

Incoming!



Vietnam Rules for the Crossfire System - Section 1
Written and Submitted by Barie Lovell

INTRODUCTION

This is an attempt to produce a set of fast play rules for the Vietnam War during the period of US/Free World involvement, based on the Crossfire rules. The aim is to play fast and realistic games at the company/battalion level rather than the more detailed skirmish style games at the smaller unit level. Please note however that ***Incoming!*** is not a complete rule set. In order to use the ***Incoming!*** rules the players will require the Crossfire rules and the Hit the Dirt supplement published by Arty Conliffe.

Unless otherwise stated in these rules, the original Crossfire rules will take priority.

PREPARATION

1.0 Ground/Time Scales

Ground scales (such as they are!) as per the original Crossfire Rules

Time scales: use the moving clock as detailed in the Hit the Dirt Crossfire supplement.

1.1 Figure scales and Basing

These rules are designed for squads and Bases with a single stand of infantry representing one fire team*, allowing for a slightly lower level game than the original Crossfire rules. The smallest unit is the fire team, two or more of which combine to make up a squad. In effect a fire team is used in the same way as a squad* in the original rules.

The following units and base sizes are recommended:

- Fire Team*: 3 - 5 figures on a base 1.5" x 1.5"
- Command Group: 3 - 4 figures on a base 1.5" x 1.5"
- Heavy Weapon: 1 model weapon and a crew of 3-4 figures on a base 1.5" x 1.5"
- RPG, LAW, Bazooka or Flamethrower Team: 1 - 2 figures on a base 1" wide x 1.5" deep
- Forward Observer: 1 or 2 figures on a base 1" wide x 1.5" deep
- Medics: 1 - 2 figures on a base 1" wide x 1.5" deep

- Sniper: 1 model figure on a small circular base (a penny coin is ideal)
- Company Aid Post: 2-3 figures on a base 1.5" x 1.5"
- US Dog Handler: 1 figure plus a dog on a base 1" wide x 1.5" deep
- Downed aircrew: 1-3 figures on a base 1" wide x 1.5" deep
- Engineer/Tunnel Rat Team: 3 - 5 figures on a base 1.5" x 1.5"
- Snipers: 1 - 2 figures on a base 1" wide x 1.5" deep
- Vehicles and guns may be based as wide/deep as necessary

* The term "Fire Team" also covers the VC/NVA use of 3-5 man cells as their smallest tactical unit. The US/ARVN/ROK squad also equates to the Australian or NZ section.

1.2 Status markers

In addition to the recommended use of squad status markers, casualty figures are used to represent casualties who may require medical evacuation or recovery for a body count and therefore need to be left on the table top as an integral part of the game.

UNITS & ORGANISATION

2.0 Unit Organization SEE End of Rules

2.1 Bases, Squads and Platoons



US Rifle Squad



NVA Platoon HQ



US Mortar Platoon

The basic fighting unit in the game is 2 fire teams =1 base. Teams of the same squad/platoon operate in conjunction with each other. 2 Fire Teams make up a squad (1 base,) and 2-3 squads make up a platoon (3 bases.)

2.2 Heavy Weapons

These include man portable heavy weapons such as tripod mounted machines guns of 7.62mm or larger calibres, mortars or 60 - 120mm calibre, and Recoilless Rifles (RCL) of 57mm/3.5" calibre or greater (US Bazookas etc, Soviet/Chinese SPG9 etc). Artillery pieces may be included if the scenario involves emplaced positions such as those found on firebases etc. Similar weapons mounted on vehicles or riverine vessels are dealt with in the appropriate section of the rules.

2.2.1 Attached Heavy Weapons

HMGs and Recoilless Rifles (RCL) are the most common crew served weapons. A single HMG or RCL may operate independently or may be attached to a particular platoon. A maximum of three such weapons may be attached to any one platoon. Unattached weapons may operate independently.

2.2.2 Mortars and Artillery

On table mortars of up to 60mm calibre may be moved and fired in the same way as HMGs and RCLs. Artillery pieces and mortars of greater calibre must be set up in an established firing position at the start of the game. They may not move from these positions although they may pivot as normal. 60mm Mortars may not fire in the same initiative in which they move.

Mortars and artillery may not be attached to any units below company level. These operate independently in conjunction with a Forward Observer (see section 7.0 which specifies which types of unit may function as a Forward Observer).

2.3 Command Groups

In Incoming! the term "Command Group" replaces the Crossfire term "Commanders". Command Groups represent the leaders and the personnel who control and co-ordinate the actions of the squads and heavy weapons which are directly subordinate to them in action. It includes the leaders themselves, supporting senior ncos, radio operators and runners etc. Commanders vary in their quality and therefore in their ability to assist subordinate squads. See Organisation charts.

Battalion Command Groups function like Company Command Groups, except that they may assist any squad in their battalion.

Command Groups will be rated according to their leadership and command and control abilities and will have either a "0", "+1" or "+2" modifier for Rallying and Close Combat purposes. The higher the rating the greater the effect the command group may have on the action. The rating is a combination of the experience, personality, training and abilities of both the leader and his command group staff. The "0" rating is included to allow for poorly trained, incompetent or disliked leaders and command group staffs.

Command group ratings are determined by one of the following methods:

- Determined as part of the scenario.
- Randomly prior to the start of play
- Allocated using the points system

The ratings for the US forces are designed to reflect the fact that early in the war many of the US units had well trained and motivated leaders, with well trained, experienced and motivated soldiers. Following a period of heavy attrition amongst the ranks of junior officers and senior nco's, the quality of the leadership declined and was never rebuilt. To this was added the problems of short service nco's with little more experience than the men they were leading, poorly trained and/or inexperienced officers, and a leadership philosophy which placed more emphasis on "management" rather than "leadership". Thus early war period units will have a high level of leadership ability, whereas later war units will not. The date of 1967 is chosen as an arbitrary date, following the period of the "big battles" which saw heavy US casualties.

Australian and New Zealand command group ratings reflect the high standards of training, long service nco's, professionalism and esprit de corps which applied to the ANZAC troops throughout their deployment.

NVA/VC Main Force command groups will typically display average leadership with the majority being rated as "1". This is to reflect their consistent motivation and indoctrination coupled with sound training and political indoctrination.

Randomly Determined Ratings

Dice (1D6) for each command group prior to the start of the game. The ratings for each Command Group will apply for the duration of the game.

Troop Type	Rating "0"	Rating "1"	Rating "2"
US Elite up to 1967 (eg 1st Cav, 101st Airborne, 173rd Airmobile, 11th ACR), USMC 1965-1967, ANZACs	1	2,3,4	5,6
NVA and VC Main Force, ROK, ARVN Elites (Rangers 1968+, Marines and Airborne), other US up to 1968, US Elite 1967+, USMC 1968+	1,2	3,4,5	6
Other US and ARVN	1,2,3	4,5	6
VC local forces ARVN militias	1,2,3,4	5	6
US Advisors to indigenous forces	1	2,3,4	5,6

Allocation using the points system

Troop Type	Rating "0"	Rating "1"	Rating "2"
US Elite up to 1967 (eg 1st Cav, 101st Airborne, 173rd Airmobile, 11th ACR), USMC 1965-1967, ANZACs	25%	50%	25%
NVA and VC Main Force, ROK, ARVN Elites (Rangers 1968+, Marines and Airborne), other US up to 1968, US Elite 1967+, USMC 1968+	30%	50%	20%
Other US and ARVN	50%	30%	20%
VC local forces ARVN militias	70%	20%	10%
US Advisors to indigenous forces	25%	50%	25%

The chart above shows the maximum permitted percentages for each type of command group rating. These percentages may not be exceeded.

2.3.1 Platoon Command Groups (PCGs)

All rules for PCs apply except where noted below. A PCG is required to coordinate the squad movements of all troop types as explained in Movement and Command and Control, section 4.0. The following rules apply to PCGs:

- A PCG may assist a subordinate squad or fire team in Close Combat as per the original crossfire.
- A PCG also counts as a fire team when engaged in Close Combat.
- A PCG is treated as an SMG group for direct fire purposes

2.3.2 Company Command Groups (CCG)

All rules for CCs apply. A CCG may not fire. It may defend itself as a fire team stand if attacked in close combat.

Political Cadre - NVA and VC Mainforce Only

These troops may have a Political Cadre at company level. The political cadre is a highly motivated and indoctrinated political officer, responsible for political education and morale and usually well known and respected by the troops. They may assist any squad within the company by adding +2 to Rally dice throws. They are represented by a single figure. They are destroyed if hit by fire (suppress or kill) or if contacted by an enemy squad in close combat.

2.3.3 Killed Commanders/Destroyed Command Groups

Destroyed Platoon Command Groups

If a PCG is destroyed then it may be replaced by the methods detailed in Crossfire, at the option of the owning player. In addition a PCG which has no surviving squads may be assigned to take over command of the platoon.

2.5 Troop Quality

There are three troop quality levels: Veterans, Regular and Green troops. These equate to the following historical troop types:

Veterans - Experienced and well motivated troops, such as NVA or US Air Cavalry Troopers, who can operate effectively on the battlefield. Some of the ethnic troops employed by the US Special Forces also fall into this category.

Regular - The bulk of trained soldiers. Most of the troops will fall into this category, including US draftees from the combat units (infantry, artillery and armour), SF Mike forces etc.

Green - Inexperienced or poorly trained troops (US rear area troops, village militia etc).

