

RECONTM

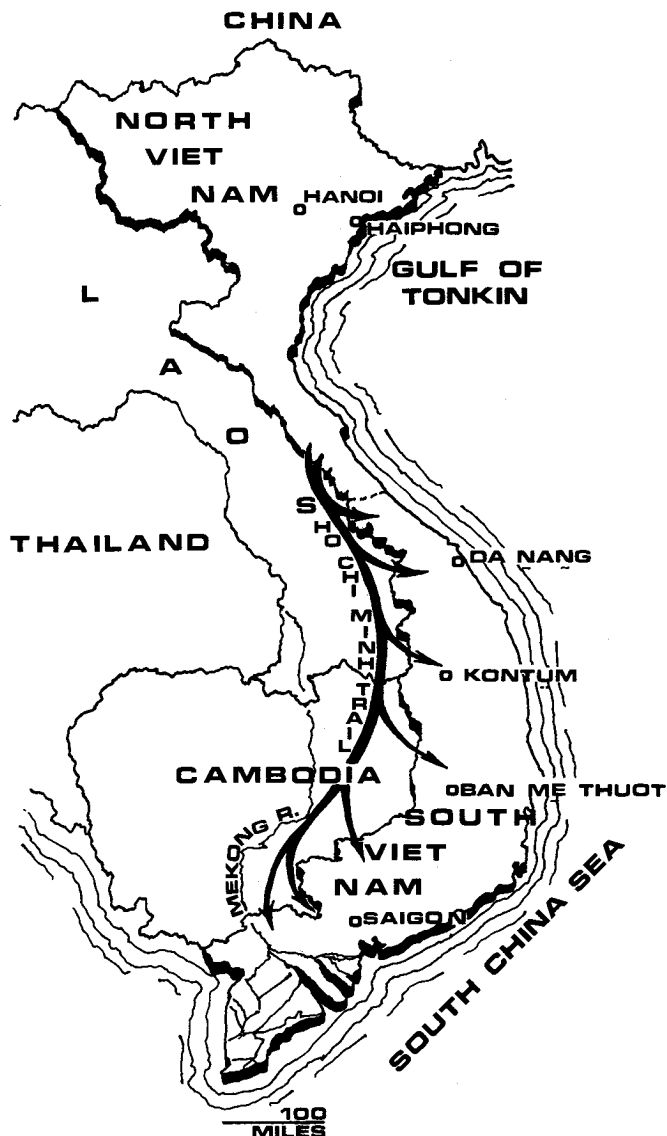
The Roleplaying Game of the Viet Nam War



RECON

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The RECON System Designer: Joe F. Martin

DEDICATION: To my parents, Captain Joe R. Martin, U. S. Army, retired, and Lillie McNully Martin, who taught me responsibility, loyalty, and respect; To my wife, Sallye, who endured with patience and strength; and To Sam, who got me into role-playing.

Special thanks to RT Arkansas:

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THE RECON SYSTEM

THE MISSION DIRECTOR

RECON is designed for three to nine players with one of the players serving as the Mission Director (MD). The MD will select the mission and control the enemy forces; however, RECON is not a game of the MD versus the other players. The MD's task is to control the opposing forces to make the mission challenging; if he were out to win, he could easily do so by zapping the recon team with a much larger force.

It is up to the MD to determine how many recons are needed for the mission (or how many role-players he can deal with successfully). Too many people participating in a role-playing game can result in chaos if everyone is trying to act simultaneously, or monotony if too many people are awaiting their turn. Only experience will tell a new MD how many role-players he can work with.

In some role-playing games one of the players decides what all of the other players' characters will do. In RECON each player decides what his character will do; generally, the players will function as a group with little or no arguing. Once a decision is reached, the leader will tell the MD what the recon team (RT) plans on doing; this is solely to keep too many people from bombarding the MD with plans.

Player characters are called recons. They may have a special designation depending on the type of unit the recon team (RT) is supposed to be; they may be SOGs, Lurps, SEALs, or indigs. These different designations will be explained in separate sections. The group of characters is called an RT or recon team.

PLAYER CHARACTERS (PCs)

In most board games, especially war games, the counters or playing pieces represent units rather than individual men. The player controls a large number of men represented in the abstraction of the counter. In a role-playing game the player controls one, or sometimes two, men called "characters." The player will make all of the decisions for this character; in essence the player will merge into the play by letting the character represent him in the situation. Role-playing becomes more personalized; you are not making decisions about sweeping strategies; rather, you are making the personal day-to-day decisions to remain alive.

Role-playing, then, is a way of acting out our fantasies much as we did when we used to "play army." We can experience the thrill of danger without the actual risk of pain, disfigurement, dismemberment or death. The rules add structure to the situations and, hopefully, eliminate some of the disagreements, "I shot you!" "No, you didn't!"

There are a lot of dice rolls in role-playing games. The rules set up certain probabilities of things happening; the dice determine if it happens at this particular time. If your character is a fairly good marksman and has an 85 percent chance of hitting a particular sized target at a certain range; then on a dice roll of one to eight-five you hit the target (on 86 to 100 you miss). The rolls are affected by how good your character is in certain skills.

Characters are "generated" or created by making dice rolls to determine their relative strength or weakness in particular traits. The essence of role-playing is the interaction of the players through their characters; so, it is up to the player to infuse a personality into his character by the things he has his character say and do. Eccentric characters live up the game, and allow the players to "ham it up."

The character may be a "wiseacre" always making jokes, even in the heat of battle; or a "doomsayer" always forecasting their imminent demise at every decision. "I've got a bad feeling about that. Yep, we're going to die. If we attack that, we're all going to get greased."

The "bellyacher," "If I had MY way, I'd run this chicken outfit completely different. No more of this..."

The "goldbrick," "I'd sure like to help you guys carry that machinegun, but I cut my finger on that C-ration can last week and it's still hurting something awful."

The "hero," "That's all right, Lieutenant, I don't need any help to knock out that pillbox. Just stick some extra grenades in the sling on my wounded arm, tighten up that tourniquet on my leg, and point me in the right direction."

The "coward," "You guys go ahead and attack that base. I'll defend this cave so you'll have a safe place to return to."

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function as a group with little or no arguing. Once a decision is reached, the leader will tell the MD what the unit plan on doing; this is solely to keep too many people from bombarding the MD with plans.

In a combat situation the MD should ask each player what his character will do. If the character "buys it," it's the player's fault (and hopefully he will learn from it). Likewise, the player rolls the dice for his character; the fate of his character is in his hands.

NON-PLAYER CHARACTERS

In addition to these player run characters, there are those incidental characters, friend and foe, that you meet during the course of a mission. These bit part actors in our little drama are the Non-Player Characters (NPCs). NPCs are usually run by the MD; this gives the MD a chance to get involved.

The general wishing you good luck on your mission, the old farmer you meet on a path, the sullen young man you interrogate in a village, the pilot whose chopper was shot down and has to be rescued, the pretty U.S. AID worker you meet in a bar, the Chinese advisor you snatch (kidnap), and of course, the officers and men of the entire North Vietnamese Army (NVA) are all NPCs.

When the MD plays an NPC, he shouldn't say, "The peasant says there aren't any VC (Viet Cong) here." Instead, he should make the NPC a real person, if somewhat eccentric, "Oh, no VC, no VC. VC very bad. We very, very good. VC numba ten. Americans numba one."

MECHANICS

PROGRESSIVE REVELATION

Role-playing is similar to "Twenty Questions;" the MD describes a situation and the players ask questions to elicit more details. The MD should state any obvious facts that they would immediately notice, but may withhold any details that the characters would have to search for. The following are some examples of MD - Player exchanges during play.

MD: You come to a fork in the trail. Which fork do you take?

Leader: We take the left hand fork.

MD: The jungle noises suddenly cease. What do you do?

Leader: We all freeze.

MD (to the Player of the "point" man): Roll against your Alertness.

Player: Made it.

MD: You smell food cooking.

Player: Which direction is it coming from?

MD: It seems to be coming from your right.

MD: You notice that the trail is becoming more worn from heavy use. (There is a village ahead.) The point man sees small garden plots off the trail ahead.

Leader: We move off the trail to the right and begin moving through the bush.

MD: You come to a stream about 20 feet across. You can see the bottom; it's about two feet deep.

Leader: We wait five minutes watching for an ambush. Do we notice anything.

MD: No. (Or, "roll against your Alertness" if there is an ambush.)

MD: You come to a stream about 20 feet across.

Leader: Can we see the bottom?

MD: No, the water is too muddy.

This way, one of the characters has to test the depth of the water as he wades across. It might be too deep to ford at that spot. The MD might force them to a shallow ford guarded by a guerrilla.

The main reason to withhold information is to make the players think about what they are doing. In combat "look before you leap" is a very real axiom of survival.

MD (to the point man): Roll against your Alertness.

Player: Made it.

MD: You hear voices around the next bend in the trail.

Player: How many?

MD: You can't tell for sure. At least three.

Player: I move off the trail, quietly, cutting through the bend.

MD: You see three peasants digging a hole in the trail with a mine on the ground near them.

PLANNING A MISSION

In planning a mission, your design does not have to be as rigid as: "Well let's see. There'll be an ambush here; a patrol there; boobytraps here, here and here; a mortar attack when they cross this bridge here; they'll meet the beautiful female guerrilla (actually a double agent -- heh, heh) in this farmhouse here, etc., etc."

The players have control of what their characters will do. They may not do what you would expect them to do (what seems logical). Kaput! There goes all your detailed plans. Be prepared to improvise. Have some things you think will make the mission interesting, but be flexible about where and when you introduce them.

The Contacts Tables will keep them busy most of the way in and out. You fill in the spaces between contacts by having them do grunt work of climbing up hills, squeezing through really heavy underbrush, walking through high elephant grass where there might be guerrillas a few feet away, crossing streams where there might be an ambush, etc. There should be more situations where they might run into trouble than there are contacts.

The Contact Tables are there to help you. If you don't like what you roll ("Crap, they just met two hunters. What is this, a National Rifle Association convention?") pick something else or roll again. The tables are set up so that there are plenty of possible contacts: most are not dangerous, several are potentially dangerous and a few are deadly. This varies the level of tension.

There is a list of suggested missions in the rules to give you a basic idea of what you might do. Let's say, as an example, that you've decided the RT is to snatch (kidnap) a high ranking NVA officer at his jungle headquarters. They will insert by chopper (land by helicopter), hump (march) overland to the VC base camp, snatch the officer that night, withdraw to a different LZ (helicopter landing zone - a small clearing in the jungle), and be extracted by chopper using STABO/S.P.I.E.S. rigs (cables lowered and attached to their harnesses).

If you came into role-playing through fantasy RPGs then you probably have a map fetish. RECON is designed to be played with very few maps; instead, the Random Terrain Generation system allows you to set up situations quickly without having to draw everything out. Still, you might want a large scale (large area) map with a few cities, highways, rivers, mountain ranges, and a coastline for Mission Briefings.

MISSION BRIEFING: Gentlemen, we have hard intelligence that General Nguyen Poon Tang will be inspecting the 324-C battalion headquarters, here (pointing to a spot on the map), the day after tomorrow. Your mission is to snatch General Tang (first name comes last, "General Joe") for interrogation.

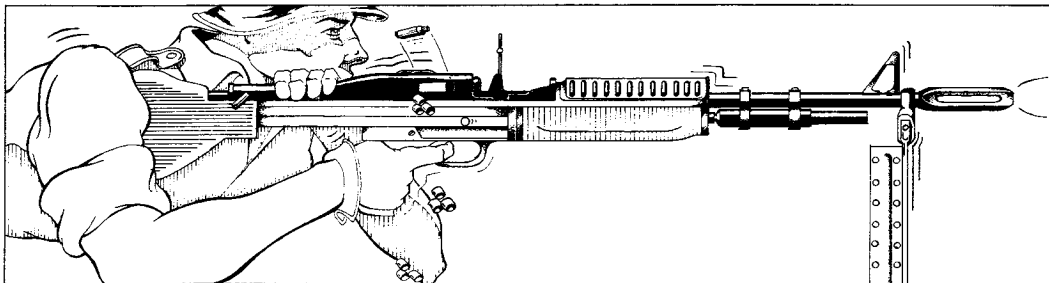
You will insert by chopper, here (pointing to another spot on your map), about twenty clicks (kilometers, about twelve and a half miles) from the headquarters to avoid arousing suspicion. You will move up the Hai Thung ("Hi Thong") valley and be in position by 2000 ("twenty hundred") hours (SEE MILITARY TIME APPENDIX). Patrols will be light as intel expects the 324-C to be making an assault on Firebase Zebra to impress General Tang. Weather will be cloudy with an 80% chance of rain.

The nearest LZ for extraction is five clicks (point to another spot on the map), but is probably watched. Use only if in close contact. The extraction choppers will be standing by at dawn. Your call sign is Red Cobra Four. Are there any questions?

Maps tie you down. Let's say the RT just avoided a VC patrol and you want to put some pressure on them by making them cross a wide shallow river where they might get spotted. About this time one of the players points out, "Hey, there isn't any river on the map between the LZ and the VC base camp." Like I said, maps tie you down. On a large scale map details such as small villages, small clearings for LZs, and streams will not show up.

INSERTION: If there are four recons, they insert on one slick. If there are more than four, split them up on two choppers. Have them decide who will be on each slick. (This may be important in determining who is injured on a "Hot LZ".)

As they fly in you describe the terrain. Is it flat, hilly, or mountainous? Is it jungle, or are there developed areas, rice paddies occasionally?



The "pulling" slick (lead chopper) begins to descend toward the LZ. ROLL ON THE LZ TABLE. Is it "cold" or "hot"? If it is "hot," the VC may not open up on them until the "chase" (second) slick begins to offload the rest of the RT.

Once they are on the ground, have them set up their order of march (SEE MOBILE OVERWATCH). Have them place their model figure or whatever represents their character in line and space them out the actual distance they will be moving from each other (1" = 3'). If one of the characters trips a mine or boobytrap you can measure to see if any of the other characters are in range to take damage; or in a firefight, if a grenade aimed at one character misses, you can determine if it lands near any of the other characters.

Now you need a rough map of the objective. For a guerrilla base camp, you draw three rectangles for bamboo "barracks," a roofed area with no walls for "indoctrination" lectures, a couple of smaller "hootches" or buildings for supplies and cooking, two or three trails, a stream nearby for water, and decide where the sentries will be watching the trails.

The snatch will probably be made at night, so most of the guerrillas will be in the barracks. Depending on how late it is, a few guerrillas will be tending fires, cleaning their weapons, talking with buddies, writing letters home, or playing a flute and singing. The later it is, the fewer people outside the barracks awake; after all, you don't want to make this as busy as Grand Central Station. You want to make it tough, but not impossible.

You can adjust the level of difficulty. If there are few recons in good shape to make the snatch, you might have the VC gear up and move out to hit a government base. If the RT waits, the camp will be nearly empty, except for a couple of sentries and a couple of sick and wounded in the barracks.

When the RT arrives at the base camp you can explain the basic layout to them. Let them decide how they are going to deal with the sentries. They can try and take out the sentries (SEE RULES FOR BACK ATTACKS), or they can try to move around them quietly. Either way, the players will need to roll against their Alertness for moving quietly. If they make no noise, they can creep around, make the snatch and haul it out of there. If they make noise (fail their Al roll), you roll against the sentry's Alertness.

Sentries don't investigate every noise, play it by ear. A suspicious sentry might investigate, but he probably won't give an alarm unless he sees one of the recons. If there is an alarm, everybody in the barracks does not come barreling out fully dressed, armed and aware of what is happening. The confusion works to the works to the RT's advantage.

The recons slip into the supply hootch (where the visiting "brass" is quietly asleep in his hammock), if they know which hootch he will be in. A Hoi Chanh, defector, may have supplied a map or the information. If the recons don't know where the general is they can creep through the hootches trying to identify uniforms (this is where intelligence skills come in handy), or you might have him come out to the fire to talk with some of the guerrillas or to take a trip to the latrine (away from camp where the recons can grab him easier).

WITHDRAWAL: Once the snatch or main objective of any mission is accomplished, the mission is not over. The recons still have to withdraw safely to their base. There should be contacts on the withdrawal, just as there were on the insertion. The mission should be winding down; so, there should be fewer contacts as the game tapers off.

EXTRACTION: For chopper extractions use the HOT LZ TABLE if they are in close contact with the enemy. If they have been followed unaware, you might have the RT encircled and the VC open up

on the choppers. They may see their means of escape blown off the LZ as they grimly face the enemy and shout their defiant last words, "Sic temper tyrannis," "Remember the Alamo," or "What-the-****-am-I-doing-here?"

Role playing games are inherently limited to small units. The missions must be exciting to hold the players' interest. Recon units fit the criteria for both small unit operations and exciting missions.

Recon units operated in four to twelve man units. The smaller the unit, the easier to maintain noise discipline and concealment. Since they operated in the VC's backyard, they were so heavily outnumbered that the increased firepower of additional men on the RT was not as critical as stealth.

If you go into a RECON mission with the typical role-player's attitude of, "It moves. Let's kill it," you and the other members of the RT are the ones who will get waxed.

Keep your mission objective in mind, and avoid all unnecessary contacts. This reality is reflected in the system for character improvement ("experience"), and should be reflected in the number of enemy contacts the MD runs. If you go killing everything in sight, the MD should have VC units from all over your Area of Operations (AO) breathing down your necks.

So now you're thinking, "Well, heck, if all we do is sneak around and hide all the time, this ain't goin' to be no fun, is it, Zeek?" You are going to get into fire-fights, but, hopefully, on your terms. Walking into an ambush just to get some action into the game is fine, if you like short games and having to roll up a new character.

You now have a general plan for getting the RT to the objective, and a general idea of what to do at the objective with sentries. Alertness rolls will determine a lot of the action in RECON; so, WHEN IN DOUBT, "ROLL AGAINST YOUR ALERTNESS."

FIGURES

Although it is possible to use cardboard counters, pennies, or anything else that is handy to represent your character, you will identify more with him and be able to visualize situations better if you use miniature figures.

Two lines of metal miniatures are now available for use with RECON:

PLATOON 20 RECON SETS

(20mm - 1/72nd scale)

available from

RPG, Inc.

P. O. Box 1560-A

Alvin, TX 77512-1560

GIAC MY

(25mm)

available from

Stan Johansen Miniatures

56 Snow Crystal Road

Naugatuck, CT 06770

1/35th scale

Most of the model figures are World War II which will work fine for the recons. With the weapons from one of the Viet Nam sets you can convert an American World War II figure into an action posed recon. Leave off the helmets and fashion floppy brimmed jungle or bush hats from paper and model putty; then paint them with a camouflage pattern. M-1 rifles from WWII can easily be converted to M-14s by adding some plastic for a magazine and lengthening the barrel.

Authentic looking VC take a little more work, but you only need four to eight enemy figures (they're recyclable). German figures will do if you scrape off the eagles above the breast pocket and rework them from the knees down. You need to extend the pants down to about ankle length and convert the boots to feet with sandals or black tennis shoe-like jungle boots.

For headgear Afrika Korps pith helmets work fine. If you can't get enough, leave one pith helmet showing and cover any characters with German helmets with model foliage as camouflage. This suggests that they are all wearing sun helmets. NVA also wore bush hats; so, if you can make 'em for your recons, you can make them for the NVA.

For weapons, the best are German MP43s (not to be confused with the Schmiesser SMG in most kits). The MP 43 was an assault rifle (the first) and is available in a few kits. It looks passably like the AK-47, which both the VC and recons (sometimes) used. The German potato masher also resembles the Chicom (Chinese communist) supplied grenades to the VC. A German panzerfaust anti-tank rocket vaguely resembles the more modern RPG and can be used with or without modification from a kit. A RPD machinegun can be made by taking an MP43 and adding a longer barrel and a bipod.

NVA uniforms should be painted khaki or olive drab. They did not use camouflage designs.

20mm: $\frac{1}{4}'' = 1'$
1/35TH: $1'' = 3'$

GENERATING TERRAIN

Rather than use a lot of paper, you can generate a jungle by randomly scattering a handful of dry corn, beans, rice, buttons or pennies. Where the objects stop you have cover large enough for a character to hide behind. This way you can quickly generate a forest, rocky terrain, heavy brush, or even a combination using two or more different objects scattered together.

Yarn, thread, or string comes in handy for outlining long objects: the banks of a river, a road, the edges of a trail, a path through high elephant grass, a trench, the edge of a cliff, etc. Again, you can quickly lay this out without wasting paper.

Pieces of cardboard representing the floorplans of native hootches with interior walls, doorways, and windows marked on them can be quickly placed to generate a village or base camp. A set of a dozen of these could be used in a number of missions.

You will also need some measuring devices: rulers, tape measures or yardsticks. Using the scale $1'' = 3'$, you can quickly measure ranges between characters in a firefight and determine if there are any objects between the two characters which will prevent them from seeing and firing at each other.

Cardboard pieces can also represent vehicles. These are a lot easier to carry than models, which might break. All they need are the seat locations drawn on them with a felt tip.

DICE

In RECON you will use two 20-sided dice, also called percentile dice. These can be used in several different ways. The following notations will tell you how to use them.

The notation 1d, 2d, ..., 5d, will tell you how many dice to use, e.g., from one to five dice.

The notation 10, as in 1d10, means the numbers on the dice count their face value only; a one counts as a one and so on, up to zero, which stands for ten.

The notation 2d10 up to 5d10 means roll that many dice, 2d through 5d, and add your rolls together. As an example, a roll of 5d10 can total any number between five and fifty.

Sometimes your total will be modified. A notation such as 2d10-4 would mean subtract four from your total. A notation such as 2d10+5 would mean add five to your total.

Two 20-sided dice can be used to generate any number from one (01) to one hundred (100). The number on one die will stand for the tens, a roll of nine equals ninety; the number on the second die stands for the ones digit, a roll of nine equals nine. Together the two dice stand for 99. Before you roll, indicate to the other players which die will be the tens (buy or paint one a different color).

