



PHOENIX COMMAND

LOCK AND LOAD

Vietnam: 1965 - 1971



LEADING EDGE

G A M E S

INTRODUCTION

This is the second Scenario Pack for the **Phoenix Command Small Arms Combat System**. **Lock and Load** features seven Scenarios that cover U.S. involvement in Vietnam from 1965 to 1971. Each Scenario has a full description of the setting, special rules for unusual situations, and a full-page Map that can be enlarged for tabletop play. In addition, Pregenerated Combatants have been included that allow every Scenario to be played with a minimum of setup time.

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BACKGROUND

Spanning three decades and four US Presidencies, the Vietnam Conflict was a critical turning point for the United States politically and militarily. Strategic analysis and political commentary about the Conflict are well beyond the scope of this product, however, except for the following overview. In the spirit of **Phoenix Command**, the focus here is on the individual soldier and his experiences.

1.1

OVERVIEW

"Vietnam was what we had instead of happy childhoods."

Michael Herr

"Follow me if I advance! Kill me if I retreat! Revenge me if I die!"

Ngo Dinh Diem
On becoming President
of South Vietnam
1955

From the late 19th Century to 1954, Indo-China was theoretically a French colony. When the Japanese occupied Southeast Asia in 1940 they radically altered the situation, and the French never reestablished control over the area after World War II. From 1945 to 1954 there was sustained warfare between the French and local nationalist movements. Laos and Cambodia, both formerly parts of Indo-China, declared their independence in 1949 and 1953 respectively. The remaining provinces of Indo-China were recognized as Vietnam, but the Communist-led rebellion against French rule was clearly in control by early 1954, after the Siege of Dien Bien Phu. Under the Geneva Agreement of 1954 Vietnam became independent and French power in the region was at an end.

Vietnam was divided at the 17th Parallel by a Demilitarized Zone (DMZ) into a Communist North Vietnam and a Monarchist South Vietnam. National elections were slated for mid-1956 to find out whether the Vietnamese people wanted to reunify the two countries. On October 26, 1955, Ngo Dinh Diem overthrew Emperor Bao Dai and declared himself President of the Republic of South Vietnam. Diem called off the scheduled national elections, claiming that under the communists there couldn't be free elections in the North.

The Lao Dong, or Vietnamese Workers Party (of North Vietnam), moved quickly when Diem took power. Taking advantage of the fact that they were already organized and had small military elements in South Vietnam, the Central Committee of the Politburo, under Ho Chi Minh, officially established the People's Revolutionary Party (PRP) and the National Liberation Front (NLF) as the political and military arms of the revolution, respectively, in South Vietnam. The NLF commanded the Viet Cong, and was controlled through the Central Office for South Vietnam (COSVN) which reported directly to North Vietnam's Central Committee. The PRP was also controlled by the North Vietnamese, although less so at the beginning of the war.

As the NLF and the Army of the Republic of South Vietnam (ARVN) began operations against each other, violence spread throughout South Vietnam. The Viet Cong allegedly conducted a widespread campaign of murders and kidnappings, and this was followed by assassinations of powerful political opponents. Each reprisal by the Army of the Republic of South Vietnam (ARVN) served only to widen the already substantial gap between the rural poor and their urban countrymen; ruling without popular support, the violence used by the Diem government continued to alienate the Vietnamese people. Viet Cong intimidation and targeted violence combined with ARVN's brutal responses to create broad recruitment by the Viet Cong, who soon controlled most of South Vietnam's countryside. As the Viet Cong campaign grew in intensity in the late 1950's, US President Dwight D. Eisenhower sent more and more assistance to South Vietnam. Conventional wisdom was that if Vietnam fell to Communism, the neighboring nations would also fall, one by one, like dominos.

The Viet Cong were soon able to initiate large scale conventional attacks against the ARVN, and this signalled the transition of the war from a purely guerilla conflict to real contention for power in the country. The presidency of John F. Kennedy saw increased support to South Vietnam, and General Maxwell Taylor was given the job of determining how the U.S. could best help Diem's government. Beginning in December of 1961 with the delivery of helicopters to improve the mobility and reaction time of the ARVN, the U.S. went on to establish the Military Advisory Command -

Vietnam (MACV, pronounced "Mack Vee") under General Paul Harkins. MACV's role was to provide operational and technical support to the South Vietnamese. Attempting to mimic the success of the British in Malaya, MACV promoted strategies such as the "Strategic Hamlet" (resettlement of villagers from scattered areas into larger, more defensible villages), and the "Open Zone" doctrine, under which any place not specifically controlled by ARVN units was open to air and artillery attack. As would be expected, many of the refugees who came to fill the strategic hamlets were not running away from the VC, but from the harassing fires of the ARVN forces. This further undermined the Diem government, and for obvious reasons programs such as these collapsed. While other programs were more successful, the military situation remained poor and popular support for the Diem government continued to decline.

Numerous civil disturbances and anti-government demonstrations occurred throughout South Vietnam, due in large part to dissatisfaction with Diem's government. An Army coup took place in November of 1963, and there was another in January of 1964. In the January Coup, Major General Nguyen Khanh took power. Unable to pin down the Viet Cong and force battle on them, the ARVN was equally unable to stem the substantial flow of weapons being sent from North Vietnam along the already famous Ho Chi Minh Trail. By 1964 the Viet Cong had grown to an estimated 35,000 combat troops and 100,000 support personnel, who could also fight when needed.

On June 20, 1964, Lieutenant General William Westmoreland assumed command of MACV. 1964 also saw the alleged attacks of North Vietnamese Fast Patrol Boats on US warships in the Gulf of Tonkin. These led to retaliation by U.S. Forces and to the passing of the Tonkin Gulf Resolution by the US Congress on August 7, 1964. This resolution gave President Lyndon B. Johnson permission to take "all necessary steps, including the use of armed forces" to aid any country asking for support under the South East Asia Collective Defense Treaty.

In February of 1965, the air base at Pleiku was attacked by the Viet Cong, resulting in 8 Americans being killed and 109 others wounded. This was enough of a provocation for President Johnson to authorize the introduction of U.S. ground troops to Vietnam. Two battalions of U.S. Marines landed at Da Nang in March to act as security for the air base and other US-staffed installations located there. These troops were used as part of an "Enclave" strategy. The Enclave strategy held that it would be easier to defend a few important areas along the coast rather than to attempt to thinly cover the whole country with troops. This strategy was frowned on in many circles because of its inherent transfer of initiative to the communists.

As early as mid-1965, 75,000 US personnel were in South Vietnam, 25,000 of them combat troops. An air campaign called ROLLING THUNDER, consisting of strategic bombing of slowly rising intensity, was directed against North Vietnam. The list of targets approved for bombing came directly from President Johnson and his advisors, rather than from the Air Force or MACV. Targets were limited to those above the 19th parallel, and included only military sites like barracks, depots, and radar sites. The intent behind ROLLING THUNDER was to bring the North to the negotiation table, not to truly destroy its ability to wage war. In this it failed, and the North Vietnamese continued their efforts in the south. Many observers felt that the lack of truly destructive raids suggested to the North that President Johnson was not serious about U.S. involvement in the war, and could easily be pushed out. As the war carried on, the campaign broadened to include targets further north and more mainstream targets like bridges, airfields and power plants.

In June of 1965, Search and Destroy (S&D) operations replaced the Enclave strategy as a result of fears that the Viet Cong were preparing to install a rebel government in the territory they controlled. Operations like Thayer/Irving, Junction City, and Cedar Falls were among the first S&D efforts carried out by U.S. forces. Characterized by a search phase and then a "pile on", where all available units were dumped onto whatever hapless enemy unit they had found, these efforts were countered by dispersion of the communist troops into small groups in very difficult terrain. S&D missions continued to be commonplace until the Tet Offensive of 1968. Near the end of the US involvement in the war when troop morale was quite low, these operations became known unofficially as "Search and Evade", due to the unwillingness of the troops to engage the enemy and possibly die in what they saw as a totally futile war.

On June 19, 1965 another coup occurred, with General Nguyen Van Thieu assuming power. Some measure of political stability seemed to result from this change, allowing for a brief period of calm. This quiet moment was shattered when large numbers of North Vietnamese Army (NVA) troops were encountered inside South Vietnamese territory. Until this point NVA presence in the south had only been in the form of small training cadres or volunteers, not complete division-sized units. These encounters led General Westmoreland to request a greater commitment of US ground troops, particularly those with high mobility. The more troops that were committed, however, the more quickly the conflict escalated from a purely guerilla war to a mix of conventional and guerrilla war. The same pattern recurred after Tet in 1968, when the conflict moved into almost totally conventional warfare.

"We may well be forced in the not too distant future to undertake the difficult task of identifying and supporting alternative leadership."

US Ambassador to Vietnam Durbron
late 1960

"Every quantitative measurement... shows that we are winning the war."

Secretary of Defense
Robert McNamara
May, 1962

"We shall stay for as long as it takes to... win the battle."

Secretary of Defense
Robert McNamara
March, 1964

"There are some among us who appear to be searching for a formula which would get us out of Vietnam and Asia on any terms, leaving the people of South Vietnam, Laos and Thailand... to an uncertain fate."

President Lyndon B. Johnson
19 August 1968

"Between Vietnamese there are no victors and no vanquished. Only the Americans have been beaten. If you are patriots, consider this a moment of joy. The war for our country is over."

Colonel Bui Tin, PAVN,
accepting the surrender of the
South Vietnamese Government
30 April 1975

The 1st Air Cavalry Division was among the units deployed in response to Westmoreland's request. The Air Cav, just barely out of its testing stages, saw its first major action in the Ia Drang Valley in November of 1965; its air assault tactics added a new dimension to the war. As the Viet Cong and NVA adjusted their tactics to meet these unique US troops with their heavy firepower and helicopters, MACV and the ARVN organized South Vietnam into several military districts into which each of the newly arriving units could be placed. The DMZ became the responsibility of the U.S. Marine Corps; Saigon and the Central Highlands were the domain of the U.S. Army; and the Southern Provinces, including the Mekong River Delta, were left for the ARVN. In addition to areas of responsibility, the types of mission for these units were also dictated; US units would take on most of the Search and Destroy operations, while ARVN units would conduct most of the pacification efforts, known as Clear and Hold operations.

In the US, public opinion was sharply divided. Government reports claimed that the war was going well and would soon be won. At the same time, the public watched casualty figures mount and saw vast numbers of young Americans going to Vietnam. The conflict between those who supported the government and those who opposed the war was strident and getting worse.

While the US effort suffered from a lack of military and political focus, Ho Chi Minh convened the 13th Plenum of the North Vietnamese Central Committee sometime in early 1967 to discuss the war's direction. The fruit of this labor was the Tet Offensive of early 1968. In early January, 1968, the NVA laid siege to the Marine Fire Support Base at Khe Sanh. On January 30, the first day of the Tet (New Year) holiday truce, 85,000 NVA and Viet Cong attacked 125 other cities and camps throughout South Vietnam, including Saigon, the country's capital.

The North Vietnamese hoped that these attacks would cause the South Vietnamese to rally to the Viet Cong cause, leading to a rapid collapse of the ARVN. The offensive was fairly short-lived, however, and the desired uprising did not occur. In spite of this, tremendous damage had been done to South Vietnam and to the military and political reputations of all involved. Perhaps the most important aspect of the Tet Offensive was that it convinced the American public that the war was far from over; support for the war plummeted. Following the Tet Offensive, General Westmoreland was transferred to Washington and General Creighton Abrams assumed command of MACV.

After the siege of Khe Sanh was lifted, President Johnson scaled back U.S. aerial bombings of North Vietnam in hopes of bringing the communists to the negotiating table. This proved fruitless, as the North remained adamant in their desire to re-unify the country despite the death of Ho Chi Minh in September of 1969.

US popular opinion led newly-elected President Richard M. Nixon to initiate a program of US troop withdrawals. For political reasons these withdrawals had to be accomplished without creating the appearance that the US was abandoning the South Vietnamese. "Vietnamization", as the program came to be known, was intended to improve the abilities and efficiency of ARVN units to the point where direct U.S. involvement would no longer be required. By 1972 there were only 47,000 U.S. troops in South Vietnam, down from a high of 539,000 in 1969. This is not to suggest that combat was less frequent or any less fierce during this period; 1970 and 1971 saw Allied incursions into both Laos and Cambodia in attempts to engage NVA units in their sanctuaries and cut the communist supply line on the Ho Chi Minh Trail.

On March 30, 1972, the NVA launched the Nguyen Hue Offensive, crossing the DMZ with tanks, armored vehicles and mobile artillery never before seen in such concentrations. Supporting attacks were also launched from sanctuaries in Laos and Cambodia to tie down South Vietnamese reinforcements. The Easter Offensive, as the US referred to it, resulted in the capture of the Quang Tri Province. Though President Nixon chose not to stop troop withdrawals, he did authorize B-52 bombings of North Vietnam and an increase in other types of air attack there in general. On August 12, 1972, the last U.S. combat troops left South Vietnam, while 43,000 Air Force personnel remained behind to support the ARVN. With US air power in support, the ARVN recaptured Quang Tri province in September of 1972. The negotiations that followed led to the January 23, 1973 signing of a cease-fire agreement, which became effective two days later. The last US casualty of the Vietnam war died a mere eleven hours before the cease-fire went into effect.

The last US servicemen left South Vietnam on March 29, 1973. On August 15, 1973, the U.S. Congress enacted the Case-Church Amendment, making any US involvement in South Vietnam illegal. US military aid to South Vietnam was also reduced. Both North and South Vietnamese used this time to consolidate their positions and rebuild. By 1975 the NVA had 400,000 troops under arms poised to continue the war. In January, attacks began cautiously, perhaps to gauge US reaction before committing completely to the assault. By March the war was back in full swing and the South rapidly collapsed. On April 21 President Thieu resigned, and on April 30, 1975 South Vietnam surrendered unconditionally to North Vietnam. On July 2, 1976, the North Vietnamese National Assembly voted in favor of re-unification of North and South Vietnam.