INITIATIVE & SQUAD ACTIONS

3.1 Actions

The following actions are added to those available for the Phasing player:

- Medevac - Used by a squad or medic stand to move casualties (The squad may not fire while carrying out a medevac but otherwise treats the action as normal movement).
- Air Support Request - used to request air support.
- Dust-Off Request – used by any command group to request a medevac helicopter.
- Search - used to locate hidden enemy bunkers, caches etc.

MOVEMENT / COMMAND & CONTROL

4.0 Movement and Command and Control

The following rules reflect national command and control flexibility by determining how Bases and attached heavy weapons may move.

US/ANZAC/ROK/NVA/VC Main Force: A Squad must have LOS to its PCG if it wishes to move. It may end the move out of LOS of its PCG but may not move again until LOS is re-established.

ARVN/SVN Militias/VC Local Forces: A Squad must have LOS to its PC if it wishes to move and must end its move within LOS of its PC.

4.0.1 Company Command Groups

Bases which do not have LOS to their Platoon Command Group may operate as normal if the command and control requirements can be met by having LOS to their Company Command Group.

4.0.2 Exceptions to the normal movement and command and control rules

The following units may operate independently from their Command Groups at all times; LOS to the command group is not required (in effect they are treated as the German units in the original rules).

- Free World Special Forces Teams: Some Special Forces units (LRRPS etc) operate in patrol or small fire team sized units. They are considered to be Veteran troops for movement purposes. See organisation charts for details.
- VC main Force/NVA Sappers and Recon Squads: These were recruited from amongst communist party members or soldiers who had excelled or shown exceptional qualities during their training. They were given specialist training and taught to believe that they were an elite with the VC/NVA. They were frequently used for important tasks on the battlefield.

4.3 Terrain Features

The following extra terrain features are added to the game:

- Paddy Fields
- Jungle

Tree Lines are treated as Bocage/Hedges/Walls

4.4 Terrain Feature Capacity/Protective Cover

Dry Paddy Fields (representing a dry paddy field with a raised dyke surrounding the field). Does not block LOS. Troops in base to base contact with the edge of the field receive protective cover from direct fire only (representing the use of the dyke as protective cover). Bases not in contact with the edge of the field are treated as if in the open. Passable to all vehicles.

Wet Paddy Fields (representing flooded fields with crops during the rice growing season). Treated as fields for fire and LOS. Wheeled vehicles are not permitted to enter Wet Paddy Fields. Tracked

vehicles may enter them but must test for bogging down each time they move or pivot. Vehicles risk bogging as follows:

Type of Vehicle	Score to Bog Down	Score to unbog	Permanently Mired on
M-113 series	2	4+	1
Amphibious tractor or similar	3	5+	2
Tank	4	6+	3

Another vehicle of similar size, or a specialist recovery vehicle may assist with the recovery if it is within one base width of the bogged vehicle at the start of the player's initiative. Assisted recovery may trigger reactive fire against the assisting vehicle. Assisted recovery will add a +1 modifier to the unbogging dice roll (+2 if a specialist recovery vehicle), however a basic dice score of 1 will always result in a permanently mired vehicle. A vehicle that is permanently mired may not be subsequently unbogged during the game.

Very Dense Jungle (particularly dense vegetation which affects movement and visibility)

Movement and visibility is restricted to one stand width per action. Direct fire is not permitted beyond this distance, although Recon by Fire is allowed. Supporting fire may be called down on speculative targets beyond the LOS.

Armoured Vehicles - Provision of shelter

Tracked armoured vehicles may provide cover for Bases sheltering behind them in the following circumstances:

- The sheltering troop stand must be in base to base contact with the armoured vehicle.
- The armoured vehicle must interdict the line of fire between the firing stand and the target stand.
- Tracked armoured vehicles only provide cover for Direct Fire weapons and not Indirect Fire.
- A maximum of two stands may shelter behind an armoured vehicle.

4.4.2 Hardpoints, Bunkers and other Structures - Camouflaged Field Defences

In built up/urban areas such as major towns etc the normal rules for bunkers etc apply. Trenches and bunkers found outside of these area however tended to be smaller and the following rules apply.

- Bunkers with overhead protection may only hold 1 fire team/HMG
- Mortars (any calibre) may NOT be fired from bunkers with overhead protection or from inside buildings. They may operate from a flat roof however.
- Due to problems with backblast Recoilless anti-tank weapons (RPGs, RCLs, LAW etc) may NOT be fired from bunkers with overhead protection or from inside buildings. Defenders wishing to fire RPGs etc must expose themselves to fire, and simply get the -1 dice cover benefit. Exposing themselves to fire may trigger a reactive fire.
- Trench systems may hold as many Bases/weapons as may fit in them. VC/NVA snipers may fire from spider holes which are treated as Bunkers for return fire.
- Bunkers may be attacked by anti-armour weapons such as LAW, RPG, Recoilless Rifles

and tank main guns. The normal method for anti-tank fire is used and if the bunker is destroyed the occupants are destroyed with it. If the occupants are destroyed then place a casualty marker next to the bunker.

SPOTTING

5.3 Hidden Placement

The following rule covering the use of VC/NVA camouflage is added to the hidden placement rules:

- Camouflaged VC/NVA trenches, bunkers and spider holes which are deployed in terrain areas such as woods, jungle etc are not automatically detected. To represent the effective use of camouflage the spotting player must throw 1D6 and refer to the following chart. Bases unable to identify the target may only use recon by fire against the terrain feature in which it is concealed

Target is:	Score to detect:
Within one base width (or two base widths if dog team attached)	Automatic
Outside one base width	6+
Outside one base width but occupants are firing	3+

- VC/NVA units may enter and leave, or move in, camouflaged trenches, bunkers and spider holes without being seen unless the observing unit is within one stand width of the moving unit or they have already been detected. If they have already been detected then any movement is treated as a Retreat Move This is to represent their better use of camouflage when compared to US/ARVN forces.
- Caches, spider holes and tunnel entrances may also be hidden, and will require a successful Search action to locate them. The searching player throws 1D6 for each searching fire team and consults the following table:

Searcher is:	Score to detect:
Green	6+
Regular	5+
Veteran	4+

- Only Bases and Dog Teams may attempt a search action. A search area is 3 base widths by 3 base widths and may be searched by a maximum of three Bases who must be part of the same squad. One Fire Team must be located at the centre of the search area, other participating Bases or controlling command groups must also be placed in the search area. All searching stands must remain stationary during the search action.
- A Platoon Command Group may add +1 to the dice throw for Green Bases if the PCG is within the search area. This bonus may only be applied to the two or three Bases that make up any one squad in the platoon, and may only be applied if the fire team has not taken any casualties. Regular and Veteran Bases are assumed to be well trained in searches and in no need of close supervision.
- A US dog team attached to the platoon and within 1 stand of a searching fire team will add +1 to the search dice throw.
- A search action may draw reactive fire.
- A failed search action does not lose the initiative but an area may only be searched once

during a player's initiative.

DIRECT FIRE

6.4 Fire Procedures - Firing Dice

For each of the firing modes one direct fire attack is adjudicated for each participating Fire Team or HMG.

Firing Unit Description	Fire Dice	Notes
US, ANZAC, ROK, ARVN Elite, NVA OR VC Main Force fire team	3	Counts as an SMG squad when in close combat or for Ambush fire
Other ARVN, VC local forces, Mike Forces etc	3	
Any HMG or M-60 M-70 armed squads	4	General Purpose Machine guns used in sustained fire roles or from US, ROK or ARVN weapons section
Platoon Command Group	2	Counts as an SMG squad when in close combat or for Ambush fire

6.5 Fire Effects/Results

In order to represent casualties and their effects on operations in Vietnam the Fire Effects/Results from the original Crossfire rules are replaced with the following rules:

Each shooting attack produces one of 4 possible results:

- Miss (target unaffected)
- Pinned
- Suppressed
- Killed

The Fire Effects are calculated in the same way as in the original Crossfire rules but "casualties" are inflicted when a stand is "killed". A "killed" stand is one where the number of casualties inflicted has rendered the stand useless for further combat.

A "killed" stand is removed from play but is replaced by one casualty marker. The casualty marker represents casualties and equipment which may have to be evacuated or recovered.

Heavy weapon stands which are killed are marked with an equipment/weapon marker in addition to a casualty marker. Captured equipment/weapon markers will add to a player's victory points.

Casualty Evacuation

Casualties may be removed directly from the battlefield or may be collected centrally for treatment or evacuation, in which case the markers are moved to the desired location. Casualties who are successfully evacuated will reduce the victory points for the enemy.

- A fire team or medic may only carry out one medevac action per initiative, to reflect the difficulties of moving casualties. The action may include a pivot either at the start or the end of the movement.
- One fire team, Command Group stand or medic stand may carry one casualty marker. Heavy weapon stands may not move casualties.
- One VC/NVA porter stand may carry 2 casualty markers.

Free world forces may use vehicles or helicopters to remove wounded. Dust Off helicopters may carry 3 casualty markers. A truck or APC may carry 6 casualty markers. A jeep or similar may carry 1 casualty marker. VC/NVA casualties will invariably have to be carried off by their comrades.

Free World Company Aid Posts (CAP). Two medic stands may combine to form a Company Aid Post. This is a voluntary action, which may be carried out during a player's initiative. It does not activate reactive fire. The medic stands must be within 1 base width of each other in order to form a Company Aid Post. The individual medic stands are replaced by a Company Aid Post stand. Once two medic stands have combined to form a Company Aid Post then they may not revert to their original status. Once a Company Aid Post has been established and casualties are present the aid post may not move until all of the casualties have been evacuated. The presence of a Company Aid Post increases the chances of removing casualties via Dust-Off helicopter.