To successfully do something, you have to roll equal to or less than the characteristic (Alertness, Agility, Marksmanship). The instruction will be to "roll against" or "roll under" the characteristic.

One note to the MD. Each player rolls all of the rolls for his character (basic characteristics, combat, etc.). The MD rolls only for the enemy troops.

CHARACTERISTICS

WHAT'S IN A NAME?

The first thing you should do in creating a new character is to decide on a name. Since this is a game, you should try and have some fun with the name of your character. You can select a name which tells the other players how you intend to run or play this particular character: Joseph "Crazy Joe" Whipper-munt, Alan Deathwish, Sidney "Sicko" Sinckowsky, Reginald "Ratso" Ratsberry III, Gregory "Gunner" Gatsby, Shelby "Sureshot" Smith-Wesson, Derek "Deadeye" Driblemeyer, etc.

If you decide to make your character an indig (indigenous personnel or native) you can use the Vietnamese Names appendix. Although these are mainly place names for villages and towns, using them will give your character some semblance of an Oriental Character. For montagnard characters, the name will be something like: Y Rah, Y Van, Y Dai, etc.

RANK

A truism of role-playing, or any group, is that the most assertive person becomes the leader. Rank becomes meaningless when an assertive player usurps leadership from another player whose character might have a higher rank. Also, if characters are promoted, you might have an RT composed entirely of officers (six colonels and one private, the FNG, can you dig it?)

On SOG teams experience, rather than rank, decide leadership, which will be the system assumed in RECON. The more conventional (that seems ironic when referring to these men) RTs (LRRPs, SEALs, and Recons) followed standard military rank and leadership practices. Experienced characters will be assumed to have higher rank than new characters. Since your survival depends on working as a team, if a character refuses to cooperate ("Never happen, sergeant") then the RT may decide not to carry him on any more missions. After the mission you go to the MD to get this character "transferred," if any of you survive.

LLDB indigenous characters will be assumed to have equal rank with the two American advisors. There may be friction over what the RT should do. If it comes to a showdown, the Nungs and Montagnards will follow the Americans.

Nungs and Montagnards ('Yards) are mercenaries hired by the Americans. They have no rank, but the indig interpreter has a lot of pull with the other

"little people" and with the Americans.

MINOR

To help you visualize your character, let's work out some basic physical characteristics, height, weight and age.

HEIGHT

To calculate a character's height we will start with a base height of 4'10" and roll 2d10. With 2d10 the minimum roll is two which added to 4'10" will make the actual minimum height 5'. The maximum roll of 2d10 is 20, which added to 4'10" will make a maximum height for a character of 6'6". So using 2d10 we have a basic way of generating characters with a wide range of heights, and gives us a physical skeleton to begin fleshing out.

WEIGHT

For the character's weight we will start with a base weight of 110 pounds. Now roll 2d100 and add this to the 110 pounds. With a minimum roll of 01, the character can weigh as little as 111 pounds, and with a maximum roll of 100, the character can weigh as much as 210 pounds.

With the height and weight your character is beginning to take shape. He may be very tall and skinny, or short and stocky as a beerkeg. When you figure in his Strength you may have a wiry, strong character or a big hulk who is relatively weak for his size, so he must be carrying a lot of fat around. Whatever the combination you roll, by considering what this person looks like you begin to get a better grasp of who he is.

AGE

Now for the character's age. Let's start with a base age of 20 years and add 1d10. This will give us characters from 21 to 30 years of age, characters in their physical prime and young enough to have long careers as mercenaries. Roll 1d10 to determine how many months until your character's next birthday.

MAJOR STRENGTH AGILITY ALERTNESS

To develop a new character you first roll 2d100 for each of the three basic characteristics: Strength (St), Agility (ag) and Alertness (Al).

4-F

If your Strength, Agility and Alertness rolls together total 100 or less, you may reroll the entire character.

STRENGTH

All men are not created equal. We cannot all lift the same amount of weight, run at the same speed, or survive the same amount of damage. Your Strength (St) roll will determine how much weight your character can lift, how fast he can run, and how much damage he can take.

DAMAGE

Your Strength roll is how much damage your character can withstand before dying. Although this is a higher number than in some other role-playing games, the damage done by weapons is correspondingly higher. Even with a high St do not assume that your character is invulnerable.

Anytime your character is wounded there will be a die roll for that weapon which will tell you how many points to subtract from your 'Strength.

When a character's Strength reaches zero he is unconscious and cannot move or fight for the rest of that mission **unless** another character with the medic skill applies first aid. Even with first aid your character is so seriously wounded he must be extremely careful.

If your character's Strength goes below zero he is dead. There are no miraculous cures in RECON.

A wounded man will only be able to lift weights and move based on his current strength remaining after wounds have been subtracted.

WEIGHT

Your Strength roll multiplied by two tells you the maximum weight of an object your character can lift over his head. A character with a Strength of 100 (2d100, "00") can lift 200 pounds (100x2) and raise it over his head. Just as a weightlifter cannot press 200 pounds over his head and run around the gym all day, you cannot carry your maximum weight around for more than five combat rounds (total of 25 seconds). Your normal gear (uniform, pack and weapons) is **not** included in the weight you can carry. It is assumed that you are adapted to carrying all of your regular gear and can also lift this extra weight for short periods.

MOVEMENT

Your St will determine how far your character can move in a five second combat round (CR). Combat in RECON is limited to five second rounds or game turns since so many things can happen in this short period during combat. The MD can make non-combat rounds any length he desires to eliminate wasting time during long marches or other time consuming activities.

Your St is how many feet you can run in full gear during a CR. The maximum distance you can move at slower movement rates is calculated according to the MOVEMENT RATE TABLE.

As you read through the rules you will find references to particular tables and charts. These have been placed at the back of the book. Although it is inconvenient to thumb back and forth as you read over the rules, it will be much more convenient to have all the tables in one place once play begins.

A character's movement rate assumes that he will be carrying the Basic Kit, his Primary Weapon (his rifle), Ammo, Rations, and a Knife or Bayonet. Additional gear would slow him down; one foot of movement or Strength point per pound of gear. However, rather than get too involved in measurements, I'd rather see the MD make the character's life miserable if the character is carrying too much gear.

Measuring for movement rates is only necessary if a player states some totally unrealistic movement in a CR: "I run up this hill, jump over this creek, and crawl under this ledge." As long as movements seem reasonable, avoid measurements which will slow the game.

CLIMBING

The main danger in climbing is, of course, falling, and this is primarily due to faulty handholds. The climber's Alertness (Al) therefore, is the initial factor in determining whether or not a character will fall.

Each CR a RECON may climb up to 1/10th of his St. To do this safely he must roll (2d100) under his Alertness. If a climber fails to roll under his Alertness, he has grabbed a loose rock or rotten limb and begins to fall. He may attempt to grasp something to prevent his fall by rolling 2d100 under his Agility. He may roll once for each CR he has been climbing.

If a climber fails in his attempt to break his fall, he will fall to the ground. Damage due to the fall is determined by a roll of 1d10 for each five feet of height climbed.

ALERTNESS

Alertness determines whether or not you observe things such as a trip wire, a camouflaged firing position, a sniper, spoor when trailing someone, or other things which are not too obvious.

When it is possible for you to notice something, the MD will ask you to roll against your Alertness, 2d100. If you roll under or equal to your Alertness, the MD will describe what you notice; if you fail to make your roll, you might only discover what it was when you get zapped.

For each concealed weapon on a prisoner, the capturer must roll under his Alertness to discover it.

AGILITY

Agility as a general term includes manual dexterity, agility, and balance. Agility affects your ability to throw grenades, throw knives, unarmed combat knife fighting, climbing and other skills.

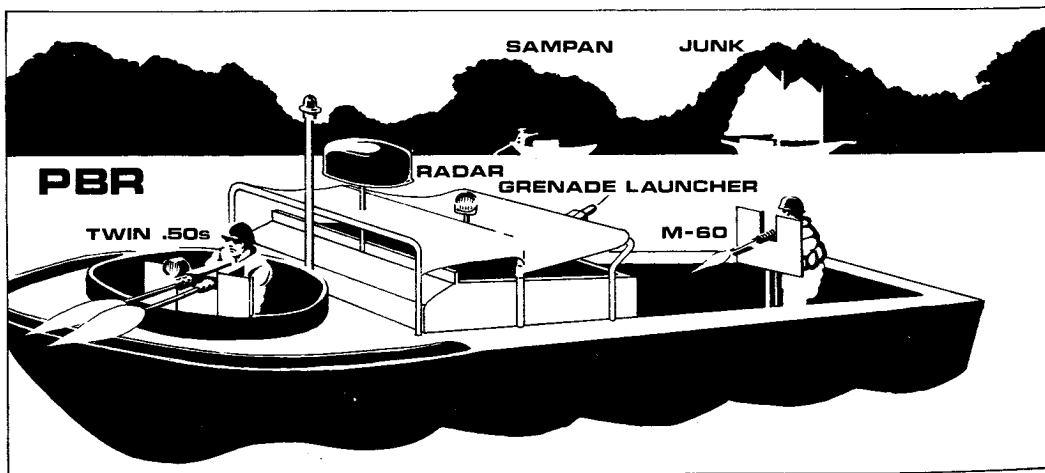
To accurately throw a knife or grenade or to keep from falling while climbing, you have to roll 2d100 under your Agility.

In hand-to-hand combat your Agility will determine whether you get the first punch or stab (initiative).

Most of the hand-to-hand skills can be improved. As you gain experience from your missions you can add new hand-to-hand skills or improve existing ones. Each skill is independent; so, you improve an individual skill, not your Agility.

Since some skills, such as Grenade Throwing, Knife Fighting, Knife Throwing, and Pistol Marksmanship, are basically skills of one hand, the player will need to decide if his character is left or right handed. Additional percents for Hand-to-Hand Skills are for training with one hand. For each point of damage on the Hit Location Table on that hand subtract one percent from the character's Agility on one handed skills during the remainder of that mission.

As insurance you could specify some skills for your character's other hand, or else he will have to attempt skills with only his Agility roll.



SKILLS

TO BE OR NOT TO BE CANNON-FODDER

If you walked straight from civilian life into a firefight you would probably die. Luck and training get you through the first few alive; and the civilian would be relying on luck alone.

So, to give your character a better chance of surviving he is going to already have some military training and probably some combat experience.

Roll 1d10 and refer to the Initial Skills Chart. The number you roll will determine how many skills your character will have. Your character can be anything you wish from an Army "Grun" or Marine "Snuffie" to a Special Forces "green beret." A character with only a few skills should be considered an FNG, or a fairly inexperienced "new guy" in the unit.

For each background there are four possible skill categories:

- Small Arms
- Heavy Weapons
- Hand-to-Hand and
- Non-Weapons Skills.

The table will determine how many of each you possess.

INDIVIDUAL WEAPONS SKILLS

- Pistol (left or right handed)
- Submachinegun
- Bolt-action rifle
- Semi-automatic rifle
- Assault rifle
- Shotgun
- Grenade launcher

HEAVY WEAPONS SKILLS

- Anti-tank Weapon (LAW or RPG)
- Flamethrower
- Machinegun, light
- Machinegun, heavy (.50 cal.)
- Mortar, 60 mm

HAND-TO-HAND SKILLS

- Bayonet
- Garrote
- Grenade, throw (left or right hand)
- Knife fighting (left or right hand)
- Knife throwing (left or right hand)
- Unarmed combat
- Underwater combat, knife fighting (left or right hand)
- Underwater combat, unarmed

NON-WEAPON SKILLS

- Airborne
 - Basic
 - Night Drop
 - Tree/Cliff Landings
 - Water Landings
 - H.A.L.O.
- Communications
 - Basic
 - Scramblers
 - Zip-squeal
 - Satellite relay
- Demolitions
 - Detect Ambushes
 - Detect Mines/Boobytraps
 - Disposal
 - Forward Air Controller
 - Forward Observer
 - Impersonation
 - Intelligence
 - Detect guerrillas
 - Detect unit and rank
- Interrogation
- Jungle survival
 - Detect food
 - Detect water
 - Detect concealment
 - Detect dangerous animals
 - Ride elephants
- Land Navigation
- Languages
- Medic
- Night fighting
 - Detect enemy
 - Rapid movement
- Rappelling
- Safecracking/Lockpicking
- Sniping
- S.C.U.B.A.
 - Basic
 - Underwater Navigation
 - Rebreathers
 - Tow subs
 - Two man subs
 - Dry subs
 - Speargun skill
- Silent Movement
- Starlight Scopes
- Suppressors/Silencers
- Tracking
 - Basic
 - Estimate weapons
 - Estimate distance
- Underwater Demolitions

CHARACTER CLASSES

If you have played any other role-playing games, you are undoubtedly familiar with the concept of character classes or specialization. In RECON there are nine areas of specialization called Military Occupational Specialties or M.O.S.s. Each new character should pick a primary MOS, and a secondary MOS. Some of the MOSs have prerequisites that a character must possess before he can select that specialty. Each character should also select a secondary MOS. In any unit there will be only one character receiving the **benefits** on dice rolls for each MOS; so, if two or more characters possess the same primary MOS, the character with the higher per cent chance of success should function on that mission using that MOS. The other character may utilize his primary MOS skill (but without any special bonus) or his secondary MOS, or if all slots are filled the character will utilize his basic skills without any of the advantages of an MOS. A character with a primary MOS has precedent over a character with the same skill as a secondary MOS, even if the character with the skill as a secondary MOS has a higher percent chance of success. The player may waive this right, to allow a better character's skills to benefit the unit.

The nine MOSs are Point, Pigman, RTO, Intel, Grenadier, Medic, Sniper, Heavy Weapons, and Demolitions. A character may function in a small unit in both his primary and secondary MOS as long as neither MOS is already filled in the unit. Because of the gear involved, a character should not function as any two of the following on the same mission: Point, Pigman, Medic, Communications or Heavy Weapons. In a very small unit of four or five men the MD may opt to allow a character to use both MOSs.

POINT - Any character with an Alertness of 60 or better may select the Point MOS. When he is functioning as the point, he receives a bonus of +5 on all AI rolls. In addition, he receives one extra round of small arms fire per CR in ambushes and other surprise situations. Only the point may select the Detect Ambush, Detect Mines/Boobytraps, Land Navigation and Tracking skills.

PIGMAN - Any character who possesses the Machinegun Skill may select the Pigman MOS. When carrying a "pig" or machinegun, the Pigman may fire 10

rounds (three more than normal) in the second and subsequent CRs; the last three rounds are fired at a -5 above the normal full automatic for that range. When carrying a pig, the pigman can only carry a pistol as a backup weapon, or a SMG if his strength is 80 or better.

RTO - The Radiotelephone Operator humps the radio. He is essential for extraction by helicopter, air resupply by parachute or chopper, calling air support or calling in artillery. Only the RTO may possess the Forward Air Controller skill to call in air support or the Forward Observer skill to call in artillery.

INTEL - The Intelligence Skill is for the "Sneaky Pete" in the group; his job is to determine what the enemy is up to. Only the intelligence specialist may possess the Intelligence, Interrogation, Impersonation and Safecracking/lockpicking skills.

GRENADIER - Only a character with both the Grenade Launcher and Shotgun Skills may select Grenadier as his primary MOS. The Grenadier gets a +5 when firing the grenade launcher with either grenades or shotgun rounds. Like the Pigman, the Grenadier can only carry a pistol as a backup weapon, or a submachinegun if his strength is 80 or better.

MEDIC - The Medic is also a combatant to protect himself and the other men in the unit. His lifesaving skills are essential to the unit. Only the medic may possess the Medic Skill. The Medic is assumed to be a Special Forces trooper trained in Medicine (including some surgical training).

SNIPER - Any character with a rifle skill (Bolt-action, Semi-automatic or Assault Rifle) of 60 or better may select the Sniper MOS for long range shooting.

Only the Sniper may select the Sniper and Starlight Scope Skills.

HEAVY WEAPONS - Heavy Weapons is generally a secondary MOS. When a character acquires three or more heavy weapon skills he will receive a bonus of +5 when using any of the skills.

DEMOLITIONS - Demolitions is generally a secondary MOS. The Demolitions, Underwater Demolition and Disposal Skills can only be selected by a character with the Demolitions MOS.

A player should select his character's MOSs before the first mission. The MOSs cannot be changed once selected; a new character must be generated.

Any skills not expressly limited to a particular MOS may be selected for any character.

RECON TEAMS

LONG RANGE RECONNAISSANCE PATROLS

The Long Range Reconnaissance Patrol (LRRP or "lurp") was an Army innovation during Nam. The LRRP operated on reconnaissance and, later, hunter-killer missions to provide intelligence for particular Army units. LRRPs were originally attached to division level headquarters detachments. As the war progressed and the need for better intel was realized, LRRPs were organized at lower levels.

The individual LRRPs were volunteers. Prior to coming in-country (into Nam) they had not necessarily received any special training to be LRRPs. As LRRPs became established some of the recons were sent to the Special Forces run Recondo (Reconnaissance-Commando) School at Nha Trang; supposedly some LRRPs trained at the Royal Malayan Jungle Warfare School at Kota Tinggi (a program developed by the British Special Air Service in their counter-insurgency war in Malaya).

As an ad hoc organization the early LRRPs were poorly supplied, but later in the war their gear would be similar to that carried by the other recon teams.

LRRPs operated within the borders of Viet Nam, while some of the other RTs operated in other countries as well. LRRPs, also, tended to operate with only American team members, while some of the other RTs operated with indigenous units.

FORCE RECON COMPANY

The U.S. Marine Force Recon Company is the forerunner of the Army's LRRP. Recon operated in four and six man units to gather intel for the higher level command structure of the Marine Amphibious Force. Recon operated primarily in South Viet Nam in I Corps (First Corps or "eye" Corps) in the northern part of the country.

Force Recon is a permanent part of the organization of the Marine Corps; as such, Recons received training in the U.S. in patrolling (at the Army Ranger School), airborne jump school, SCUBA school, and demolitions school. During the manpower shortage of Nam every recon did not get to go through all of this training before shipping out to Nam.

Besides gathering for MAF, some Force Recon RTs operated for Studies and Observation Group on missions "over the fence" or outside the borders of the Republic of Viet Nam. In-country the RTs tended to operate only with American team members.

SEALs

The U.S. Navy's Sea, Air and Land (SEALs) recon team were trained in reconnaissance and counter-insurgency warfare. Although SEALs receive their initial training at the same school as the Underwater Demolition Teams, SEALs were trained for patrolling and airborne qualified.

SEALs operated RTs like LRRPs and Force Recon. They operated along the coastline and rivers (especially the Mekong River Delta). Some SEAL RTs operated for Studies and Observation Group in over the fence operations.

A major difference between SEALs and both LRRPs and Force Recon RTs is that SEALs tended to operate more in conjunction with Intelligence programs. Whereas LRRPs and Force Recon had special functions for their parent organizations, the Navy wasn't prepared to operate directly on the intelligence gathered by the SEALs. Therefore, the SEALs tended to operate more under the control of Military Assistance Command Vietnam J-2 (MACV-J2), an intelligence unit, and the Central Intelligence Agency (CIA).

SEAL teams sometimes operated with indigenous personnel (Vietnamese) of the Provincial Reconnaissance Units (PRUs). The PRUs ("prews") were a diverse group composed of Hoi Chanhhs (VC or NVA who had defected under the Chieu Hoi or "Open Arms" program to fight for the South Vietnamese), CIDG ("sid-gees"), mercenaries who fought for the Special Forces operated Civilian Irregular Defense Groups as guerrillas), deserters from the Army of the Republic of Viet Nam (ARVN, "are-vin") -- the PRUs were paid better and operated closer to home, and parolees from Vietnamese jails and prisons recruited by the CIA if they would fight.

STUDIES AND OBSERVATION GROUP

The Military Assistance Command Vietnam Studies and Observation Group (MACV-SOG), called "sog," was a joint MACV and CIA operation. The cover name for the Central Intelligence Agency in Vietnam was the Combined Studies Group (notice any similarities?).

From the earliest days of the American involvement in Vietnam, the CIA had used Special Forces personnel to run covert operations; this practice continued in the development of SOG for intelligence gathering and covert action. The original concept, Operations Plan 34A or Oplan 34A, was to train and infiltrate indigenous personnel by parachute or boat into North Viet Nam for espionage and sabotage. Under Oplan 34A the American Special Forces personnel were concerned primarily with training at "Bearcat" near Long Thanh, about 14 miles east of Saigon.

In early 1965 Special Forces Detachment B-52 started Project Delta to run "over the fence" operations against VC bases using neutral Laos as a sanctuary. The success of Delta spawned two sister organizations Omega and Sigma. Essentially, Delta operated out of I Corps, Omega out of II Corps and Sigma out of III Corps.

Because the American role in Nam was supposedly to assist and advise the Vietnamese, Delta RTs were composed of U.S. Special Forces, Luc Long Dac Biet (Vietnamese "Special Forces"), and Nung or Montagnard mercenaries. A typical team might consist of two American Special Forces (the "One-Zero" or team leader, and the "One-One", or the assistant team leader), two LLDBs supposedly performing the same roles, and two to eight Nung or Montagnard mercenaries. Delta RTs operated anywhere from four to twelve men, with the bulk of the unit being mercenaries or, sometimes, additional LLDB. The American One-One and his Vietnamese counterpart would both be carrying radios for simultaneous transmissions to the American and Vietnamese commands.

Under Oplan 35 American SF personnel became involved in the over the fence operations in Laos, Cambodia, and North Viet Nam. Eventually, Delta Project was reorganized, as all American bureaucracies must be sooner or later. Delta became known as Command and Control North (CCN); Omega became Command and Control Central (CCC) and Sigma became Command and Control South (CCS). This reorganization involved more than a name change; the

new SOG RTs no longer carried LLDBs but were composed only of Americans and Nungs or Montagnards.

