply lines' vulnerability to

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discovery and surveillance by SOG ground forces. To counter these small teams, and their occasional large raiding forces, the NVA began a significant program of defense buildup, including the creation of special hunter-killer teams.

The elite 305th Peoples Airborne Brigade, which had spent several years in extensive training, was disassembled and used as the nucleus for two battalion sized units. Within three months, an influx of new personnel had been trained up and distributed along the Laotian sections of the Ho Chi Minh trail in Company sized units. Each company was assigned to a Binh Tram (security and supply control headquarters) and made responsible for counter reconnaissance patrols in their sector, in addition to aiding in training other security units in their local area.

Patrols would be conducted in squad and platoon size along the various arteries in their sector of the trail network, with the troopers carrying nothing but weapons, radios, and extra ammunition. This brought a familiarity with the terrain that allowed the units to respond quickly to any incursion within their zone. Patrols were not limited to just the trails, as squad sized patrols equipped with radios often set off cross country for several days at a time in order to check for signs of infiltration or recon team activity.

When a SOG recon team was spotted, or suspected of being in the area, all security forces were quickly alerted, and contingency plans put into motion. Most commonly, NVA units moving down the trail to South Vietnam would be alerted to be prepared to aid in searching out the team, while counter recon units began to search for sign of their enemy. If LZ watchers were following the team, counter recon trackers would take over their duties as quickly as possible. Once the team's general area was established, masses of troops could them be trucked in to begin to search for them. As the counter recon troops were highly trained and considered valuable, they were not expended in assaults, especially if aircraft were overhead.

If no troops in transit were available to surround and destroy the team, then the counter recon unit would begin to attempt to herd the team in the direction of an ambush. If the team had gone to ground, the counter recon units would stealthily attempt to locate them, then commit a surprise assault with the intent of destroying or overrunning the team.

Over several years, tactics were developed and refined, including the use of both tracking dogs and dogs that were just used for barking. As more and more anti-aircraft guns arrived in Laos, then Cambodia, the counter recon companies were expanded in order to cover these assets as well.

Strangely, effective counter recon leaders were often rapidly promoted and assigned to other units, especially ones that had been suffering losses or were perceived as having low moral, which were often transportation units, thus draining the elite troops of valuable leadership and experience.

By 1970, much of eastern South Vietnam had been abandoned to the NVA and VC, and a second Ho Chi Minh trail was laid down in complete secrecy parallel to the heavily bombed existing one. This was a much easier feat than the original, as many of the new sections were built on top of old French roads, which only required some clearing. Older, more established counter recon companies were moved into the new areas, and new companies were raised to replace them in their old sectors. Though the quality of the new troops was much lower than the veteran units, their sheer number made missions for the SOG men very hairy indeed.

At the end of the war, many counter recon units formed the basis of Vietnam's Elite Guards, Special Commando Brigades, State Police, and Peoples' Airborne Regiments, while others continued to fight as elite forces during the invasion of Cambodia.

Special Rules: NVA Counter Recon squads on patrol consist of 2d6+ men, with all being armed with SKS (1-3) or AK-47 (4-6) rifles and grenades, except for up to 2 men armed with RPG-7s, and 1 man armed with an RPD machinegun. When contact is expected (Enemy Activity Level 4), there will be one more RPD machine gun per squad.

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TEAM ROSTER- Unit: _____ Team name: _____

Name: Position:	SP: Kills:	Time In-country	REP RP:

Attributes	Effect

Skills

ATH	COM	ENG	FC	HALO	HVY	INF	INT	INSP	MED	MI	ML	PHO	PL	SL	SN	SW	STL	TR	

Weapon	Range	Target	Impact	Notes	Gear

Name: Position:	SP: Kills:	Time In-country	REP RP:

Attributes	Effect

Skills

ATH	COM	ENG	FC	HALO	HVY	INF	INT	INSP	MED	MI	ML	PHO	PL	SL	SN	SW	STL	TR	

Weapon	Range	Target	Impact	Notes	Gear

Name: Position:	SP: Kills:	Time In-country	REP RP:

Attributes	Effect

Skills

ATH	COM	ENG	FC	HALO	HVY	INF	INT	INSP	MED	MI	ML	PHO	PL	SL	SN	SW	STL	TR	

Weapon	Range	Target	Impact	Notes	Gear

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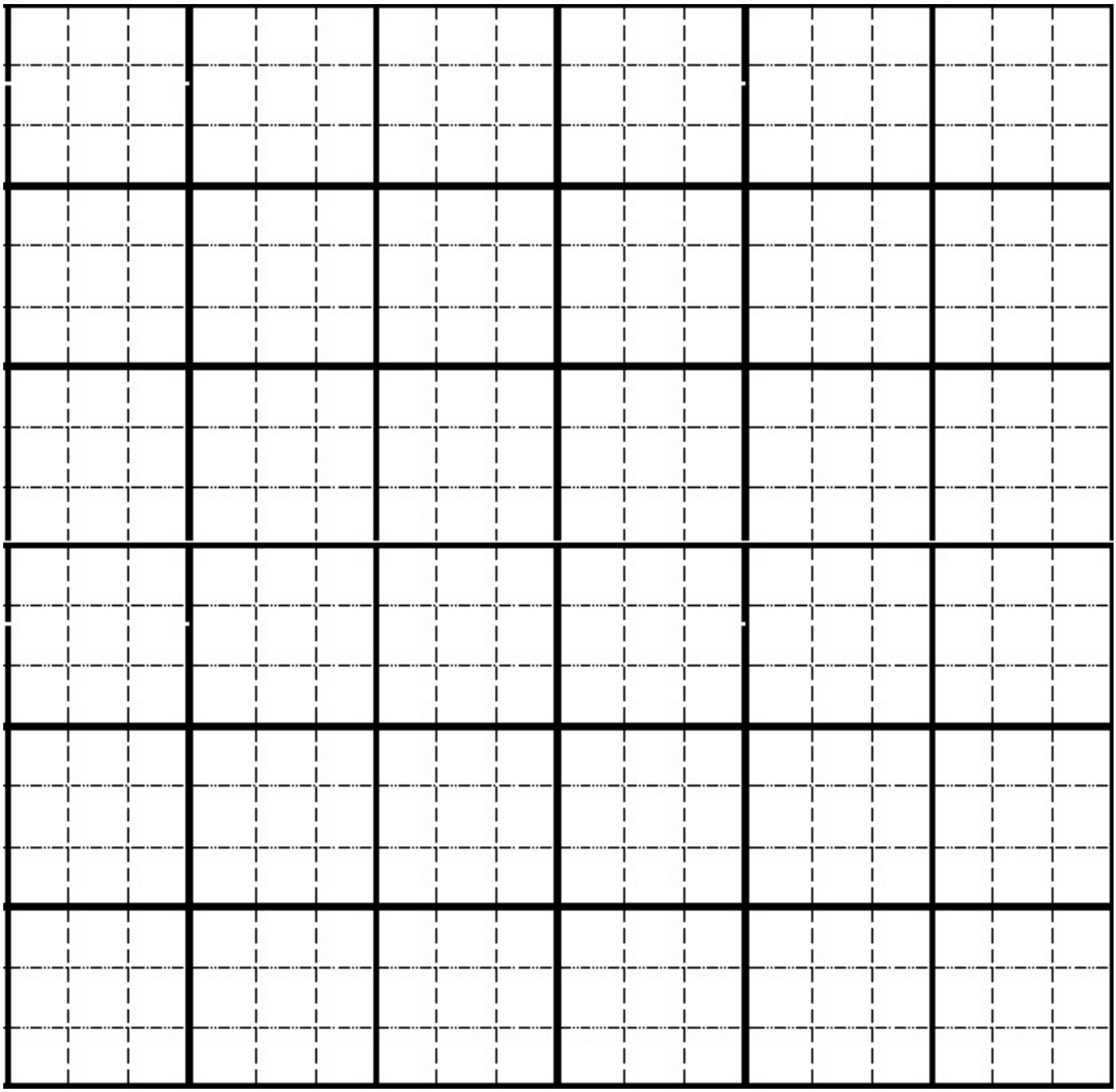