Dust Off helicopters are requested during a player's initiative. Throw 1D6. The score indicates the number of initiatives delay before the Dust Off arrives. Reduce the score by -2 if a company aid post is present. A score of less than one indicates the Dust-Off arrives immediately.

Medic and CAP stands are automatically eliminated if contacted in close combat.

Please note that Free World forces can be severely hampered by even a few casualties, as the need to evacuate casualties will frequently be paramount.

6.7 Recon By Fire

Recon by Fire is conducted as normal except that AFVs and helicopters may also use RBF. An ACAV, tank or gunship helicopter equipped may throw 2 dice, all other Bases and helicopters throw 1 dice.

6.9 Snipers

Although all nations used snipers these rules are concerned with the use of VC/NVA snipers to attack or delay Free World troops, and with specially trained and equipped USMC snipers attached to Rifle Companies.

VC/NVA Snipers

- A failed sniper shot does not lose the initiative but snipers may fire reactive fire and may seize the initiative.
- A sniper may fire as many times as the player wishes, but only when permitted to do so.
- VC/NVA snipers fire as a normal fire team stand, pin results apply.
- Snipers remain on the playing table when they have fired but may not move from their allocated position unless they are being withdrawn.
- A sniper which is withdrawn is removed from play and may take no further part in the

game.

- Snipers can be killed using the normal Fire Effects/Results rules. A killed sniper is replaced by a casualty figure.
- A sniper engaged by the enemy in a close combat is automatically killed.
- Command Groups are treated as ordinary stands for sniper fire, however a sniper may always target a Command Group if it is within the sniper's LOS.

USMC Sniper Teams

- 1 USMC Sniper Team may be attached to a company. They may move as a normal stand.
- The sniper team fires as a normal Fire Team stand but "pin" results become "suppressed".
- A Sniper Team may only fire once per initiative, and must remain stationary during the initiative to do so.
- A failed sniper shot loses the initiative.
- A sniper teams engaged by the enemy in a close combat is automatically killed.
- Sniper Teams can be killed using the normal Fire Effects/Results rules. A killed sniper is replaced by a casualty figure
- Command Groups are treated as ordinary stands for sniper fire, however a sniper may always target a Command Group if it is within the sniper's LOS.

6.9.1 Detaching Snipers

VC/NVA units may detach a sniper in order to delay and harass the enemy while the unit disengages and withdraws. The loss of a sniper may be worth considering when compared to the loss of other casualties or units. The following rules apply:

- A VC/NVA Fire Team may detach a sniper when it has the initiative AND is in terrain that offers cover from fire. The Fire Team stand must then withdraw and exit from the table top, along with any casualties or equipment it may have been carrying. Withdrawing stands may carry out reactive fire but may not carry out direct fire or close assaults.
- A Fire Team may detach a maximum of one sniper.
- The sniper may not move but must remain where he is placed.
- Dead snipers will count towards the enemy victory points.

6.10 Ambush Fire

Ambush fire is conducted as per the original crossfire rules, with the addition of the following other circumstances under which the Ambush fire bonus is applicable:

An ambush attack may also be declared against an enemy stand which is passing within two stand widths of the firers ambush position as long as the target stand is either:

- Moving along a trail, track, road, stream or river.
- In the open and passing between two terrain features which are no more than 2 stand widths apart (ie the target is moving through a natural defile).

6.11 Recoilless Weapons, RPGs and LAWs

RPG and other similar weapons (B-40 rockets, etc) were used in both the anti-armour and anti-personnel roles by the VC and NVA. The RPG was apparently quite effective as a support weapon against infantry. To represent this the following rules are used:

An RPG stand (comprising 1 - 2 figures with an RPG launcher, a supply of RPG grenades and personal small arms) must be attached to an infantry squad or Combat Support Platoon as an integral support weapon for that unit. The RPG stand is treated as a part of that platoon or squad for movement purposes and must remain within 1 base width of at least stand from the unit at all times. It may fire in one of two ways:

- The stand may augment the fire of its parent squad or platoon by adding one fire dice to the total number of dice thrown.
- The stand may fire in the anti-armour role using the normal anti-tank fire rules.

An RPG or LAW stand may not fire at targets or augment the fire of a friendly stand if the target is *closer* than 1 stand width from the firing RPG or LAW or the unit is in close combat.

RPG/LAW stands are treated as crew served weapons if engaged in close combat and do NOT count towards numbers of stands engaged in close combat.

US troops did not appear to use the LAW/Bazooka as an anti-personnel weapon but used them to engage enemy bunkers and similar targets. The models are based in a similar manner to the VC/NVA RPG stand and fire as follows:

- The stand may augment the fire of its parent squad or platoon by adding one fire dice to the total number of dice thrown when engaging targets in bunkers or substantial brick or concrete buildings (eg during street fighting in Hue or Saigon). The bonus does not apply against light wooden or similar constructions.
- The stand may fire in the anti-armour role using the normal anti-tank fire rules.

US LAW teams are treated as VC/NVA RPG teams in all other circumstances

All heavier RCLs are crew served weapons and are based as such. These may engage personnel targets with anti-personnel munitions.

Due to the back-blast of recoilless weapons, any recoilless weapon stand is automatically placed on the tabletop when it fires. They cannot remain hidden once they have fired. In addition, and friendly stand within

They may NOT be fired from inside bunkers or buildings.

6.12 Flame Weapons

The following flame weapons may be used. They may only fire in the Direct Fire role, Reactive Fire is not permitted to flame weapons.

Weapon System:	Fire Missions:
M-67 Flamethrower Tank (USMC only)	4 Fire Missions
M132 "Zippo" (M113 variant – US Army only)	4 Fire Missions

Man-Pack Flame Throwers	3 Fire Missions
Brown Water Navy Monitor – “Zippo” variant	5 Fire Missions

Flame weapons may only be used against the following targets:

- A single vegetation terrain item which contains, or is suspected of containing enemy troops or positions.
- Identified enemy field defences (bunkers, trenches etc).
- A building terrain item

Vehicle mounted flamethrowers have a range of 1 “hand width”, manpack flamethrowers have a range of 1 base width.

Each flamethrower throws 1D6 when firing. A score of 3 or more indicates that the fire is effective. Effective fire results in:

- Destruction of the occupants of any field defences. Models are removed from play
- Vegetation or building terrain items are set on fire and will burn for the remainder of the game. Occupants of these terrain items are immediately placed outside the terrain (but in base to base contact with it). Bases may not enter burning terrain.



[Go to Section 2](#)

PLEASE NOTE: these rules variants are presented for use with *CROSSFIRE* and *HIT THE DIRT* both of which are Copyright of Arty Conliffe

[Section 2](#)

- ✦ [Indirect Fire](#) - 7.0 Indirect Fire; Forward Observers (FOs); Indirect Fire Weapons; Indirect Fire and Air Strikes Close to Built Up Areas; 7.1.3 Air Support Requests; Cancelling Air Strikes; 7.2 Smoke; 7.3 Anti-Aircraft Fire; 7.3.1 Firing at aircraft carrying out an airstrike; 7.4 Friendly Fire
- ✦ [Close Combat](#) - 8.0 Close Combat
- ✦ [Rallying](#) - Troops in bunkers
- ✦ [Engineers](#) - 10.0 Engineers & Obstacles; 10.1 Minefields; 10.4 Booby Traps
- ✦ [Vehicles](#) - 11.0 Vehicles, Guns and Anti-tank fire; 11.1 Vehicular actions; 11.1.1 Vehicle Group Moves; 11.1.2 Vehicle Group Fire and Firing on the Move; 11.1.3 Helicopters; Helicopter Initiative and Actions; Anti-Helicopter Fire; Firing at Moving helicopters; Firing at Stationary helicopters; Helicopter Data; 11.2.1 Anti-Vehicular Fire; Burning Vehicles; Effects of anti-tank fire on AFV Crews and Passengers; Tank Crews; APC Crews and Passengers; Small Arms Fire against Exposed Crew and Passengers; 11.6 Soft Skinned Vehicles (SSV) and Transport; Vehicle and Heavy Weapon Data

- ⤴ [Victory Conditions](#) - Objectives; Victory Points
- ⤴ [Unit Purchase Points System](#) - Infantry; Command Groups; Heavy Weapons and Support; Miscellaneous Items; Fortifications and Tunnels
- ⤴ [Miscellaneous & Period Rules](#) - Downed Aircrew; Fixed Wing Aircraft; Helicopters; US Dog Handler Teams; Optional Rules - Ammunition Supplies; Beehive and Flechette Munitions; Fighting during the Hours of Darkness (HoD); Civilians
- ⤴ [Tunnel Warfare](#) - Movement and Visibility Underground; Troops Eligible to Operate Underground; Tunnel Rats; Underground Combat; Engineers; Mapping Tunnel Systems

7.0 Indirect Fire

The following weapons only may use indirect fire:

- ⤴ Off table artillery/rockets
- ⤴ Off table mortars and artillery
- ⤴ On table mortars (Except 81mm Naval mortar mounted on Riverine vessels. This may only fire in the direct fire mode)

For off table weapons the target must be observed by an on-table observer.

Free World Forces indirect fire weapons may not fire during any player initiative when friendly aircraft are also conducting air strikes. This is due to the risk of the path of the shells interdicting the flight path of the aircraft. It does NOT apply when resupply or Dust-Off helicopters are operating on the table as the artillery can be controlled to allow for the helicopters.