CCN (Da Nang/Phu Bai) ran missions against North Viet Nam and northern Laos (the heaviest part of the Ho Chi Minh Trail). RTs out of CCN were named after snakes (RT Python, RT Cobra, etc.) and collectively they were called Snake Bite Teams. SOG RTs were also called Spike Teams or Recon Teams.

CCC (Kon Tum) ran missions against VC/NVA units in Laos; The CCC RTs were generally named after states (RT Tennessee, RT Arkansas, etc.).

CCS (Ban Me Thuot) ran operations or ops in Cambodia, and their RTs were named after implements (RT Hammer, RT Fork, etc.).

For game purposes, if you have two players who always disagree, making one the American One-Zero and the other his Vietnamese LLDB counterpart on a Delta RT might give you some idea of the problems in being an advisor.

Players may improve a character with fewer weapons skills by making him an indig, short for indigenous personnel. By making the character Vietnamese, a Nung, or Montagnard, the character has the advantages of being Oriental (and less likely to trip an ambush than American) and speaking the language of the enemy (for listening to enemy conversations, giving fake orders to the VC, or passing inspection as a VC -- a LLDB Intel MOS using Impersonation Skill).

PHUNG HOANG

The Phung Hoang program or Phoenix Program began as an effort to neutralize the Viet Cong command structure, called the infrastructure or VCI, operating in South Viet Nam. The original program began in 1966 as ICEX, the Intelligence Coordination and Exploitation Program; this was reorganized as the Phung Hoang program in December of 1967.

American participation in the program was coordinated by the CIA, and as such they could draw on Special Forces, Navy SEALs, Army Intelligence officers, or other U.S. personnel to serve as advisors. Typically there would be two U.S. advisors and ten PRUs, Provincial Reconnaissance Unit, members in the team.

Although the Phoenix Program has received publicity as being an assassination squad, it did have intelligence gathering as its primary function (and you don't gain too much intelligence from dead men). More often, the Phoenix/Phung Hoang units pulled ambushes and prisoner snatches of known or suspected

VCI. The PRUs were especially effective at operating at night when the VC were on the prowl, and as a result did more damage for units their size than any other South Vietnamese units.

INDIGS

Indigenous Personnel are the inhabitants of a country. Players may opt to run a character as an indig. Although any character may be designated an indig, there is a special advantage to characters with fewer small arms skills. In being an indig, the character is less likely to be identified as an enemy by the VC. Also, the indig speaks the native language which helps in interrogations and other intelligence gathering.

For a SOG RT the point man should be an indig, and the sweep or tailgunner should also be an indig. Only LRRP and Force Recon teams would not have an indig attached.

Basically there are four types of indigs: Vietnamese, Cambodians, Nungs and Montagnards. For game purposes we will assume that all four speak one common language, Vietnamese.

Only a character designated Vietnamese can be an LLDB, Vietnamese Special Forces for a Delta Recon Team.

TO CREATE AN INDIG: For Height roll 1d10 and add to 4'10". For Weight roll 5d10 and add to 110 pounds. For Age roll 2d10 and add to 13.

The disadvantage with indigs or "little people" is that at least one character on the RT must have a language skill if you are to exchange any complex ideas, something more than "Shoot!", "Run!", "This way," or VCI!.

Montagnards is a French word meaning mountain people. The 'Yards lived in the mountain highlands of Nam. They were composed of four major tribes: the Hre, Bru, Rhade and Moung (Hmoung). The yards are fierce, loyal and honest people. The yards are ethnically different from the lowland Vietnamese and there is an ancient racial hatred between the two. They did not fight out of loyalty to the South Vietnamese government, but fought from individual loyalties to Special Forces personnel. There is a natural antagonism between any yard character and any Vietnamese LLDB until they have fought together and established some rapport.

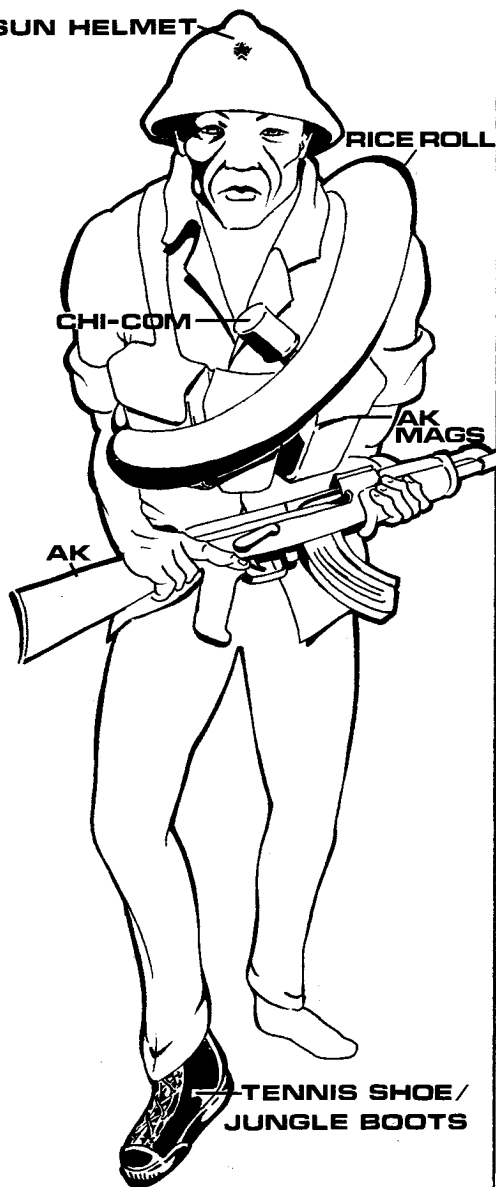
BOONIE HAT



SANDALS

VC

SUN HELMET



RICE ROLL

CHI-COM

AK
MAGS

AK

TENNIS SHOE/
JUNGLE BOOTS

NVA

Charlie

VICTOR CHARLIE

THE ENEMY

Opposing the RT will be various Viet Cong units, also called "Vee Cee," "Victor Charlie," "Charlie," "the Cong," and other less flattering epithets. The VC are organized in three categories: Local Force Units, Main Force Units, and North Vietnamese Army Units.

Local Force units are a militia composed of local villagers who occasionally make boobytraps, set ambushes, and snipe at government troops. Local Force units are poorly equipped and trained. In general, these part-time guerrillas are more of a nuisance than a threat to the government, but they provide intelligence and serve as auxiliaries to the other VC units during large unit actions.

The regional Main Force unit is composed of full-time "hard core" guerrillas. They are better trained and equipped than the Local Force units, and they are the backbone of the VC effort in South Viet Nam. In scenarios after the Tet Offensive of 1968, where the Main Force units suffered heavy casualties, the Main Force unit will lose its top dog position to the North Vietnamese Army reinforcements.

The ultimate VC opponent is the NVA or North Vietnamese Army regulars sent south to accelerate the fall of the Republic of Viet Nam (South Viet Nam). Having fought the Japanese, the French, the ARVN and the Americans, the NVA is the best trained jungle fighter in the world. A

prime RT mission is to locate an NVA unit and call in smoke on 'em (artillery or air strikes).

The weapons and skills for your Victor Charlies will be found in the Contact Tables near the Guerrilla Contact Table where you will need it during play. The table can also be used to set up the weapons and skills for any ARVN units that you might be operating with.

To generate your enemy troops you will need to roll (2d100) for Strength (for hits), Agility (for hand-to-hand combat or grenade throwing), Alertness (for ambushes), and a Base Per Cent Effectiveness with their primary weapon. Four quick 2d100 rolls for each.

Local Force units do not wear uniforms. They wear only their civilian clothes. This can be the black "pajamas" that in fiction so typifies the VC. The common outfit can be long sleeve or short, pants or shorts. They may also be wearing western styled pants and shirts.

Regional Main Force units may wear uniforms, anything from a dark navy blue outfit to bits and pieces of NVA khaki or olive drab uniforms.

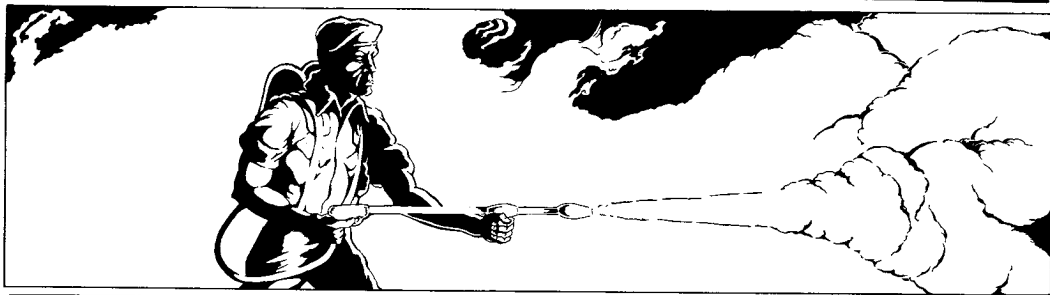
NVA will normally be in uniform, either khaki or O.D. They may have a navy blue sweatshirt type sweater in the mountains. They may be wearing sun helmets, boonie hats, headbands, or no headgear. They may be wearing sandals from old tires or they may be wearing a tennis shoe styled black jungle boot.

HO CHI MINH TRAIL

The Ho Chi Minh Trail, named after the founder of North Viet Nam, was a series of roads and jungle paths that linked North Viet Nam with the Viet Cong guerrillas and, later the North Viet Namese Army units (NVA) that operated in South Viet Nam. The paths ran the full length of Laos and Cambodia which gave them diplomatic protection from direct attack; Laos as a neutral country could not be attacked even though VC/NVA units openly used Laos for training and supply. In some areas of northern Laos the Ho Chi Minh Trail was so well developed that there were truck convoys, sometimes numbering a hundred trucks or more, moving south to supply the VC/NVA.

Branches of the Ho Chi Minh Trail crossed the border into South Viet Nam as the supplies were moved to the various guerilla units. Any trail in South Viet Nam could be used to filter these supplies; so, do not think of this as an obvious, well-defined route that was easy to watch.

Along the Ho Chi Minh Trail it would be possible for an RT to spot NVA units moving south, porters packing heavy loads of supplies on their backs, porters pushing bicycles loaded with sacks of rice and other supplies, and trucks hauling supplies and artillery pieces.



OPERATIONS

The following are some missions that you might develop and use:

An American fighter aircraft has gone down near the village of Go Doi. Your mission is to rescue the pilot and

bombardier or recover their bodies.

A Command and Control chopper containing General Halberdstram has gone down near Kon Ma, rescue or recover the general and chopper crew.

Plei Gir Song, the province political officer, has been identified in the village of Ban Nui, eliminate him at night quietly to terrorize the villagers.

Tai Ro Xuong, the regional Main Force

leader, is returning to see his family in Chu Doc, pull a snatch op for interrogation. He may have an armed escort.

Tou Van Lang, the province Main Force leader, is prepared to Chieu Hoi, his loyalty has been questioned and he is under surveillance.

Nguyen Bi Fong, the province tax collector, has stolen VC funds and is hiding in the village of Vi Ghe. If you can reach him before the VC hit squad, he has a list of VC agent that will be very valuable.

Jan Chong Ya, the loyal village chief of Roun Gia, is to be hit by a VC terrorist squad; take out the terrorist squad before they make the hit.

VC tax collectors will be operating in the village of Ling Khao; capture or eliminate.

A VC propaganda unit (traveling theatrical group) will be operating in Uing Dao Bong; capture them. Although they should be lightly armed, there might be an armed escort to complicate the mission.

A VC unit will be "recruiting" all of the remaining young men (at gunpoint) to be porters; eliminate them.

The political officer of the 324-C battalion will be coming to eliminate Pha Linh Kim, the village schoolteacher and deliver an indoctrination lecture to the villagers. Capture the political officer (identity unknown). As a twist, you may make Pha Linh Kim the political officer.

The village of Nong Ben is a collection point for captured U.S. and ARVN troops; release them.

Sergeants Patterson and Murphy from RT Texas have been captured and exhibited at the village of Phnom Na; rescue them. (Interrogation may reveal the direction they left in. Have the RT trail through several villages before finding).

Hai Fong Tai, a Combined Studies Group (CIA) agent, has been discovered and will be executed in the village of Xom Yok; release him.

The 102-B Main Force battalion is operating near the village of Chong Song; snatch a prisoner for interrogation.

The 545th NVA Division under command of General Huong Chu Ma is operating near the village of An Sha; snatch him.

Huong Chu Kim, the daughter of General Huong is operating as a political officer in the village of Rah Sop; snatch her for exchange with General Huong.

Prepare an exchange (surrender of Huong Chu Kim for her father. (May be an ambush).

The village of Vi Va Voom is a VC weapons factory; make an example of them.

The bus driver in the village of Quang Pha is a known VC agent; capture him and his family for interrogation without alerting the village.

A supply convoy will be coming through the Loi Na pass, set explosives to blockade pass as convoy passes.

A suspected VC supply dump (cache) is located near the village of Kinh Cao, locate it by following VC units of the 221-A heading to it. (Work backwards from heavily loaded group leaving the area. Follow unloaded group headed in.)

Steep mountains prevent airstrikes on the bridge of the Song Tau River, get Demo expert in.

A ferry (barge) has been set up to replace the demolished bridge on the Song Tau River, get Demo expert (may use SCUBA).

A large convoy of trucks will be coming down the Ho Chi Minh trail on the road near Dak Gir, get FO or FAC in to "call in smoke" on 'em.

The headquarters elements of the 45th NVA Regiment will be meeting with high ranking National Liberation Front (VC political wing) officers; get sniper in.

Sampans loaded with supplies will be coming down the Wan Vong River; set ambush on banks or use SCUBA to attach charges.

A camouflaged underground tunnel complex begins near the village of Qui Sha Rah; locate the entrance.

Captured American pilots are being held in the notorious prisoner of war camp, Tau Ping. You must infiltrate into North Viet Nam and release them.

North Vietnamese radar installations are preventing our airstrikes against the rail terminal at Bo Dak; take in Demo and eliminate.

The Soviets have just supplied a highly efficient radar unit that American Intelligence would like to examine; remove the control unit and destroy the evidence.

Communist Surface-to-Air Missiles (SAMs) are knocking down too many U.S. aircraft operating over North Viet Nam. Destroy the unit at Nong Yok to clear a path for the mission. All units must be destroyed by 0545 hours, when American aircraft come in range.

SAMs are being assembled in the caves near Ghe Ju; take in Demo and seal the caves.

The North Vietnamese airbase near Dak Mat is being used for training. Destroy the aircraft and waste the instructors in their barracks.



INSERTION

In military parlance placing a unit in enemy territory to begin a mission is called insertion, removing the RT is called extraction. In Nam the most common form of insertion was by chopper (for LRRPs, Recons, or SOGs). SEALs, working along rivers, inserted by PBR, Patrol Boat River, LRRPs and Recons also inserted by foot, simply marching out of the perimeter of a firebase into the surrounding bush. The fourth form of insertion is by parachute; parachute insertion was tried unsuccessfully with indig RTs and was abandoned except for insertions into North Viet Nam by H.A.L.O.

CHOPPER INSERTION

In a typical chopper insertion, four choppers would be involved. The RT would be transported on two slicks with two gunships flying security. The gunships would not prep fire the LZ, but would fire suppression fire if the LZ (landing zone) turned out to be "hot."

For helicopter insertions there are two tables: the HELICOPTER LZ TABLE and the HOT LZ TABLE. When an RT encountered a hot LZ they would normally withdraw to an alternate LZ.

The propwash of the chopper rotors leave a pattern in the foliage which indicates a chopper has been there. To avoid this, some RTs descended from a hovering chopper by rappelling.

Choppers extracted RTs by landing or by hovering and lowering rope ladders, winching up individual recons in a McGuire rig (a rescue sling that fits under the armpits), or by lowering cables that the recons attached to their STABO harness (modified web gear/Load Bearing Equipment). With the STABO rig three recons would be lifted out at once, but would not be winched into the chopper. They would fly suspended under the chopper until it could find a secure place to land, where they would unhitch and continue the rest of the trip inside the chopper.

HUMPING IT: MOBILE OVERWATCH

An RT might be choppered to a firebase or on a resupply chopper to the perimeter of a unit in the field, from there the LRRPs or Recons would move out on their own or drop off from a patrol moving through the bush and strike out on their own.

Mobile Overwatch is an S.A.S. concept taught at the Jungle Warfare School at Kota Tinggi. When moving through rough terrain the RT will move single file. Each man on the team is assigned an area to watch.

The point man should be out well ahead of the rest of the unit. If the point hits an ambush, they only get one man. If they are smart, they will let the point pass, and wait for the main body to come along.

The rest of you come along single file, strung out far enough apart so a mine or grenade doesn't get more than one of you. The second guy in line, the overpoint, watches the trees or "overhead" for snipers and the left side of the trail. The third guy watches the right hand overhead and right side of the trail. Characters alternate watching left, right, down the column. The final guy is the sweep or tailgunner. He watches the back trail so you don't get your butts shot off. He also tries to cover up any sign of your moving down the trail.

SOME ADVICE: If the point trips an ambush, don't go up to help him; you are probably outnumbered. Offer cover fire while he backs down the trail to you.

If you want to take them out, maneuver around them off the trail; otherwise, break contact and haul it out of there. The point can give you an idea of how many were shooting at him. If the firing started ragged (one at a time) somebody got spooked and they might not all have been firing (there may be more of them boogers out there).

When operating in "Indian Country" the RT still has to eat and sleep. To eat the RT gathers in a circle sitting down facing outward. Every other man eats, while the rest remain alert; then, they switch roles.

Recons had a risky job, and so some effort was made to get them special equipment for the field and special accommodations back at the base. One of the perks was LRRP Rations, dehydrated meals that were lighter to carry than canned C-rations and tasted better. Other recons besides LRRPs eventually used these rations. Of course there's no such thing as a free meal, the lighter weight of the LRRP rations meant you have to carry additional water, or scrounge some along the way.

To sleep, the RT gathers in a circle with heads facing outward. Each man is close

enough to the next man to touch him should he snore, cry out in his sleep, make other noise, or have to be alerted to enemy nearby. At night you might take off your pack, but you didn't take off your Load Bearing Equipment (web gear that contained your ammo, canteens, grenades and knife).

PATROL BOAT, RIVER [PBR]

A PBR has a crew of four men: a coxswain (who steers the PBR), a forward gunner manning twin .50 caliber machineguns, a grenadier firing an automatic grenade launcher firing three grenades per CR, and a rear gunner manning an M-60, 7.62mm machinegun. The crew is composed of NPCs as they are not part of the RT.

The twin .50s are fired like one MG aimed at a target firing twice as many rounds per CR. The GL is fired like a normal GL; except, it will fire three grenades per CR. The M-60 fires like a normal light MG. If the PBR is moving, use the Marksman Running modifier.

To hit the crew of the PBR, treat them as Prone when they are at their firing positions. If you catch them by surprise when they are lounging about the boat on a long trip upriver the crew and RT may be fully exposed.

The PBR can do a max of 35 mph or 80" per CR; typical cruising speed would be about 15" per CR. Acceleration is gradual.

If a PBR takes 250 points of small arms damage it will be considered to be sinking and will sink in 1d10 CRs. If a grenade lands on a PBR, the 2d100 damage will be included in the small arms damage. If an RPG hits the PBR, the damage (2d100+20) will be added to the small arms damage. There is a 10 percent chance that the RPG will hit below the waterline, a roll of one on 1d10, causing the PBR to sink in 1d10 CRs.

AIRBORNE DROP

Several systems require a ten inch by ten inch piece of cardboard measured off into one hundred numbered one inch squares (grenades, grenade launchers, air support and artillery). This will also represent the Drop Zone and the area around it.

Yarn or string is good to lay over this for the border of forests or rivers which may be hazardous to land in. Explain the terrain to the team. "This is the open

area of the D.Z. This marks the edge of the jungle completely encircling it. This is a deep river."

For each character roll 2d100. He lands in the square with that number. If there is a dangerous terrain feature in that square, he risks injury or death.

There is always at least a one percent risk of death, "01," and a four percent risk of injury, "02" to "04" on a roll of 2d100, regardless of any airborne skills the character has. There are additional risk levels that add the same percent of risk: jumping without any airborne skill, a night jump without the night jump skill, landing in trees/cliffs without that skill (or water without the waterlanding skill), or a H.A.L.O jump without the HALO skill.

EXAMPLE: Charlie Deathwish, a complete novice, without any airborne skills, attempted a HALO jump, at night, and landed in trees. He has a five percent chance of death, "01" to "05" and a twenty percent chance of injury, "06" to "25." He has the basic risk, risk without the airborne skill, risk without the HALO skill, risk without the night jump skill, and risk without the tree landing skill (five risk levels or five times the basic risk level).

On a roll of 2d100 if the character is "injured" he takes 3d10 points of damage.

By taking advanced airborne skills, a player can reduce additional risks for his character. There will always be the basic one percent risk of death and four percent risk of injury.

UNDERWATER COMBAT

The invention of underwater breathing devices opened a whole new dimension to warfare for the individual combatant. With the SCUBA Skill and the Underwater hand-to-hand skills, a Recon can clandestinely approach from underwater for insertion, recon or demolitions (with the UW Demo Skill).

A character can swim at his St divided by three, and can swim at St divided by two for short bursts of speed.

Most SCUBA insertions will be carried out at night without lights. The characters will take an initial compass bearing on their objective before they get too close to the beach where they might be spotted. They will then submerge and continue the rest of the way using that compass bearing. It is easy for experienced divers to get off course while following a compass bearing, especially when they have to keep alert for other hazards such as enemy divers.

All divers will periodically roll against their AI for course. Any character without the UW Navigation Skill must roll every 20 yards. If they fail their roll

consult the UNDERWATER NAVIGATION TABLE.

During daylight dives the visibility, where you can see enemy divers or boats is equal in feet to your roll on 2d100. At night visibility is down to 1d10 feet.