The US Army that went to Vietnam was not very different from the one that fought in Korea a decade earlier. The special requirements of a guerilla conflict were largely unknown to them, despite the extensive use of guerilla tactics throughout the Second World War, particularly in the Pacific Theater of Operations by the OSS, Merrill's Marauders, and others. The US Armed forces never fully adjusted to this dilemma and continued to use attritional warfare against the VC and the NVA, to little effect.

United States Marine Corps (USMC)

The USMC, true to its traditions, was the "first to fight" in South Vietnam. While there were US Advisors from all branches of the military in-country prior to the Marines' arrival, including Army Special Forces, the first all-American ground combat units introduced in Vietnam were the Marines. Landing in 1965 to help guard the air base at Da Nang, they were conducting combat patrols within months of their arrival. Serving near the DMZ for the bulk of the Conflict, the Marines saw some of the most gruelling combat of the war as a result of the close proximity of NVA regulars and their heavy weapons just across the border. Among the most celebrated moments in modern Marine Corps history is the siege of their base at Khe Sanh in 1968 during the Tet Offensive.

Always equipped like the poor stepchild of the Navy, the Marines had to fight much of the war with older and less reliable field equipment than their Army counterparts.

US Army

Most would say that the US soldier's stateside training was totally inadequate for and irrelevant to what he would encounter in Vietnam. A related problem was that the Vietnam war was not fought as a single ten-year war, but as ten one-year wars, because most US soldiers returned home after only one year of duty. When they went back to the US they took their experience with them and left a void to be filled by a green replacement, while the NVA and Viet Cong were there "for the duration".

US Army Special Forces and Advisors were present in South Vietnam beginning in the late 1950's and early 1960's, while regular combat units began arriving in 1965. Upon arrival, or soon thereafter, US Army units were equipped with what was then the latest in small arms, heavy weaponry, uniforms, and other equipment. Among the most interesting new units of the war was the First Air Cavalry Division, which made headlines at the Battle of Pleiku in 1965. Helicopters became the "battlefield taxi" of choice as a result of the experiences of this unique unit.

Army of the Republic of Viet Nam - ARVN ("Arvin's")

The ARVN see-sawed back and forth from the brink of disaster to noteworthy success. The introduction of U.S. helicopters allowed several stunning reverses to be dealt to the Viet Cong in the early 1960's. In later years, after the Viet Cong went on the offensive, ARVN desertion rates became a problem of monumental proportions. As U.S. involvement in the war decreased, the ARVN went through "Vietnamization" wherein remaining U.S. troops focused their efforts toward training the ARVN to be totally self-sufficient in combat. Plagued by various morale related problems, ARVN units were never able to be consistent in their efforts to defend South Vietnam.

South Vietnamese Ranger Units

Often used as palace guards, these tough, well trained troops were the strategic reserve of the South Vietnamese government, and as such, saw action in virtually every major engagement of the war. Unlike their counterparts in the US Army, who were used primarily for reconnaissance patrols, ARVN Rangers were used as assault or shock troops.

Regional Force / Popular Force - RF / PF ("Ruff-Puff's")

These units made up almost half of the South Vietnamese Armed Forces' total manpower. Little more than lightly armed militia, RF/PF's generally manned static defenses in and around villages, critical terrain features, bridges and waterways. To some degree these units were allowed to have their families live with them at their posts. There are numerous accounts of these units fighting "to the last man" as their positions were overrun; a tragic, yet seemingly common occurrence.

Other Free World forces

Military units of the Republic of Korea (South Korea), Australia, New Zealand, the Philippines, and Thailand also participated in the Viet Nam War to one extent or another. Their experiences are not reflected in these scenarios.

U.S. AND SOUTH VIETNAMESE FORCES

**"Show me a hero
and I will write
you a tragedy."**

F. Scott Fitzgerald
1896 - 1940

**"US Killed in Action
can be expected to
reach 1,000 a month,
and the odds are even
that we will be faced
in early 1967 with a
'no-decision' at an
even higher level."**

Secretary of Defense
Robert McNamara
30 Nov 1965

THE VIET CONG AND THE NVA

**"The conventional
army loses if it
does not win.
The guerrilla wins
if he does not lose."**

Henry Kissinger

**"We are at a great
disadvantage when
we make war on
people who have
nothing to lose."**

Francesco Guicciardini
1483 - 1540

U.S. military phonetics for the letters "VC", for "Viet Cong" (short for "Viet Nam Cong San", which means Vietnamese Communist) are VICTOR CHARLIE; hence the nickname "Charlie" given originally to the Viet Cong, and later to all Communist forces.

Organized along the lines of the Chinese Revolutionary Armed Forces, most NVA / VC units had three-man cells combined into three-cell squads combined into three-squad platoons, and so on. Each soldier in a cell was responsible for the others; if they were wounded or killed, he was responsible for recovering their bodies.

In an effort to negate the power of allied artillery and air power and to deny battle to searching enemy units, VC and NVA units would disperse into groups of about 12 men and would spread out over wide areas (a battalion might occupy 20 to 30 kilometers), unless they were being gathered for an attack. As a result, an allied unit moving through such an area would have repeated contacts with enemy soldiers, which is perhaps where the stories of NVA / VC units being able to both follow and ambush allied units at the same time originated. One additional point of confusion common with communist units was the incessant change in their designation (name) as part of their deception efforts against the US and South Vietnamese.

Local Force Viet Cong:

The true "guerilla" of the war, these were the troops who were "farmers by day and soldiers by night". Often the very old or very young of a hamlet, these poorly trained troops were armed with a mix of captured French or US/ARVN weapons and some hand-me-downs from the North. Alone, these units were used mostly for small local actions aimed at irritating the U.S. and ARVN units rather than defeating them in a set piece battle; they lacked the heavy weapons necessary to even try. They also conducted reconnaissance for and served as local guides for Main Force Viet Cong and NVA units operating in their areas. If nothing else, the simple physical presence of these units nullified the South Vietnamese government's political control of the area.

Main Force Viet Cong:

The elite of the Viet Cong, these troops were organized into permanent units ranging in size from battalion to regiment and occasionally division. The Main Force Viet Cong were much better trained and more well equipped than their Local Force brethren. The backbone of Main Force units were South Vietnamese who had received training in North Vietnam and had been sent back as the Cadres who would lead the revolution in the South. These men were called Regroupees. As a result of the heavy casualties sustained during the Tet Offensive, some MFVC units were composed almost entirely of NVA replacements, making them Viet Cong in name only.

A lesser branch of Main Force units were the Viet Cong Regional or Territorial units. The political reliability of these units was not as high, and they rarely operated in groups larger than company size.

People's Army of North Viet Nam - PAVN

("NVA", sometimes called "Hard hats" because of their sun helmets):

The soldiers of the People's Army of Viet Nam (PAVN; only the US called them NVA or North Vietnamese Army), were fully trained and well equipped like their American counterparts. Also like their American counterparts, they came from varied backgrounds, and an NVA soldier might be anything from a Hanoi city-dweller to a farmer or fisherman. Their "advantage" was leading a deprived life in the jungle on their way south; little food, no R&R, no USO girls, and so forth. Instead they had political indoctrinations and B-52 bombings to keep them occupied. By the time they arrived in South Vietnam they were used to the hardships of the jungle, and they were committed to winning the war.

Sappers & Reconnaissance Troops

Certainly the elite of the Communist forces, these remarkable soldiers were present in all permanent formations, whether Main Force Viet Cong or PAVN regulars. These soldiers led virtually all combat assaults, and independently conducted many raids in the years following the Tet Offensive. Known for their ability to penetrate elaborate and sophisticated defenses, they became the bogey-man used by many U.S. troop leaders to keep green troops alert at their posts.

Originally kept in platoon strength and attached as a Battalion asset, the Sappers were later collected into separate Battalions and parceled out on an as-needed basis. Combination of the Sapper and Recon Platoons in understrength units was not uncommon.

SCENARIOS

2

Lock and Load is designed to be easy to play without needing a lot of preparation. Guidelines for how to use the Scenarios, Rules, and Tables are as follows.

The Scenarios all follow the same pattern; the Scenario Map and a quick description of the situation are presented on the left hand page; the Scenario Map can be enlarged using the instructions in Section 2.1. The right hand page contains the Order of Battle for each side and includes suggestions for Optional Equipment. Following this, Set-up guidelines, recommendations for what level of Spotting and Sound Detection Rules to use, and lastly a few hints on strategies to consider are presented. In selecting a Scenario, keep in mind that the Scenarios are arranged in approximate order of complexity. The Jungle Patrol Scenario is the first and simplest, and is recommended as a good way of learning how to use **Lock and Load**.

Once a Scenario has been chosen, Players can customize it to reflect their interests. Choose Optional Rules from Chapter 3 and Optional Equipment from Chapter 4. Certain Options are recommended for particular Scenarios, based on historical situations and practices. Feel free to include or ignore Options as desired. Note that as more Options are included, the game will become less predictable. In addition, certain Equipment Options, such as Claymore Mines, are likely to drastically affect the balance of the game.

Pregenerated Characters have been included in the back of this supplement. These provide Players with the Weapon Data, Equipment List, Skill Level, Combat Actions, Knockout Value, and Shot Accuracy for each Combatant listed in the Scenario's Order of Battle. By using the Pregenerated Characters, Players can immediately begin a Scenario without having to create individual Characters. The use of Pregenerated Characters is highly recommended, although Players should feel free to create their own Characters using the Character Generation Rules in Phoenix Command if desired. Data for this is given in under Custom Troops (Section 3.5).

Each Pregenerated Character Table gives the data for a variety of Combatants armed with a particular weapon. In the Scenarios, each Combatant listed in the Order of Battle is followed by a number, a letter, and a Morale Grade. The number identifies which primary weapon to refer to, while the letter indicates the specific Combatant to be used. Players may find it useful to photocopy the Pregenerated Characters for easy access during the game, and permission is given to photocopy the Scenario Maps and Pregenerated Character Tables for personal use only.

"Despise the enemy strategically, but take him seriously tactically."

Mao Tse-Tung

2.1

The **Scenario Maps** obviously need to be enlarged to be of use to the Players. Although it is possible to hand draw the Scenario Maps to a larger scale, the Maps have been designed to be easily enlarged with a good photocopier.

Deciding On Map Size

First, the Players should decide how large they want the Map to be. Some factors to consider are the size of the playing surface, the scale of any miniatures being used, and the enlargement capabilities of the copier to be used. Players do not need to worry about producing Maps of an exact scale. Each Map includes an Automatic Ranging Stick that allows Players to measure distance at what ever scale they have enlarged the Scenario Map to.

If Players would like to use 25mm miniatures, a scale of 1 Inch = 2 Yards (1 Hex) is recommended. To do this, follow the instructions on the next page and enlarge the Map 150% each time that it is copied. The final map will be 42" by 32". For those who use metric measurements or who have an area of about 26" by 34", the Map can be enlarged to a scale of 2 Centimeters = 2 Yards. This is done by using an enlargement setting of 141%.

ENLARGING AND USING THE SCENARIO MAPS

"Historical experience is written in iron and blood. We must point out that the guerrilla campaigns being waged in China today are a page in history that has no precedent. Their influence will not be confined solely to China in her present anti-Japanese war, but will be world-wide."

Mao Tse-Tung
1937

"It is a mistake to impress people into service... Only men who are courageous and determined can bear the hardships of guerrilla campaigning in a protracted war."

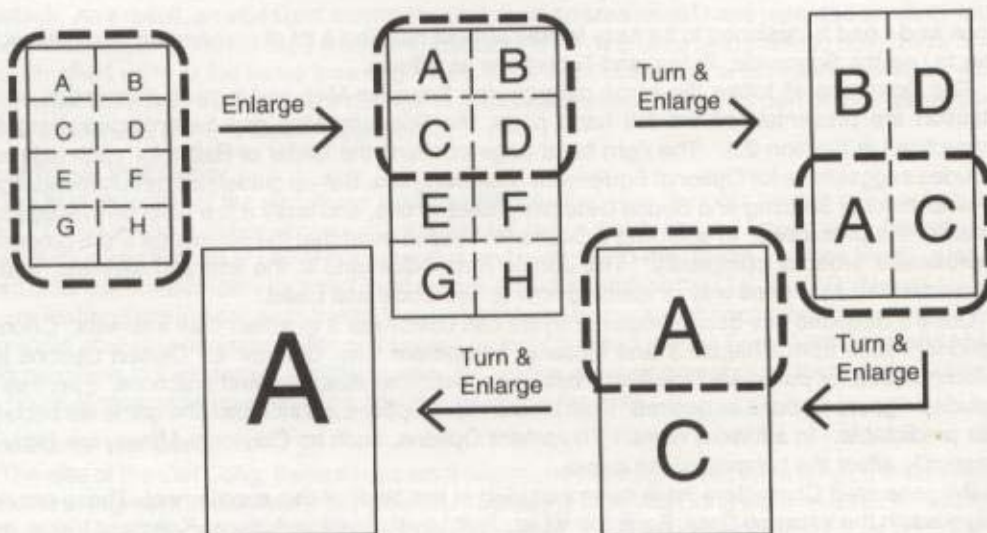
Mao Tse-Tung
1937

Enlarging the Scenario Map

To blow up the Map, set the photocopier to enlarge at the desired percentage and to print on 11" x 17" sheets, and then copy the Map page. This large sheet should be turned 90 degrees, and both the top and bottom halves should be run through the photocopier. This results in 2 large sheets, which should again be turned and have both their top and bottom halves enlarged. These 4 sheets should be sent through the process one more time, resulting in 8 sheets which are then taped together. In all, 15 copies need to be made; for people who do not have free access to a photocopier, this should cost about \$1 at a neighborhood photocopying center. The dotted lines on the Map are used as guidelines for assembling and photocopying the pieces; each Map section has the number of the Scenario it is for, and a letter indicating which piece of the Map it is.