Forward Observers (FOs)

Forward Observers (FOs) must be one of the following types:

- ⤴ US/Australian/New Zealand: A Specialist FO or any command group (platoon or company), Special Forces/LRRP stand or AFV.
- ⤴ ARVN/Korean: Specialist FO or any command group (platoon or company).
- ⤴ VC Local Forces: None. Any support weapons may only fire over open sights at targets visible to the firing weapon.
- ⤴ VC Main Force: Specialist FO. Support weapons may also fire over open sights at targets visible to the firing weapon.
- ⤴ NVA Regular: Specialist FO. Support weapons may also fire over open sights at targets visible to the firing weapon.

Note that indigenous troops led by US Special Forces may NOT act as FOs or call for artillery or air support. This must be done by the Special Forces command stands.

If a non-FO stand is controlling fire all the usual restrictions placed on a normal FO stand apply (ie it must be stationary and not suppressed).

Indirect Fire Weapons

Weapon	Dice	Kill Potential
Mortars up to 60mm calibre	3	None
Mortars up to 82mm calibre	4	1 Base
Mortars up to 120mm calibre	5	2 Bases
On table Artillery	5	3 Bases
Off Table Artillery/Heavy mortars	6	3 Bases

Indirect Fire and Air Strikes close to built up areas

Restrictions on the Rules of Engagement in Vietnam frequently prevented the use of area weapons, such as artillery and air strikes, within 1,000 – 1,500 metres of villages and built up areas in order to minimise civilian casualties. The following rules apply:

- ⤴ Free Fire Zone status for the playing area must be confirmed either within the scenario instructions or prior to the start of play. There are no restrictions on Indirect Fire or air strikes in a Free Fire Zone.
- ⤴ If the playing area is not a Free Fire Zone and includes at least 5 model buildings placed adjacent to each other (representing a village, hamlet or larger built up area) then permission must be obtained before Indirect Fire or Air Strikes may be employed within the playing area by the Free World Player.
- ⤴ Free World FO's and FAC's must dice, throwing 1D6, when they make the request for fire support or air strikes. A score of 5 or 6 will authorise artillery and helicopter gunship support, while a score of 6 is required to authorise the use of fixed wing air strikes.
- ⤴ An FO or FAC may make one request per initiative.
- ⤴ Once permission has been given during a game then no further requests need to be made as it is assumed that the permission will last for the duration of the game.

7.1.3 Air Support Requests

Air support may be requested by Free World players during the course of a game. The type of air support provided will be random unless specified by the scenario. The rules below cover the use of air support requested during a game and which is beyond the players capacity to influence. Helicopters allocated to players as part of a scenario will use the helicopter rules in section 11.1.3 (Helicopters).

Requests for air support must be made by a command group or a Special Forces/LRRP stand, using an Air Support Request action. Requesting air support does not lose the initiative, even if the request fails.

When making a request throw one dice. The result is the number of initiatives delay until the air support is requested. The score is reduced by 2 if a FAC is included in the scenario, while it is increased by 2 if at night or in bad weather. A score of 6 indicates that no aircraft are available for the next hour of game time.

The requesting player should also make a note of the target. This should be written down but not told to the opposing player.

No more than one airstrike mission is allowed on the table top at any one time. Further strikes may not be requested until the current mission is finished.

If the request is successful dice for the type of support at the start of the initiative when the air strike arrives.

Score:	Type of Support:			
2 - 4	Fixed wing fighter - bombs / cannon			
5 - 7	Fixed wing fighter - bombs /napalm / cannon			
8 - 11	Helicopter Gunship			
12	Gunship (Puff, Spooky etc)			
Strike Type:	Number of Attacks	Dice	Kill Potential:	
Fixed Wing Fighter - bombs/cannon*	2	5	1 Base	
Fixed Wing Fighter - bombs/napalm/cannon*	2	6	1 Base(3 Bases if in open)	
Helicopter Gunship (Huey/Cobra)	3	5	2 Bases	

Puff/Spooky 4 6 2 Bases

* Fixed Wing Fighters armed with bombs ignore the -1 pip modifier when engaging targets in bunkers/trenches due to the penetrative effects of the bombs.

Air attacks are expended in the same way as support fire attacks.

Air attacks are conducted as follows:

- ⤴ Once an airstrike arrives on table, then the attacks MUST be used in successive initiatives. One attack is made per initiative.
- ⤴ Aircraft must make their attacks in a straight line across the table in any direction chosen by the attacking player.
- ⤴ Place a model aircraft or marker over the intended target and calculate the results of any defensive AA fire.
- ⤴ Providing the defensive AA fire does not abort the attack then calculate results of the attack.

Cancelling Air Strikes

A player may cancel an air strike at any time prior to the initiative in which it arrives providing that he does so when he has the initiative. If the strike is not cancelled then it will go ahead, regardless of who is in the target area. If friendly troops are in the area then there is a fifty-fifty chance that they will be the target. Troops in open will be targeted before troops in cover.

7.2 Smoke

Smoke appears to have been little used in Vietnam, other than for marking positions for friendly units (US Marine doctrine however seems to have called for smoke to cover movement across open ground – USMC units may use smoke as per the original Crossfire rules). Air-dropped napalm however did generate considerable smoke which may affect visibility and movement. Smoke and burning areas resulting from air dropped napalm is represented as follows:

- ⤴ Calculate the effects of the attack as normal and then place one smoke marker on the point of aim.
- ⤴ Throw 1D6. Place a number of additional smoke markers equal to the number shown on the dice on the table adjacent to the original marker, following the line of flight of the aircraft.
- ⤴ Add 1 extra smoke markers on each subsequent attack.
- ⤴ Once the attack is completed remove one smoke marker on each subsequent player initiative.
- ⤴ Troops may not move through burning areas (ie they may not cross the smoke markers).

Usual rules for obstructing LOS apply.

7.3.1 Firing at aircraft carrying out an airstrike

Any rifle stands, HMGs or AAA weapons with a line of sight to an attacking aircraft may fire at the aircraft providing that they comply with the following rules:

- ⤴ The firing stand is not suppressed.
- ⤴ Infantry stands may only fire if the target aircraft is in the open or within the same terrain feature as its target.
- ⤴ HMG/AAA stands may fire if the target is in the open or no more than two LOS blocking terrain features away AND is within the weapon's arc of fire.

The firing unit throws dice as follows:

Firing Unit	No of Dice against helicopters	No of Dice against fixed wing	Score to Hit
-------------	--------------------------------	-------------------------------	--------------

Rifle Squad	2	1	6
HMG	3	2	6
Larger AAA (prepared positions only)	4	3	6

If the number of hits exceeds 6 then the target aircraft is shot down and the entire air strike mission is lost to the attacking player. The aircraft is deemed to have crashed off-table however there is a chance that the aircrew will have ejected and may land on table. The initiative then passes to the defending player.

If the number of hits is less than 6 the attacking player throws a D6.

- ⤴ If the attacker's score is less than the number of hits inflicted then the entire air strike mission is aborted due to heavy ground fire and is lost to the attacking player. The initiative passes to the defending player.
- ⤴ If his score is equal to the number of hits then only that attack is aborted and is lost to the attacking player. The initiative passes to the defending player.
- ⤴ If his score is greater than the number of hits then the attack continues as normal.

7.4 Friendly Fire

Any fire which is directed at an enemy stand which is close to a friendly unit may cause friendly casualties. The distances at which there is a risk from friendly fire are:

- ⤴ One base width of a friendly stand for small arms or HMG fire.
- ⤴ Two base widths of a friendly stand for other direct fire heavy weapons.
- ⤴ Three base widths of a friendly stand for indirect fire or air strikes.

Test for friendly fire casualties as follows:

- ⤴ Calculate the fire on the target as normal then throw 1D6. A score of 4, 5 or 6 indicates that one friendly stand within the appropriate base width of the target stand must also be fired on, although only one attack is made (no group fire etc).
- ⤴ Calculate the effects of the fire on the friendly units.

This rule will allow VC/NVA players to simulate the tactic of "hugging" the enemy's perimeter to minimise the threat of attack from air and support weapons.

8.0 Close Combat

Close combats are carried out as per the original Crossfire rules the following modifiers are used:

- ⤴ Crew served weapon -2*
- ⤴ Green Bases -1
- ⤴ Surprise/Ambush: -1 to moving unit(s), -2 if ambusher is dug in VC/NVA
- ⤴ Defender has at least one suppressed squad in the combat: +2 for attacker
- ⤴ Any stand which is out of ammunition -1
- ⤴ All Bases in combat are veteran +1
- ⤴ Bases in bunkers +1
- ⤴ Each fire team larger +1 per additional fire team
- ⤴ PCG or CG in combat or within one stand of subordinate squads +1/+2 (maximum of one command group per combat)
- ⤴ Tank +3**
- ⤴ M113 ACAV +2
- ⤴ M113 +1**

*see Crossfire rules for crew served weapons

** All vehicles are reduced to "1" if in woods, jungle, fields or rough ground.

9.0 Rallying

Bases in bunkers receive a +1 bonus to their dice score when Rallying.

10.0 Engineers & Obstacles

All normal rules for mines are used with the addition of the following rules.

10.1 Minefields

Minefields may only be used to surround permanent fortified positions (ie permanent fire support bases). Such a position may be surrounded by a minefield one stand width in depth. Entrances/exits must be clearly marked.