The UW Unarmed and UW Knife Fighting Skills use the normal HAND-TO-HAND COMBAT TABLE with 5% to Ag. Details are covered under hand-to-hand.

Characters with the UW Speargun Skill may choose to fight with spearguns. They will roll 2d100 for their Base Per Cent Effectiveness; they may add 5% for each additional Speargun Skill. There is only one modifier on the SPEARGUN COMBAT EFFECTIVENESS TABLE because spearguns are such short range weapons. TOP or BOTTOM means whether your character is above or below the target; where you have a shot at the body as the largest target. HEAD or REAR indicates you are shooting as he swims at or away from you, where he is the smallest target. Spearguns may be fired only once per CR.

If sentries spot your bubbles they can toss in grenades. Do a normal grenade roll to determine where it hits on the surface; then roll 3d10 for depth at which it detonates. If a grenade detonates within 10 feet of a diver in any direction, he will take 4d10 damage from the concussion.

FREELANCING

EX POST FACTO

When the war ends, some of these men will not be able to make the transition to boring nine-to-five jobs. The monotony and frustrations will drive them to drink, drugs, suicide or violence. If they live within society's restrictions they will die or end in jail.

A few of them are hooked on the adrenalin high of combat. As a result, they will seek out wars in the underdeveloped Third World nations of Africa, the Middle East, Asia and Central and South America. The skills learned in Vietnam will serve them as mercenaries or "mercs" in new wars.

A RECON character can easily be used in a post-Vietnam mercenary role. Character generation, skills and combat systems remain the same. In addition,

the following section will cover recruitment; contracts, pay and expenses; and sample missions.

As a mercenary your character will most likely be fighting for a small government against guerrillas backed by communist advisors and equipment. Most "Cee-Tees" (Communist Terrorists) will still be armed with AK-47s, RPD machineguns, and RPGs. In a mercenary scenario NVA contacts would probably be Cuban "advisors" or "volunteers" fighting for the guerrillas. Main Force contacts would be well-trained guerrillas. Local Force contacts would be the early guerrilla movement, a poorly equipped rival faction, or recent recruits.

The contact tables can be used with slight modifications. Visualize the terrain of most guerrilla wars and you will realize

that the environment is basically rural, poorly developed, and often jungle or rain forest. A Buddhist priest becomes a Catholic missionary. A waterbuffalo becomes a burro. The woman cooking rice (common around the world) might be cooking "mealie-mealie." Vary the contacts to fit the situation.

If you generate a new character for mercenary missions, he doesn't have to be an American. He could be a former Rhodesian Selous Scout, British Special Air Service trooper, Dutch Royal Commando, Israeli Detachment 101, or any other background you would like to develop.

Most of the critical skills are included in the earlier skills. For mercenary operations the following skills may be useful.

RECRUITING

Particularly as a beginning merc you may wonder how to be recruited by a mercenary unit. There are ads in major newspapers around the world to recruit people for high risk jobs involving travel and preferring people with military experience. There are now even magazines directed at mercs; however, most of the best information is passed through the grapevine. If you are planning a really tight security clandestine operation you cannot be too public in recruiting.

You may be fortunate enough to know someone from your previous military background who is already a merc and will clue you in on a new unit being formed, and may even vouch for you.

If you are completely on your own, keep up with the international news, particularly in some of the smaller countries in Africa, South America or Asia. You may notice some small country whose army is taking a shellacking (but not yet so far gone they are about to fall); so, you fly over to volunteer your services. By keeping your ears open around the hotels and bars frequented by other foreign nationals you can pick up who is hiring and where.

Later, when you are an experienced merc and have acquired a "rep," potential employers may come looking for you. Corporations and the CIA may search through military records looking for experienced personnel with clandestine ops backgrounds (particularly Laos) and some particular skills needed for a mission.

So you arrive in-country and you wrangle an interview. During the interview you are asked how you heard about the mercenary ops in this country. Roll 1d10 and refer to the RECRUITMENT TABLE.

CONTRACT

If you are thinking of getting rich as a merc you better start thinking of going to law school or medical school. Considering the risks that mercs undertake, most of them are paid very low wages. Remember, most mercs really are in it for the way of life; no matter how they rationalize it; they are into it for the risks, the thrill and the constant opportunity to prove themselves.

Your contract will be either for one mission (a high risk, high pay assignment) or it will be for the duration of the

war (the risks may still be high, but the pay will be much lower).

Note to the MD: If you are playing with the same group of role-players on a regular basis, you should consider designing several missions all happening in one country and offer a long-term contract.

For a long-term contract, to calculate the weekly pay, roll 3d1000. Each character may be paid differently according to experience and skills. The pay should be "classified" and discussed only between the MD and each merc. If the merc is foolish enough to discuss it with the other mercs in his unit, that is his business; but it may produce some resentment of mercs paid much higher than others.

The MD should also negotiate with the players whether the employer will foot the bill for any special gear for each mission. Ideally from the mercs' point of view they want to negotiate where they get to keep all equipment for later missions. The MD and mercs must negotiate considering whether there is time to negotiate with other mercs, the availability of other mercs and the opportunity for other contracts. Now you know why prices were included with the section on gear.

One mission contracts must be negotiated differently for pay. The pay will be much higher (this is up to the MD, considering risk, necessary skills, and the budget of the country). Contracts for the CIA or big corporations would be much more lucrative than contracts for poor underdeveloped third world countries.

Since mercs are international, you should consider whether your pay is in war-inflated local currency (which may be valueless if they lose), U.S. dollars, West German marks, Swiss francs, etc.

Besides pay (living expenses) and equipment costs, the mercs should consider insurance or payment of their wages to their next of kin. After all you may get greased or worse, buy part of the farm and be incapacitated for ever being a merc again. There are no retirement homes for old mercs; so, you have to start investing for your retirement. Most mercs are poor money managers and habitually end up broke and on-the-beach.

You may arrange to have your pay deposited in a Swiss bank account, but you need to carry a large chunk with you



at all times. You may have to get out fast if the government collapses and will have to buy tickets out (very expensive in a panic) and a good bribe in the right place may save you if you are captured.

EXPENSES

Between missions you will incur expenses that will eat up some of that hard earned pay of yours. You didn't really think you were going to keep all of that money, did you?

First, roll 50%+5d10 to determine

what percent of your promised pay you actually receive. To be generous, you will receive at least 55% of your promised pay. Mercs get paid irregularly at best; after all, they don't have their own accountants and bureaucracy to get it to them on time. Live and learn.

Second, roll 1d10 for how many months since your last mission (unless you are involved in a multi-mission campaign in one country). Add these months to your character's age. Each month you will spend 2d100x\$50. If your expenses are

low, you are either bumming around or working at a civilian job between missions. If your expenses are more than you made on your last mission you may be getting desperate enough to tackle a really risky mission.

The roll for months should be done once for all of the characters; but the 2d100 expense roll should be rolled separately for each character. (They won't all spend the same amount of money).



MISSIONS

Shoot 'n' Scoot. The commander of your mercenary unit has been captured and interned in a high security Prisoner of War camp. Rumor has it he will soon be executed.

Heads, We'll Roll. The plane of charismatic Bobi Yakenta has been forced down in neighboring Dakali. President Yakenta is secretly being tortured to confess supposed crimes against Dakali. Take a force overland by Landrover.

Sorry 'Bout That. To discourage foreign nationals from establishing ties with the enemy, you must destroy their civilian airport and any commercial jets there while making it appear the raid is by a local terrorist group, The Black Hand of Kentaggi.

Fly the Freddy Skies. The enemy is planning a terrorist raid on your aircraft and nationals at a major neutral airport (Rome, Paris, etc.). Take out the terrorists in the airport terminal with as little loss of life by bystanders while preventing the hijacking or destruction of any Al Muktah aircraft.

Round Eyed Gals. Ula Svenson, internationally acclaimed movie actress, was in neighboring Grugashan making a film when she was kidnapped. The terrorists are holding her for ransom (\$100,000,000 plus the release of political prisoners). Macho Fantasy Films, Limited, is paying you to rescue Ula so her film can be finished on time.

I've Seen This Film Before. Terrorists have taken over the San Isabel embassy in (city of your choice). Negotiations have

failed. The San Isabellans want their nationals freed, but have to be able to disclaim the mission should it fail so they have hired mercs.

Never Happen. Interoilco has discovered one of the richest oil domes off the coast of Chondracia. The Chondracian government nationalized all foreign oil interests (Interoilco) and refuses to negotiate for any of the production or for the multi-million dollar deep sea drilling rig Interoilco built. Interoilco has decided if they don't get the oil they invested all that money in, then no one else will either. They have hired you to destroy the oil platform.

Coup to You. The Buntar national troops have mutinied and are marching on the villa of General Iso Hanrhedi. The villa is defended by a small contingent of

loyal troops, who cannot hold out indefinitely. Supporters of Gen. Hanhedi have hired you to get him out.

No Lie, GI. The war is over and the government of Tragnar consider having used mercenaries to win as an international embarrassment. Not only will they not pay you your back pay, they are now planning to try you on war crimes charges. You decide to eliminate the treacherous government rulers and take over this small tropical island.

Well Exc-u-se Me! The enemy is training their guerrillas at bases across the border in neighboring Iswandah. Your mission is to make a helicopter assault on the training base in captured Iswandan uniforms and choppers to sow discord among the guerrillas and their Iswandan hosts.

Over the River. You must cross the border into neutral Delancort and destroy a guerrilla training base. The Delacortians are terrified of the growing power of the guerrillas, but do not want to make an open breach with the guerrillas training in their country before the upcoming Pan-African Unity Conference. Since their national troops cannot openly attack the guerrillas, they have hired you to destroy the guerrillas. You will have to make your way upriver by gunboat through enemy occupied territory. The guerrillas claim "bandits" are responsible for the increasing attacks on Delacortian gunboats patrolling the Tashkent River.

And Through the Woods. The first contingent of Cuban trained guerrillas have arrived in San Marcos and are harassing the Hidalgo Copper mines. Your mission is to track them down through the jungle and eliminate them,

while bringing in any evidence of Cuban involvement - arms or written instructions. No witnesses must survive to indicate that the San Marcan army was incapable of dealing with this and mercs had to be brought in by Hidalgo to protect their interests.

Big Bad Wolf. General Anastacios Hidalgo is to be assassinated on the anniversary of the junta coming into power. To avoid losing face, General Hidalgo must attend all of the necessary public functions: a breakfast with all of his ministers (some of whom may be in on the plot), the commemoration of the Heroes of the Revolution (a wreath laying ceremony at a statue, where snipers or assassins in the crowd may attack), and the State Ball that night. National troops and secret police will take care of many of the routine security functions, but General Hidalgo wants you close by for any short range attempts, in the car or surrounding him when he moves through crowds. The junta is not too popular; so, there may be guerrilla or spontaneous attempts to assassinate the general.

To Grandmother's House We Go. Guerrilla forces are fast approaching the mission of Our Mother of the Sacred Heart. You must fight your way in by road and out with the nuns before the guerrillas attack the mission. The mission is high priority; the government cannot afford another massacre in the world press to make them seem incapable of protecting people within their borders.

Up to Your Ears In Alligators. Te Jacobean guerrillas are infiltrating supplies through the mangrove swamps of the delta by boat at night. Your mission is to take gunboats into this guerrilla stronghold and ambush the next convoy

of small boats.

Hearts and Minds. The government of Sangria cannot defend all of the outlying villages. As a pilot project, it has hired you to help organize the village defense forces of a small rural village. You must clear the jungle, build fortifications, organize the militia, and win over the loyalty of these people whose only contact with the central government previously has been the greedy tax collectors who rob them of most of their crop (what they don't hide). As a pilot project, you can be expected to be a major target for the guerrillas.

Short People. The Mindanisan natives are the most experienced jungle fighters in this part of the world. It is your mission to win their loyalty and lead them against the guerrillas invading San Succu.

Look Long, Duck Back. The San Succu army has not been to war (except to overthrow their own government in, generally, bloodless coup d'etats) in over 100 years. They are poorly prepared to deal with the emerging guerrilla movement in the boonies. Your mission is to train these troops in the arts of jungle warfare and to ensure that their first few counter-guerrilla missions (sweeps) are successful (or, at least, they don't panic and run in the first firefight).

He Ain't Heavy. One of the members of your unit is collaborating with the enemy. At any time on a mission he may have arranged a trap. You have to determine who it is (the MD will secretly arrange it with one player) and you will have to deal with them, if you survive. (This can be worked into any of the other missions.)

DEBRIEFING

TALLY HO! CHARACTER IMPROVEMENT OR EXPERIENCE

In most role-playing games there is a system where the characters can earn points to improve. The points in RECON are awarded to the unit; you are part of a team. That total will be divided by all of the members of the team.

Part of the record keeping will be done by the MD and part by the individual players for their characters. The player should record on his record sheet every incident where his character used each of his skills, successfully or unsuccessfully. Each CR does not count as one incident;

rather, each new situation. EXAMPLE: During the course of a mission, Michael "Mad Dog" Dumbkowski engaged in two hand-to-hand unarmed fights, threw grenades in three different firefights, used his detect Ambush skill eight times, fired his assault rifle in the three firefights, fired his pistol in one of the firefights (when he failed his Weapon Check), and used his Language Skill seven times (to relay messages to the 'yards and to listen in on an enemy conversation). That totals to five hand-to-hand skills (20 points each), four small arms or heavy weapons skills (10 points each), and fifteen non-weapon skills (15

points each). "Mad Dog" contributes 365 points to the team's total.

Points accumulate only if the character is using a particular skill. You would get points for throwing a grenade using the Grenade Throw Skill, not for throwing grenades against your Agility if you didn't possess the skill. You would get points for using the Detect Mines or Detect Ambush Skills, not for every Alertness roll made by a character.

The player must also keep track of all damage or wounds suffered by his character. The total number of Strength points lost during the mission will be subtracted from the team's total. Points

replaced to Strength by the Medical Specialist (MOS) are included in the number subtracted from the team's total. **EXAMPLE:** "Mad Dog" suffered 23 points of damage. Twenty-three will still be subtracted from the team's total, even though the Medic treated him for ten points of the damage.

If a character is killed during the course of the mission, **TWICE** his St is subtracted from the team's total.



MD BOOKKEEPING

For every human Contact situation the team successfully avoided detection add 25 points to the team's total (a village counts as one contact if avoided).

As stated in the section in preparing for play, the contact tables simplify planning for the MD; they also add variety to the missions and vary the level of tension. These tables are designed primarily for a jungle-rain forest environment which makes them applicable in Southeast Asia, Africa, or Central and South America. The Jungle Path Contact Table will lead you to each of the other tables without over-emphasizing any one type of contact: animals, dangerous animals, civilians, guerrillas or villages.

There is also a set of city contact tables which will allow you to begin developing a life for your recons besides firefights and ambushes.

On a mission, the RT would normally avoid villages or "villes." The Local Indigenous Personnel (LIPs) or natives may inform the guerrillas of your presence, number, and route of march; however, the RT may wish to question LIPs to gather intelligence about guerrilla activities in the area.

A "friendly" village may be only appearing friendly to avoid retaliation. A woman might ask for medical help for her child as a diversion while someone else informs the guerrillas of your presence.

An "indifferent" village ignores you completely, as if you were not there at all, and proceeds with their normal activities.

A "hostile" village would be where the villagers glare at you, curse you, pull their children away, an old woman chewing betel nut might spit at you, just the usual things to make their appreciation obvious to their ally.

If a village "freezes or withdraws" it means the villagers would stop all activities and may hide in their hootches or huts. They may be afraid that you are going to harm them, or they may know there is a guerrilla unit nearby and it's time for "The Firefight at OK Corral."

For every human Contact situation the team unsuccessfully avoided subtract 25 points from the team's total. Exclude the HOT LZ at the beginning of a mission or any contacts required by the mission (an ambush by the RT if that was their mission or any necessary interrogation). Mines and boobytraps accidentally tripped count as a Contact.

EXAMPLE: Between insertion and extraction RT Python had 17 possible human contacts. They successfully avoided 12 contacts (for 300 points). However,

they were seen by a Buddhist monk, a woman gathering firewood, and a VC patrol (which resulted in a firefight). For these three Contacts subtract 75 points from the team's total. There was one other Contact, the team captured and interrogated a VC sentry to locate which hootch the captured pilot was located in (this Contact was necessary to the accomplishment of the mission, so do not subtract or add).

For every enemy involved in the mission, the team will receive points, even if no contact was made. **EXAMPLE:** During this op there were 18 Local Force VC in the area (10 points each), 5 Main Force (15 points each), and 10 NVA (20 points each). Add 375 to the team's total, even though the team avoided most of these. **EXAMPLE:** There was an ambush involving eight Local Force VC, which the team successfully avoided on an AI roll (heard someone's cough). The risk was there, so they get the points.

To figure each character's share, total all of the team's points: each character's skills used, wounded or killed recons, Contacts, and VC/NVA operating in the area. Divide this by the number of recons that started the mission (a recon that is killed may have added points for skills before he was zapped). Each recon will receive the same share; if one character is skating and not doing his share, it is up to the team members to get him into line.

With this share, the character can gain new skills (by training between missions) or improve present skills. Hand-to-hand Skills require 50 points (or hours of training); Non-weapons Skills require 100 points (or hours of training); Small Arms Skills require 150 points (or hours of training); and Heavy Weapons Skills require 200 points.

No skill may be increased above 99%. When a character even approaches this level he should "rotate stateside" and be retired to that Valhalla of Great Recons in the Sky, or the Land of the Big PX.

Points gained on a mission can be used to improve the character's basic characteristics: Strength, Agility, and Alertness. For every 100 points you can improve one trait one percentage point.

WOUNDS AND HEALING

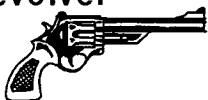
Wounds recover at the rate of two Strength points per day. A person who has lost eighty St points would take forty days to be fully recovered.

A character can engage in another mission before he has returned to full Strength; however, he will move and take damage using his reduced Strength level.

WEAPONS

PISTOLS

Revolver



"Automatic"



SMG



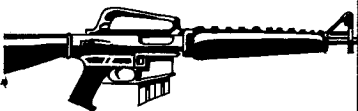
BOLT-ACTION



SEMI-AUTO



ASSAULT RIFLE



SHOTGUN



MARKSMAN



PRONE
OR
BRACED



KNEELING



STAND



RUNNING



TARGET



PRONE
OR
BEHIND OBJECT



KNEELING



STANDING



RUNNING



SMALL ARMS

When you get into a firefight the main thing to consider is how many rounds you can fire that CR (SEE RATE OF FIRE TABLE). The more rounds you can fire, the less accurate each round is placed; so, you must choose quantity or quality.

If you are familiar with weapons, you will realize that a skilled marksman can fire any of these weapons more rapidly than is allowed in these rules. The rationale is this: Your chances of hitting your target are much higher than in an actual firefight. In World War II nearly 10,000 rounds of ammo were expended for each enemy soldier killed! Many rounds were fired wildly or as suppressing fire to make the enemy take cover; with the odds in RECON, you'd better not take 10,000 rounds for each enemy you hit!

When you acquire a new Small Arms Skill you get to roll 2d100 as your Base Per Cent Effectiveness with that Class of weapon (with any pistol, assault rifle, etc.). When you add 5% for each additional Small Arms Skill, it is for practicing with a particular type of weapon in that class. **EXAMPLE:** Your character has the Submachinegun Skill (63%) with two additional SMG Skills (+10%) using an Uzi SMG. With the Uzi he has a 73% effectiveness. If he picks up an Ingram M-10 SMG he only has his 63% base per cent, because the Ingram will handle differently from the Uzi he has been practicing with. So, specify what weapon your character is training with. The most common calibers are listed in the damage tables and the rate of fire for that class of weapon will make almost any generally available weapon available for your character. To give you the general idea of what is available you will find a list of Types of Weapons in the following Classes:

PISTOLS - Pistols are backup weapons. Their short barrel limits their accuracy and their small cartridge limits their power. Your character might carry any of the following.

The .22 semi-automatic pistol, in particular the Hi-Standard .22 auto, was used by RTs because it could be "silenced" better than any of the larger caliber weapons. For "taking out" an adversary at close range, the .22 should be considered.

The 7.62x25 pistol is the Soviet Tokarev used by VC officers and political cadre.

The .38 special revolver is the standard

caliber used by U.S. police forces. Although underpowered, it is a relatively easy caliber weapon to come by and in the shorter barreled versions makes for a smaller weapon to carry.

The 9mm Browning is popular because of its larger magazine capacity (13 rounds) and because it could be silenced. The CIA was the source of supply for most 9mm fetishes in Nam.

The .45 auto has been the standard service issue sidearm for officers for over half a century. It is a large and heavy pistol to lug around on long patrols, but has excellent stopping power.

The .357 magnum revolver is not really a military weapon, but individuals could purchase and carry their own individual sidearms on some RTs.

The .44 magnum, like the .357, is not a military weapon; but with its tremendous stopping power, you couldn't prevent someone from eventually acquiring one, though ammo is hard to come by.

SUBMACHINEGUNS (SMGs): SMGs sure look nice in movies when the hero sprays one around like a garden hose; however, their short barrel length limits their accuracy and they fire the same small cartridges as pistols. Line units did not normally use SMGs in Nam; however, RTs did. SMGs were used most often on ambushes and prisoner snatches where suppressors were essential.

The four most common models were the Ingram M-10, the Smith & Wesson M-76, the Carl Gustav M-45/"Swedish K," and the Israeli Uzi. All four were generally used in 9mm as a result of the CIA's program in testing silencers or sound suppressors. Nine millimeter ("nine mike mike") proved to be the largest round with good sound suppression.

LRPPs had access to some of the older (World War II/Korea) M-3 "grease guns" in .45 caliber.