FNG: UW AO Map

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ENEMY ACTIVITY TOTAL

ENEMY ACTIVITY POINTS (INSERTION)

Calculate as soon as the team touches ground

Day Part of insertion
Pre-Dawn -1
Evening –1

Start with where you are.
IV Corps AO 0
Cambodia +5
DMZ +3
I Corps AO +3
II Corps AO +3
III Corps AO = +4
Laos = +7
A Shau Valley = +7

Insertion Total

Next modify by type of insertion and circumstance.

Helicopter insertion
Helo insert +1
Extra time on the LZ +1
LZ watcher at the LZ +1
Fake insertion –1
"In and out" of LZ –1
If there were three or more possible LZs -1

Boat insertion
Boat insertion takes longer than wanted +1

HALO
Scattered HALO drop +1

ENEMY ACTIVITY LEVEL (EAL)

Level One (5 EAP or less)

Level Two (6 to 9 EAP)

Level Three (10 to 16 EAP)

Level Four (17 to 20 EAP)

Level Five (21+ EAP)

DAY PART ACTIVITY POINTS

Movement you have done
Fast moving +1
Sit in place Day Part (EAL 3 or more) +1
Moving normally through bamboo +1
Moving fast through bamboo +2
Returning through area already visited +2
Rain and moving +3
Slow moving and concealing tracks – TR*
Sit in place Day Part (EAL 2 or less) –1
Raining and sitting still -3

Type of terrain you are in at Day part's end
Scrub, grasslands or other open terrain +1
In rocky terrain –1
Crossing river/ canal (1-3 = +1 while 4-6 = -1)
In Bamboo -2

What have you done this Day Part
Encounter with only silenced guns or melee +1
Encounter locals, friendly +1
Encounter locals, neutral +2
Encounter using only grenades +2
Sprung booby trap +3
Encounter locals, hostile +4
Chopping an LZ +4
Called in and support was granted +5
Encounter with non-silenced gunfire +5
Use explosives +7

Circumstances
Clumsy or slow in party +1
Carrying immobile figures +1
Wounded leg or gut +1
Enemy using dogs +1
Radio call made +1
First day of mission +1
Moving with unhappy prisoner +1
Moving with unwilling prisoner +2
Fourth or higher day of mission +2
Unsuccessful attempt to wire tap +2
In A Shau valley or Laos, +3 per day
Team dressed as enemy -3
Monsoon rain -4

Pre-Dawn	Evening	Daytime	Nighttime	Days In

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WHAT'S OUT THERE?

	DMZ
3d6 Total	**WHAT**
3	Booby Traps
4	Nothing
5	Enemy squad
6	Lone Hootch
7	Enemy platoon
8	Enemy artillery emplacement
9	Small bunker complex
10	Small tunnel complex
11	Enemy Cache
12	Medium sized enemy complex
13	Small trail
14	122mm Rocket Site
15	Enemy squad
16	Communications Wire
17	Small hootch complex
18	Large hootch complex

	SOUTH VIETNAM IV CORPS
3d6 Total	**WHAT**
3	Large hootch complex
4	Nothing
5	Small hootch complex
6	Small bunker complex
7	Non-Combatants
8	Wreckage of downed chopper
9	Canal
10	Canal
11	Booby Traps
12	Well traveled trail
13	Enemy platoon
14	Enemy squad
15	Water Buffalo
16	Communications Wire
17	Enemy Cache
18	Medium sized enemy complex