10.4 Booby Traps

A booby trapped area is represented by an area one base width square and is hidden secretly during the game set up by the defender (ie the VC/NVA player). A booby-trapped area is treated as a minefield except that:

- ⤴ The booby trap must be clearly identified as anti-personnel or anti-vehicle prior to starting the game. Only those indicated as anti-vehicle will be effective against vehicles.
- ⤴ If the booby trap attack fails then the unit in the area is assumed to have detected and avoided or marked the trap. the booby trap is then removed from play
- ⤴ When attacking vehicles a score of 4+ will destroy a soft skinned vehicle, a score of 5 or 6 will destroy a light AFV (M113 etc), or a score of 6 will destroy a tank.

Any VC or NVA player who is playing a defensive scenario may deploy 1D6 booby traps prior to starting the game. The locations of the booby traps must be clearly marked on a map.

11.1 Vehicular actions

An armoured vehicle will have one action per initiative, however once it has carried out this action the controlling player may attempt another action with the same armoured vehicle. To continue with another action the player throws 1D6. A score of 4 or more allows the vehicle to carry out another action. The controlling player may continue to throw for further actions until:

- ⤴ He fails to score a 4 or more
- ⤴ He loses the initiative by failing to suppress the enemy with fire
- ⤴ The armoured vehicle is destroyed by enemy reactive fire

In each of the cases above the initiative then passes to the enemy.

11.1.1 Vehicle Group Moves

The following rules have been devised to allow for vehicle group movement and firing, and for firing on the move.

- ⤴ US/ARVN and Australian Vehicles: These may make group moves in the same way as their infantry counterparts, providing that they comply with the LOS rules etc. If the command vehicle for the units is destroyed the next senior vehicle will take over command but without any of the bonuses.
- ⤴ NVA Armour: NVA armour was limited in its capabilities by poor communications, inexperience and "Soviet" style training which was more suited to central Europe. NVA armoured units may make group moves in the same way as the infantry counterparts but they must start and end the move within LOS of their command vehicle. In addition, the vehicles wishing to group move must be within 1 base width of at least one other vehicle in the group.

- ⤴ Vehicles which make a group move may not attempt further actions (as detailed in section 11.1), as the co-ordination of the group move takes time and prevents individual action being taken.

11.1.2 Vehicle Group Fire and Firing on the Move

US, ARVN and Australian armoured vehicles may form Firegroups and Crossfires as detailed in the original Crossfire rules. This represents the high level of command and control available in the form of radios etc. NVA armour may also form Firegroups and Crossfires providing that the vehicles are within one base width of each other.

Many of the armoured vehicles (and modified trucks etc) used were designed to lay down large amounts of suppressive small arms fire with the aim of either killing the enemy or at least keeping his head down. To simulate this any vehicle equipped with machine guns or cannon, or which has a Fire Team stand being carried as passengers, may put down suppressive fire whilst moving. However, accurate small arms fire from moving vehicles is extremely difficult, if not almost impossible, to achieve so the following rules are used.

- ⤴ The direction of the movement and the intended target are announced before any movement or firing is carried out. The target must be visible to the firing vehicle at the start of its movement.
- ⤴ Vehicles firing on the move are treated as if firing Recon By Fire, but must have an identified target (otherwise the fire is considered to be RBF).
- ⤴ Only scores of 6 will count, representing the chance of a lucky hit or rounds striking close to the target.
- ⤴ A single hit will Pin the target group.
- ⤴ Two hits will Suppress the target group.
- ⤴ Moving/Firing vehicles may be attacked by reactive fire as per the Reactive Fire rules.

A failure to suppress the target in the usual way will lose the initiative on completion of the movement.

APC passenger capacity

An M113 APC may carry a maximum of two fire team stands.

11.1.3 Helicopters

On table Helicopters allocated to players as part of the scenario may be used as follows depending on their type and role.

Helicopter Initiative and Actions

Helicopters are treated differently from normal vehicles due to their flight capabilities. Helicopters may move, pivot and fire exactly as if they were an infantry squad with the following exceptions:

- ⤴ Landing: A helicopter which lands may not do anything else during that initiative. This activity also includes unloading Bases or supplies.
- ⤴ Take off: A helicopter that takes off may not do anything else during that initiative.

A helicopter may also enter or leave the playing area, but it may not do both in the same initiative.

Bases dismounting from a helicopter may make one action only - this must be a move action. Boarding a helicopter takes one action, as does loading casualties or unloading supplies.

Anti-Helicopter Fire

Direct or Reactive fire may be used to engage helicopters providing that:

- ⤴ The firing stand is not suppressed.
- ⤴ Infantry stands may only fire on moving helicopters they have LOS and the target aircraft is in the open or within the same terrain feature as its target.
- ⤴ HMG/AAA stands may fire on moving helicopters if the target is in the open or no more than two LOS blocking terrain features away AND is within the weapon's arc of fire.
- ⤴ RPGs/RCLs may engage helicopters within the LOS if the helicopter is either stationary on the ground, landing or taking off.

Firing at Moving helicopters

- ⤴ Small Arms Fire: Roll two D6, a score of 12 (double 6) indicates that the helicopter is shot down.
- ⤴ HMG/AAA/RPG/RCL Fire: Roll two D6, a score of 10+ (any combination of 5's and 6's) indicates that the helicopter is shot down.

Firing at Stationary helicopters

Helicopters which are stationary on the ground are treated as unarmoured targets and may be fired on as normal, with the following results:

- ⤴ Pinned results are ignored.
- ⤴ Suppressed results mean that the helicopter is taking hits and takes off immediately to clear the area. The helicopter is removed from play and the firing player retains the initiative. The helicopter may re-enter play on the owning player's next initiative.
- ⤴ Killed results mean that the helicopter is destroyed in its current location. Passengers and crew stands are deemed to be Pinned Down and are placed on the table top adjacent to the destroyed helicopter.

Helicopter Data

Helicopter Type	Passengers /Load	Weapons	Notes
General Utility Helicopter (eg UH-1Huey)	2 Fire Team/Command Stands	Doorgunners fire each side as a fire team when landing and taking off	----
Large Transport helicopter (eg CH-47 Chinook or CH-53)	6 Bases Command Stands	Doorgunners fire each side as a fire team when landing and taking off	May also carry one field gun, crew and ammunition.
UH-1 Huey Gunship	None	Forward firing weapons (Rockets, miniguns and grenade launchers): 5D6 Doorgunners fire each side as a fire team	Forward firing arc is as per heavy weapons.
AH-1 Cobra Gunship	None	Forward firing weapons only (Rockets, miniguns and grenade launchers): 5D6	Forward firing arc is as per heavy weapons.
LOH-6 Loach	None	Forward firing minigun: 4D6 Doorgunner fires as a fire team on RHS only	Forward firing arc is as per heavy weapons.

Note that an FO, medic, Dog team or similar stand takes half the space of a fire team or command stand when calculating passenger loads. A heavy weapon stand is the equivalent of two fire team or command stands.

11.2.1 Anti- Vehicle Fire

If a vehicle is destroyed there is a risk it will burn. Throw 1D6:

Type of Vehicle	Burns on score of
Truck or SSV	4+
M113 or LVTP series	5+
Other	6

Burning vehicles will produce a 1 stand smoke screen in a randomly determined direction, the smoke stand being placed adjacent to the vehicle itself. The usual effects of smoke on LOS apply.

Effects of Anti-Tank fire on AFV crews and passengers

Under the original Crossfire rules APC passengers received kills equal to the EFF of the gun while the poor old tank crews are not even considered. This does not realistically reflect the use of such armoured vehicles in Vietnam nor the effects of enemy fire on AFVs. In many instances the nature of a firefight could change as the Free World Forces struggled to recover damaged vehicles and injured crews. The following rules are therefore used to replace the original Crossfire rules:

Tank Crews

Tanks are specifically designed to withstand enemy fire, however even if the armour is not penetrated the crews are still vulnerable to secondary effects of a hit such as spalling. During the fighting for Hue in 1968 several USMC M-48 tanks were hit repeatedly by RPG/RCL fire, with many casualties amongst the crews although the tanks themselves were still capable of fighting.

- ⤴ Any tank, which is penetrated by anti-tank fire or mines, is considered to have been either destroyed to have suffered casualties amongst the crew. The controlling player must dice (1D6). On a score of 4, 5 or 6 the tank is destroyed and may no longer function. A casualty marker is placed next to the vehicle to indicate casualties. On any other result the crew is deemed to have suffered casualties and are unable to continue in action. The crew are considered Suppressed but remain inside the vehicle until they have rallied. The vehicle is marked with a casualty marker and, once the crew have rallied, it may move but not fire. Obviously it is then up to the controlling player to recover his vehicle before it is destroyed.
- ⤴ Crew casualties may not be replaced within the time limits of a normal game unless this has been specified in the scenario.

APC Crews and Passengers

APCS, being more lightly armoured than a tank and the occupants more vulnerable to the effects of anti-tank fire, stand a greater chance of suffering casualties if hit.

- ⤴ If their vehicle is destroyed, passengers and crew in APCs or halftracks (or riding on other armoured vehicles) receive a number of attacks equal to the EFF of the firing weapon (LAW and RPG are deemed to have 1 attack). Throw 1D6 for each attack, a score of 5 or 6 indicates that one passenger or crew bases, chosen randomly, is killed (and replaced with a casualty marker). For example, an LVTP APC carrying 5 bases stands is knocked out by a 57mm RCL. The RCL has an EFF of 1. The attacker throws 1D6 and scores a 5. One of the passenger stands is therefore killed and removed from play, being replaced by a casualty marker.
- ⤴ Once the attack is resolved any casualty markers and surviving passenger stands are deemed to be Suppressed and are placed outside the destroyed vehicle. They must be in

base-to-base contact with the vehicle but may be placed so as to obtain maximum cover from fire.