In early ops some SOG RTs carried weapons captured from the VC such as the French MAT-49 rechambered for the 7.62x25mm pistol cartridge. These weapons had been captured from the French in the earlier French Indochina War of the 50s. Weapons captured from the VC were used as "sterile" (non-U.S.) weapons for missions into North Viet Nam and neutral countries such as Laos and Cambodia (where the U.S. was not supposed to be operating). The MAT-49 was replaced by both sides when the VC

started receiving large numbers of AKs.

The final SMG was the K-50M in 7.62x25mm. This is a copy of the Soviet PPSH-41 SMG. The major difference between the two is the use of a wire stock on the K-50M.

BOLT-ACTION RIFLES - Bolt-action rifles might be found on some Local Force units, particularly early in the war. Treat as firing 7.62mm cartridges.

SEMI-AUTOMATIC RIFLES - The major semi-auto rifle encountered in SE Asia were M-1s supplied by the U.S. Some of these were captured by VC units and used until replaced by AKs. Treat as firing the 7.62 cartridge. M-1s were so common that they could be used as "sterile" weapons early in the war.

One of the most highly prized souvenirs of the war was an SKS, the semi-automatic version of the AK-47. You could keep a semi-automatic weapon but not the full auto AK when you rotated home.

ASSAULT RIFLE (AR) - The AR has a selector switch which allows it to be fired semi-automatically (one shot per trigger pull) or full auto (it will continue to fire until you release the trigger or it runs out of ammo).

If your character is a Marine, he may have trained on the M-14A1 or M-14E2, particularly early in the war. This weapon fires the larger 7.62 cartridge, but it is also larger and heavier. Some Marines kept their M-14 when the new M-16 was issued because of the SNAFU over gunpowder that screwed up the M-16s when they were first issued.

The M-16 (generally, the M-16A1) is a shorter, lighter weapon than the M-14. It was issued to accommodate the size of our Asian allies. It fires a 5.56mm or .223 caliber cartridge. The smaller cartridge tends to tumble when it impacts and does considerable damage for its size.

The most popular weapon on RTs was the XM-177E2 (also called the CAR-15 or Colt Commando). This is an even shorter, lighter version of the M-16. It is about the size of an SMG, but fires the "full-sized" rifle cartridge of the M-16. Its lightweight and compact size made it favored for moving through the bush. Most RT members will be carrying a CAR.

Some RTs carried captured AK-47s (actually Chinese copies, the Type 56-1) in 7.62mm. AKs are heavy, their safety is hard to operate, and they don't switch magazines as fast as a CAR; however,

they have two advantages. First, an RT in captured uniforms or plain fatigues carrying AKs resemble a VC unit, and that might give them an edge during Contacts. The second advantage to an RT is that the report of an AK is different from an M-16/CAR. During a firefight VC units could easily identify where the RT was by the sound of their weapons, but using AKs prevented reinforcements from identifying friend from foe.

SHOTGUNS - Although outlawed by the Geneva Convention, shotguns such as the Ithica 12 gauge pump were used by some RTs. The British S.A.S. had excellent results with shotguns in Malaya and many U.S. troops adopted shotguns (sometimes mailed from home). Shotguns were more common on LRRP, SEAL, and Force Recon RTs. SOG Spike Teams tended to use the M-79 grenade launcher with the shotgun-like anti-personnel round instead of shotguns. Shotguns have a slower rate of fire and take longer to reload.

When firing at a group of characters no wider than four yards apart, the player may roll to hit on any or all of the characters in the group due to the spread of the buckshot.

GRENADE LAUNCHERS (GL) - The U.S. M-79 is a single shot weapon that resembles a sawn-off shotgun. Called a blooker, blooper or bloop gun because of the sound it makes, the M-79 serves the RT as a small unit artillery piece. The details of the GL are covered in the section on Grenades.

BASE PER CENT EFFECTIVENESS

For each weapon skill roll 2d100 as your Base Per Cent Effectiveness with that Class of weapon. This is the score you would make out of 100 possible points when firing that weapon on a target range under ideal conditions. In combat, where the conditions are less than ideal, your actual chance of hitting may be reduced. You can improve this score 5% for each weapon skill you earn through experience; this represents spending time between missions practicing to improve that skill.

No skill (small arms or other) may exceed 99%, whether an initial roll of 100 or by additional skills. The game would be a turkey shoot when characters get too good.

FIRE!

In order to fire on an enemy you must be able to see them. You should be able to lay a ruler or other straight object from your character to the enemy figure without passing through any objects that would block your view and the trajectory of your bullet. If you can see the target, then you are able to fire at them.

With an eager group, just ready to blow away everything in sight, you may have to make every player roll 2d100 for his character and you roll for each enemy soldier to determine a system for resolving fire and movement that CR. High man gets to state what his character is going to do that CR. After movement has been planned, then resolve the firing that would have happened during that movement. All actions are occurring simultaneously; the rolls simply determine who gets to talk and roll first.

TO FIRE AT AN ENEMY:

1. Measure the range on the map or from your figure to the enemy.

2. Take your percent effectiveness with the weapon you are using:

- Subtract the modifier for the target's posture at that range.
- Then subtract the modifier for your posture at that range. If you are doing two things such as running and firing full automatic, use the one with the higher modifier.

**EXAMPLE: SHOTGUN BASE %
TARGET STANDING AT 8 YARDS
YOU RUNNING**

85 - 0 - 15 = 70

3. Roll 2d100 against this total. A roll below or equal is a hit; a roll over that number is a miss.

EXAMPLE: 70, 2d100 = 53, so it's a hit.

4. If you hit the enemy, check your roll against the HIT LOCATION CHART.

EXAMPLE: Roll 2d100 again, roll = 43
On the hit location chart that indicates you hit him in the chest.

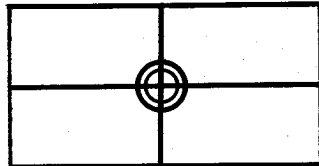
5. Check the DAMAGE TABLE for the number of die to roll for that weapon.

**EXAMPLE: SHOTGUN AT 8 YARDS
WITH 00 BUCKSHOT**
2d100-20 = 52-20 = 32

6. Subtract the damage from the target character's strength:

EXAMPLE: Strength (45): 45-32 = 13,
the character has 13 hits lefts, so he is still alive.

7. Repeat 3, 4, 5 and 6 for each shot fired.



COMBAT EFFECTIVENESS TABLES

There are two considerations on each combat effectiveness table, range and what each character is doing.

First, find the range or distance between the two characters by measuring the distance on the map or if you are using model figures measuring the scale distance between them. Find the column that this range fits into; all of the modifiers will be in this column.

Second, find what the target is doing. Standing means he is doing something where most of his body is exposed; whether standing, climbing a rope or playing hopscotch. Kneeling is a smaller target so it is harder to hit; use this if the target is kneeling, sitting or crouched over. Running assumes the character is harder to hit because he is crouched over and zigzagging. Prone or behind an object is used when the target's head and shoulders are about all that are exposed; use this when a character is in a foxhole, laying on the ground, driving a car, commanding a tank with his head out, firing from a window, etc. (There is also a separate hit location chart to cover this smaller target area).

Third, find what you are doing. If you are prone (laying down) or have your weapon propped against something that give you the most stable shooting stance so it has the smaller modifiers. Kneeling is the second most stable position. Standing is a poorly stable shooting position. Running is very hard to fire accurately, so it has a high modifier. Firing full auto means you are spraying an area ("area fire") rather than carefully aiming each shot, so it also has a very high modifier. (Firing full auto, you are depending on the volume of fire to hit something.)

If you are firing at a character who is in a moving vehicle treat the target as running.

If you are firing from a moving vehicle, treat marksman as running.

If you have more than one round to fire that CR you may opt to fire all at one target or you can scatter them over several targets.

WEAPON CHECK!

During the middle of a firefight when both sides have been blowing away ammo like it's free, the MD can say "weapon check." All recons and the enemy have to roll 2d100 against their Alertness. If you make your roll, you are okay and keep on firing; however, any character who fails his roll has not been paying attention to how many rounds he has left in his magazine (he wasn't alert) and he has suddenly found his weapon empty.

The alternative is to keep track of how many rounds you are carrying and mark off each one as you are firing it; then when you use up the correct number of the magazine of that weapon you can stop and reload.

If a character fails his AI roll, it will take him half of the CR to reload; so, he can only shoot half as many rounds as normal that CR. If there is a fraction, round down to the smaller number of rounds.

If that character has not fired many rounds and he fails his Alertness roll, assume that his weapon has jammed. It will take him half the next CR to clear his weapon.

UNFAMILIAR WEAPONS

If during a mission you have to use a weapon which you do not already possess (the necessary weapon skill (a new weapon class) to operate, you may use the weapon, but at a disadvantage.

Roll 2d100 for your base per cent with that weapon as you would with a weapon skill.

If you use this weapon out of necessity subtract ten from your base per cent and roll against this lower number when you fire this weapon. Being more familiar with this type of weapon, you would only subtract five from the original base percent if you use this type of weapon on a later mission. On the third mission you would roll against the original base per cent. You may use "experience" to improve this weapon skill at a faster rate.

If you use an unfamiliar weapon when you have a weapon available for which you already possess the necessary weapon skill, then you would subtract fifteen from your base per cent for this new weapon skill. The second mission you would subtract ten; the third, five and the fourth you would use the full base per cent. The extra five percent is a penalty for gambling with an unfamiliar weapon in a combat situation. You can

use experience acquired on missions to improve this weapon skill at a faster rate; this assumes that you are using time between missions practicing with this weapon.

SUPPRESSORS/SILENCERS

Sound suppressors or "silencers" were used on ambushes and prisoner snatch operations. They will reduce, but not totally eliminate, the report of a weapon. Suppressors were more likely on SOG or Phung Hoang ops (because of their association with the CIA). LRRPs, SEALs, and Recons would not have access to suppressors; unless they were operating on a SOG mission.

Suppressors were used on four calibers: .22, 9mm, 5.56mm/.223 and 7.62 (M-14 only). The 9mm suppressors were available in either pistol or SMG models.

Because the sound a suppressor makes is not immediately identifiable as a weapon report, an enemy troop would need to make an Alertness roll to determine if he was curious enough to investigate the sound. In an ambush situation, firing from a concealed location, the enemy would not be able to immediately identify the location of the firer to return fire (three to six CRs).

To determine if the sentry is within range for making an Alertness roll, check the SUPPRESSED WEAPON TABLE.

WEATHER AND TERRAIN

Weather and terrain affect play primarily in being able to observe the enemy, "target acquisition." Three factors have been integrated into the MAXIMUM TARGET ACQUISITION RANGE TABLE; these factors are precipitation, available light, and terrain/vegetation.

You can use the precipitation column to randomly change the weather by rolling 1d10; otherwise, cross reference the present precipitation you have already described to the players with the light conditions.

For night operations you can randomly determine the phase of the moon and available light by rolling 1d10. The reduction of moonlight by cloudcover has already been integrated into the table. During a New Moon, when there is no moonlight, zodiacal light (starlight) supplies adequate light once your eyes have adjusted. For twilight (dawn or dusk) use the full moon column for the reduced light conditions.

The maximum distances are 600 yards in rice paddies, open fields, deserts, or grasslands where the vegetation is low

and there are no rocks, hills or sand dunes; 100 yards in medium vegetation of forests, swamps or scrubland; and 30 yards in jungle or elephant grass.

The maximum ranges were calculated for light vegetation such as open fields. Use only the ranges under the solid line for medium vegetation. Use only the ranges under the dashed line for heavy vegetation such as jungles.

Individual trees or clumps of grass and brush can greatly reduce these maximum distances. Use the Random Terrain Generation system of scattering objects to locate vegetation which might block a clear view to a target.

NIGHT FIGHTING

The main difficulty in night fighting is, of course, being able to locate or see your target. The MD needs to consider the terrain (for maximum distance that the enemy can be observed), the precipitation (if any), and the phase of the moon (or amount of light). By using the table correlating precipitation with the phase of the moon and the guidelines for terrain, the MD should be able to establish the maximum distance at which troops may observe each other. When troops are within this distance and they have an unobstructed view, then those troops within range should roll against their Alertness for each possible target. For any character moving add 5 to your AI when rolling to detect him. If you successfully roll for a particular character you have detected him and can fire at him. If you fail your roll, that character is still successfully concealed by the darkness.

Once a character fires, the muzzle flash from his weapon will give his location away to anyone with an unobstructed view of his location. This is why grenades were often used at night in Viet Nam.

There are several means of improving observation of enemy troops at night. Infrared scopes have been used; however, the old infrared scopes do not give a good signature or image of the object, but a silhouette from body heat using a passive system. A better system is a starlight scope which electronically amplifies the light coming in and gives a very sharp image of the target. A sniper using a starlight scope will be treated as firing in daylight, with the only restriction being any obstructions between him and any possible target.

The other option is to use an illumination flare or artillery round. Using an illum round will quickly eliminate the element of surprise on a mission.

An illumination flare is not a Very pistol, but a rocket contained in an aluminum tube eleven inches long by one and a half inches in diameter. The top cap contains a firing pin; when the cap is placed on the base and slapped, it fires the rocket. The rocket is attached to a parachute which allows the flare to remain aloft longer. The flare lasts six CR and illuminates an area 20 yards in diameter. To locate the center of the circle, treat as a grenade toss. If you fail your roll, the flare will be off target and you will need to roll, just as you would

with a grenade. It takes one CR to dig out the illumination flare and prepare it; also, it takes one CR between firing and the battlefield being illuminated.

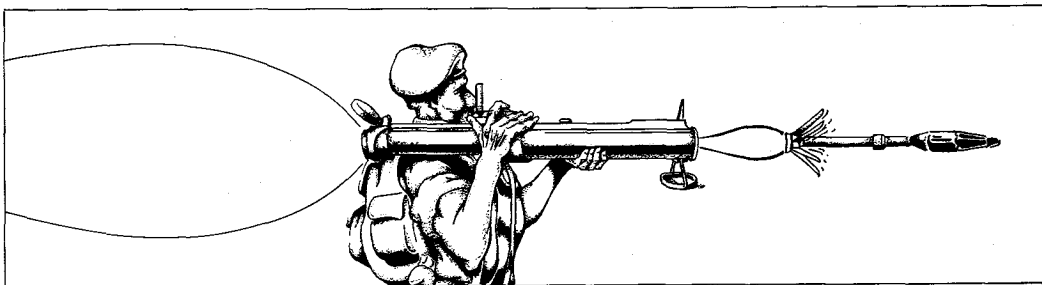
When an illumination flare or round is used at night, you can clearly see to fire into the illuminated area; however, troops within the illuminated area have lost their night vision and cannot see to fire out of the illuminated area into the dark. If they fire, they do so by firing blind ("01 to hit, 2d100 per round fired).

If you have access to artillery, you can

call for illumination rounds. This, as with other artillery, requires a radiotelephone operator (RTO) and will follow the normal rules for artillery. The illumination round illuminates an area 30 yards in diameter for 12 CR.

FIRING BLIND

At night or in any condition where the enemy is not clearly visible, it is possible to fire in their general direction. You have a one in a hundred chance of hitting them ("01" on 2d100) if they are not behind an object.



HEAVY WEAPONS

ANTI-TANK WEAPONS

Although there are several anti-tank weapons, the main one is a small, one-man, portable bazooka-like device. The U.S. Light Anti-tank Weapon (called "law") is a rocket shipped and fired from a fiberglass tube. After it is fired, you throw away the fiberglass tube launcher - don't worry, it's no deposit, no return. The Soviet equivalent is the RPG-7 or Rocket Propelled Grenade. This is a very common guerrilla and terrorist weapon; its silhouette is also used as Role Playing Games, Incorporated's trademark on the back cover of this book.

For these smaller anti-tank weapons there are two charts on the COMBAT EFFECTIVENESS TABLES: ANTI-TANK, because you may be firing at other things besides tanks. Roll 2d100 for your Base Per Cent Effectiveness, then subtract from the target size part of the table and the marksman part of the table. To hit, you will roll against this total. If you hit, roll 1d10 on the TANK HIT LOCATION TABLES. There is also a

separate table for trucks and halftracks.

If you hit any small vehicles such as a jeep or car assume that it is totally destroyed in the explosion and burning fuel.

If you use the LAW against personnel treat a miss as you would a grenade launcher miss doing 2d100+20 damage.

TANKS

Tanks were not that common by the enemy. (The NVA had to at least make the pretense of this being a simple indigenous guerrilla war.) Tanks made their major appearance when North Viet Nam dropped the charade and made the all out offensive to conquer South Viet Nam; however, tanks were used against the Lang Vei Special Forces Camp (SF Detachment A-101) during the Tet Offensive of January-February 1968. These tanks (Soviet built PT-76 light amphibious tanks) crossed the border from neighboring Laos.

RTs are most likely to encounter tanks when operating in Northern Laos along the most developed stretch of the Ho Chi Minh Trail or when operating in North Viet Nam. Pray you don't run up against

any tanks. Sure you've got a LAW, but what if you miss? That moving pillbox is going to grease his treads with you. So, get the H out of the way.

If you do meet one of these metal monsters, keep in mind that their maximum movement is about 50 yards per CR, if they were already barreling along. Their turret can turn 30° per CR, but will probably take another CR to fire. The main gun can't depress low enough to fire closer than 30 yards, when it does fire, it will do the same damage as a 105 howitzer (SEE ARTILLERY AND AIR STRIKE DAMAGE TABLE). Tanks will also have at least one MG (for game purposes, a light MG mounted in the turret with a restricted field of fire).

FLAMETHROWER

A flamethrower uses pressurized gases to spray partially jellied fuel. A flamethrower has enough pressure to throw a jet of flaming fuel out to thirty feet away for up to ten CR. In one CR the flamethrower operator can move the jet of fuel so that it covers an arc ten feet long at the end away from him.

In the ten CR that the fuel will last it is possible for the operator to sweep in a half circle; if he doesn't get shot first and if there are no friendly troops in his way. So, it is possible to make a wall of flame between him and the enemy.

DAMAGE: Anyone hit with a flamethrower takes 2d100 damage that round and 2d10 for each of the next three rounds (roll each).

The flamethrower fuel will burn out after four rounds. If it has hit anything that will burn, it will have started a fire that will continue to burn even after the fuel has burned out. If the flamethrower is used on something that is non-flammable, such as concrete or rocks, there will be no fire after the fuel burns out.

You can attempt to shoot the flamethrower (treat the tanks as "prone/behind object" and roll like any other shot). If the tank is hit, it will explode, showering the flamethrower operator and anyone within five yards. Anyone hit will take normal flamethrower damage for four rounds.

"PIGS"

Most machineguns today are available as 7.62mm's such as the U.S. M-60 or the Soviet RPD. There are several available in .223 such as the Stoner system, which was used by some SEAL teams in Nam. One man can carry these and fire them, though it would take one strong dude to fire one from the shoulder like a rifle.

The heavy machinegun, .50 caliber, is too heavy for one man to carry. They are used on vehicles and in fixed emplacements. The Heavy Machinegun Skill would be for the Heavy Weapons MOS who has everything, or for a "Hearts and Minds" mission.

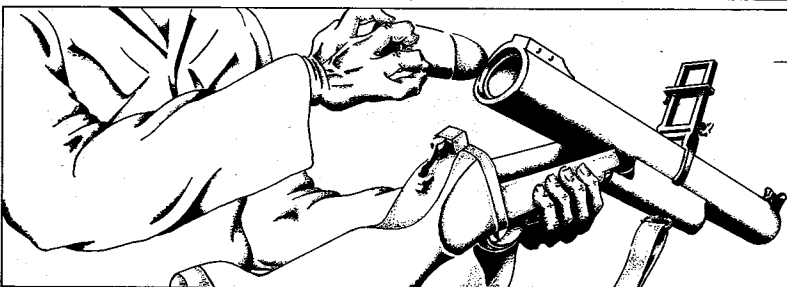
For either skill roll 2d100 Base Per Cent Effectiveness and use the **COMBAT EFFECTIVENESS TABLE: MACHINEGUN**. Both MGs use the same table and rate of fire, the major difference is damage.

60 "MIKE MIKE"

The 60mm Mortar Skill uses the Artillery rules section. Roll your Base Per

Cent Effectiveness; to hit your target, roll against this. (Each additional 60mm Mortar Skill will add five per cent.) On 2d100, if you roll under your BPCE, you hit the exact target (SEE **ARTILLERY AND AIR SUPPORT DAMAGE TABLES**) On a miss roll 2d100 and use the 10"x10" grid to locate the impact area.*

RTs carried the small 60mm "knee" mortar. (The name comes from the mistaken idea that captured Japanese mortars were fired resting on the knee.) A Heavy Weapons MOS character must have a St of 80 or better to carry the mortar and any weapon heavier than a CAR-15. The other characters should carry the mortar shells or bombs (as the British call them); they can carry up to three each. The Heavy Weapons Specialist can fire the 60mm up to two rounds per CR. The target area should be at least 30 yards away (direct fire), and the mortar position should have a clear overhead (no branches) since the mortar is a high angle fire weapon. In other words, you need to fire it from a clearing in the jungle.



"FRAGS"

Your basic per cent accuracy with a grenade is your Agility score, although you may have improved on this by taking the Grenade Throwing Skill. The maximum distance you can throw a grenade, in yards, is your St divided by two. On the **COMBAT EFFECTIVENESS TABLE: GRENADES** for grenades, if you are using the first range 1-20 yards, you better be throwing that booger into a building, pillbox or cave where there is a wall between you and it, or you will risk damage like the guy you are throwing it at.

On a roll of 2d100 against your Agility, if you make your roll you hit right where you were throwing. It takes a complete CR to prime, throw and fuse to burn till the grenade detonates. When it explodes, check the Grenade Damage Table.

If you fail your roll, you will need to

center a 10" by 10" piece of cardboard marked off into 100 one-inch numbered squares.* Place this card on the intended target area. Roll 2d100, the grenade lands in the square with that number. When it explodes, you can measure the distance to any character to determine if they are injured.