Permission is given to photocopy the Scenario Maps for your personal use only.

How to Enlarge Scenario Maps



Reading the Scenario Maps

Most of the symbols used on the Maps are self-explanatory, although key features have been labeled. For convenience, the top of the Scenario Map page is always North. Rules for the effects of each terrain feature are given on the following page.

Foliage

Elephant Grass: This tall grass was encountered frequently in Vietnam and often had an edge sharp enough to cut skin. Broadly speaking, Vietnam had two basic varieties; Waist High and Man High. Man High Grass blocks a Spotter's visibility to a Standing target at more than 5 hexes, a Kneeling target at 3 hexes, and a Prone combatant at 1 hex. Waist High grass is identical, except that it gives no concealment to targets who are Standing.

Light Woods: For every 10 hexes, PF = 1. A Spotter cannot see a Standing opponent through more than 20 hexes of Light Woods, a Kneeling one beyond 10 hexes, or a Prone one beyond 4 hexes.

Medium Woods: For every 10 hexes, PF = 4. A Spotter cannot see a Standing opponent through more than 15 hexes of Medium Woods, a Kneeling one through 8 hexes, or a Prone one through 3 hexes.

Heavy Woods: For every 10 hexes, PF = 17. A Spotter cannot see a Standing target through more than 10 hexes of Heavy Woods, a Kneeling one through 6 hexes, or a Prone one through 2 hexes.

Individual Trees: Tree Trunks also block Visibility. The Trunk of each Tree has a PF of 11 and subtracts 4 from the Single Shot Target Size of a combatant hiding directly behind it, or 8 from the Auto Elevation Target Size.

Obstacles

Rubble / Shell Holes: Soldiers Prone in Rubble or Shell Holes are not necessarily Behind Cover. Use double the Cover Chance from Section 3.3 of this supplement to roll for Cover.

Stream: Water about 2 feet deep. This costs an extra 2 Actions per hex for movement.

Cars: A Car provides enough Cover to completely conceal a person who is Kneeling directly behind it. It is also possible for a Kneeling combatant to assume a Firing Around Cover position over the hood or trunk of a Car. The **Protection Factor (PF)** of the Hood area is 100; the Passenger Compartment and Trunk each have a PF of 6.

A shooter who is Prone can fire under a Car. The Target Size and Auto Elev Target Size for any target cannot be higher than +2, and the area that can be hit is restricted to the Shin and Ankle - Foot if Standing, Pelvis or lower if Kneeling, or anything if Prone.

Constructed Defenses

Foxholes and Bunkers: Up to three soldiers will fit in a Foxhole, and up to five in a Bunker. All Foxholes have a one foot high dirt parapet with PF of 30; the parapet's Target Size ALM is +6. A Bunker's sand-bagged walls and roof have a PF of 40; the Bunker's Target Size ALM is +8, and shots at targets inside suffer a Visibility modifier of -2 due to firing into shadow.

Almost all permanent fortifications, such as the ones in the Perimeter Defense Scenario, are built with a Grenade Sump at each end. The M-60 Bunker also has a Grenade Sump in the middle. If a grenade explodes in a Grenade Sump, personnel in the Foxhole or Bunker are immune from shrapnel damage and the overall Blast Modifier is .5. It takes 1AC to try to kick a grenade into a Grenade Sump, with a Success Roll of Base Odds 10 plus Skill Level.

Slit Trenches: Such as the one in the Perimeter Defense Scenario, these provide cover for Prone and Crawling individuals only and have no parapet.

Buildings

Walls: Solid black lines indicate Walls which block the Line of Sight for a combatant who is Standing, and have a PF of 300 in cities, and PF of 0.2 in villages.

Doors: Exterior Doors are shown on the Maps as large, clear squares; Interior Doors are represented by small gaps in the walls. Unless stated otherwise, all Doors are closed at the start of the Scenario. For Interior doors, the PF is 0.3, and as noted in PCCS **Table 7B** they can be Opened normally (and quietly) for 3 Actions, or Kicked Open (noisily) for 2 Actions. Exterior Doors have a PF of 2 and cannot be Kicked Open, but can be Opened normally for the usual cost. A Locked Door can be opened with one Burst of Automatic Fire or 2 Rounds of Single Shot Fire.

Windows: Windows are shown as narrow rectangles. Unless stated otherwise, all Windows are open. A small mark should be made on the Map to show a closed Window, and a large X to indicate a broken one.

It takes 6 Actions to Open a Window with 2 Hands, 6 Actions to Climb Through, and 6 Actions to Break and Clear Glass from a closed Window. Note that to Open a Window with 2 hands, the combatant must either Sling his weapon, which takes 3 Actions, or Set Down the weapon, which takes 4 Actions; Picking Up a weapon again takes 4 Actions, while Unslinging it takes 2 Actions. For those who want to Open a Window with 1 Hand, it takes 9 Actions. If a combatant breaks a Window, the sound can be heard anywhere within 40 hexes.

When a combatant fires out of a Window, he can remain in a Firing Around Cover position if he fires into the center 90 degrees that are visible. If he wants to fire outside that area, he must lean slightly out the Window. If he does, then he has a Firing Around Cover position into the 60 degree area along the building in the direction he is facing; outside of that area, he is visible from the waist up.

If a combatant wants to get through an Open Window in a hurry, Players should use Section 8.2 of the 2nd Edition of the **Phoenix Command Advanced Rules** to simulate what happens. The Success Roll is 8 plus the combatant's Skill Level (on 3 six-sided dice), and it takes 2 Actions. If the combatant succeeds, he ends up on the other side of the Window either Prone or in a Kneeling position as desired. If he fails by 1 to 3, he stills gets through the Window, but ends up Prone and takes damage as described below. If he fails by more than 3, he does not get through the Window; he ends up Prone on the same side of the Window that he started on, and he takes Physical Damage (PD) equal to a six-sided die times 5 times the amount he failed the roll by.

Interiors: If greater detail is desired, the Players can pencil in the furniture of rooms. Each room would have 1 to 6 pieces of waist high cover, such as desks, beds, and so forth.

Scenario Note

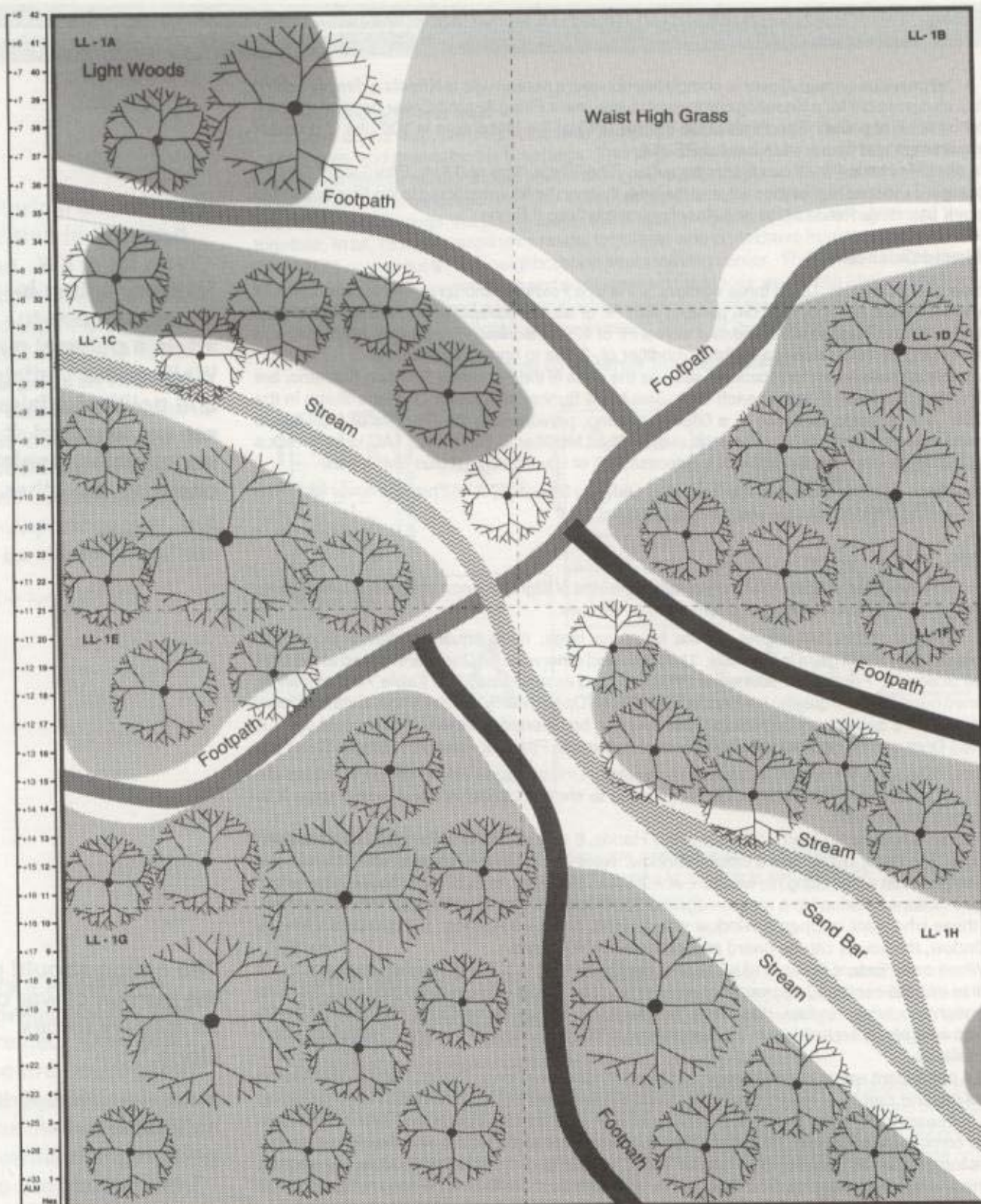
No formal Victory Conditions are given for any of the Scenarios. In general, the Players' goals are to follow the orders they are given in the Order of Battle. Fulfilling these Orders gives the Player a tactical victory, but that success must be balanced against the survival of the soldiers under his command.

"Military action is a method used to attain a political goal. While military affairs and political affairs are not identical, it is impossible to isolate one from the other."

Mao Tse-Tung
1937

"No nation should put the burden of war on its military forces alone."

General William Westmoreland
US Army (ret.)



Jungle Patrol

Date: February 1968 (Afternoon)

Location: West of Hue City, Republic of South Vietnam

Background: Brought in to seal off further NVA reinforcement of Hue City during the Tet Offensive, these 1st Cav Division troops are trying to take the heat off of the US Marines and ARVN's fighting house to house inside the city.

Scenario Outline: Opposing military units have been likened to two men in a darkened room trying to fight each other. Each puts his fingers out in an attempt to find the other, and when found, uses his fingers to hold the opponent in place while he swings his other fist. In war, those "fingers" are patrols like this one.

As in all wars, information about one's enemy can be gathered by sending out patrols around one's position to "see what they turn up." Inevitably, patrols of both sides unexpectedly meet - and the results can be the most frightening moments in a soldier's life.

Order of Battle:

ALLIED FORCES:

Orders: Your mission was to report to the Lieutenant anything "of note" that you find. The Asian men in front of you firing their AK's at your Squad would probably fall under the heading of "something of note". Survive the opening shots, and if you can gain fire superiority destroy the enemy unit. If not, then break contact, recover wounded (as described below), weapons and dead, and report back.

Elements: 2nd Battalion, 12th Cavalry, 1st Air Cavalry Division, US Army

- 1 NCO (LL-9D, Crack)
- 1 RTO (LL-9F, Line)
- 1 M-60 Gunner (LL-10D, Line)
- 1 Ammo Bearer (LL-9D, Line)
- 1 Grenadier (LL-13A, Line)
- 3 Privates (LL-9D, Line)

Suggested Options: none

NORTH VIETNAMESE FORCES:

Orders: Your mission was to report to the Lieutenant anything "of note" that you find. The American men in front of you firing their M-16's at your Squad would probably fall under the heading of "something of note". Survive the opening shots, break contact, recover wounded, weapons and dead, and report back.

Elements: 5th NVA Regiment

- 1 NCO (LL-1A, Crack)
- 1 RPD Gunner (LL-3A, Line)
- 2 Ammo Bearers (LL-1A, Line)
- 1 Grenadier (LL-11A, Line)
- 3 Privates (LL-1A, Line)

Suggested Options: none

Set-Up: Before play begins, each Player chooses a route for his patrol. The two patrols start out on opposite sides of the Map, and their intended routes must take them on Footpaths from one side of the Map to the other. Each Squad is walking in column along the Footpath, with one empty hex between each combatant. The two Players then move their patrols at the same speed along these routes until they spot each other. Once the opposing patrol has been encountered, all movement restrictions are removed.

Sound Detection and Spotting: If this is the first Scenario you are playing, we recommend that you play without the Sound Detection and Spotting Rules. This will put you straight into the action without having to learn any new rules. Just make sure to remember the maximum spotting ranges for each type of terrain, as shown in the Scenario Maps Section in the beginning of this chapter. Once everyone feels comfortable playing the Scenario this way, try using the Sound Detection Rules for each Point Man as he attempts to detect the enemy troops before contact.

Optional Scenario Rule: Point Man

"Walking Point" is a critical and very dangerous task, since the Point Man is exposed to the greatest risk from booby traps and snipers, and must alert the Squad to the presence of any enemy forces or other dangers. The Point Man usually walks as far ahead of the Squad as possible while remaining in sight.