Small arms fire against exposed crew and passengers

This section covers all personnel who need to stand up and physically expose themselves to enemy fire in order to fire their own weapons. Bases firing from moving vehicles, and APC crews firing externally mounted machine guns, may be engaged by small arms as normal, being counted as if in cover. The effects of the fire are:

- ⤴ Pinned: No effect
- ⤴ Suppressed: The target stand may no longer fire as it is assumed that the enemy fire has forced the target under cover and the vehicle is now closed down. The passengers and crew may no longer fire until they rally, although the vehicle may still move normally.
- ⤴ Killed: If the target is a fire team then it is killed and removed from play as normal. If the target is a vehicle crew (an ACAV crew for example), then the crew has suffered too many casualties to continue in action. The vehicle receives a casualty marker. The vehicle may no longer fire although it may continue to move normally.

Note that it will usually be advisable for vehicles with suppressed or killed crews to withdraw! This is left to the player's discretion, rather than allowing the vehicle to be removed from play, as it may well change the course of a game as the Free World player endeavours to recover a damaged or suppressed vehicle before the VC or NVA finish it off.

11.6 Soft Skinned Vehicles (SSV) and Transport

SSVs and transport models may be used with the following rules:

- ⤴ All SSVs ignore Pinned Results when fired at, but are destroyed by a Suppressed or Killed result.
- ⤴ Unless stated elsewhere any transport model may carry up to 6 Bases/Command Groups or 4 heavy infantry weapons (mortars, HMGs, man-portable anti-tank weapons etc), or may tow 1 heavier weapon (carrying the crew and FOO).
- ⤴ Jeeps may carry a single command group (usually a company commander and his staff), or may be equipped with a HMG or RCL and crew.
- ⤴ Platoon commanders are assumed to travel with their platoons and count as a Bases for transportation purposes.

The vulnerability of passengers to enemy fire is covered in [Anti-Vehicle Fire 11.2.1](#)

Vehicle and Heavy Weapon Data

Vehicle/Weapon	Arm	Acc	Pen	HE/EFF	HD	Notes
Jeep	-	-	-	-	-	May carry 1 Fire Team/Command stands or 1 HMG
Truck	-	-	-	-	-	May carry 6 Fire Team/Command stands
M-41 Tank	4/2	+1	+1	4/2	Yes	May carry two Fire Team/Command stands
M-48 Tank	6/3	+2	+2	5/2	Yes	May carry two Fire Team/Command stands
M-551 Sheridan	4/2	0	0	5/3	Yes	May carry one Fire Team/Command stands
M-113	2/1	-	-	1 x HMG	No	May carry two Fire Team/Command stands

M-113 ACAV	2/1	-	-	2 x HMG	No	No passengers allowed
M-113 Vulcan	2/1	0	0	4/3	No	No passengers allowed
LVTP Series	2/1	-	-	Fires as a fire team	No	-
LVTP Series with 105mm howitzer	2/1	0	0	5/3	No	-
M-42 Duster	4/2	0	-1	5/3	Yes	-
Ontos	2/1	+1	+2	4/2	No	-
Centurion Tank	6/3	+2	+2	5/2	Yes	May carry two Fire Team/Command stands
T-55 Tank	6/3	+1	+2	5/2	No	May carry two Fire Team/Command stands
T-34 Tank	5/3	+1	+1	4/2	No	May carry two Fire Team/Command stands
PT-76 Light tank	3/2	0	0	4/2	No	May carry two Fire Team/Command stands
RPG series, LAW, 3.5" RCL (Bazooka)	-	-	+1	-	Yes	-
57mm RCL	-	0	+1	3/1	Yes	-
90mm+ RCL	-	+1	+2	4/2	Yes	-
105mm Gun (On Table)	-	0	0	5/3	Yes	-
155mm Gun (On Table)	-	0	0	6/3	Yes	-
Bunker	5/4	-	-	-	-	-

Victory Conditions & Objectives

One side must be nominated as the attacker. The attacking player should be set an objective which will determine what he does on the tabletop. The objective can be a location or a task but it should be clear and unambiguous so that it will be obvious when the objective has been achieved. The game will cease when the player achieves his objective, either by occupying the location for four friendly initiatives, or by completing his task. For example:

- ^ Search the village at Grid Reference 123456
- ^ Recapture the bridge at Grid 123456

More complex or multiple objectives may be set depending on the scenario.

In an encounter battle each side may be set an objective as above, and the game will cease when the first side achieves their objective.

At any time a player may announce that he is voluntarily withdrawing and the opposing player will automatically achieve his objective.

Once the game is over use the victory points system below to determine which side feels that it came off best!

The following points system is used to determine who is perceived as having won the tabletop engagement. It is based on the premise that Free World players will be under pressure to produce a bodycount, while the Communist forces will be attempting to inflict as much damage on their enemies as possible while concealing their own casualties.

Free Fire Zones: These are areas in which the Free World Player can use artillery and other fire with no restrictions. Civilian casualties are ignored in a Free Fire Zone. Free Fire Zones must be declared prior to the start of play.

VC/NVA player	Victory Points
Each Objective achieved	+10
Each enemy casualty marker left on the battlefield (ie not removed from the table)	+1
Each heavy weapon captured/destroyed	+5
Each enemy AFV destroyed	+10
Each other enemy vehicle destroyed	+3
Each aircraft, helicopter or Brown Water Navy vessel destroyed	+25
Each downed aircrew stand captured	+10
Each air strike aborted, helicopter or Brown Water Navy vessel damaged	+10
Free World Player	Victory Points
Each Objective achieved	+10
Each enemy casualty marker left on the battlefield (ie not removed from the table)	+2
Each enemy weapon/equipment marker captured	+5
Each enemy bunker destroyed	+1
Each civilian casualty marker removed from table	-1
Each civilian casualty marker not removed from table	+3

Note that a Free World player could achieve his objective but, due to heavy equipment and personnel losses, could actually lose the game. In effect his troops would be suffering from a "Was it worth it?" attitude.

Points System

This is used to allow players to purchase their units up to an agreed limit. It is only recommended for non-scenario games where the players agree on the points used.

Basic Infantry

Unit Type	Points Cost
Green Squad	3
Regular Squad	4
Veteran Squad	5
Sniper	3
Extra for VC or NVA Recon or Sapper Fire Team	+2
Extra for ARVN or US Tunnel Rat Team (max 2 teams)	+2 (must be Regular or Veteran)

Command Groups

Unit Type	Points Cost
-----------	-------------

Unrated Command Group	1
Platoon Command Group (+1)	2
Platoon Command Group (+2)	4
Company Command Group (+1)	4
Company Command Group (+2)	6
Extra for Veteran Commanders	+2
VC/NVA Political Cadre	5

Heavy Weapons and Support

These troops are rated as their parent formation

Unit Type	Points Cost
Heavy Machine Gun	6
B-40, RPG-7, LAW, 57mm/3.5" RCL stand	2 (rated as parent squad)
Heavier RCL	6
60mm mortar (on table)	4 (12 FM)
81/82mm mortar (on table)	6 (12 FM)
4.2"/120mm mortar (on table)	7 (10 FM)
105mm Gun (on table)	10 (6 FM)
Forward Observer - on table heavy weapons	3 (5 FM)
Communist Forward Observer- Off Table mortars	5 (12 FM)
Free World Forward Observer (Off-table arty/hvy mortars)	25 (no limit to FMs)
US Dog Handler team	3
Medic	2
Company Aid Post	4

Vehicles

Unit Type	Points Cost
Tank/M-113 ACAV	15
M113 or other APC	8
Truck	5
Jeep	3
Jeep with RCL	6

Fortifications and Tunnels

Unit Type	Points Cost
Bunker with o/head protection	4
Trench for 1 fire team	2
Booby Trap	2
Tunnel section	2
Tunnel Entrance/Spider Hole	2
Tunnel Barracks (2 stands)	2

Tunnel Barracks (4 stands)	4
Tunnel Barracks (6 stands)	6
Tunnel Barracks (8 stands)	8
Mine section	4
Barbed wire or punji section	2

Miscellaneous Items

Unit Type	Points Cost
Declare an area as a Free Fire Zone (Free World Player Only)	25
VC/NVA Porters	2

Example: US Infantry Platoon

Platoon HQ Command Group (+1) = 2 points

1 x Medic = 2 points

3 x Vet Rifle Squads = 15 points

1 x HMG = 6 points

1 x 90mm RCL = 6 points

^ Total for Platoon = 30 points

Downed Aircrew

Rescuing downed aircrew was a regular feature of the Vietnam War and operations could easily be diverted when a friendly aircraft went down. Attempts were also made to recover the bodies of dead aircrew. In the event of an aircraft or moving helicopter being shot down the owning player must test for the aircrew. Throw 1D6.

^ Fixed Wing Aircraft:

^ A score of 4, 5 or 6 indicates that the aircrew have ejected safely over the table top. Hold a paper marker over the centre of the table, and at least 1 metre above the table top. Release the marker and the point where it lands is the location of the ejected aircrew. Replace the marker with an aircrew stand. If the marker falls outside the playing area then the aircrew are deemed to have been lost.

^ Helicopters:

^ A score of 1 or 2 indicates that the helicopter has crashed with sufficient violence as to kill all those on board. Place a casualty marker next to the shot down helicopter to represent the crew, plus an additional marker for each passenger stand.

^ A score of 3, 4 or 5 indicates that at least some of the crew and passengers may have survived the crash. Dice again for the crew and each passenger stand. Any scoring 4 or more have survived and the stands are placed on the table top adjacent to the shot down helicopter. Those scoring 3 or less are replaced with a casualty marker.