*FOR 20MM FIGURES USE 3/4" SQUARES

When most of us think of a grenade, we envision the old World War II "pineapple" with the big lugs of metal which form part of the shrapnel. This type of grenade has been pretty much replaced by a smooth-sided grenade which contains a crimped spring inside which breaks into fragments; therefore, this type of grenade is called a "frag" or fragmentation grenade. It is also called a High Explosive (H.E.) grenade.

In addition, there is the White Phosphorus (W.P.) or "Willie Peter" grenade which causes most of its damage by burning phosphorus rather than shrapnel. The phosphorus will continue to burn into the victim and will do additional damage for two more CRs.

Another type of grenade is the CS grenade which produces a nauseating gas even worse than teargas. CS grenades will not kill your opponent but will incapacitate him or render him unable to fight. It takes one CR for the gas to affect the victim. In an open area the CS will affect only those within three yards of the grenade. In a confined area such as a room, bunker or tank, the CS grenade will affect everyone within five yards of it.

The final type of grenade is the smoke grenade which comes in several different

colors of smoke. "Smoke" is used to spot your location or enemy locations for TACAIR strafing or bombs, helicopter gunships or to mark the LZ for helicopter extraction. Smoke grenades are not used for smokescreens.

"BLOOKER"

Grenade launchers, such as the U.S. M-79, look like oversized sawn-off shotguns. They break open like a shotgun, and you insert a large cartridge. Basically, the M-79 or "blooker" (be-

cause of the sound it makes when fired) is like having a shoulder fired mortar with your unit. It offers good anti-personnel coverage in a range of 10 to 300 yards. The shell is not armed until it is about ten yards out of the barrel. Along with the usual HE, WP, and smoke grenades, the M-79 has an oversized shotgun anti-personnel round that offers the grenadier some close range self-defense. When fired as a shotgun, use the COMBAT EFFECTIVENESS TABLE: SHOTGUN if it hits, it does 2d100+20 damage.

Since you are firing a grenade in a general area, rather than at an individual, the COMBAT EFFECTIVENESS TABLE: GRENADE LAUNCHER has targets given in object sizes. Find the target size and range and subtract from your Base Per Cent Effectiveness with this weapon and roll 2d100. If you hit, the grenade lands on target. For damage use the GRENADE DAMAGE TABLE.

If you fail your roll, use the 10"x10" grid and roll 2d100 just as you did with a hand grenade.*

MINES AND BOOBYTRAPS

The terror of mines and boobytraps is that they strike without warning and there is nothing to fight back at. Troops in Nam suffered more from the strain of anticipating mines and boobytraps than they did from anxiety over ambushes. In a firefight you generally get some warning and you can fight back. With mines you hope you are alert enough to spot one before you step on it, or that you are lucky enough to miss it.

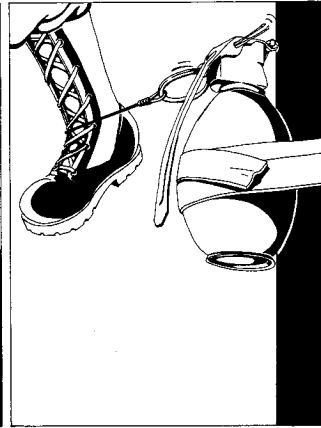
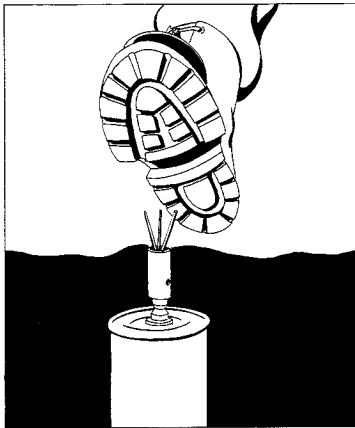
Since the only defense a recon has against mines or boobytraps is his Alertness, they should be used sparingly for nuisance value. On the contact tables you will find boobytraps/tripwires. When you roll this, pick a location ahead of the RT. When someone approaches, have them roll 2d100 against their Alertness, whether they are about to step on it or not. Seeing they came close to stepping on one and didn't is much better than "wasting" a character. "Whew! That was close!" is as good way to add zest to the game as many other encounters. You can increase tension by having them roll for Alertness and if they fail their roll, pretend there is a mine (but have something prepared to tell them if they make their Alertness roll).

Boobytraps and mines operate differently. Boobytraps have a tripwire or something attached which sets it off when someone messes with it. Mines generally have to be stepped on directly.

For boobytraps, if a person successfully rolls against their Alertness, they can discover the tripwire stretched across the trail before they walk into it.

For mines, if a person successfully rolls against their Alertness, they can discover an unusual mound of dirt in the path or see part of the mine that has been exposed by rain.

If a person fails their Alertness roll, they may step on the mine or trip the



boobytrap. Although there is a fantastic array of different types of boobytraps and mines, make the damage seriously injuring without necessarily being lethal; something like 5d10 damage. This could be enough to seriously consider trying to evacuate the person since the leg will be seriously injured from the mine. Because boobytraps can be located at any height, you should roll 2d100 on the hit location chart to find where the person was injured from the boobytrap.

Although mines and boobytraps can be avoided and should be avoided when possible, if there is no way around it or if you have to come back this way, you may want to disarm it. Sooner or later someone is going to want to dismantle one.

To defuse a mine or boobytrap a character must successfully roll against his Agility (2d100); after all, it takes a steady hand to defuse one of these. With the disposal skill a character should have a little better chance of defusing a mine or boobytrap than he would otherwise. If he makes his Agility roll, he safely defuses the mine; otherwise it goes off, probably with his hand right on it! From then on you can call him Lefty or Hook. The explosion may also alert any enemy

units in the area (roll on the contact table).

The claymore is actually more of a boobytrap than a mine. It's about the size of a thick paperback book and is placed above ground on three folding spikes. Inside the fiberglass case is a layer of shrapnel over a layer of plastic explosives. The design makes it directional, and a claymore can be placed so that it will fire down a trail.

Claymores were used on ambushes with devastating effect. For game purposes the claymore will cover an area 12 yards deep and eight yards wide in a triangle shaped pattern fanning out from the claymore. Any character within this triangle will take 2d100+20 points of damage (roll separately for each character in the killing ground).

Claymores can be set with a trip wire like a boobytrap, or they can be Command Detonated, fired remote control with a wire by one of the RT.

In addition to ambushes, claymores were used for security around RON (Remain Over Night) or bivouac positions. Sometimes two rings were used around a perimeter; one ring set as boobytraps, and the inner ring Command

Detonated. This slowed down VC probes for the RT and gave them time to withdraw. Claymores were very common and it wouldn't be unusual for every member of your RT to have at least one.

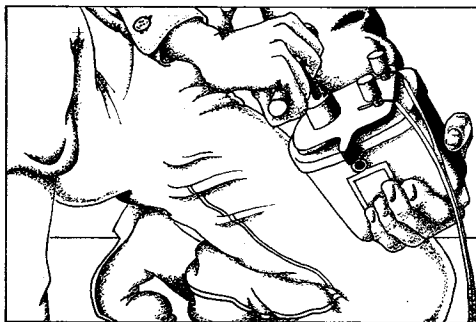
Punji stakes are sharpened bamboo stakes hidden in a pit. The pits don't have to be any more than a foot deep, though they might be large enough for an

elephant to fall in. Jungle boots were reinforced in the sole to prevent penetration by punji stakes, but stakes in the side of the pit would gouge the foot. If a character fails his AI roll for a boobytrap and steps in a punji pit, he will take 2d10 damage to that foot; this will slow his movement by half.

Punji pits are more of a nuisance than a

mine or explosive boobytrap. On "mine/boobytrap" rolls you might consider using punji pits instead of the more damaging devices.

If a character makes his roll, he might detect dry camouflage leaves or leaves or dirt sagging into the hole.



DEMO SMOKE: ARTILLERY & AIR STRIKE

Explosives should be set by someone with the demolitions skill; otherwise, there is only a fifty per cent chance that the explosion will go off or go off properly to do the expected damage. For details see the Demolition Skill.

If you have a recon with the demolitions MOS, you can assume he will know how much and where to plant the explosive. If you do not have anyone with the demolitions skill you have to gamble.

Most modern explosives are relatively safe to carry. Using modern explosives, you will probably use one of the plastic explosives which can be molded and made into shaped charges for a more potent effect. In a rush situation you might have to take dynamite.

The main danger with the newer explosives is carrying the blasting caps which are used to set the explosives off. Packed safely they should not be too risky unless something crushes the rucksack.

If anyone is near an explosive charge treat it as:

4d200 within one yard (roll once, then divide)

4d200/2 one yard away

4d200/3 two yards away

4d200/4 three yards away

4d200/5 four yards away

This section will consider three types of support: artillery (cannons and mortars), TACAIR (fighter aircraft with bombs, rockets, machineguns and cannons) and helicopter gunships or "hogs." All three types depend on your unit possessing a radiotelephone operator (RTO) with a radio to contact and coordinate your support with the FO and FAC Skills.

"ART'Y"

To use artillery will require some advanced preparation on the part of the MD. Using miniatures he will need a grid marked off into 100 5"x5" squares. The grid is ten squares wide by ten long or 50"x50". The squares are numbered left to right from the top to the bottom, 1 to 100.

This rather large grid is for the first few rounds of artillery or air support. By rolling 2d100 you can locate which square the shell impacts in.

***20mm:**
100 3 3/4 "
37 1/2 "

With artillery, your RTO can give corrections to the artillery unit to more accurately lay in the rounds. There is a three CR delay between the RTO calling in the corrections and the impact of the rounds.

In artillery, the RTO calls in the location where the grid is centered. The MD rolls 2d100 to locate the actual impact. The RTO will relay the correction "so many yards left or right, so many yards short (bottom side of the grid) or long (top side of the grid)" from the target. The artillery impact is now in a much smaller area, use a 10"x10" square grid again numbered from 1 (upper left corner) to 100 (lower right corner). Roll 2d100 and locate the impact. Center the grid between squares 45, 46, 55 and 56 on the location specified by the RTO. If he has made a mistake, the artillery still impacts where he ordered.

If you are not using miniatures, you can plot everything on a sheet of graph paper and number the squares. Use this graph paper instead of the grid to locate the impact of the artillery or aircraft bombs.

With the radio corrections, the called artillery is much more effective than the preplanned barrage. The accuracy is enhanced by the relatively small size of the playing area in RECON.

"TAC AIR"

Tactical air support is the bombing and strafing supplied by fighter aircraft, as opposed to long range bombing by B-52s in strategic bombing.

BOMBS & ROCKETS

The first bombing run by an aircraft would use the 5"x5" grid or 5 yards by 5 yards represented on graph paper. Roll 2d100 for the bomb impact. You can improve this first run by throwing a smoke grenade near the target and having your RTO serve as your Forward Air Controller to give the aircraft corrections from the smoke grenade square, just as you would with called artillery. If you use this method you use the 1" squares grid on the first run.

Your RTO can call in locations to the different aircraft. Center the one inch squares grid on the location as in called artillery. Roll 2d100 for each bomb or rocket. Individual rockets are not called in one at a time, but are fired in barrages of two to four per run, roll 2d100 for each rocket.

STRAFING

For strafing using machineguns or cannons there will be one system. The differences are the number of rounds fired, and the damage they do. Strafing is basically firing in a general area by an aircraft moving at high speed with poor visibility; so, the chances of hitting are fairly low.

Using the 5"x5" squares grid, roll 2d100 twice. These two squares will be the beginning and end of the strafing run, connect them with a straight edge. Strafing rounds will land in a ten yard wide strip (five on each side of the line) the length of this line.

For any 5"x5" square along this line that contains troops, roll for each troop, friendly or enemy. If you are strafing with machineguns, five rounds will land in each 5"x5" square. Roll 1d10 for each troop (up to five); a roll of "one" on 1d10 indicates he was hit, any other roll is a miss. For a hit roll 2d100 for damage.

When strafing with 20mm cannons, two rounds will land in each 5x5" square along the strafing line. For any square containing troops roll 1d20; a roll of "one" is a hit, any other roll is a miss. There are only two rolls per square; regardless of how many troops are in that

square. You only roll once per troop, even if there is only one enemy troop and there are two rounds in the square. The percent chance is random based on the size of the man in the target area. A hit by a 20mm is automatically fatal.

In light terrain where the pilot can clearly see the enemy troop concentrations, the RTO will function as the pilot and can specify the two squares that will serve as the beginning and end of the strafing run. The strafing run must still be along a straight line connecting these two squares.

"HOGS"

Helicopter gunships or "Hogs" come with a variety of armament including rockets, machineguns, and belt-fed grenade launchers. With their slower speed, the RTO can call in their rockets using the one inch square grid. Roll 2d100 for each rocket to locate the impact squares.

For strafing with machineguns, the RTO will specify the two squares that are the beginning and end of the strafing run. Again, the strafing run will be a straight line connecting these two squares, and five rounds will land in each 5 by 5 square along the line. Roll 1d10 as with aircraft strafing and 2d100 for damage.

For the grenade launchers, treat as you would the 20mm cannon attack by an aircraft with two grenades landing in each 5 by 5 square along the strafing line. Every troop in the 5 by 5 square will take 2d100 damage, roll separately for each affected man to vary the damage.

DAMAGE

The effects of artillery and air strikes are easy to determine if the character is in open terrain and within the effective kill radius of the ordnance; however, heavy terrain or buildings will alter the damage of lighter ordnance. To determine the damage to characters within a structure you will use four classes of buildings: bamboo, wood, brick and concrete. For convenience, artillery and air strike ordnance will also be divided into four classes. These two factors are correlated on the ARTILLERY EFFECTS ON STRUCTURES TABLE.

If the direct hit is on a structure that is not destroyed or it is a hit NEAR, but not directly on, the structure, the occupants will take reduced damage according to the following table.

The amount of damage is, again, a four classification system:

F = Full damage, the normal damage

roll for that weapon.

R = Reduced damage, or one-half the damage roll for that weapon

C = Concussion, or one-third the damage roll.

N = No damage

Concussion or blast effect is normally included in the damage roll for a weapon; however, in structures where the blast effect, but not shrapnel, may affect the occupants, it is separated.

Concussion also is used to indicate a level of reduced damage for small arms and .50 caliber machinegun rounds and does not imply a blast effect for these weapons.

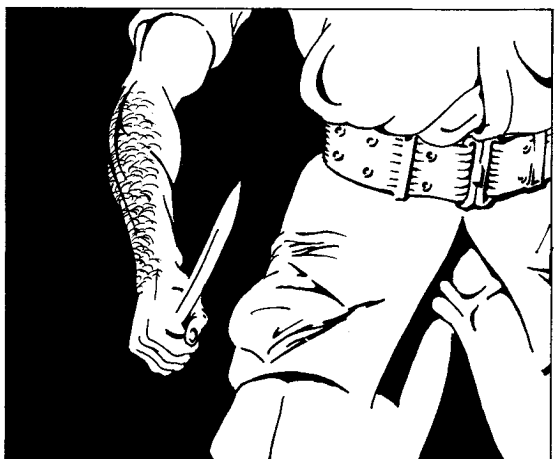
Refer to the ARTILLERY/AIR STRIKE ANTI-PERSONNEL EFFECTS BY TERRAIN TABLE.

NOTES

If you have been thinking about the firepower that this implies you should understand why this is an option. The damage could be so cataclysmic to an enemy unit faced with well directed artillery or air support. This should only be allowed against heavy troop concentrations.

Unless the air support was prearranged on a specific target, the delay of calling in TACAIR or hogs would normally take minutes rather than CRs. A small unit can only wait when they are in a position where they cannot pull out and break contact with the enemy. If they are surrounded by a much superior force, then they might call in artillery or air support.

Setting up artillery/air support grids beforehand will save you considerable time. If you wait until after the mission has started it will slow play and everyone will lose interest. Preparing your grids on plastic or acetate that can be placed under the miniatures where you can still see your map works well.



HAND-TO-HAND

There are five forms of hand-to-hand combat: garrote, unarmed, knife fighting, bayonet and knife throwing. The hand-to-hand combat system is organized so that combatants can be fighting unarmed, with a knife or club, or with a bayonet.

The garrote is a weapon that depends for its success on taking the opponent by surprise. If garroting fails, then the combatants may engage in one of the other forms of unarmed combat. Garroting is mentioned here because it may lead into other forms of unarmed combat. For additional details see the section on Back Attacks.

To engage in hand-to-hand combat the combatants must be within five feet of each other at the beginning of the CR.

In hand-to-hand combat, if you achieve surprise you may strike first. Call which blow you are attempting and roll against your Agility to determine if you are successful. If you are successful, then roll the damage for that weapon.

All subsequent combat is determined by both players rolling 1d10. The roll will determine what action each character is attempting. To determine if the action is successful, roll against your Agility. When a blow lands, roll the damage and have your opponent subtract that number from his character's St.

In hand-to-hand combat there are six basic options:

SLASH - Where you attempt to cut with the edge of a weapon or the edge of your hand or foot.

STAB - Where you use the point of your weapon or hand or foot.

PARRY - Where you block his attempt to attack you.

RIPOSTE - A parry with your weapon hand followed by an immediate slash.

GRAPPEL/BUTTSTROKE - A grapple is where you grab his weapon arm with your free hand and stab with your other hand. In bayonet fighting both of your hands are occupied and you can no longer grapple; instead, you will "buttstroke" or hit your opponent with an upward swing of the rifle butt (the part you put against your shoulder, dummy!)

EVADE - Where you dodge out of the way without making any attack this CR. You must roll an "evade" before you can attempt to retreat or throw a knife.

In general, a higher numbered roll beats a lower numbered action. Slashes and stabs can be done by both players

with each inflicting damage on the other. Other than slash and stabs, two rolls for the same action cancel each other and nothing happens.

UNARMED

Remember, you may have improved your chances of success with the unarmed combat skill, which increases your Agility by five per cent during unarmed combat.

Unarmed combat will continue until one character surrenders (by stating "I surrender" instead of rolling), retreats (by first rolling an "evade" then successfully rolling under his Agility. If he fails his Ag roll, his opponents gets a surprise attack) or is knocked unconscious (sustains damage equal to his St).

In unarmed combat when an opponent's St reached zero, he is unconscious, not dead. The strength points are not lost; any St subtracted due to unarmed combat are regained when the character regains consciousness after five CR.

KNIFE

Knife fighting includes edged weapons and blunt weapons such as clubs. Your base per cent is your Ag, unless you have taken the knife fighting skill.

Knife fighting will continue until one character surrenders, retreats or dies.

BAYONET

Although the bayonet can be used as a knife, we are concerned here with it mounted on the end of your rifle and used basically as a spear.

Bayonet combat is basically the same as knife fighting except you have longer range due to the added length of your rifle; however, both of your hands are occupied and you will buttstroke instead of grappling.

If a person takes damage from both bayonet thrusts and buttstrokes they will be unconscious when their St reaches zero. They will still be as many St away from death as they took from buttstrokes. You can kill them while they are unconscious or take them prisoner, if you need to interrogate someone about something involving your mission. A small unit does not normally have any means of handling POWs (prisoners of war) while operating in enemy territory.

BACK ATTACKS

To safely make a back attack, your character must move quietly up to his target (roll 2d100 against your Alertness for "silent movement"). Should you fail a silent movement roll, the sentry would roll against his Alertness to determine if he is alerted by the noise.

When your character is within three feet of his target he may attempt one of three types of back attacks: knife attack, stranglehold to break the opponent's neck, or garrote.

A garrote consists of two wooden dowels for handles connected by a loop of piano wire. The loop of wire is slipped over the target's head and the two handles pulled firmly. If the wire is placed correctly below the larynx or Adam's apple it will crush the trachea or windpipe and strangle your opponent. If strong, thin wire, such as piano wire is used, the garrote will also cut into the neck severing the major arteries and veins of the throat.

To successfully attack and kill your opponent that turn, you must roll against your Agility. If you fail your roll, the knife or garrote would make a non-lethal cut equal to normal damage for a knife (you were too anxious and missed your target). A missed stranglehold does no damage.

When your attack fails, you opponent will have the initiative while you are trying unsuccessfully to complete that attack. He may yell to alert other enemy troops in the area, and he may simultaneously attempt an attack on you.

If he had a weapon already prepared or attempts hand-to-hand combat he may attack you that CR using the normal weapon or hand-to-hand table.

If he has to draw a weapon or drop something he was carrying, it will allow you to prepare a different type of attack also; then, the character with the higher Agility will have the initiative. Back attacks depend on the element of surprise. When you lose that, you should attempt a different type of attack.

KNIFE THROWING

Knife throwing requires a clear view of your target. Take your Agility as your

base per cent effectiveness and any modifications for the Knife Throwing Skill, subtract the percents for the target's posture and per cent if your character is moving. Roll 2d100 against your total. If you roll under, you hit; roll the appropriate damage for that range. If you failed your roll, you missed.

UW COMBAT

There are separate Underwater Unarmed Combat and Underwater Knife Fighting Skills. They each add 5% to your Ag like the other hand-to-hand skills. To resolve combat, you would still use the

HAND-TO-HAND COMBAT TABLE.

Normal Knife Fighting and Unarmed Combat Skills do not give a character any advantage in underwater combat; only the special underwater skills train a character to fight in the special conditions. A character without these special skills must fight using only his Agility.

NON-WEAPON

AIRBORNE - The airborne skill or parachuting skill involves five levels. The first level must always be Basic, which teaches the fundamentals of using a parachute. The second skill chosen can be any of the following: Night Drops, Tree/Cliff Landings, Water Landings, or H.A.L.O. (High Altitude, Low Opening) skydiving to avoid the aircraft engine noise alerting the enemy. Each level reduces the risks involved in airborne operations. When a character has three airborne skills he is classified as a Master Parachutist. With four skills the character becomes a Pathfinder and can jump in prior to the group drop and radio wind conditions to prevent the other players from landing in hazardous terrain.