If the Sound Detection and Spotting Rules are in use, try having the Point Man stop every 5 Phases or so to listen and watch for the enemy for a few Phases.

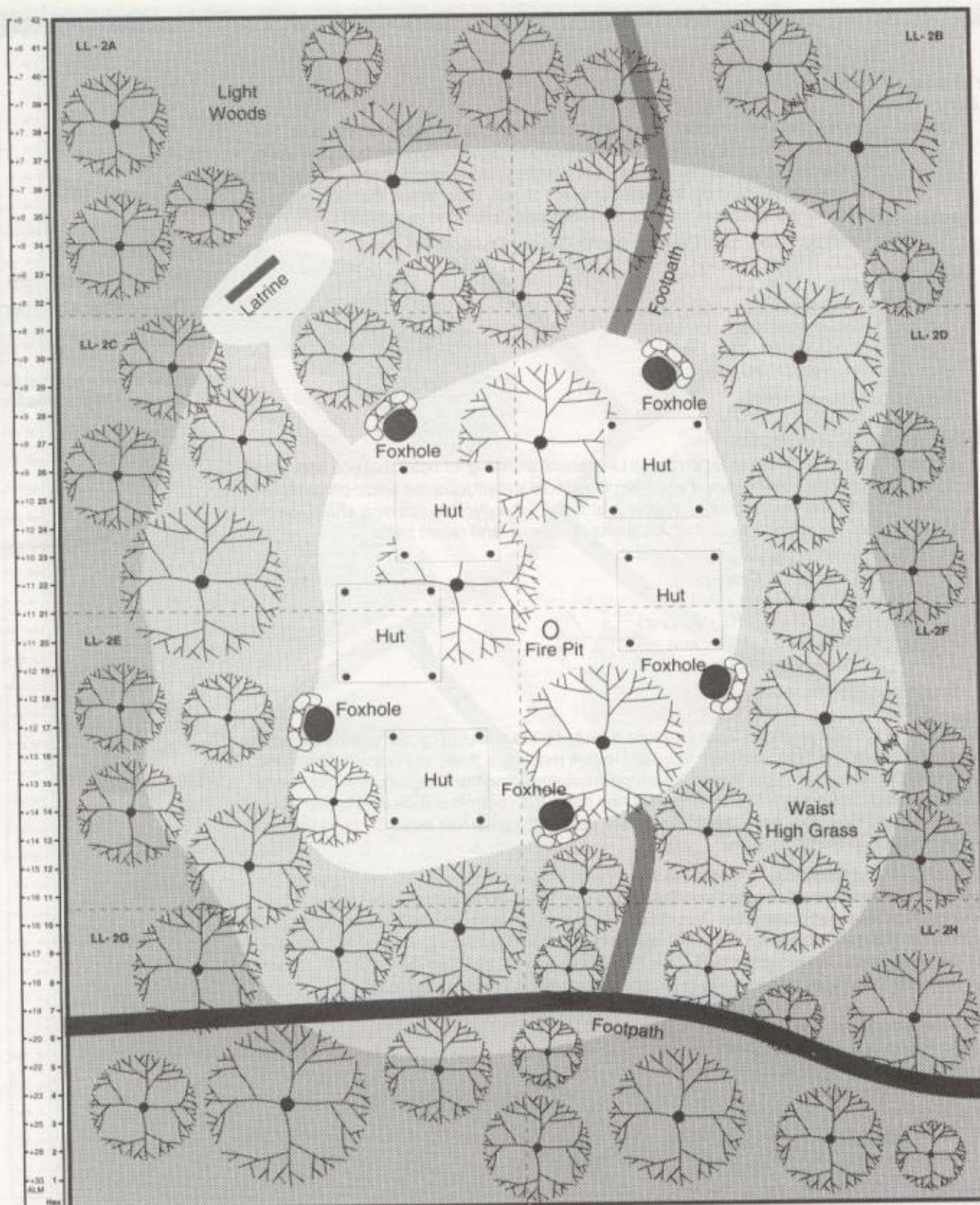
Optional Scenario Rule: Dragging Bodies

To recover a wounded comrade or a dead body, the Dragging combatant must Set Down (4 Actions) or Sling (3 Actions) any weapon he is carrying. It costs 3 Actions to grab and lift the body. From that point the Dragging combatant receives only 2 Actions per Phase (for movement only) until he sets down the body, which costs 3 Actions. Two combatants, each using only one hand, can drag a body while suffering a 2 CA penalty, though they are free to use any remaining actions to fire their weapons one-handed.

Please note that this rule can be used in many of the Scenarios, and should be referred to whenever the Players are trying to recover bodies or drag allies to safety.

**"For those who
fight for it, life has
a flavor the sheltered
never know."**

Pinned to a notice board at the
US Command Post at Khe Sanh



Search and Destroy

Date: November 1966 (Afternoon)

Location: North of Ben Cat, Republic of South Vietnam

Background: Unlike the Americans, the Viet Cong and NVA rarely occupied large bases with combat troops. Their line units were typically dispersed into small groups over large areas of difficult terrain so as to make encirclement of any significant portion of their forces unlikely.

Scenario Outline: In an effort to avoid being ambushed, an American Platoon moving toward its Pick-Up Zone sent small patrols forward and to the flanks after every few hundred meters travelled. One such patrol returned having discovered a nearby VC encampment. The Platoon commander decided to have one Squad attack the camp head-on while the remaining two Squads circled behind the camp and waited in blocking positions along a likely avenue of escape. In this Scenario, a VC outpost alerts the rest of its Squad to the Americans' presence.

Order of Battle:

ALLIED FORCES:

Orders: As the attacking Squad it is your job to kill as many VC as you can and to drive the rest into the kill zones of your fellow Squads off-map. Catch them before they escape, and force those who get away down the Footpath leading off Map B.

Elements: 3rd Platoon, Alpha Company, 1st Battalion, 503 US Inf, 173rd Airborne Brigade

- 1 LT (LL-9D, Line)
- 1 NCO (LL-9D, Crack)
- 1 M-60 Gunner (LL-10D, Crack)
- 1 Ammo Bearer (LL-9D, Crack)
- 1 M-79 Grenadier (LL-13A, Crack)
- 1 RTO (LL-9F, Line)
- 6 Privates (LL-9D, Line)

Suggested Options: none

VIET CONG FORCES:

Orders: You believed that all US forces had pulled out of the valley, so this attack is quite a surprise. You must evacuate the camp, taking all weapons and other valuable equipment with you. Leave a small rear guard to delay the Americans.

Elements (-) 274th Viet Cong Regiment; MFVC

- 1 LT (LL-1A, Crack)
- 2 NCO's (LL-1A, Crack)
- 1 RPD Gunner (LL-3A, Line)
- 11 Guerillas (LL-1A, Line)

Suggested Options: The VC may have up to 5 hidden Punji Stake Pits and 15 one-hex wide rows of Punji Stake Barriers, up to three of which can be placed in any one hex.

Set-Up: All VC soldiers must begin the Scenario within 5 hexes of the Fire Pit. At the start of the Scenario, the alarm is given to the VC combatants, and the VC Player rolls a ten sided die to determine the number of Phases he has before the US Player enters the Map. The VC Player may use these Phases to reposition his troops and have them pick up their weapons and other equipment prior to the US player beginning play.

VC Equipment that must be removed are their individual packs (fifteen 20-pound packs), ammunition (ten 10-pound crates), documents (two 5-pound boxes), and one 10 pound box of medical supplies. This equipment should be randomly distributed among the various Huts of the encampment at the start of play. The Huts have no walls and only the support posts indicated on the Map interrupt the Line of Sight.

The US Player enters on the bottom half of the right edge of Map H, near the Footpath.

Sound Detection and Spotting: In this Scenario, try using the Sound Detection and Spotting Rules. To simplify things, assume that spotting through Clear Terrain is instantaneous.

VC Tactical Hints

You have been caught by surprise and must evacuate the camp. You know the direction from which the attack will come and can assign part of your Squad as a rear guard. The rear guard may wish to Blind Fire into the woods in the general direction of the enemy's approach. Such fire may delay the opponents' approach to the camp; the rules are given in the **Advanced Phoenix Command Rules Supplement** Section 6.5.

Scenario Expansion

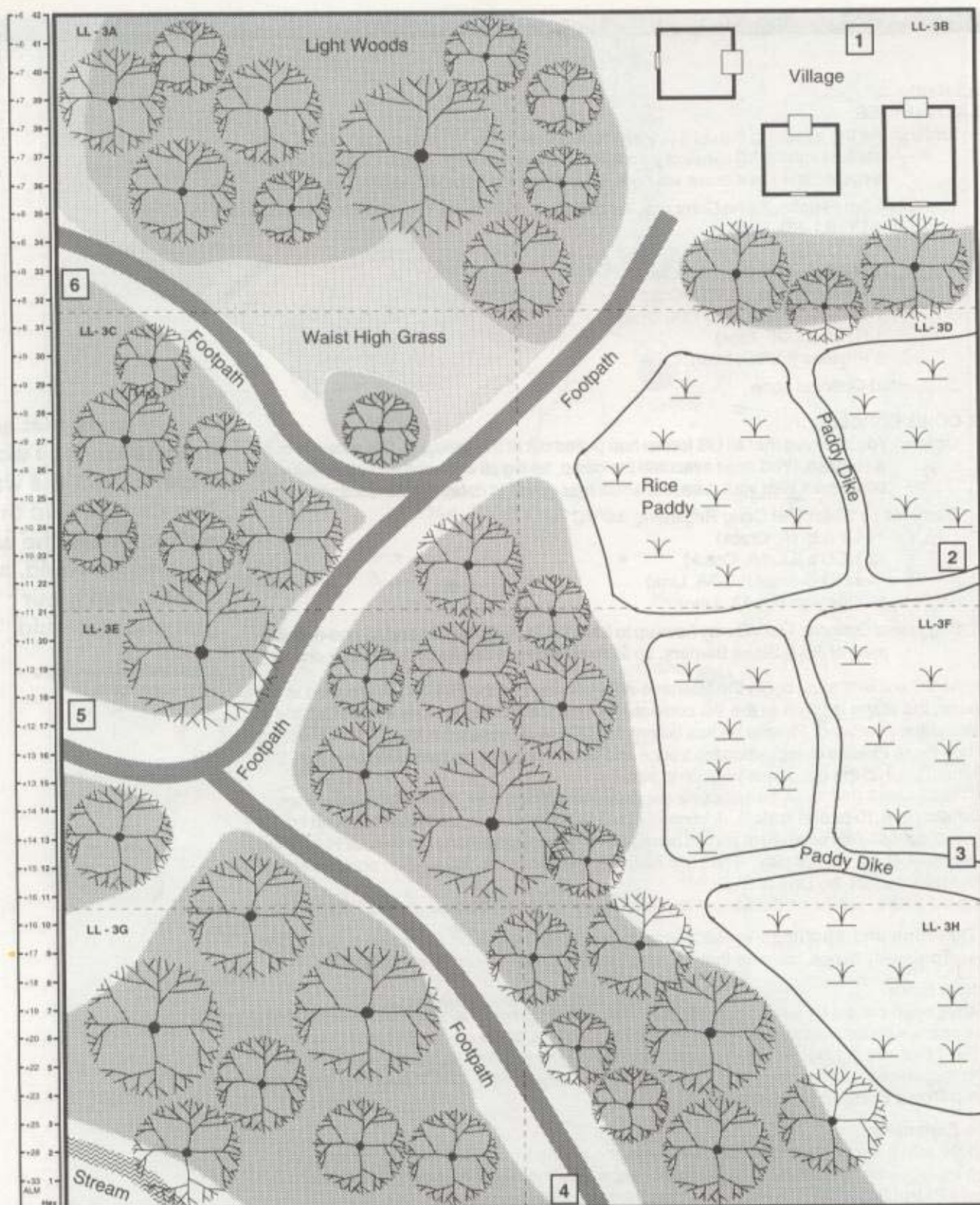
For those with a larger playing surface available, the Scenario can be expanded to include the other two squads waiting in ambush by using the Maps from the **Night Ambush**, **Flank Security**, and **Jungle Patrol** Scenarios. The Maps are designed to fit together easily; the Search and Destroy Map goes at the lower left, with Jungle Patrol at the top left, Night Ambush at the top right, and Flank Security at the bottom right. Note that the Stream runs through three of the Maps, so there is only one way to link the Maps that makes sense.

The other two US squads are positioned anywhere in the top half of the Jungle Patrol Map. The Squads have taken up ambush positions as desired by the US Player, but have not set up any special equipment, such as Claymore Mines. The Squads are identical to the first Squad in the Scenario, except that neither has a Lieutenant or RTO, and only one has an M-60 Gunner and Ammo Bearer.

Note that these four Scenario Maps can be assembled and used for a wide range of jungle combat scenarios of the Players' own design.

"I only knew that as long as I lived, I would have to fight the war. The Cadres said that if we didn't win the war, ours sons would, and if they didn't, our grandsons would."

Attributed to a Main Force VC Private, 1969



Night Ambush

Date: August 1965 (Night - half moon)

Location: Near Da Nang, Republic of South Vietnam

Background: The Marines were landed at Da Nang in order to guard US personnel at the airbase and other facilities there following numerous Viet Cong attacks.

Scenario Outline: In an effort to impede the Viet Cong attacks on allied installations, the Marines sent out patrols and ambushes. In this case, a Squad-sized ambush waits outside a village close to the base in hopes of catching the elusive guerillas at a disadvantage.

Order of Battle:

ALLIED FORCES:

Orders: Your mission is to catch as many communist guerillas in your ambush as possible while avoiding casualties of your own.