^ A score of 6 indicates that the helicopter has made a controlled landing (through good luck and flying skill!) and that all of the crew and passengers have survived. The stands are placed on the table top adjacent to the shot down helicopter.

The following rules apply to Downed Aircrew.

^ One Downed helicopter crew stand may carry one casualty marker

- ⤴ Downed Aircrew may fire only when close assaulted. Fixed wing pilots use one fire dice and helicopter crews use 2 dice. Usual firing results apply.
- ⤴ Downed Aircrew stands will be automatically captured if their stand is contacted in close combat by an enemy stand. Captured aircrew are attached to the capturing stand and are subsequently moved by the capturing player as part of the capturing unit.
- ⤴ Downed aircrew are automatically rescued if a friendly stand (any type) is within one stand width of the aircrew stand. Once rescued the aircrew stands are attached to the rescuing unit and are subsequently moved by the rescuing player as part of the rescuing unit.

US Dog Handler Teams

This represents the use of dogs to locate enemy troops and caches.

- ⤴ A Dog team consists of a dog and handler mounted on a base 1" wide by 1.5" deep
- ⤴ They must be attached to either an infantry Fire Team or Platoon/Company Command Group and remain within 1 base width of that stand.
- ⤴ They may be detached and re-attached during the course of the game by successfully carrying out a Rally action, moving to the new unit and announcing that they are being attached to the recipient unit.
- ⤴ Dog teams may not fire and do not assist in close combat.

A dog team adds +1 to any dice throws to detect the enemy or their equipment and doubles the distance at which enemy Bases are located in jungle and similar dense terrain (ie detection range increases from 1 stand width to 2 stand widths).

Optional Rules - Ammunition Supplies

The Vietnam war was remarkable for the prodigious amounts of ammunition expended by the Free World forces. The following rules are designed to reflect these high rates of fire and the problems associated with resupply. To resupply from an ammunition marker takes one initiative during which the unit must remain stationary.

A fire team or heavy weapon is resupplied by moving to within one base width of the ammunition marker (or a porter stand moving to within one base width of the stand to be resupplied) and remaining there for one friendly initiative, after which it is considered resupplied.

- ⤴ Free World Off Table Artillery/Heavy Mortars
 - ⤴ For all intents and purposes these do not have any limit to the number of fire missions available. This is reflected in the high point cost of FO's for off-table artillery.
- ⤴ Small arms and Direct Fire heavy weapons
 - ⤴ Any of these which throws all "1"s when making a direct fire attack is considered to be out of ammunition and may not fire until resupplied. RPGs etc which are augmenting the fire of a Fire Team will be considered as part of the firing Fire Team for this purpose. Units which are out of ammunition suffer a -1 modifier in close combat.
- ⤴ On table Heavy Weapons
 - ⤴ These will commence the game with a fixed number of fire missions available (see points cost chart for details). Once these fire missions have been expended then the weapon may not fire until resupplied with ammunition.

Free World Forces

Ammunition may be resupplied by helicopter. To request an ammunition resupply the senior commander present must first nominate the type of ammunition required and then throw 1D6 and

score 5 or 6. A failure does not lose the initiative. If successful the resupply will then arrive on the table in 1D6 initiatives.

Each helicopter can carry sufficient small arms ammunition to resupply 15 Bases/stands or 3 heavy weapons or 1 artillery or heavy mortar. One fire team stand is required to unload the ammunition. Small arms and mortar ammunition can be unloaded from a helicopter by any fire team. Artillery ammunition must be unloaded by an artillery crew within 2 stand widths of the artillery. Ammunition supplies should be represented by an appropriate marker.

Beehive and Flechette Munitions

These were developed to give artillery, large calibre RCL weapons and AFVs (90mm+ guns) a self defence capability against enemy infantry. They are similar in effect (but far more effective) to the old "canister" or "case" shot. To represent the use of these munitions any tank, RCL or on-table artillery piece may throw two extra fire dice when firing at any dismounted enemy Bases in the open and within two base widths of the firing weapon. This may occur as part of the normal firing routine or when the weapon or vehicle is being attacked in close combat. In the case of close combat attacks note that the target stand must be within the firing weapons permitted arc of fire.

Note however that supplies of these munitions were not unlimited. Each weapon will start the game with 1D6 beehive/flechette fire missions. Due to the scarcity of these munitions no resupply is permitted.

Communist Forces

To request an ammunition resupply the senior commander present must first nominate the type of ammunition required and then throw 1D6 and score 5 or 6. A failure does not lose the initiative. If successful the resupply will arrive on table in 1D6 initiatives. Ammunition is carried by a porter stand. Each porter stand may carry sufficient small arms ammunition for 10 stands or one heavy weapon. Porters may centralise the ammunition for collection or may distribute it.

Fighting during the Hours of Darkness

The Night Fighting rules from the Crossfire Hit the Dirt Supplement apply. The following rules are additional to the supplement rules:

- ⤴ Firing stands are always placed on the table as the muzzle flash etc will give away their position
- ⤴ Artillery and mortars may fire illumination missions which will illuminate the entire playing area for the duration of the player's initiative and the following enemy initiative. Illuminated targets may be fired on as normal. Illumination missions are requested in the same way as smoke (ie the illumination will not be available on a score of 1 or 2).
- ⤴ Free World forces may be issued with night sights (max 1 stand/vehicle per platoon) at a cost of +2 points per stand/vehicle (or if specified as part of the scenario). Bases/vehicles equipped with night sights may observe and fire normally.
- ⤴ M-48 tanks (equipped with Xenon searchlights) and Brown water navy vessels may illuminate any target within arc and LOS as one action. This action may also be combined with firing if desired. Illuminated targets may be engaged as normal by other fire. The tank should be marked with a yellow, cone shaped marker to represent the use of the searchlight. Obviously any tank using a searchlight will also be illuminated and may be engaged as normal by any suitable enemy weapon.

Civilians

If civilian buildings or agricultural areas are present on the table top, and the area has not been declared as a Free Fire Zone by the Free World Player, then the communist player may deploy

2D6 stands of civilians. These may be used to inhibit or restrain the Free World Player actions as follows. Civilian stands are destroyed by a suppress hit and are replaced by two casualty markers.

- ⤴ Innocent Civilians: The locations of these stands must be written down prior to stating the game. Each stand must be located in a terrain item and may not move. Civilian stands remain concealed until they are located by the Free World player obtaining line of sight or successfully searching an area. If at any stage the terrain item is fired upon then the civilian stand must dice (1D6). It will become a casualty on a score of 6.
- ⤴ Mistaken identity: This rule allows the communist player to use civilian traffic for movement or for the Free World Player to risk accidentally firing on civilians:
 - ⤴ A civilian stand may replace a fire team or similar stand (but not a heavy weapon crew) for movement.
 - ⤴ A fire team or similar stand (but not a heavy weapon crew) may replace a civilian stand for movement. initiative.

This may only occur providing that the stand has not already been located by the enemy. If at any time the stand is contacted in close combat, is within one base width of an enemy stand, is fired upon or attempts to fire then the correct stand is placed on the table.

Collateral Damage: Any civilian stand within the appropriate base widths is tested for friendly fire

Tunnel Warfare

Tunnel systems are built up of sections. A section may be one of the following:

- ⤴ A length of tunnel
- ⤴ A dug-out
- ⤴ A bunker
- ⤴ A trench
- ⤴ A camouflaged entrance or spider hole

Other features of a tunnel system include Tunnel Junctions and Booby Traps.

Tunnels - A length of tunnel begins or terminates at either a dug-out, a bunker, a trench, and entrance, a spider hole or a junction.

Dug-Out - These represent the barracks, kitchens, workshops, hospitals, command posts, armouries and storerooms that were found within the tunnel systems. Each of these areas is large enough to hold 2, 4, 6 or 8 stands. Concealed entrances may be located within dug-outs and cost extra if using the points system.

Bunkers and Trenches - These are above ground features that may also include an unconcealed entrance at no extra points cost. Concealed entrances cost extra if using the points system.

Camouflaged entrance or sniper's spider hole - These are essentially the same thing. They can only be found by using a search action.

Junction - A point where three or more tunnel sections meet.

Booby Trap - Any of the above tunnel features can be booby trapped.

Movement and Visibility Underground

Movement is between sections and is similar to movement above ground between terrain features. A stand can enter a section, but not enter and exit a section, in one action via an entrance or from an adjacent section.

Only one action per initiative is allowed for each stand in a tunnel to represent the difficulty in underground movement. A failed underground action does not result in the loss of initiative, but if a player changes from underground to above ground actions and loses the initiative, he may not return to underground actions until he regains the initiative.

Visibility underground is limited to observation from one section into an adjacent section.

Troops eligible to operate underground

Only the following Bases can operate in tunnel systems:

- ⤴ Free World Forces: A maximum of one stand per company may operate underground
- ⤴ US Tunnel Rats: These were specialist troops who would carry out underground operations (see below).
- ⤴ VC Tunnel Garrison. These were troops who lived in and maintained the tunnel system. They will have an intimate knowledge of the system. This knowledge frequently gave them the edge over their opponents and they area always treated as Veteran. NVA cannot provide a tunnel garrison

Heavy weapons (mortars and machine guns) may be moved underground but may not be fired underground.