COMMUNICATIONS - (Open only to RTO MOS) - The Basic Communication Skill includes Morse Code and the operation and maintenance of field radios (Walkie Talkies). Additional skills can be taken in Scramblers, Zip-Squeal high speed transmissions, and Satellite Relay. Satellite Relay offers long distance communication. Scramblers increase security for oral transmissions. Zip-squel recorded transmission on tape and transmitted at high speed increase security by reducing the time of transmission, but do not allow for conversations with your base.

DEMOLITIONS (Open only to Demolition MOS) - Without the Demolitions Skill there is only a 50% chance that the explosives will detonate with the desired effect. Each level of the Demo Skill adds 5% to this 50%.

DETECT AMBUSHES (Open to Point MOS only) The Detect Ambush Skill adds 5% to AI rolls to detect ambushes.

DETECT MINES/BOOBYTRAPS (Open to Point MOS only) - The Detect Mines/Boobytrap Skill adds 5% to AI to detect both mines and boobytraps.

DISPOSAL (Open to Demo MOS only) - The Disposal Skill adds 5% to Ag to safely defuse any unexploded ordnance mines, boobytraps, dud artillery rounds, or dud explosive charges. To do this by hand requires all the help you can get because you're going to be so close you will take the maximum damage if it detonates.

FORWARD AIR CONTROLLER (Open to RTO MOS only) - The FAC Skill allows you to call in TACAIR and helicopter gunships and direct them using the smaller grid for higher accuracy.

FORWARD OBSERVER (Open to RTO MOS only) - The F.O. Skill allows you to call in artillery more accurately.

INTELLIGENCE (Open to Intelligence MOS only) - The basic Intelligence Skill is Detect Guerillas which adds 5% to AI to identify guerrillas posing as civilians. The Detect Unit and Rank Skill becomes useful on reconnaissance and snatch ops where you are trying to identify particular units operating in an area or particular officers for abduction, adds 5% to AI.

IMPERSONATION (Open to Intelligence MOS only) - The Impersonation Skill adds 5% to AI on rolls to do the correct action to convince the enemy that you are actually one of them, or even, a particular officer. Successful rolls determine that you answer a question correctly or convincingly, or that you behave properly when put in a test situation. If you fail your roll, the MD will roll against the guerrilla's AI for suspicion.

INTERROGATION (Open to Intelligence MOS only) - The Interrogation Skill adds 5% for detecting lies; it does not help distinguish unintentional misinformation from an intentional lie. The Interrogation Skill helps you to read the body language of a suspect.

JUNGLE SURVIVAL - There are five Jungle Survival Skills: Detect Food (+5% AI), Detect Water (+5% AI), Detect Concealment or Ambush Site for your men (+5% AI), Detect Dangerous Animals (+5% AI), and Riding Elephants (+5% Ag) especially for hauling heavy loads.

LAND NAVIGATION (Open to Point MOS only) - The Land Nav Skill adds 5% to AI to keep on course. If the point fails his AI roll, the MD Should gradually shift them off course and then select terrain features - hills, mountains, rivers, roads, villes, etc. that would help them locate where they actually are.

LANGUAGES - When working with indigs on a SOG or Phung Hoang op, at least one character needs a Language Skill to serve as interpreter; that character must be in a position to relay information back and forth to the team members or a character will have to make an Alertness roll to realize what is happening.

With a language skill, the character can speak the language fluently, but with an accent. With a second level language skill the character speaks well enough to be mistaken for a native. With a second level skill an American Intel Specialist would be mistaken for a native at night or when speaking from concealment (where his Occidental features don't give him away).

MEDIC (Open to Medic MOS only) - With the Medic Skill you can remove five hits per level of training from each wound. There is no limit to the number of levels of training in the Medic Skill; however, a character cannot be given more St than they began with.

A particular wound may only be treated once per mission; however, new wounds may be treated as they occur. To treat a wound both the Medic and the casualty must refrain from moving or fighting for

one CR per St restored. If the sequence is interrupted by either the Medic or casually moving or fighting, the entire sequence must begin over on any wound not completely treated. **EXAMPLE:** The Medic has treated one wound and started on a second when he is interrupted, he must start over on the second.

NIGHT FIGHTING - There are two Night Fighting Skills: Detect Enemy (+5% AI) and Rapid Movement (+5% Ag to avoid tripping when running at night).

RAPPELING - The Rappelling Skill adds 5% to AI when climbing. This is particularly useful when descending by rope from a chopper into a LZ too tight for the chopper to land or when operating in rocky terrain involving scaling cliffs. For game purposes rappelling will include both ascending and descending.

SAFECRACKING/LOCKPICKING

SKILLS (Open to Intelligence MOS only) - These are two separate skills. The Lock-picking Skill adds 5% to Ag to pick a lock for surreptitious entry into enemy buildings or locked containers.

The safecracking Skill adds 5% to Ag for detecting the combination to a safe to acquire intelligence without the enemy being aware of it. The MD will roll 2d100 three times to determine the three numbers in the combination. Each time the character successfully rolls against his Ag, the MD will reveal one of the numbers. The player may attempt one roll per CR. When the player has all three numbers, he can tell the MD one sequence per CR until he guesses the correct sequence of the three numbers. CRs only become critical if there are enemy guards patrolling nearby.

S.C.U.B.A. - SCUBA or Self-Contained Underwater Breathing Apparatus is basically skin diving. A character must possess the Basic SCUBA Skill before he can select any Underwater Hand-to-Hand Skills. Without the Basic SCUBA Skill a character must make periodic AI rolls every twenty yards to avoid a malfunction.

Advanced SCUBA Skills include Underwater Navigation (+5% on AI to avoid losing direction), Rebreathers (which leave no bubbles, Tow Subs which pull the diver along (+5% on Ag to control), Two man wet subs (+5% on Ag to control), and Two man dry subs (+5% on Ag to control) - dry subs do not require

SCUBA unless the recons intend to exit or enter underwater, and the Speargun Skill (% Effectiveness, then +5% each new skill).

SILENT MOVEMENT - The Silent Movement Skill adds 5% to AI when rolling for silent movement.

SNIPING (Only open to Sniper MOS) - The Sniper Skill adds 5% to any rifle skill when firing at a target 50 yards or further away. The Sniper Skill cannot be used when firing full auto.

STARLIGHT SCOPES (Open to Sniper MOS only) - The Starlight Scope is restricted to the Sniper, the details of its use are described in the Night Fighting section of Small Arms Combat.

SUPPRESSORS/SILENCERS - Any time a suppressor is used without the Suppressor Skill there is an additional -5 using that weapon to hit because the suppressor is not installed properly.

TRACKING - The Tracking Skill is open to Point MOS only. The Basic Tracking Skill adds 5% to AI to detect spoor (tracks), estimate how many, and estimate how old they are. Advanced skills add 5% to Estimate Weapons they are carrying and 5% AI to estimate how far they are from their base camp and its direction. If you make your rolls the MD will tell you roughly what you should know.

UNDERWATER DEMOLITIONS (Open to Demo MOS only) - Like normal demolitions, with underwater demolitions there is only a 50% chance they will detonate properly. The Underwater Demolition Skill adds 5% to your roll (base roll of 50%).

DESERT TRAINING - There are seven Desert Training skills: Detect water (+5% AI), Detect Sandstorms (+5% AI), Detect Food (+5% AI), Identify Mirages (+5% AI), Ride Camels (+5% Ag), Ride Donkeys (+5% Ag), and Ride Horses (+5% Ag).

FIXED WING PILOT - A fixed wing pilot is an airplane pilot. You must acquire the basic Single Engine Propeller Skill first. Then, you can choose from Multi-engine, Jet or Amphibious Ratings.

ROTARY WING PILOT - Rotary Wing Pilot Skills allow your character to be a helicopter pilot, a chopperjock. The basic skill is the Slick Skill, or piloting a troop transport. The second level is the Gunship Skill which allows you to pick one of the following and roll Base Per Cent Effectiveness: Minigun, Automatic Grenade Launcher, Rockets or T.O.W. anti-tank rockets. For each additional skill level you can add a new weapon or add 5% to one of the helicopter weapons skills.

TRACKS - The Tracks Skill adds 5% to Ag to attempt to operate a track (a tank or armored personnel carrier).

MERCENARY SKILLS

COLD CLIMATE - There are six separate Cold Climate skills: Survival, Cross Country Skiing, Snowshoes, Dog Sleds, Snowmobiles, and Snowtractors. Survival adds 5% to Alertness for detecting snow and ice hazards. Cross-country Skiing and Snowshoes add 5% to Agility, necessary when you are trying to move rapidly. The Dog Sled, Snowmobile and Snowtractor skills add 5% to Alertness for proper care and operation.

RECON TABLES

INITIAL SKILLS CHART

ROLL	SMALL ARMS ¹	HEAVY WEAPONS	H-to-H ²	NON-WEAPONS ²
1	4	3	3	5
2	3	2	2	4
3	3	1	3	4
4	2	0	2	4
5	2	1	2	3
6	2	0	1	2
7	1	1	1	3
8	1	0	1	2
9	1	1	1	2
10	1	0	1	2

¹ One Small Arms Skill must always be the Assault Rifle.

² You may combine two Non-weapon Skills so that you have one second level skill.

You may combine any number of hand-to-hand skills to improve one skill several levels.

OPTION: POST-VIETNAM MERCENARY MISSIONS

RECRUITMENT TABLE

Roll	Answer
1	Read the news and gambled they would be hiring mercs
2	Heard rumor around military base that this country was looking for men recently mustered out with combat experience
3	Read newspaper article about mercs operating here and decided to fly over and enlist
4	Answered newspaper ad in the New York Times
5	Answered magazine ad in "Soldier of Fortune"
6	A newspaper reporter just back from here tells they are looking for recruits over here.
7	An airline pilot flying out of here tells you they are hiring mercs over here
8	A buddy who is a merc tells there is a good chance to get on here
9	A buddy who is a merc in this unit tells you to come over
10	The Minister of Defense has people looking for people with your background and their embassy invited you over.

OPTIONAL

On a 1, 3 or 7, the interviewer doesn't like your story or background and rejects you. On any other roll you are offered a contract.

If your character is rejected for this mission don't discard him. He may be a good character and you can try and enlist him in some other mission. Roll up another character and try to enlist him.

GEAR: RECONS REQUISITION (NEED MD'S OK). MERCS OR EMPLOYER BUY.

BASIC KIT	COST
Bush hat	\$ 5
Beret	15
Camouflaged Fatigues, "Camies"	30
Web Gear	50
Web Belt	10
Suspenders	13
2 Magazine Pouches	6 each
2 Canteens	8 each
First Aid Kit	6
Rucksack and Packframe	110
Boots	40
Poncho	15
Sweater (instead of sleeping bag)	50
2 pairs of Socks	4
Matches in waterproof container	2
Water Purification Tablets	2
Lensatic Compass	10
Flashlight	5
Wristwatch	250
Knife or bayonet	30
Primary Weapon	See Weapons
Ammo	See Weapons
Rations	\$15 per day
OPTIONAL	
Binoculars	350
First Aid Kit, Unit (for Medic)	250
Radio (for Communications Spec.)	450
Machete	10
Entrenching Tool	10
Flak Vest (reduces any hits on chest or abdomen by 5 hits)	250
Helmet with liner	25
Wire cutters	5
WEAPONS	
Pistol	350
Bolt-action Rifle	250
Semi-automatic Rifle	400

Submachinegun	\$ 750
Assault Rifle	850
Shotgun	350
Grenade Launcher	350
Mounted under barrel of rifle	250
Anti-tank Weapon (L.A.W.)	500
Flamethrower	850
Machinegun	1200
Heavy machinegun (.50 caliber for vehicle)	1800

AMMO (100 Rounds)	
Pistol or submachinegun	20
Rifle or light machinegun	25
Heavy machinegun	35
Shotgun	
00 Buckshot	35
Fletcherette (Darts)	70
Shoulder holster or cross-draw holster for pistol	50
Telescopic sight	250
Starlight scope	3500
Sound suppressor ("Silencer")	
Pistol	250
Rifle or Submachinegun	350

GRENADERS (Case of 20) Hand Launcher	
High Explosive (Frag)	100 150
White Phosphorus	150 200
Smoke or CS	70 120

ILLUMINATION FLARES	10
MINES	75

EXPLOSIVE KIT (Includes detonator, wire, blasting caps, and C-4 plastic explosive)	300
--	-----

INSERTION GEAR	
Rappelling Kit (Includes 50' rope, snap link, hammer and pitons)	150

S.C.U.B.A.	
Basic Kit (Includes mask, fins, tank, regulator, wet suit, weight belt, depth gauge, compass and knife)	1000

Speargun	150
Computerized Rebreather	1000
One man tow sub	1000
Two man wet sub	5000

INFLATABLE BOAT (8 man)	1500
Outboard motor	500

PARACHUTE	
Standard	350
H.A.L.O. with sleeve and vent	500

VEHICLES	
Jeep	8500
Truck (2½ ton)	25000

Rental/Day	
Chopper	2500
Airplane for parachute drop	1500
Tramp Steamer (Travels 250 miles/day)	1000

INSERTION:

CHOPPER

HELICOPTER LZ TABLE

ROLL	CONDITIONS
1	Roll on HOT LZ TABLE
2	Cold LZ
3	Cold LZ
4	Cold LZ
5	Tight LZ must rappell down
6	VC spotter with bamboo telegraph*
7	VC spotter with rifle*
8	Cold LZ
9	Cold LZ
10	Roll on HOT LZ TABLE

* VC spotters may watch suspected LZs and trail the RT. They signal the location of the team to any guerrilla units in the area by knocking bamboo sticks together or firing off an occasional shot. The spotter will continue to trail the team until a guerrilla unit attacks, the recons ambush him or they go to ground and conceal themselves (and the spotter fails his Alertness roll).

HOT LZ TABLE

ROLL	CONDITION
1	Chopper downed, P & CC dead CP stunned
2	Chopper heavily damaged, P aborts mission
3	Light damage, one wounded and returns with chopper to base
4	Light damage, one takes 2d10 damage
5	Light damage, CP wounded
6	Light damage, no casualties
7	Light damage, CC wounded
8	Light damage, two take 1d10+5 damage
9	Ground fire too heavy, try alternate LZ
10	Chopper downed, P & CP dead, CC seriously injured

P = Pilot

CP = Copilot

CC = Crewchief/doorgunner

SCUBA

UNDERWATER NAVIGATION TABLE

ROLL	CONDITION
1	Veering off to left 10' for each 20 yards forward
2	Veering off to left 20' for each 20 yards forward
3	Veering off to right 10' for each 20 yards forward
4	Veering off to right 20' for each 20 yards forward
5	Completely turned around, heading back
6	Lost, swimming at 90° to correct course
7	Mask leaking, must go to surface to find location
8	Can't clear ears, must swim on surface
9	Lose regulator mouthpiece, panic, swim to surface
10	Swimming upward 5' for each 20 yards forward

COMBAT EFFECTIVENESS TABLE, SPEARGUN

	RANGE (Yards)
	1-5 6-10 11-15
Top or bottom	0 -5 -10
Side	-5 -10 -15
Head or rear	-10 -15 -20
Roll 2d100 against your modified effectiveness with the speargun. If you hit, roll damage, 3d10 for a normal spearhead, 5d10 for a powerhead. If you missed, you just lost that spear.	

HUMPIN'

MOVEMENT RATE TABLE

Movement	Maximum distance in feet
Run 2	Full St ¹ ₄
Walk	1/2 St ⁴ ₄
Walk quietly 3	1/4 St ⁴ ₄
Walk quietly at night 3	1/5 St ⁴ ₄
Crawl 3	1/10 St ⁴ ₄
Climb	1/10 St ⁴ ₄

1 If your calculations leave you with a fraction, round off the numbers by the following rule. If the fraction is $\frac{1}{2}$ or larger, treat as one extra foot of movement. If the fraction is smaller than $\frac{1}{2}$ drop the fraction.

2 You can run at night at your full St, but you must roll (2d100) under your **Agility** each CR or you trip and fall prone. You cannot run quietly.

3 Each round that you are attempting to move quietly (to sneak up on or by a sentry, etc.) you must roll (2d100) under your **Alertness**. If you fail to make your roll, you have failed to notice something which causes noise; you have stepped on a stick which snaps, dislodged a rock, or made some other noise which may alert the enemy. The MD rolls against the sentry's Alertness to determine if the sentry reacts to the noise.

4 Carrying a heavy object, such as a wounded man, will **further** reduce your movement by one-half.

**CONSIDER:
JUMPING OFF
FROM FIREBASE,
LAAGER; OR
SWEEP**

AIRBORNE

SEE RULES.

PBR

USE PBR CONTACT
TABLE.

CONTACT!

**BEGIN ON EITHER
PATH OR PBR**

PBR INITIAL CONTACT TABLE

ROLL	CONTACT
1	Log jam (Intentional?)
2	Junk ¹ with 1d10 people
3	Sampan ¹ with family aboard
4	Sampan ¹ (1d10) with 2-5 people/boat
5	Sandbar (on a "one" or "two" one 1d10 runs aground) ²
6	Good ambush site (bend, choke point)
7	Ambush/VC unit near river,
	ROLL ON GUERRILLA TABLE
8	Path along river,
	ROLL ON CIVILIAN TABLE
9	Path along river,
	ROLL ON CIVILIAN TABLE
10	Village near river,
	ROLL ON VILLE TABLE

¹ On 1d10, "one" indicates concealed supplies. Roll against AI to detect contraband. On "ten" will run for cover.
² On "one" can get off in reverse. On "two" crew must push off.

OR

JUNGLE PATH CONTACT TABLE [1d10]

ROLL	CONTACT
1	Possible ambush site*
2	Roll on VILLE TABLE
3	Noises up the trail
4	Roll on CIVILIAN CONTACT TABLE
5	Roll on ANIMAL CONTACT TABLE
6	Sudden quiet, all jungle noises cease*
7	Roll on CIVILIAN CONTACT TABLE
8	Weather change
9	Distant gunfire
10	Roll on GUERRILLA CONTACT TABLE

* On a roll of 10 on 1d10 there will be a prepared ambush with 1d10+2 ambushers. Alertness rolls will determine if they detect the RT and vice versa.

ANIMAL CONTACT TABLE*

ROLL	CONTACT
1	Monkeys
2	Flocks of birds
3	Leeches fall from trees
4	Single bird with strange call
5	Roll on DANGEROUS ANIMAL TABLE
6	Large plant eater (Elephant, waterbuffalo, etc.)
7	Small rodents
8	Biting flies
9	Non-poisonous snake
10	Lizards/treefrogs croaking

* The team may hear a strange noise, something moving through the brush, or something rush across the trail.

L.I.P.s*

CIVILIAN CONTACT TABLE

Bear in mind that all civilian contacts may be innocent civilians, guerrilla sympathizers who will report your presence, or actual guerrillas disguised as civilians.

On a roll of 10 on 1d10 the civilians will inform a local guerrilla unit of your presence in 1d10 x 6 minutes.

ROLL	CONTACT
1	Bamboo/wood cutters chopping or carrying
2	Hunters carrying a slain hog on bamboo pole*
3	Refugees - man, wife, and two children with bundle of belongings
4	Bandits, smugglers or poachers*
5	Roll on GUERRILLA CONTACT TABLE
6	Two unarmed men (Civilians, Deserters, or Guerrillas?)
7	Old man and two children with waterbuffalo or burro
8	Old woman taking basket of chickens to market
9	Old woman with heavy load of firewood
10	Buddhist monk, missionary/nuns, or peddler

* On a roll of 10 on 1d10 the hunters-smugglers will fire on the team if they are Alert.

*INTERROGATE OR OVERHEAR RUMORS

DANGEROUS ANIMAL TABLE

ROLL	CONTACT	Hits	Damage
1	Cat - tiger, jaguar, or panther	6d10	3d10
2	Poisonous snake	3d10	5d10
3	Poisonous centipede	1d10	2d10
4	Poisonous spider	1d10+5	1d10+5
5	Alligator/crocodile	2d100	4d10 (mouth) 6d10 (tail)
6	Wild boar	2d100+20	3d10
7	Bees (roll 3d10 for how many sting)	1	1/sting
8	Ants (cause 24 hour fever)	1	1/2 St. for 24 hrs
9	Poisonous snake	4d10	2d100
10	Wild boar with young	2d100+50	2d10+5

Roll 1d10, a third time, on a roll of 9 or 10 the animal attacks. If they attack, the centipede, spider, bees, or ants will automatically "hit" and do damage. For the other animals, roll 1d10, again, on a 1-3 they hit and inflict damage, roll damage; on a 4-10 they miss. The recon can shoot, bayonet, throw knives, use a machete, or fight unarmed. Combat will continue until one or the other is dead.