Elements: 1st Platoon, Hotel Company, 2nd Battalion, 5th Marines, USMC (pre-1967)

1 NCO (LL-6B, Crack, with 1 Smoke Grenade)

1 RTO (LL-6C, Line)

1 M-79 Grenadier (LL-13B, Line)

3 Privates (LL-6B, Line)

Suggested Options: 81mm Mortar battery (illumination rounds only)
3 Claymore Mines

NORTH VIETNAMESE FORCES:

Orders: Break contact; you can fire your mortar at the air base another night. Collect any dropped equipment or fallen comrades if possible.

Elements: 274th Battalion, Early LFVC

1st Squad

1 NCO (LL-7A, Line)

2 Guerillas (LL-4B, Line)

1 Guerilla (LL-4C, Green)

2 Guerillas (LL-2C, Green)

2nd Squad

1 NCO (LL-7A, Line)

2 Guerillas (LL-4B, Line)

1 Guerilla (LL-4C, Green)

2 Guerillas (LL-2C, Green)

Suggested Options: none

**"Morale is when
your hands and feet
keep on working
when your head says
it can't be done."**

Admiral Ben Moreell
1892-1978

Set-Up: The Marines may be broken up into three-man groups. Spacing within a group is no more than 2 hexes between Marines. Maximum spacing between groups is 10 hexes. Any element may control the Claymore Mines. The Mines must be set up to give all-around coverage; all the Mines may not face into the same 'kill zone'. The VC Player must not look at the Map while the US Player sets up.

After the Marines have set-up, the VC Player should roll for random entry and exit points using the trail numbers printed on the Map. If the numbers rolled are adjacent to one another, re-roll. The VC Player then maps a route for his Squads from the entry to the exit point; he must stay on the Footpaths, open terrain, and Paddy Dikes, and must use as direct a path as possible. Both VC Squads enter and exit at the same points and use the same route, but the second Squad enters the Map 5 Phases after the last member of the first Squad comes on. Maximum spacing between VC soldiers is 3 hexes.

Sound Detection and Spotting: Since this Scenario is intended as an introduction to night time jungle combat, the Sound Detection and Spotting Rules are highly recommended.

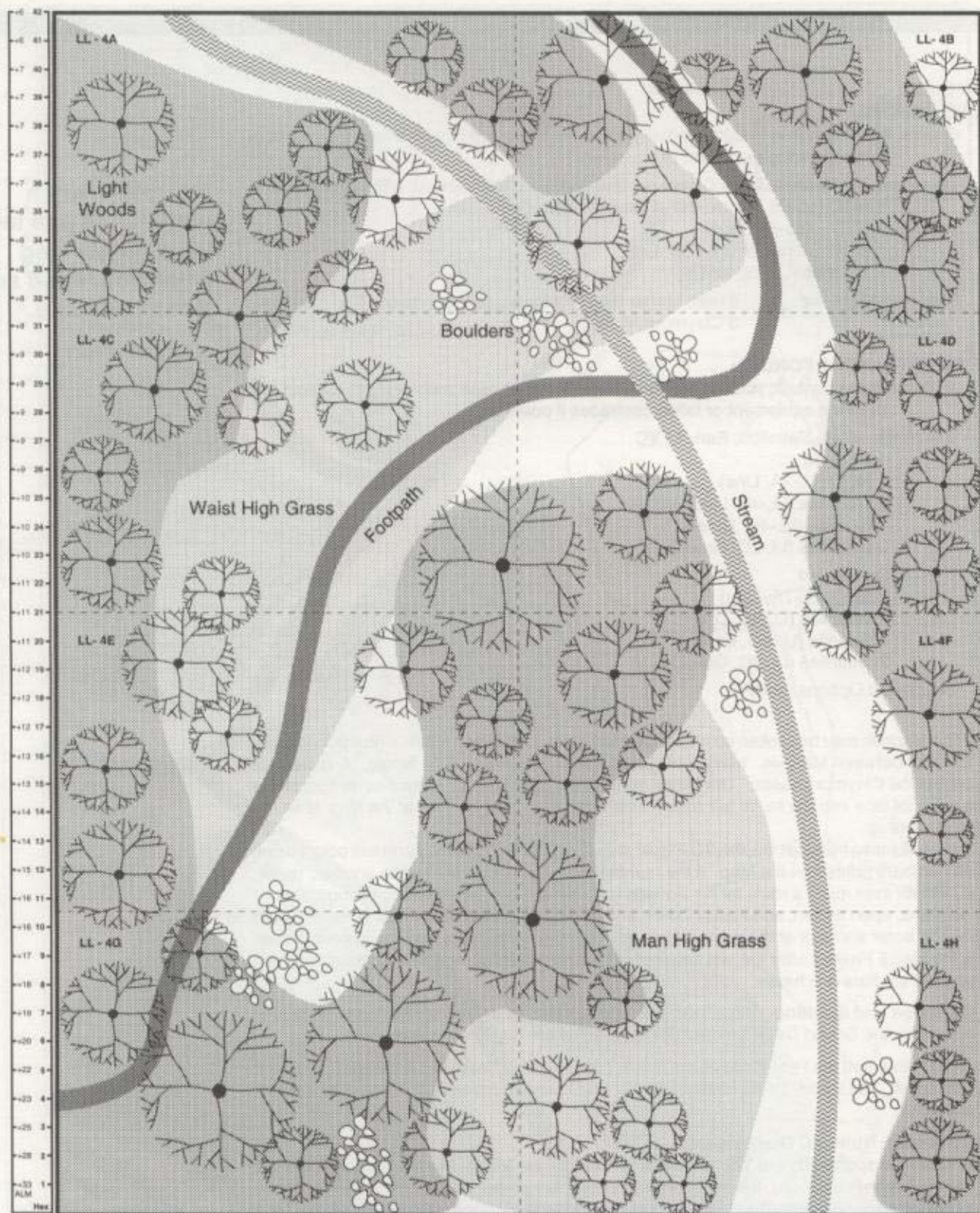
Terrain Note: Note that the Rice Paddies are below normal ground level and the Paddy Dikes are at ground level. The Paddy Dikes have a PF of 50, and provide cover for a Prone combatant in a Rice Paddy.

Optional Scenario Rule: VC Deployment

Until a Marine is spotted by the VC, a Mine is spotted by the VC, a Mine is detonated by the Marines, or the Marines open fire, the VC must stay in marching order (in column on the Footpath, one hex between each combatant) and cannot disperse into a tactical formation. Use of the Point Man Optional Scenario Rule in the Jungle Patrol Scenario on page 11 is recommended.

Tactical Hints

This Scenario has been designed to simulate what happens when a Squad walks into an ambush, and the devastating power of the Claymore Mines will probably destroy the first Squad. The VC Player should not take this as a sign of failure, since that would be normal in an ambush. The second Squad provides an opportunity to engage the ambush party and recover wounded and dead. This is where the real test of this Scenario begins.



Flank Security

Date: January 1966 (Morning)

Location: Near An Thanh hamlet, Tay Ninh Province, Republic of South Vietnam

Background: Among the tasks commonly associated with pacification efforts is road clearing, which allows the free flow of trade and travel. Whenever the Viet Cong created a road block, some local unit would have to secure the location and reduce the obstacle. Often the roadblocks were undefended; other times, however, the VC waited for the clearing unit to come along and would ambush them. In most cases, the VC put out flank guards to protect against unexpected enemy action.

Scenario Outline: The commander of the RP/PF force reacting to a Viet Cong roadblock has been tipped off that an ambush awaits him. He does not know the exact positions of the VC units, so he sends out flanking patrols to locate them, hoping to catch them off guard.

Order of Battle:

NORTH VIETNAMESE FORCES:

Orders: As a security element for the company's ambush you didn't expect to be the ones who fired on the enemy first, but here they are. Inflict as many casualties as you can. Hold your position for 30 Phases (one Minute) if possible, or until you have lost half your Squad, and then fall back.

Elements: Company 2-C-320, MFVC

1 NCO (LL-1A Line)

1 RPD Gunner (LL-3A Line)

5 Privates (LL-2A; 2 Line, 3 Green)

Suggested Options: 1 Claymore mine
3 Booby Trapped Grenades
4 Hidden Punji Stake Pits

ALLIED FORCES:

Orders: You are screening the Platoon's flank as they approach the roadblock. Watch out for enemy troops reported to be in the area; engage and destroy any enemy you find.

Elements: An Thanh Popular Force Platoon, RF/PF

1 NCO (LL-7D Line)

1 BAR Gunner (LL-8C Line)

9 Privates (LL-4B Line)

Suggested Options: none

**"You reach
maturity in fighting,
you reach maturity
in smoke and fire."**

NVA Slogan

Set-Up: The NVA unit may be broken up into two- and three-man groups. All of these groups may begin the game in one-man Foxholes (called Spider Holes) if desired. Maximum spacing between groups is 10 hexes, and the maximum spacing between individuals within a group is 4 hexes. Any one element may control the Mine. All NVA positions must be on Map Sections A, B, C, or D.

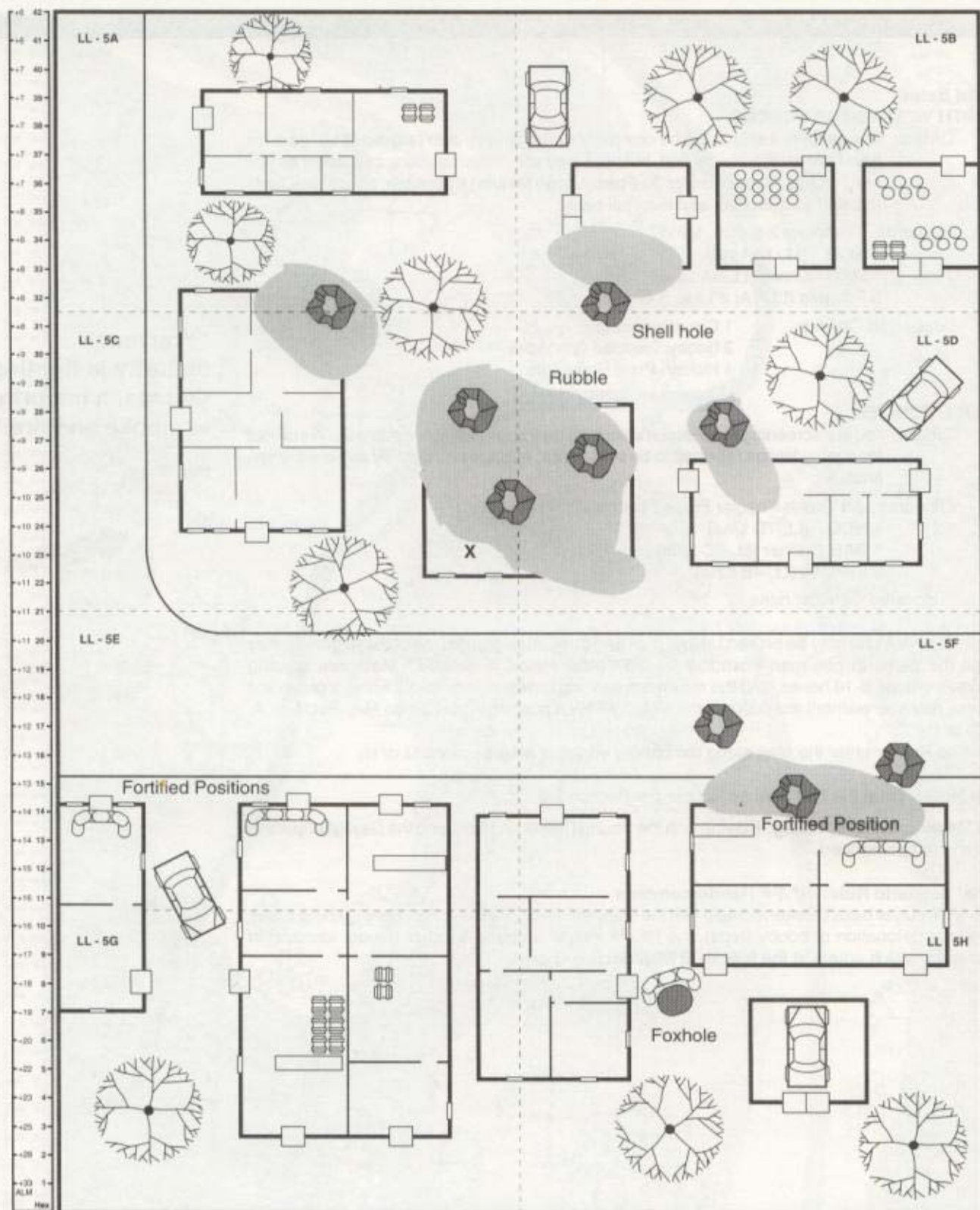
Allied Forces enter the Map along the bottom edges of Map Sections G or H.

Terrain Note: Treat the Boulders as Rubble per Section 2.0.

Sound Detection and Spotting: Playing with the Sound Detection Rules and the Daylight Spotting Table is recommended.

Optional Scenario Rule: RF/PF Reinforcements

If the NVA player hasn't broken contact (left the Map) within 45 Phases of the opening shots (does NOT include detonation of booby traps), the RF/PF Player receives another Squad, identical in configuration, which enters at the bottom of Map Section G or H.



Rescue Operation

Date: February 1968 (early afternoon)

Location: The Citadel, Hue City, Republic of South Vietnam

Background: Some of the bloodiest fighting seen in Vietnam was in and around the city of Hue during the North's Tet Offensive. The fighting in the Citadel (the French colonial walled city dating from the late 1800's) was a particularly long, drawn-out city fight, the likes of which had not been seen since World War II.

Scenario Outline: A USMC fire team on patrol in "no man's land" has been attacked and pinned down by NVA forces. A unit of Marine volunteers comes to their rescue.