Tunnel Rats

These were specialist troops who would be placed on standby when it was expected that tunnels would be encountered. A Tunnel Rat team consists of two stands (Veteran). They enter the table top with the searching unit or may be called in via helicopter (test for initiatives delay as for Dust-Off). Once on the table the Tunnel Rat squad must be escorted by at least two stands of infantry. The escort must remain with the Tunnel rats until they exit the playing area or leave via helicopter. Tunnel Rats may blow up bunkers, entrances etc as if they were engineers.

Underground Combat

No firing actions are permitted underground - all combat is considered close combat due to the short ranges involved. When underground Bases do not count as SMG armed and may not use Ambush Fire.

Only one stand per side may fight in close combat underground. Each side throws 1D6 and applies the following modifiers:

- ⤴ VC Defending +1
- ⤴ Veteran Bases +1
- ⤴ Tunnel Rats +1
- ⤴ Heavy Weapon Crew -2

The highest score wins. The loser throws 1D6 and is destroyed on a score of 5 or 6 or else withdraws to the next section. Free world units must remove casualties from the tunnel system before taking any further offensive action underground.

Engineers

Engineers may set charges to blow up a section of a tunnel system. Only the entrance or the first adjacent section of the tunnel system may be destroyed. This counts as one action and the owning player must announce that it is taking place. It may receive reactive fire and takes the entire initiative to prepare the charges. At the end of the player's initiative he throws 1D6. The

section will be destroyed on a score of all but a 1 (charges failed to detonate, tunnel intact etc). If the section is not destroyed the player may repeat the procedure during a subsequent initiative.

Engineers are also assumed to search for booby traps and are counted as if in cover (-1 dice) if a booby trap is triggered.

Mapping Tunnel Systems

The VC player will need to prepare two maps prior to the start of the game:

- ▲ Surface Map: This map will show the locations of all above ground features including bunkers, trenches, tunnel entrances etc.
- ▲ Underground Map: This map will show a schematic of all underground features (including entrances, tunnels, dug-outs etc). This is used to record VC movement and locations and Free World troops may descend into the tunnels to explore them. If an umpire is not available then the VC player must describe what the Free World player can see.

Incoming! Organisational Chart 1: US Infantry

Please note that these TO&Es are modified for use with the Incoming! rules and do not necessarily constitute accurate representations of actual TO&Es as applied in Vietnam.

This order of battle is applicable to all US Infantry, Mechanised Infantry, Airmobile Infantry, Airborne, and Light Infantry units (including the following Airmobile Cavalry units – 1/5th Cav, 2/5th Cav, 1/7th Cav, 2/7th Cav, 1/8th Cav, 2/8th Cav, 1/12th Cav and 2/12th Cav) that were in Vietnam during the period 1965-1973.

A Regiment comprised 3 battalions (1st battalion – companies A-D, 2nd Battalion – companies E-H, 3rd Battalion – companies I-L), except for the two battalion Airmobile Cavalry Regiments.

US and ARVN Mechanised infantry units followed this order of battle but with M113 APCs and variants added. Add 1 x M113 per squad (Platoon HQ travels in one of the squad APCs), 1 x M113 for the Company HQ and 2 x M577 at Battalion HQ. All mortars and antitank weapons are mounted on M113 or variants (M125 81-mm mortar or M106 4.2" mortar).

ARVN units followed a similar organisation but with older equipment and fewer men, although elite units such as Airborne and Rangers would have had better equipment and more men.

ROK units followed a similar organisation but with older equipment. ROK units were more likely to be near the authorised strength as far as possible.

Weapons.

Different Weapon mix gives squads different dice numbers. Example the shotgun armed marine sweeper squad has five dice at close range, but three at normal range. All squads have 3 dice firepower unless otherwise indicated.

US Army Infantry Battalion

Battalion Headquarters

1 BC (+1)

Combat Support Company

2 4.2" Mortar

4 Infantry Companies each with:

1 CC (+1)

Weapons Platoon*:

1 81mm Mortar**

1 HMG

3 Rifle Platoons each with:
 1 PC (+1)
 1 Rifle Squad
 1 Rifle Squad w/M60 4 Dice
 1 Rifle Squad w/M79 4 Dice

Notes:

Morale: Regular? (the abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans, while units in Vietnam during the closing stages of the war should be rated as Green.)

* Weapons Platoons were equipped with 90mm Recoilless Rifles, but these were typically left at base. **Those weapons were almost never taken into the field with the rifle company, but would remain in fixed positions at the base camp.

***When using APCs with this organization add 3 M-113 APCs per Infantry Company and 1 M-577 for the Battalion HQ.

Army Airborne/Airmobile Battalion
Battalion Headquarters

1 BC (+1) Combat Support Company
 2 4.2" Mortar

3 Airborne/Airmobile Companies each with:
 1 CC (+1)

Weapons Platoon**
 1 81mm Mortar
 1 HMG

3 Rifle Platoons each with:
 1 PC *
 1 Rifle Squad
 1 Rifle Squad w/M60 4 Dice
 1 Rifle Squad w/M79 4 Dice

Notes:

Morale: Regular? (the abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans, while units in Vietnam during the closing stages of the war should be rated as Green.)

* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs **Those weapons were almost never taken into the field with the rifle company, but would remain in fixed positions at the base camp.

Army Armored Cavalry Squadron
Squadron Headquarters

1 BC (+1)

Combat Support Company

2 M106 (4.2" Mortar)

3 Armored Cavalry Troops each with:

1 CC (+1)

Weapons Platoon

1 M-125 (81mm Mortar)

3 Rifle Platoons each with:

1 PC *

1 Rifle Squad

1 Rifle Squad w/M60

1 Rifle Squad w/M79

4th Troop ****Notes:**

Morale: Regular? (the abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans, while units in Vietnam during the closing stages of the war should be rated as Green.)

* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs

** A fourth company was comprised of light armor units (M551 Sheridans or M48 Pattons).

When using APCs with this organization add 3 M-113 ACAV APCs per Armored Cavalry Troop and 1 M-577 for the Battalion HQ.

Marine Infantry Battalion**Battalion Headquarters**

1 BC (+1)

Combat Support Company ***

2 81mm Mortar

4 Infantry Companies each with:

1 CC (+1)

Weapons Platoon **

1 HMG

3 Rifle Platoons each with:

1 PC *

1 Rifle Squad w/shotguns 5 Dice at 1 base width 3 otherwise.

1 Rifle Squad w/M60 4 Dice

1 Rifle Squad w/M79 4 Dice

Notes:

Morale: Regular? (The abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans. Marine units should rarely, if ever, be rated as Green.)

* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs

** Weapons Platoons were equipped with 90mm Recoilless Rifles, but these were typically left at base.

*** The Combat Support Company was equipped with jeep mounted 106mm Recoilless Rifles, but these were typically not used in Vietnam.

Army of the Republic of Viet Nam

Regular Infantry Battalion
Battalion Headquarters

1 BC (+0)

4 Infantry Companies each with:

1 CC (+0)

Weapons Platoon **:

1 81mm Mortar

1 HMG

3 Rifle Platoons each with:

1 PC *

3 Rifle Squads

Notes:

Morale: Green

* The 1st Platoon contains a +1 PC; the other 2 Platoons contain +0 PCs

** Weapons platoons were equipped with 90mm recoilless rifles, but these were typically left at base.

ARVN Airborne/Ranger Battalion
Battalion Headquarters

1 BC (+1)

3 Airborne/Ranger Companies each with:

1 CC (+1)

Weapons Platoon:

1 81mm Mortar

1 HMG

3 Rifle Platoons each with:

1 PC *

1 Rifle Squad

1 Rifle Squad w/M60 3 Dice +1

1 Rifle Squad w/M79 3 Dice +1

Australia/New Zealand Infantry Company

1 CC (+1)

3 Rifle Platoons each with:

1 PC (+1)

1 GPMG 3 Dice

1 Rifle Squad

1 Rifle Squad

1 Rifle Squad

Notes:

Morale: Regular

Republic of Korea Regular Infantry Battalion
Battalion Headquarters

1 BC (+0)

4 Infantry Companies each with:

1 CC (+0)

Weapons Platoon *

1 81mm Mortar

1 HMG

3 Rifle Platoons each with:

1 PC (+1)

3 Rifle Squads

Notes:

Morale: Regular

* Weapons Platoons were equipped with 90mm Recoilless Rifles, but these were typically left at base.

North Viet Nam Army Regular Infantry Battalion
Battalion Headquarters

1 BC (+1)

Weapons Company with:

1 82mm Mortar

1 107mm Recoilless Rifle

1 HMG

3 Rifle Companies each with:

1 CC (+1)

Company Heavy Weapons

1 82mm Mortar (or 2 Heavy Weapons Squads)

1 Heavy Weapons Squad

3 Rifle Platoons each with:

1 PC (+1)

3 Rifle Squads*

Notes:

Morale: Regular

* in certain cases indicated by scenario a Rifle Squad may be armed with an RPG-2 or 7.

NLF (Viet Cong) Infantry Battalion
Battalion Headquarters

1 BC (+1)

Weapons Company

1 82mm Mortar

1 57mm Recoilless Rifle

1 HMG

3 Rifle Companies each with:

1 CC (+1)

Company Heavy Weapons

2 Heavy Weapons Squads

3 Rifle Platoons each with:

1 PC *

3 Rifle Squads**

Notes:

Morale: VC Cadre Force Units: Veteran, VC Main Force units: Regular, VC Local Force Units: Green.

*For VC Cadre Force units one PC is +2 and the other 2 are +1. For VC Main Force units all PCs are +1. For VC Local Force units one PC is +1 and the other 2 are +0.

** in certain cases indicated by the scenario a Rifle Squad may be armed with an RPG weapon.

Fini