VC/NVA*

GUERRILLA CONTACT TABLE

[1d10 guerrillas]

ROLL	CONTACT*
1	Medics with wounded
2	Medics without wounded
3	Propaganda team with theatrical props for play
4	Tax collector with armed escort
5	Guards with prisoner (downed pilot, merc, govt. soldier)
6	Supply unit with food or ammo, eating
7	Unit bathing in stream
8	Patrol coming down trail
9	Patrol coming up trail behind you
10	Mine, boobytrap or ambush

ENEMY UNITS

ROLL	UNIT
1-5	Local Force Unit or government draftees
	Base Per Cent Effectiveness only
	Agility only
6-8	Main Force Unit or government regular army unit
	+5% with Assault Rifle, AK-47 or other
	+5% with Grenade (one in three will have a grenade)
	+5% with Machinegun (one in ten)
9,10	NVA or Government elite unit
	+10% with AK-47
	+10% with grenade (one in three)
	+10% with machinegun (one in ten)
	+5% with RPG anti-tank (one in twenty)

VILLE: 3D10 HOOTCHES 2D10 PAPA-SANS 4D10 MAMA-SANS 4D10+5 KIDS

VILLE TABLE		VILLAGERS	
ROLL	CONDITION	WOMEN/CHILDREN*	MEN*
1	Deserted ville, burned and overgrown	1 Old woman cooking meal	1 Old man weeding vegetable garden
2	Deserted ville, still smouldering with bodies	2 Old woman weaving basket	2 Old man mending hoe
3	Deserted ville, cooking fires still warm	3 Old woman squatting in doorway	3 Old man reading book in doorway
4	Deserted ville, ambush with 1d10 guerrillas	4 Woman nursing infant	4 Old man squatting, smoking pipe
5	Friendly village	5 Woman mending clothes	5 Man with amputated leg claims to be ex-ARVN soldier
6	Indifferent village	6 Woman with sick child	6 Head man asks help for sick woman in hootch
7	Hostile ¹	7 Three older women gossiping at doorway	7 Old men arguing
8	Hostile	8 Woman planting in garden/ rice paddy	8 Old man playing musical instrument
9	Villagers freeze or withdraw	9 Children playing tag or ask for "Chew" gum"	9 Old man plowing garden or rice paddy
10	One young man ("schoolteacher") ²	10 Children herding geese or washing waterboo	10 Old man sleeping or eating

¹ Roll on GUERRILLA CONTACT TABLE to determine enemy unit passing through

² In wartime villages contain only women, children and old men

RUMORS:

*Rumors may be true, mistakes, or intentionally false; interrogation skills will help you identify lies.		3 "That old woman VC - Leader local women's group."	7 "VC came last night. Take all young men. Return tonight for indoctrination lecture to village."
ROLL	RUMOR	4 "That old couple VC. Son returning tonight."	8 "VC supply unit through here today."
1	"VC medics through here earlier."	5 "VC patrol ahead of you on trail."	9 "VC base in that direction."
2	"That old man VC - makes boobytraps."	6 "No VC around here."	10 "VC tax collector in area."

DA NANG/SAIGON: R&R

CONTACTS: CITIES		CONTACTS: CITIES		CONTACTS: CITIES	
SIDEWALK ENCOUNTERS		SIDEWALK VENDOR TABLE		BAR - Booze, broads and brawls	
ROLL	ENCOUNTER	ROLL	GOODS	ROLL	CONTACT
1	Bar girl	1	Uniforms, boots, unit patches, etc.	1	Journalist/TV news correspondent
2	Shoeshine boy*	2	Books and magazines	2	Construction workers for U.S. corporation
3	Roll on SIDEWALK VENDOR TABLE	3	Civilian clothing	3	Merchant seamen
4	Roll on SIDEWALK VENDOR TABLE	4	Hot food vendor	4	"Saigon Commandos" - paper shufflers
5	Office workers	5	Fresh vegetables, live chickens, geese, goats	5	Bar girls
6	Young woman	6	Canned foods	6	Local rock band
7	Pimp*	7	Antiques/Objects d'Art	7	Drunken Grunts
8	Drugstore cowboy with motorbike parked at curb*	8	Jewelry/Wristwatches	8	Shoeshine boy (with bomb in box?)
9	Buddhist monk/missionary or nun	9	Religious articles, Buddhist-Catholic-Hindu	9	Other RT (rivalry?)
10	Military police or local police	10	Pets -- birds, monkeys, puppies, etc.	10	"Brass" (officers) low lifing

* May be pickpocket or mugger. May offer to sell dope, girls, pornography, stolen goods, or exchange money for local currency at 2d100 above local rate.

FIREFIGHT!

MAXIMUM TARGET ACQUISITION RANGE TABLE

ROLL	PRECIPITATION	DAY	NIGHT (PHASE OF MOON)			NEW
			FULL*	HALF	QTR.	
1	NONE (NO CLOUD COVER)	600	1,2	3,4	5-8	9,10
2	NONE (25% CLOUD COVER)	600	300	200	120	60
3	NONE (50% CLOUD COVER)	600	250	160		50
4	NONE (100% CLOUD COVER)	600	200	130	100	40
5	MISTY RAIN	450	150	100	80	30
6	LIGHT RAIN (SHOWERS) OR SNOW	300	100	50	40	25
7	MEDIUM RAIN OR SNOW	150	75	40	30	20
8	HEAVY RAIN OR SNOW	50	50	25	20	15
9	TORRENTIAL RAIN/BLIZZARD	30	25	15	10	5
10	HEAVY FOG	15	15	10	6	5
			10	8	6	5

MAXIMUM RANGE IN MEDIUM VEGETATION ———

MAXIMUM RANGE IN HEAVY VEGETATION - - - -

* Use Full Moon for dawn or dusk (twilight).

RATE OF FIRE

WEAPON	MAXIMUM ROUNDS/CR
Pistol	3
Submachinegun	
Semi-auto	3
Full auto	7
Bolt-action rifle	2
Semi-automatic rifle	3

Assault rifle	
Semi-auto	3
Full auto	5
Shotgun (semi-or pump)	3
Grenade launcher	1
Machinegun	7

COMBAT EFFECTIVENESS TABLES

PISTOL/SUBMACHINEGUN

TARGET	RANGE (Yards)					
	0-5	6-10	11-15	16-20	21-25	26-30
Standing	0	-5	-10	-15	-20	-25
Kneeling	-5	-10	-15	-20	-25	-30
Running	-10	-15	-20	-25	-30	-35
Prone/Behind object	-15	-20	-25	-30	-35	-40
MARKSMAN						
Prone/Braced	0	-5	-10	-15	-20	-25
Kneeling	-5	-10	-15	-20	-25	-30
Standing	-10	-15	-20	-25	-30	-35
Running	-20	-25	-30	-35	-40	-45
Full auto	-20	-25	-30	-35	-40	-45

SHOTGUN

TARGET	RANGE (Yards)			
	0-5	6-10	11-15	16-20
Standing	+5	0	-5	-10
Kneeling	0	-5	-10	-15
Running	-5	-10	-15	-20
Prone/Behind obj.	-10	-15	-20	-25
MARKSMAN				
Prone	+5	0	-5	-10
Kneeling	0	-5	-10	-15
Standing	-5	-10	-15	-20
Running	-10	-15	-20	-25

RIFLES

TARGET*	RANGE (Yards)				
	less than 10	11-25	26-50	51-100	100-500+
Standing	0	-5	-10	-15	-20
Kneeling	-5	-10	-15	-20	-25
Running	-20	-25	-30	-35	-40
Prone/Behind Object	-20	-25	-30	-35	-40
MARKSMAN					
Prone/Braced	0	0	0	-5	-10
Kneeling	-5	-10	-15	-20	-25
Standing	-10	-15	-20	-25	-30
Running	-15	-20	-25	-30	-35
Full auto	-20	-25	-30	-35	-40

MACHINEGUN

TARGET	RANGE (Yards)				
	less than 10	11-25	26-50	51-100	100-500+
Standing	-5	-10	-15	-20	-25
Kneeling	-10	-15	-20	-25	-30
Running	-25	-30	-35	-40	-45
Prone/Behind Object	-25	-30	-35	-40	-45
MARKSMAN					
Prone/Braced	0	0	-5	-10	-15
Kneeling	-10	-15	-20	-25	-30
Standing	-15	-20	-25	-30	-35
Running	-20	-25	-30	-35	-40
Full auto	-20	-25	-30	-35	-40

HIT LOCATION

HIT LOCATION CHART

ROLL	LOCATION
01-02	Brain (Fatal)
03	Left eye
04	Right eye
05	Nose
06	Jaw
07	Larynx
08	Left shoulder
09-10	Upper arm
11	Elbow
12-13	Forearm
14	Wrist
15	Hand
16	Finger
17	Thumb
18	Right shoulder
19-20	Upper arm
21	Elbow
22-23	Forearm
24	Wrist
25	Hand
26	Finger
27	Thumb
28-47	Chest*
48-62	Abdomen*
63-66	Groin
67-70	Left hip
71-75	Thigh
76	Knee
77-80	Calf
81	Ankle
82-83	Foot
84-87	Right hip
88-92	Thigh
93	Knee
94-97	Calf
98	Ankle
99-00	Foot

In profile shots (from side) the per cent for the opposite side are counted for the exposed side (double the chance of hitting).

EXAMPLE: If you have a left side shot where the opponent's right eye, arm, or leg is blocked from view, a roll on the hit location chart of right eye, arm, or leg would count as a hit on the exposed left eye, arm, or leg.

HIT LOCATION CHART, WHERE ONLY UPPER BODY EXPOSED [PRONE, FOXHOLE, OR WINDOW]

ROLL	LOCATION
01-05	Brain ("01, 02" Fatal)
06-07	Left eye ¹
08-09	Right eye ¹
10-11	Nose
12-13	Jaw
14-15	Larynx
16-17	Left shoulder ¹
18-21	Upper arm
22-23	Elbow
24-27	Forearm
28-29	Wrist
30-31	Hand
32-33	Finger
34-35	Thumb
36-37	Right shoulder ¹
38-41	Upper arm
42-43	Elbow
44-47	Forearm
48-49	Wrist
50-51	Hand
52-53	Finger
54-55	Thumb
56-00	Chest

¹ If only one arm exposed, then a "hit" on the other unexposed arm counts as a hit on the exposed arm.

SUPPRESSED WEAPONS

SUPPRESSED WEAPON	MAXIMUM RANGE TO ROLL REACT
.22 pistol	15 feet
9 mm, pistol/SMG	30 feet
5.56mm (M-16s)	30 feet
7.62mm (M-14s)	45 feet

With a suppressed weapon at five feet, you can roll against your pistol per cent effectiveness to make a head shot; if you make the roll it is an instant kill (otherwise, it is a complete miss.)

DAMAGE

PISTOL	
.22	2d10+5
7.62x25	3d10
.38 Special	3d10
9mm	3d10+5
.45 acp	4d10
.357 mag	4d10+5
.44 mag	5d10
9mm short (Makarov)	3d10

MACHINE PISTOL/SUBMACHINEGUN	
7.62x25	3d10
9mm	3d10+5
.45 acp	4d10
.30 Carbine	4d10

ASSAULT RIFLE	
.30-'06 (M-1, BAR)	4d10+5
7.5mm (captured French MAS 49s)	4d10
7.62 x 39mm (AK, SKS)	4d10
7.62 x 54mm (SVD sniper rifle)	4d10+5
7.62 x 51mm (M-14, FN's)	4d10+5
Non-Vietnam Weapons	
6.5	3d10+5
.303	4d10
5.45 (AK-74)	5d10

LIGHT MACHINEGUN	
7.62 x 39mm (RPK mag fed MG)	4d10
7.62 x 54mm (PKS belt fed MG)	4d10+5
7.62 x 51mm (NATO, M-60, Bren)	4d10+5
.223/5.56mm (Stoner)	5d10

HEAVY MACHINEGUN	
.50	2d100

SHOTGUN	Flechette
Range (Yards)	00 Buckshot or M-79 AP
1-5	2d100 2d100+10
6-10	2d100-20 2d100-10
11-15	2d100-30 2d100-20
16-20	2d100-40 2d100-30

ASSAULT!

HAND-TO-HAND:

HAND-TO-HAND COMBAT TABLE

ROLL	UNARMED		KNIFE*		BAYONET	
	Action	Damage	Action	Action	Damage	
1	Slash with hand	2d10	Slash	Slash	4d10	
2	Slash with foot	3d10	Slash	Slash	4d10	
3	Stab with hand	3d10	Stab	Stab	4d10+5	
4	Stab with foot	4d10	Stab	Stab	4d10+5	
5	Parry		Parry	Parry		
6	Parry		Parry	Parry		
7	Riposte	2d10	Riposte (with slash)	Riposte (with slash)	4d10	
8	Riposte	3d10	Riposte (with slash)	Riposte (with stab)	4d10+5	
9	Grappel	3d10	Grappel (with stab)	Buttstroke	4d10	
10	Evade		Evade	Evade		

KNIFE THROWING

HAND-TO-HAND COMBAT KNIFE THROWING

	RANGE (feet)		
TARGET	10	15	20
Standing	0	-5	-10
Kneeling	-5	-10	-15
Prone/behind object	-10	-15	-20
Running	-15	-20	-25
THROWER			
Moving	-15	-20	-25
DAMAGE	RANGE		
4d10			10
3d10			15
3d10			20

*KNIFE FIGHTING DAMAGE

EDGED WEAPON		BLUNT WEAPON	
Pocketknife/Small Concealable Danger	1d10 1d10+5	Pistol Butt or other One-handed weapon	2d10 2d10+5
K-bar or other Sheath Knife	2d10 2d10+5	Chair or other Two-handed weapon	3d10 3d10+5
Machete	3d10 3d10+5		
Entrenching tool (shovel), open Sword or other large edged weapon	3d10 3d10+5		

GRENADES & BLOCKERS:

COMBAT EFFECTIVENESS TABLE: GRENADES

TARGET	RANGE (yards)					
	1-20	21-25	26-30	31-35	36-40	41-45
Open area (clear target)	0	-5	-10	-15	-20	-25
Door-sized space	-5	-10	-15	-20	-25	-30
Window-sized space	-10	-15	-20	-25	-30	-35
Gunslit	-15	-20	-25	-30	-35	-40
Unseen (exp: over a wall)	-10	-15	-20	-25	-30	-35

GRENADA DAMAGE TABLE

Distance from grenade (yards)	HE/Frag
1	2d100
2	2d100/2
3	2d100/3
4	2d100/4
5	2d100/5

COMBAT EFFECTIVENESS TABLE: GRENADE LAUNCHERS

TARGET	RANGE (Yards)					
	0-75	76-120	121-165	166-210	211-255	256-300
Open area	-5	-10	-15	-20	-25	-30
Door-sized	-10	-15	-20	-25	-30	-35
Window-sized	-15	-20	-25	-30	-35	-40
Unseen	-20	-25	-30	-35	-40	-45

MARKSMAN

Running	-40	-50	-70	-70	-80	-90
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WP
(does damage for 3 CR)

1	2d100/2
2	2d100/3
3	2d100/4
4	2d100/5

LAW/RPG

COMBAT EFFECTIVENESS TABLE

VIEW	TARGET			
	Large (tank, house, tunnel, etc.)	Medium (jeep, car, pillbox)	Small cycle, door)	
Side (biggest target)	0	-5	-10	
Oblique (at angle)	-5	-10	-15	
Head on/Rear on (smallest target)	-10	-15	-20	

RANGE (yards)				
10-19	20-29	30-39	40-49	50-59

MARKSMAN

Propped against something	0	-5	-10	-15	-20
Kneeling	-5	-10	-15	-20	-25
Standing	-10	-15	-20	-25	-30

TANK HIT LOCATION CHART

Roll 1d10 to determine damage

- 1 Hit main gun -- tank still moving, MGs operable
- 2 Hit bogies -- tank still moving, all guns operable
- 3 Hit far side track, spins away from you then halts
- 4 Hit near side track, spins in that direction, then halts
- 5 Killed driver, continues to drive straight ahead
- 6 Hit engine compartment, halts, crew still fighting
- 7 Hit engine compartment, internal explosion kills crew
- 8 Hit turret, main gun out of action, commander & loader dead
- 9 Ignite fuel, crew comes barreling out, some on fire
- 10 Ignite shells, they cookoff, killing crew and destroying tank

This same table will work for Soviet made BMD and BMP armored personnel carriers with their small turrets. For trucks use the following table:

Roll 1d10

- 1 Hit engine, rolls to stop, engine in flames
- 2 Hit cab killing driver, rolls on out of control
- 3 Hits fuel tank and goes up in a ball of flame
- 4 Hit left front tire, spins off in that direction
- 5 Hit right front tire, spins off in that direction
- 6 Hits left rear tire (s), stops
- 7 Hits right rear tire(s), stops
- 8 Hits truck bed kills any occupants
- 9 Hits truck bed kills half of occupants
- 10 Hits truck bed wounds all occupants, but can still fight (-20 St each).

IN-COMING!

ARTILLERY EFFECTS ON STRUCTURES TABLE

DIRECT HITS

	Bamboo	Wood	Brick	Concrete
Bomb, 8", 155	D	D	D	D
105, rockets	D	D	D	R
20mm, 81mm, napalm	D	D	R	R
60mm, grenades	D	R	R	R

D - indicates the structure is destroyed

R - indicates the structure is NOT destroyed, and the occupants will take REDUCED or less than full damage

ARTILLERY/AIR STRIKE ANTI-PERSONNEL EFFECTS BY TERRAIN

*Terrain
Damage
modification
table*

	Small Arms	.50 MG	Grenades	L.A.W./RPG	60 mm Mortar	81mm Mortar	105mm Howitzer	155mm Howitzer	8" Howitzer	AIR STRIKE	2.75" Rockets	Bombs	Napalm	20mm Cannon
Brush, Elephant grass	R	F	R	F	R	R	F	F	F	F	F	F	F	R
Tree, less than one foot in diameter	N	N	R	R	R	R	R	R	F	R	F	F	F	R
Tree, greater than one foot in dia.	N	N	R	C	R	C	R	R	R	R	F	F	F	R
Rock	N	N	C	R	C	C	R	R	R	R	R	F	C	R
Foxhole/fighting hole, Trench	N	N	C	R	R	R	R	R	R	R	R	F	F	R
Bunker, wood and sandbags	N	N	C	R	C	R	R	R	R	R	R	R	R	R
Concrete pillbox, Caves	N	N	C	C	N	N	C	C	C	C	C	C	C	N
Buildings														
Bamboo	F	F	R	F	R	R	F	F	F	F	F	F	F	R
Wood	C	F	C	F	C	R	F	R	R	F	R	F	F	R
Brick	R	R	N	R	N	C	R	R	R	R	R	R	R	C
Concrete	N	C	N	C	N	N	C	C	C	C	C	C	C	N

F - Full damage, the normal damage roll for that weapon

R - Reduced damage, one-half the damage roll for that weapon

C - Concussion, one-third the damage roll for that weapon

N - No damage

ARTILLERY AND AIR SUPPORT DAMAGE TABLES

ARTILLERY

	Range from Impact (yards)*						
	1	2	3	4	5	6	7
60mm Mortar	2d100	/2	/3	/4	-	-	-
81mm Mortar	Fatal	2d100	/2	/3	/4	-	-
105mm Howitzer	Fatal	2d100+10	/2	/3	/4	-	-
155mm Howitzer	Fatal	Fatal	2d100+20	/2	/3	/4	-
8" Howitzer	Fatal	Fatal	Fatal	2d100+30	/2	/3	/4

*Slash (/) indicates "divided by"

AIRCRAFT

3 Bombs

DAMAGE

Equal to 8" Howitzer

or

1 Napalm

Treat like strafing run, any troops take

2d100+20

12 Rockets

Equal to 105mm Howitzer

3 MG strafing runs

2d100

or

1 20mm Strafing Run

2d100+20

HELICOPTER GUNSHIP (Cobra)

Up to 38 rockets

Equal to 105mm Howitzer

3 MG Strafing Runs

2d100

1 Grenade Lancer Run

Treat as grenade,

2d100, /2, /3, /4, /5

APPENDICES

APPENDIX: MILITARY ALPHABET

When the radio and telephone communications are bad it is possible to spell out a word that may be misunderstood using the phonetic alphabet. Also, these phonetic designations are used for unit designations for infantry, aircrafts, etc., in the field.

A = Alfa

N = November

B = Bravo

O = Oscar

C = Charlie

P = Papa

D = Delta

Q = Quebec

E = Echo

R = Romeo

F = Foxtrot

S = Sierra

G = Golf

T = Tango

H = Hotel

U = Uniform

I = India

V = Victor

J = Juliett

W = Whiskey

K = Kilo

X = X-ray

L = Lima

Y = Yankee

M = Mike

Z = Zulu

APPENDIX: MILITARY TIME

The military works on a 24 hour clock, and to be more authentic you should adopt this in your mission briefings. The system works like this:

TIME:

Morning

1 a.m. 0100 ("oh, one hundred")

2 a.m. 0200 ("oh, two hundred")

3 a.m. 0300 ("oh, three hundred")

4 a.m. 0400 ("oh, four hundred")

5 a.m. 0500 ("oh, five hundred")

6 a.m. 0600 ("oh, six hundred")

7 a.m. 0700 ("oh, seven hundred")

8 a.m. 0800 ("oh, eight hundred")

9 a.m. 0900 ("oh, nine hundred")

10 a.m. 1000 (ten hundred hours)

11 a.m. 1100 (eleven hundred)

12 a.m. 1200 (twelve hundred)

Noon

Evening

1 p.m. 1300 (thirteen hundred)

2 p.m. 1400

3 p.m. 1500

4 p.m. 1600

5 p.m. 1700

6 p.m. 1800

7 p.m. 1900

8 p.m. 2000 (twenty hundred)

9 p.m. 2100

10 p.m. 2200

11 p.m. 2300

12 p.m. 2400

Midnight

Time between hours is pronounced as follows:

0135 (1:35 a.m.) is "oh, one, thirty-five"

0705 (7:05 a.m.) is "oh, seven, oh five"

1425 (2:25 p.m.) is "fourteen, twenty-five"

APPENDIX: VIETNAMESE NAMES

A - Ao, An, Ap

B - Ban, Ben, Bi, Bo, Bong

C - Cao, Chong, Chu, Con, Cu

D - Dak, Dao, Deo, Dai, Dong, Duc, Do

F - Fong, Fvan, Fimnon

G - Gia, Gir, Ghe, Giong

H - Hai, Hong, Hu, Huong, Ho

J - Jak, Jang, Ju

K - Khao, Kinh, Ko, Kon

L - Lang, Linh, Ling, Loi, Long

M - Ma, Mat, Mot, Mang, Me

N - Na, Nong, Nui, Nin

O - Oi

P - Pha, Phnom, Phu, Plei

W - Quang, Quet, Qui

R - Ro, Ron, Roun, Rah

S - Sha, Son, Song, Sop

T - Tai, Tau, Taung, Tou

U - Uay, Uing, Uyen

V - Vong, Va, Vi, Van, Vinh

W - Wan

X - Xom, Xuan, Xim, Xuong

Y - Yok, Ya, Yang, Yen

sharing is caring!!!