Order of Battle:

ALLIED FORCES:

Orders: Suppress NVA units so the stranded patrol and all their wounded can be evacuated.

Elements:

- Pinned Fire Team of Alpha Company, 1st Battalion, 5th Marines
 - 5 Privates, with one wounded at start (LL-9G Line)
- Volunteers of Alpha Company, 1st Battalion, 5th Marines
 - 2 NCO's (LL-9G Crack; one is 81mm Mortar Battery Forward Observer)
 - 2 RTOs (LL-9H Line; one should stay with FO)
 - 1 M-60 Gunner (LL10H Line)
 - 1 M-79 Grenadier (LL-13C Line)
 - 3 Privates (LL-9G Line)

Suggested Options: 81mm Mortar Battery

NORTH VIETNAMESE FORCES:

Orders: You've pinned a small American unit. It is just a matter of time before they attempt to rescue it; destroy the rescuers.

Elements: 6th NVA Regiment

- 1 NCO (LL-1B Crack)
- 2 RPD Gunners (LL-3A Line)
- 2 Ammo bearers for RPD (LL-2B Line)
- 1 RPG Grenadier (LL-12B Line; also, see Scenario Rule for RPG Ammunition)
- 8 Privates (LL-1A Line)

Suggested Options: none

Set-Up: The five pinned down Marines begin the Scenario within one hex of the "X" located on the lower right of Map C. The Volunteers enter the top of Maps A and/or B.

The NVA start anywhere under cover on Maps E, F, G, and/or H.

Sound Detection and Spotting: Since this is an urban scenario, Line of Sight is fairly clear-cut and the use of the Spotting Tables is less important. To speed things up, assume that all troops are spotted automatically along the Line of Sight. Also omit the Sound Detection Rules.

Terrain Notes: On the Map, the shaded areas are Rubble, the Shell Holes are shown by roughly circular icons, and the Fortified Positions are indicated on the bottom half of the Map.

The Sandbagged NVA Fortified Positions should be treated as the Parapet of a Foxhole with a PF of 30 and Target Size ALM of +6. Treat the Shell Holes as Slit Trenches without Parapets.

Optional Scenario Rule: Wounded Marines

Before the game starts, roll for the wounded Marine in the stranded element; he has taken a shrapnel wound from the initial encounter with the NVA. Roll on the hit location **Table 6A** (PCCS), and use a DC of 2 and a PEN of 2.0; if that is insufficient to pass through intervening Flak Vests, no wound results. Each Marine in the Pinned group, whether wounded by shrapnel or not, also receives 23 PD in concussion. Make all KV rolls from these wounds before the game starts.

Optional Scenario Rule: RPG Ammunition

The NVA player has expended some if not all of his RPG ammunition before the Rescue party arrives. To determine the number of RPG rounds he starts with, roll a 0 - 9 number. If a 0 - 5 is rolled he has no rounds, a 6 - 8 gives him 2 rounds, and a 9 gives him 3 rounds.

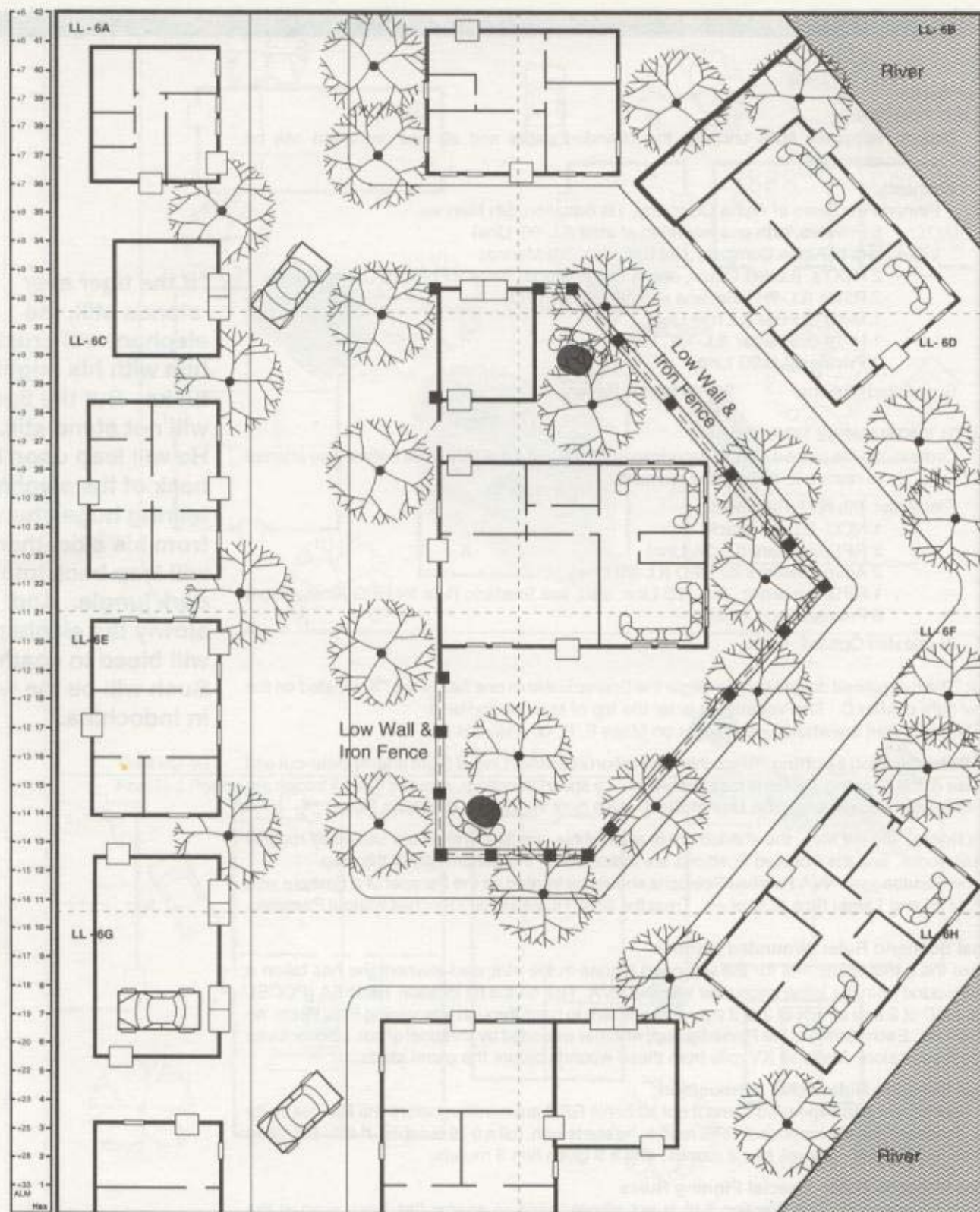
Optional Scenario Rule: Special Pinning Rules

Pinning Locations (PCCS, Section 5.9) is not allowed until an enemy has been seen at the location in question. Instead, a soldier watching a certain corner receives 1 CA towards assuming a shoulder Firing Stance, or is automatically in a Hip Firing Stance, but there is no Aim Time bonus. Once an enemy soldier has been seen at a corner then the standard rules for pinning locations apply. A combatant can only see into a 10 degree cone while Pinning, and receives no Spotting rolls for any opponents outside that cone.

Note that this rule is used to simulate hidden movement, and should be ignored if the Hidden Movement rules of Section 3.4 are used.

"If the tiger ever stands still, the elephant will crush him with his mighty tusks. But the tiger will not stand still. He will leap upon the back of the elephant, tearing huge chunks from his side, then he will leap back into the dark jungle. And slowly the elephant will bleed to death. Such will be the war in Indochina."

Ho Chi Minh



Street Fight

Date: February 1968 (mid-day)

Location: The Citadel, Hue City, Republic of South Vietnam

Background: In the early stages of the battle for Hue the use of supporting arms was not allowed, making the orders to secure the city seem suicidal to those given the task of carrying them out. This building clearing assault reflects the rigors of house-to-house combat that each mMarine unit faced.

Scenario Outline: The Marines, having penetrated the NVA positions in the Citadel, are attempting to roll up the NVA's flank defenses on the old city wall.

Order of Battle:

ALLIED FORCES:

Orders: Clear the NVA out of their positions with a violent assault.

Elements: 1st Platoon, Alpha Company, 1st Battalion, 1st Marines, USMC

1 LT (LL-9G Crack)

2 NCO's (LL-9G Crack)

1 M-60 Gunner (LL-10G Line)

1 Ammo Bearer (LL-9H Line)

1 M-79 Grenadier (LL-13C Line)

13 Privates (LL-9G Line)

Suggested Options: none

NORTH VIETNAMESE FORCES:

Orders: Hold your ground. If you are forced to retreat, inflict maximum casualties before doing so.

Elements: 804th Battalion, 4th NVA Regiment

1 NCO (LL-1B Crack)

1 RPD Gunner (LL-3B Line)

2 Ammo Bearers (LL-2B Line)

1 RPG Grenadier (LL-12B Line)

5 Privates (LL-1B Line)

Suggested Options: none

"We go to gain a
little patch of ground
That hath in it no
profit but the name."

William Shakespeare
Hamlet

Set-Up: The NVA Player must position a two-man element in each building with Fortified Positions in it. The make-up of these elements is up to the Player, and the remaining 4 members of the Squad can be deployed anywhere in the main city block in the center of the Map.

The Marines enter through either the top or the bottom of the Map; all of the Marines must enter on the same side of the Map, but they can enter anywhere along the side as desired. The side of the Map that the Marines enter through must be selected and announced before the NVA Player sets up. This is not an infiltration attack, and the NVA know the attack is coming.

Sound Detection and Spotting: All troops are assumed spotted automatically along the Line of Sight. Sound Detection Rules will not be used.

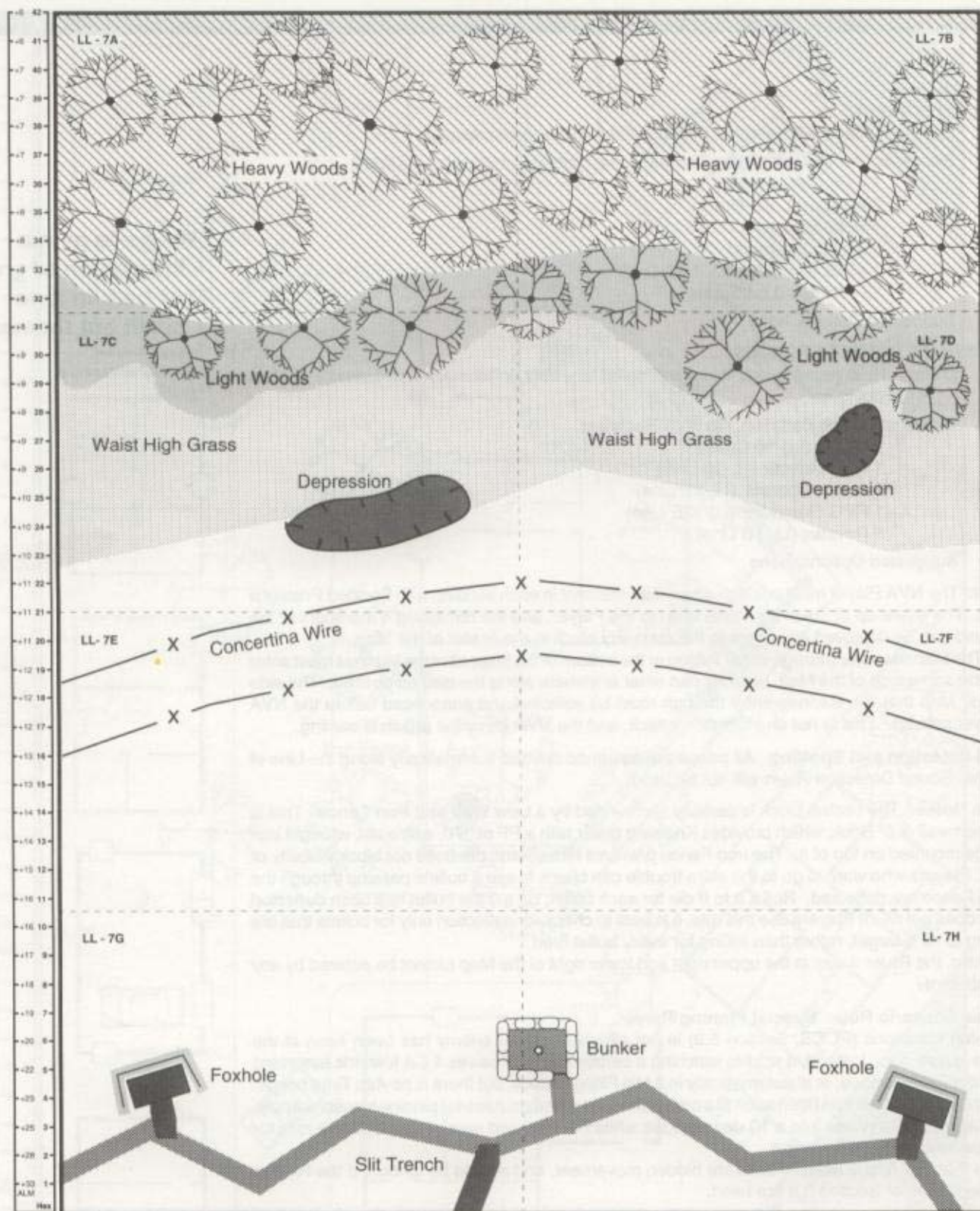
Terrain Notes: The central block is partially surrounded by a **Low Wall and Iron Fence**. This is a short wall of 6" Brick, which provides Kneeling cover with a PF of 370, with a tall, wrought iron fence mounted on top of it. The Iron Fence prevents movement, but does not block visibility or fire. Players who want to go to the extra trouble can check to see if bullets passing through the Iron Fence are deflected. Roll a 0 to 9 die for each bullet; on a 0 the bullet has been deflected and does not hit. If Players use this rule, it is best to check for deflection only for bullets that are going to hit a target, rather than rolling for every bullet fired.