	SOUTH VIETNAM I, II, III CORPS
3d6 Total	**WHAT**
3	Enemy squad
4	Well traveled trail
5	Communications Wire
6	Nothing
7	Enemy Cache
8	Small bunker complex
9	Non-Combatants
10	Small tunnel complex
11	Nothing
12	Medium sized enemy complex
13	Booby Traps
14	Medium sized enemy complex
15	Small trail
16	Nothing
17	Enemy platoon
18	Large hootch complex

	LAOS, CAMBODIA, Or A SHAU VALLEY
3d6 Total	**WHAT**
3	Enemy squad
4	AA emplacement
5	Wreck of US aircraft
6	Enemy platoon
7	Counter recon squad
8	Enemy squad
9	Lone Hootch
10	Communications Wire
11	High speed trail
12	Well traveled trail
13	Wreckage of downed chopper
14	Small bunker complex
15	Small trail
16	Large hootch complex
17	Supply depot
18	Truck park

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REINFORCEMENTS

2 VC COMBAT REINFORCEMENTS

2 = Mortar fire (1)
3 = Mortar fire (1)
4 = (1) RPG-7 team with a 3 man sapper cell
(2-3) One Main Force infantry HQ squad (4 men) with an attached medic, officer, and radio.
(4) Sniper (5)
(5-6) Two man team with tracking dog
5 = Local infantry squad.
6 = Main Force squad
7 = Rest of Platoon with RTO (4)
8 = Main Force squad
9 = Local infantry squad.
10 = LMG Team with officer
11 = Main Force squad
12= Main Force squad

2 VC NON-COMBAT REINFORCEMENTS TABLE

2 = MFVC Platoon on patrol.
3 = MFVC Platoon on patrol.
4 = 1d6 men carrying supplies and no weapons.
5 = High ranking Cadre with 2 bodyguards with SF Rifles.
6 = 1d6 unarmed bicycle porters passing through area.
7 = 1d6 men carrying supplies and no weapons.
8 = One Main Force infantry squad with mixed weapons passing through the area.
9 = (1) RPG-7 team with a 3 man sapper cell
(2-3) One Main Force infantry HQ squad (4 men) with an attached medic, officer, and radio.
(4) Sniper (5)
(5-6) Two man team with tracking dog
10 = One green local infantry squad with mixed weapons, passing through the area. (6)
11 = LMG Team with officer
12 = MFVC Platoon on patrol.

(1) The side can call in for a Mortar Fire Mission as outlined on page 50 of the *FNG* rules book.
(4) If the VC has less than a full Platoon on the board then the balance of the Platoon will arrive. If the whole platoon is already on the field then he receives a LMG team.
(5) Snipers are handled as outlined on page 48 of FNG and are either Rep 4 (1-3) or Rep 5 (4-6)
(6) Local VC squads with mixed weaponry cannot have more than 2 select fire weapons per squad, and *either* 1 LMG *or* 1 RPG with 3 rockets per squad. Half squads may not have more than 1 select fire weapon, and only have a 50% chance of having *either* a LMG *or* an RPG with 3 rockets. Green squads are all Rep 3, with the leader only having a 50% chance of being Rep 4.

2 NVA COMBAT REINFORCEMENTS

2 = Mortar fire (1)
3 = Mortar fire (1)
4 = (1) RPG-7 team with a 3 man sapper cell
(2-3) One Main Force infantry HQ squad (4 men) with an attached medic, officer, and radio.
(4) Sniper (5)
(5-6) Two man team with tracking dog
5 = NVA infantry squad.
6 = Counter recon squad
7 = Rest of Platoon with RTO (4)
8 = NVA infantry squad.
9 = NVA infantry squad.
10 = NVA infantry squad.
11 = Counter recon squad
12= Rest of Platoon with RTO (4)