Also, the **River** areas at the upper right and lower right of the Map cannot be entered by any combatants.

Optional Scenario Rule: Special Pinning Rules

Pinning Locations (PCCS, Section 5.9) is not allowed until an enemy has been seen at the location in question. Instead, a soldier watching a certain corner receives 1 CA towards assuming a shoulder Firing Stance, or is automatically in a Hip Firing Stance, but there is no Aim Time bonus. Once an enemy soldier has been seen at a corner then the standard rules for pinning locations apply. A combatant can only see into a 10 degree cone while Pinning, and receives no Spotting rolls for any opponents outside that cone.

Note that this rule is used to simulate hidden movement, and should be ignored if the Hidden Movement rules of Section 3.4 are used.



Fire Base Defense

Date: February 1971 (Night, no moon)

Location: Ranger Base North, Sèpone River Valley, North of Route 9, Laos

Background: After the all-South Vietnamese "Lam Son 719" offensive ground to a halt ten miles inside Laos, the NVA initiated a counter-offensive which began with attacks on this ARVN Ranger camp.

As the elite of the North Vietnamese forces, Sappers led virtually all assaults on such camps, breaching the perimeter for the following infantry units. This Scenario considers a surprise assault by a reinforced NVA Sapper Squad attempting to breach the perimeter while the bulk of its unit attacks elsewhere.

Scenario Outline: Having been cut off from aerial resupply and shelled intermittently, Ranger Base North is about to come under heavy enemy attack - this Ranger Squad is responsible for defending its small portion of the overall perimeter against a determined Sapper assault.

Order of Battle:

ALLIED FORCES:

Orders: Hold your position for as long as possible. Do not let enemy soldiers penetrate your positions.

Elements: 39th Ranger Battalion, ARVN

1 NCO (LL-13B, Crack)

1 M-60 Gunner (LL-10B, Crack)

4 Privates (LL-9B, Crack)

Reinforcements: The NCO may call for reinforcements after spotting any NVA Sappers or coming under RPG fire. Twenty Phases after this request is made, another Squad of ARVN Rangers (identical to the first, but without the extra weapons mentioned below) may enter anywhere along the ARVN side of the Map.

Suggested Options: 1 emplaced Claymore Mine (See Optional Scenario Rule)
Parachute Flare, held by the NCO
Trip Flares in Concertina Wire (See Optional Scenario Rule)
60mm Mortar (See Optional Scenario Rule)

NORTH VIETNAMESE FORCES:

Orders: Your attack will precede the main attack. Use stealth to approach the enemy positions and create a gap in their obstacles with your Bangalore Torpedoes if possible. After suppressing any active enemy positions, assault the camp and move toward the command bunkers (off-map).

NVA Sappers (unit unknown)

1 LT (LL-1B, Elite)

3 NCO's (LL-1B, Elite)

2 RPD Gunners (LL-3B, Elite)

1 RPG Grenadier (LL-12A, Elite)

3 Ammo Bearers (LL-2B, Elite - one for the RPG, one each for the RPD's)

11 Privates; each carries one Bangalore Torpedo section (LL-1B, Elite)

Suggested Options: NVA Supporting Fire (See Optional Scenario Rule)

Set-Up: While up to three soldiers will fit in each Foxhole and five in the Bunker, at the start of the game no more than two soldiers may share a position. Each of these positions has one M-72 LAAW and two bandoliers of 7 M-16 reloads. In the hex with the M-60 Gunner are two M-60 reloads.

The NVA may enter anywhere along the top of Maps A and/or B.

Sound Detection and Spotting: Sound Detection and Spotting Rules are recommended, since this Scenario is designed to be played at night.

Terrain Note: The ARVN Foxholes, Slit Trenches, and Bunker are detailed in Section 2.1. Treat the Depressions as a Slit Trench.

Optional Scenario Rule: Claymore Mine

Before the start of play, the NVA player rolls 00 - 99 number. If less than or equal to 25 is rolled, the NVA Player knows where the Claymore Mine is located. If greater than a 25 is rolled, the Mine's location is unknown. This simulates either a particularly well camouflaged Mine, or a Mine that was moved since the last NVA recon of the camp. If the Claymore is unspotted, the South Vietnamese Player should show 5 "possible Claymores" on the Map, while writing down which is the real Mine on a separate piece of paper to be produced when detonated. Note that the Claymore Mine has only one detonator and the location of this must also be noted.

Optional Scenario Rule: Trip Flares

Located within the Concertina Wire hexes are a number of Trip Flares. About one out of every five Hexes contains one of these warning devices. Rather than keep track of all these Flares individually, roll a ten sided die each time that a soldier enters a hex with Concertina Wire. If the roll is 0 or 1, there is a Trip Flare in the hex.

Optional Scenario Rule: 60mm Mortar

Each request for Mortar fire by the NCO takes 5 Phases. On a 00-99 roll of 00-05, Mortar fire support is granted and will arrive 30 Phases later. One round of Mortar fire will land each Phase for eight Phases. Roll for both scatter angle and scatter distance (1 to 10 hexes) for each round. The target point for the fire is the intersection of Maps A-D

"Historical experience suggests that there is very little hope of destroying a revolutionary guerrilla movement after it has survived the first phase and has acquired the sympathetic support of a significant segment of the population."

Brigadier General
Samuel B. Griffith, USMC (ret.)
1961

**"There cannot be
a crisis next week.
My schedule is
already full."**

Secretary of State
Henry Kissinger

Optional Scenario Rule: ARVN Response

Upon spotting enemy soldiers, anyone may choose to fire their weapon without restriction. The ARVN NCO may choose to fire a Parachute Flare or to request Mortar fire after the **second** successful hearing attempt. All other ARVN soldiers may leave their position to inform the NCO of what they heard after the second successful hearing attempt. They can do this by coming within 4 hexes of the NCO's position and spending 5 Phases talking. Following that, the NCO may choose to fire the Flare or call in Mortar fire.

Optional Scenario Rule: NVA Supporting Fire

Each Phase the NVA Player may choose to roll for supporting fires to strike among the ARVN positions as follows:

Roll	Fire Support
00 - 01	6 Rounds 60mm Mortar fire
02 - 02	3 Rounds 82mm Mortar fire
03 - 99	No Support

If Mortar fire arrives, the North Vietnamese Player should roll for both scatter angle and scatter distance (1 to 10 hexes) from the center of the Map edge on the South Vietnamese side.

Tactical Hints

ARVN: If you've spotted the Sappers, don't fire the Parachute Flare while the NVA player has superior numbers; it simply allows him to engage you with fire superiority at ranges beyond the 20 hex visibility limit. Without the Flare lit, you can throw grenades within your field of view without giving your position away with a muzzle flash. Also, site your Claymore so that it fires diagonally across the wire - you cover the ground more efficiently this way.

NVA: Rushing up to the Wire accomplishes two things; you make a lot of noise, announcing your presence and you become a great target for that Claymore Mine. Your mission requires a stealthy approach, and being prone helps too. Use the RPG to silence the ARVN positions if they open fire. Once the shooting starts, though, pin down the defenders and move fast; the slower you go the more often you'll be grenaded and the sooner you'll face the ARVN reinforcements. When you get close to the camp's Wire, you may want to stop rolling for the chance of Mortar support because it will be more dangerous to you in the open than to the Ranger's in their trenches.

3

SCENARIO RULES OPTIONS

As mentioned earlier, each Scenario is presented in a basic form, with suggestions on how to add interest through the use of Optional Rules and Equipment. Players should decide which Optional Rules will be used, depending on their desires and the suggestions offered in the Scenario descriptions. All of the rules are self-contained, and can be added to play as desired.

3.1

These streamlined rules for Sound Detection and Spotting are for use during Scenario play. They are not as precise as the rules in PCCS, but cover most situations with as much detail as necessary.

Sound Detection

Sound Detection rolls are made once for each listener each Phase, regardless of the number of targets. The chance of hearing enemy troops is found in the **Sound Detection ChanceTable** (at the back of the book). Use the part of the table that applies to the listener; Alerted, On Guard, Not Alert, or Whispering. Cross-index the Movement Speed of the target with the Range to the listener to find the percent chance of hearing the sound; if there are multiple targets, use the one with the highest chance of being heard. If the listener hears the sound, he knows how many hexes away the opponent is and can identify the sound as coming from within a 60 degree arc. He can take action at once, including sounding an alarm or Blind Firing into the full area of the arc. A dash (–) means there is no chance of hearing the target; "auto" means the target is automatically heard.

Spotting

Combatants rarely see everything around them in battle. To simplify spotting, new Spotting Tables have been introduced which allow Spotting Chances to be quickly determined. The tables, presented at the back of the supplement, can be used for both Impulse by Impulse Spotting and Phase by Phase Spotting. When using these tables, use the densest Terrain Type (the farthest down on the tables) that the combatant is looking through. Maximum spotting depths for different terrains and target heights are given in Section 2.1.

In general, choose the appropriate Terrain Type, Lighting, and Movement category for the Observer (Stationary or Moving), and cross index that with the Movement of the Target. The result will be one of the following: a dash (–), meaning there is no chance of Spotting that Target; a 00 to 99 number, which is the percent chance of Spotting the Target; an asterisk (*) followed by a number, which means that Spotting is automatic after a brief delay (the meaning of this entry is described below); or "auto", meaning Spotting is automatic and instantaneous.

Phase by Phase Play

For those who play **Phoenix Command** on a Phase by Phase basis, the Spotter checks the table once for each enemy in his field of view, starting with the target he wants most to engage. If the result is "auto" or a number with an asterisk, or if the Spotter rolls less than or equal to the Spotting Chance shown, he Spots the target and may begin acting on that information immediately.

Impulse by Impulse Play:

For those using Impulse play, Spotting is still handled on a Phase by Phase basis, but the Impulse within each Phase that the target is Spotted is determined. If the result on the table is "auto", the target is Spotted immediately. If the result is a number preceded by an asterisk, Spotting is automatic after a brief delay. The number following the * gives the maximum time, in Impulses, needed to spot the target. For example, if the number is a *4, the spotter would roll a 1 to 4 random number to determine the delay. If the entry in the table is a number, that is the percent Spotting Chance. If the Spotter makes his roll, the target is Spotted after a 4 Impulse delay.

SPOTTING AND SOUND DETECTION

"The belief in the possibility of a short decisive war appears to be one of the most ancient and dangerous of human illusions."

Robert Lynd
1879 - 1949

"Every gun that is fired, every warship launched, every rocket fired, signifies, in the final sense, a theft from those who hunger and are not fed, those who are cold and are not clothed. The world in arms is not spending money alone. It is spending the sweat of its labourers, the genius of its scientists, the hopes of its children."

President Dwight D. Eisenhower

The first enemy soldier spotted is the target acted on, if the Spotter wants to react in any way other than spreading the alarm. Roll for each possible target until the Spotter is successful or runs out of targets in his field of view.

If the Spotter sees a target and later Ducks, he may reappear at a later time and try to **Re-Acquire** the target. If the target is still in the same hex, the Spotter can attempt a Spotting Roll each Impulse to Re-Acquire the target.

Example: Gil looks over the parapet of his Foxhole on Impulse 1 of Phase 1. There are 3 targets in his Field of View and his Spotting Chance is 34. Gil rolls a 76 and fails to Spot the first target. He rolls a 20 and Spots the second target after 4 Impulses (Impulse 1 of Phase 2). Gil decides to Duck after spotting the target on Impulse 1 of Phase 2. Gil arms a grenade and on Impulse 2 of Phase 3 looks over the parapet to throw his grenade. The target is still in the same hex, so Gil can try to make his Spotting Chance of 34 each Impulse to Re-Acquire the target. On the first Impulse, Impulse 2 of Phase 3, Gil gets his first Spotting Roll. He rolls a 78 and does not see his target. On the 3rd Impulse he rolls a 13 and spots the target. Taking aim using his CA in the 3rd and 4th Impulses, he tosses the grenade on the 4th Impulse of Phase 3.

Spotting Hidden Objects

There can be many critical pieces of equipment hidden on the battlefield, such as Punji Stakes and Claymore Mines. If either side is using hidden equipment, the opposing side gets an opportunity to Spot it. The following Hidden Object Spotting Table has been provided for that reason. It is recommended that it be used any time Trip Wires, Punji Stakes, Spider Holes, or Claymore Mines are on the field, and is suitable for adaptation to other Hidden Objects as well.

A combatant's chance of spotting a Hidden Object varies drastically depending upon whether he is actively searching for them or just blundering along. The care that the Spotter is taking, here represented by his Movement Speed, has great impact on his Spotting Chance. At 1 CA per Hex he is moving at top speed, and can no longer primarily focus on spotting hidden objects.

Note also the great impact that lighting conditions have on Spotting Chances. Remember this when deciding which equipment options to include in the Scenario.

Hidden Object Spotting Chance Table

Lighting	Speed (CA/Hex)	Morale Grade						
		Untrained	Militia	Green	Line	Crack	Elite	Guard
Daylight	6+	73	89	97	99	99	99	99
	4	52	71	83	93	98	99	99
	2	22	34	45	59	66	77	81
	1	6	10	14	20	23	27	29
Full Moon	6+	51	63	68	72	75	78	80
	4	36	50	58	65	69	70	71
	2	15	24	32	41	46	54	57
	1	4	7	10	14	16	19	20
Half Moon	6+	42	51	55	58	60	62	63
	4	30	40	47	53	56	57	58
	2	13	19	26	34	38	44	46
	1	3	6	8	11	13	16	17
No Moon	6+	7	8	9	10	11	12	12
	4	5	6	7	8	9	9	9
	2	2	3	4	5	6	7	7
	1	0	1	1	2	2	2	3

3.2

TARGET IDENTIFICATION

In the confusion of close combat, it is very difficult to coordinate between members of a Squad about who will shoot at which target. Because of this, each combatant should choose randomly among the three closest enemy targets in his view. This will result in inefficiency sometimes, but that is an inevitable part of combat.