2 NVA NON-COMBAT REINFORCEMENTS TABLE

2 = MFVC Platoon on patrol.
3 = MFVC Platoon on patrol.
4 = HMG Team with officer.
5 = 1d6 unarmed bicycle porters passing through area with two armed guards.
6 = Truck carrying supplies if there is a road or wide trail, otherwise count as 5.
7 = 1d6 men carrying supplies and no weapons.
8 = One NVA infantry squad with MFVC guide
9 = (1-3) Sniper (5)
(4-6) Two man team with tracking dog
10 = One green local infantry squad with mixed weapons, passing through the area. (6)
11 = One NVA infantry HQ squad (4 men) with an attached medic and officer, with a radio.
12 = MFVC Platoon on patrol.

(1) The side can call in for a Mortar Fire Mission as outlined on page 50 of the *FNG* rules book.
(4) If the NVA has less than a full Platoon on the board then the balance of the Platoon will arrive. If the whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then a new Platoon will arrive.
(5) Snipers are handled as outlined on page 48 of FNG and are either Rep 4 (1-3) or Rep 5 (4-6)
(6) Local Viet Cong squads with mixed weaponry cannot have more than 2 select fire weapons per squad, and *either* 1 LMG *or* 1 RPG with 3 rockets per squad. Half squads may not have more than 1 select fire weapon, and only have a 50% chance of having *either* a LMG *or* an RPG with 3 rockets. Green squads are all Rep 3, with the leader only having a 50% chance of being Rep 4.

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ENEMY ACTIVITY AND POSTURE LEVELS

2 **BATTLEFIELD ACTIVITY LEVEL AND POSTURE TABLE**

+2 In A Shau valley or Laos
-1 if VC

Pass 2d6
- **NVA -** High Activity coupled with Aggressive Posture.
- **VC –** Low Activity with Aggressive Posture (1-3) or High Activity with Aggressive Posture (4-6)

Pass 1d6
- **NVA -** High Activity coupled with Aggressive Posture (1-3) or Low Activity with Avoidance Posture (4-6).
- **VC –** Low Activity with Moderate Posture (1-3) or High Activity with Moderate Posture (4-6)

Pass 0d6
- **NVA -** High Activity coupled with Avoidance Posture (1-3) or Low Activity with Avoidance Posture (4-6).
- **VC –** Low Activity with Avoidance Posture (1-3) or High Activity with Avoidance Posture (4-6).

WHO GOES THERE?

1 **WHO GOES THERE?**

1d6 vs. lowest FC skill in team
+1 if enemy is on high alert

Die score is equal or lower than FC
- Team is hidden and it's business as usual.

Die score is more but not twice that of FC
- Team is hidden but test must be taken again in 1/2d6 turns of Activation.

Die score is more twice that of FC
- Team compromised and counts as if in cover. All eligible figures take In Sight tests.

WHAT'S CHARLIE DOING?

2 **WHAT'S CHARLIE DOING?**

-2 nighttime Day Part
-1 Evening Day Part
-1 pre-dawn Day Part
+ 1 to 5 Enemy Activity level

2 or 3 – Enemy is asleep, resting, or totally relaxed.
- –1 to their Reps for 1/2d6 turns.
- Cannot take any In Sight tests the first turn.
- Figures are either armed (1) or unarmed (2-6).
- Figures are either facing the team (1-3) or not (4-6).
- Only team can activate on the first turn, Charlie may not.

3 to 5 – Lost in doing everyday chores.
- –1 to their Reps on first turn.
- Cannot take any In Sight tests the first turn.
- Figures are either armed (1-3) or unarmed (4-6).
- Figures are either facing the team (1-3) or not (4-6).
- Team will activate first on the first turn, Charlie must roll to see if he can.

6 to 8 – Going about their normal business.
- Cannot take any In Sight tests the first turn.
- Figures are armed but either at the ready acting as security (1-2) or slung on their backs (3-6). Those with slung weapons will spend their first activation unslinging them and cannot fire.
- Figures are either facing the team (1-3) or not (4-6).
- Team will activate first on the first turn, Charlie must roll to see if he can.

9 to 10 – Going about their business but on guard.
- Will take any In Sight tests when called for.
- Figures are armed.
- Figures are either facing the team (1-3) or not (4-6).
- Take *"Who Goes There?"* test.

11 - Going about their business but on *high alert.*
- Will take any In Sight tests when called for.
- Figures are armed.
- Figures are either facing the team (1-3) or not (4-6).
- Take *"Who Goes There?"* test.

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RANGED COMBAT TO HIT

1	Ranged Combat to Hit Table *1d6 + Rep*
#	**Results**
3 to 7	• Miss!
8	• Target in cover, concealed, or prone miss. • Target or shooter moved fast. • Target over 12" away miss. • Target in sight for 6" or less and ends move out of sight miss. • Second or higher target miss. • Shooters using "Off Arm" miss. • Otherwise hit!
9	• Third or higher target miss. • Otherwise hit!
10	• Hit!
11+	• Shooter scores hit on location desired.

TARGET BEHIND COVER

Target is behind …	Doing this…	Can be hit in …
Loophole	Any	Head
Wall Embankment Window	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Flush)	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Away)	Just Looking	Head
	Firing Pistol	Head Gun Arm Chest
	Firing Rifle	Head Gun Arm Off Arm Chest

FNG: UW QRS

2 HIT LOCATION TABLE

- **2 or 3** = Hit in Head.
- **4** = Hit in Off Arm.
- **5** = Hit in Gun Arm.
- **6 or 7** = Hit in Chest.
- **8 or 9** = Hit in Gut
- **10, 11, or 12 =** Leg

2 RANGED COMBAT DAMAGE TABLE

2d6 versus Impact of weapon

Pass 2d6

- **All Out of Fight!** If any "1" was rolled the target is Obviously Dead*.

Pass 1d6

- **NPC** = If hit in Head figure is OOF. Otherwise, if the die scores are an even total the figure is Knocked Down. If an odd total then the figure is OOF.
- **Head** = Out of Fight.
- **Gun Arm** = Wounded and will now fire, and melee, at –1 to Rep. If receive subsequent wound to the arm then it cannot be used.
- **Off Arm** = Wounded and will now fire at –1 to Rep when using two-handed weapons and will melee at -1 to Rep regardless of weapon used. If receive subsequent wound to the arm it cannot be used.
- **Chest** = Wounded and –2 to Rep. If receive subsequent wound to the chest then Out of the Fight.
- **Gut** = Out of Fight and –1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move ½ speed. If receive subsequent wound to either leg then cannot move.

Pass 0d6

- **Knocked Down =** Target drops to ground.

2 OUT OF FIGHT CHECK

+1d6 if out of fight and have access to medic

Pass 2d6

- Returns to fight but subject to penalties from wounds.

Pass 1d6

- Out of Fight stays Out of Fight.

Pass 0d6

- Out of Fights dies instead.

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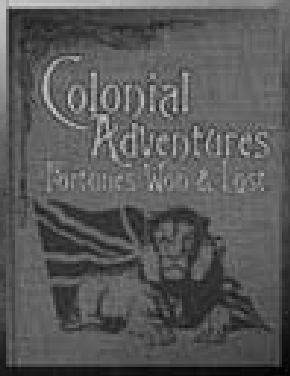

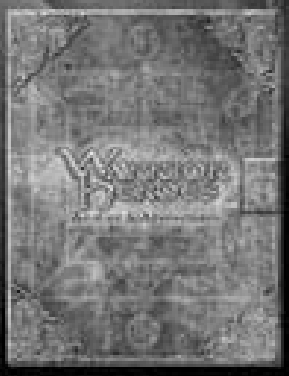

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