For Players who have **Phoenix Command Expansion**, the Target Identification Rules of Section 6.13 can be used. If they are, then combatants should have to choose from among the three closest unidentified targets; these might include Civilians, or even allies who have been out of sight. To eliminate the risk of shooting the wrong people, the firer must identify targets in a random order until he gets to an opponent.

3.3

GROUND COVER

Players using the Maps included in this Supplement will find that treating the ground as a perfectly flat surface provides little cover and two prone opponents have little option but to shoot at each other until one or both are killed. In reality, normal ground cover and small terrain features provide enough cover that these opponents might be able to elude each other, especially if one or both go fully prone.

To simulate local ground features without having to show them on the Map, the following rules are used. Any time a combatant wants to find Cover from a particular opponent in a 60° arc, he rolls a 00 - 99 number. If less than or equal to the **Cover Chance** from the following **Cover Generation Table** is rolled, he finds cover from the chosen 60° arc. If he rolls greater than the Cover Chance, there is no cover at that location. The person's Stance and the Range to the closest opponent are cross indexed on the table to find the Cover Chance. If there is no cover in the person's location he may move one hex and roll again.

Cover Generation Table

Target Range	Low Prone	Target Stance Prone	Kneeling
0 - 6	33	20	06
7 - 12	56	37	13
13 - 18	71	50	19
19 - 24	80	60	24
25 - 30	87	68	30

Example: Gerfel is advancing across flat terrain when the enemy opens fire from well concealed Spider Holes. Gerfel dives Prone, seeking cover from the fire coming from his front 60°. There are only two opponents within sighting range for a Prone target and both of them are in the same 60°. The closest is at a range of 4 hexes. Since Gerfel is Prone, his Cover Chance is 20. Gerfel rolls a 15 and is lucky enough to fall in a local ground depression that shields him from fire.

A few Phases later an enemy position on Gerfel's flank opens up. This position is 8 hexes away and is also within the Prone target sighting range. Gerfel has a Cover Chance of 37 against this position. He rolls a 54 and his position does not provide Cover. As the fire sweeps through his position, Gerfel decides to crawl forward one hex to find better cover. Once he arrives at the new location he again has a Cover Chance of 20 from the front and 37 to the flank. Gerfel rolls a 76 and a 45 and does not find cover from either avenue. He crawls forward another hex and again attempts to find cover. Here he rolls a 13 and a 25 and finds cover.

"The sum total... seems to us to point... to a prognosis that the situation in Vietnam is now likely to come apart more rapidly than we had anticipated."

Secretary of State Dean Rusk
6 Jan 1965

3.4

HIDDEN MOVEMENT GAMES

As mentioned in Chapter 2, it is easy to make multiple copies of the Scenario Maps. This means that Players have an opportunity to play **Lock and Load** using Hidden Movement. To do this, one Player will serve as Referee, and each side must have their own copy of the Scenario Map.

Separate each side so that they cannot see each other's map. When the game begins, each side has figures on its map that represent its soldiers only. As play progresses and enemy soldiers are spotted, they are placed on the Map. They remain on the Map for as long as they remain within the Field of View of any of the spotting side's troops. In this way, neither side has knowledge of the enemy units' positions until they have been spotted. This leads to a very suspenseful and exciting game.

The main difficulty in playing with this format is that the Referee has to bounce between the two sides' Maps, coordinating Spotting information and the results of fire. The success of the game will rest largely on the Referee's shoulders. For this reason, it is recommended that he or she be one of the more experienced players.

Movement and Spotting is handled on a Phase by Phase basis. Each side moves their Characters and the Referee determines what each side sees. To speed play, Line of Sight Spotting is recommended. The sequence of Actions and shots fired in the Phase can be determined on an Impulse by Impulse basis.

CREATING CUSTOM TROOPS

"Now, gentlemen, we have got our harpoon into the monster, but we must still take uncommon care, or else by a single flop of his tail he will send us all to eternity."

President Abraham Lincoln
1809 - 1865

The **Pregenerated Troop Data Tables** at the back of this book provide all the data needed for play and allow the players to quickly set up and begin each game. The following data has been provided as reference for players who want to generate their own combatants using the Character Generation Rules in PCCS. Troop Skill Levels and basic equipment are shown on the Pregenerated Troop Data Tables. More detailed equipment lists follow:

US Army / USMC Typical Individual Load:

Uniform: Steel Helmet with camouflage cover, olive green jungle fatigues, jungle boots; 7.5 lbs.

Base Equipment: Fighting harness, two 1-quart canteens, one wound dressing (often more), two ammunition pouches, and a bayonet; 7.2 lbs..

Body armor: M-1955 Flak vest (Pre-1967 USMC); 10.3 lbs.: or M69 Flak Vest (US Army and Post-1967 USMC); 8.5 lbs.

Field Pack: A typical US field pack contains 4 hand grenades (smoke and fragmentation), 500 rounds for the soldier's personal weapon, 200 rounds for the platoon's M-60 machine guns, 3 days' worth of K- or C- rations, 3 extra canteens of water, poncho and liner, change of socks, bug repellent, water purification tablets, entrenching tool, and various personal items like cameras, air mattresses, and diaries. In many cases, half of the men carried a Claymore Mine while the other half carried trip flares for use in setting up Night Defensive Positions. While on patrol, a Radio Operator carried the radio inside his pack, occasionally removing it if the unit was stopping for an extended period; 40 to 50 lbs. without Radio, 60+ lbs. with Radio.

ARVN Typical Individual Load:

Uniform: Olive green fatigues, Steel Helmet, jungle boots; 7.5 lbs.

Base Equipment: Web gear, two one-quart canteens, individual wound dressing; 7.8 lbs.

Field Pack: The contents of ARVN packs are similar to US ones, with a little less of everything; 30 to 35 lbs. without Radio, 50 lbs. with Radio.

ARVN Ranger Typical Individual Load: Identical to ARVN Typical Individual Load, except with Camouflage painted helmet and Tiger Striped or Duck Hunter Camouflage fatigues.

RF / PF Typical Individual Load:

Uniform: Boonie hat, Tiger Striped or Duck Hunter camouflage fatigues, jungle boots; 5 lbs.

Base Equipment: Fighting harness, two canteens, bayonet, individual wound dressing; 7.8 lbs.

Field Pack: These troops rarely carried field packs. If they did, their load would amount to 20 lbs. at the most.

LF VC Typical Individual Load:

Uniform: Shirt and pants (usually black, as worn by most South Vietnamese civilians), "Ho Chi Minh" Sandals (rubber sandals made from old tire treads); 4 lbs.

Base Equipment: Belt, one-quart canteen, knife; 4 lbs.

Field Pack: These troops rarely carried field packs. If they did, their load would amount to 20 lbs. at the most.

NVA Regulars and Sappers, and MF VC Typical Individual Load:

Uniform: Boonie hat or sometimes a sun helmet, dark green or khaki shirt and trousers, NVA combat shoes (similar to tennis shoes, these were sometimes called "Bata" boots after the Hong Kong based manufacturer); 5.0 lbs.

Base Equipment: Chest pouch harness, one-quart canteen, First Aid pouch, and a knife; 5 lbs.

Field Pack: Contains change of clothes, hammock, poncho, entrenching tool, several days' worth of cooked and uncooked rice, personal items, and additional ammunition; 35 to 40 lbs.

4

SUPPORT EQUIPMENT OPTIONS

This Chapter lists Equipment that was central to man-to-man combat in Vietnam. The items here vary widely in their impact and effectiveness, depending on the way they are used and their inherent power. Players should keep this in mind when selecting Equipment and designing scenarios.

4.1

During the Vietnam Conflict, there were three common types of Illumination Devices available to soldiers; Trip Flares, Parachute Flares, and Mortar Illumination Rounds.

Trip Flares

Trip Flares are ground-mounted and are triggered by a trip wire. When Trip Flares are triggered, they provide instant day-type illumination within a radius of 20 hexes, with a Visibility Modifier of -2 ALM, for a Duration of 30 Phases.

Use the **Hidden Object Spotting Chance Table** in **Chapter 3** to determine if an unlaunched Flare is noticed by any soldiers who enter the Hex it is in. If the Flare is noticed, a soldier can spend 8 CA to deactivate it; this attempt automatically succeeds. The percent chance to Activate the Flare during Movement is as follows:

Action	Chance to Activate Flare	Action	Chance to Activate Flare
Crawling (<1 HPP)	99	Trotting (2 - 3 HPP)	25
Walking (1 HPP)	90	Running (4+ HPP)	10

Parachute Flares

A **Parachute Flare** is a single-shot illumination device, and it takes 4 CA to prepare and fire it. Aiming is not required; the firer just points it up and fires. Six Impulses after firing, the Flare lights and illuminates the full Map as Daylight for 30 Phases, with a Visibility ALM modifier of -4.

Mortar Illumination Rounds

While appropriate types of Mortars have been listed as Optional Equipment in various Scenarios, space does not permit the inclusion of full Mortar Explosive Round rules and data within this supplement. This data is found in the **Phoenix Command Artillery System**. Players without that product can use the effects of a USA M61 Fragmentation Grenade as a substitute for a 60mm Mortar round, and a 2 Pound TNT Charge for an 81mm Mortar round. Both Grenades are in PCCS; the substitution is imperfect, but they are decent approximations.

When Mortars are used for Illumination, the only factor that needs to be determined is whether the support is granted and how long it takes to arrive. Each request for Illumination takes 5 Phases but has only a 5 percent chance of success. If Mortar fire is granted it will arrive 5 Phases later. Mortar illumination rounds provide instant day-type illumination over the full Map for 30 Phases, with a Visibility modifier of -4 ALM due to flickering shadows cast by the swinging and falling Flare.

ILLUMINATION DEVICES

"It is hard to argue with Dien Bien Phu."

Bernard Fall

4.2

Usually a sharpened length of bamboo, **Punji Stakes** were used both as booby traps buried in Pits along trails, and as a sort of "barbed wire" in belts around fortified camps and villages. A remarkable number of US troops suffered casualties from Punji Stakes and other booby traps of equally low technology. There are two ways to be injured by a Punji Stake; falling on one, or stepping on one.

PUNJI STAKES AND PITS

"There is no profound difference between the farmer and the soldier. You simply leave your farms and become soldiers."

Mao Tse-Tung

Spotting Punji Stakes

The chance of spotting Punji Stakes in a Hex is given in the **Spot Hidden Objects Chance Table** in Section 3.1. For exposed Stakes in the open, assume the 6+ CA line can be used regardless of how fast the combatant is moving. Note that this applies to a combatant who takes a quick look before going Prone in an ambush; the quick look takes 1 Action. If a line of Stakes is spotted, a person can elect to dive Prone while trying to avoid the Stakes. His chance of avoiding the Stakes is 60% for each line of Stakes in the hex. If he succeeds, he automatically takes no damage from that line of Stakes; if he fails, he checks below under **Falling on Punji Stakes** to see if he takes damage.

Stepping on a Punji Stake

If Punji Stakes are not spotted in open terrain, each person moving through a hex has an 8% chance of stepping on a Stake for each Line of Stakes. If multiple Lines are present, roll once per Line at 8%. If the Stakes are concealed in a Pit on a trail or other constriction in the terrain, the chance to step into the Pit is 47%.

Punji Stake Damage

When a person steps on a Punji Stake, the angle of the particular Stake will determine the person's ability to remain standing. To model this, roll a 0 - 9 number, add his Movement Speed in HPP, and consult the following table. This will provide his Base Odds of remaining standing.

Punji Stake Fall Table

Exposed Stakes	Stakes In Pit	Result
0-1	0	No Fall
2-3	1-2	Fall Recovery Roll, Base Odds 14
4-7	3-4	Fall Recovery Roll, Base Odds 10
8	5-7	Fall Recovery Roll, Base Odds 6
9	8-9	Fall Recovery Roll, Base Odds 3

If the person fails the Fall Recovery Roll on an Exposed Stake Line, he falls Prone in the hex. For a fall due to a Pit, the combatant should attempt to make a second Fall Recovery roll; if he fails a second time, he has twisted an ankle and all future actions with that leg cost double normal Combat Actions. If he fails a third time, he twists an ankle and takes a Stake in the leg above the boot, inflicting a 3 PD Disabling Injury. In the case of an exposed Stake Line, a fall is treated as falling Prone in the hex with the Stakes as described below.

In addition to the chance of falling, the damage done by the Stake that was stepped on must be determined. Any metal lined sole will stop a Punji Stake, which is why such a lining was added to US jungle boots during the war; heavy boots will also stop a Stake. If the footwear does not stop the Stake, it goes through the sole and inflicts a 3PD Disabling Injury.

Example: Axly is on point and unknowingly comes upon a hidden Pit with Punji Stakes on the trail. Axly (Line, Skill Level of 4) is advancing cautiously at a speed of 3 AC per hex, so his Spotting Chance is 93 (Hidden Object Spotting Chance Table). Axly rolls a 98 and fails to see the Pit. Moving through the hex with the Pit, he has a 47% chance to step in it; he rolls a 40 and steps in the Pit. Axly is wearing combat boots with a metal sole and rolls a 5 for his 0 - 9 roll. Adding his Movement Speed of 0 HPP, his foot hits the Stakes and his Fall Recovery Base Odds are 6. To avoid falling, Axly must roll less than or equal to 6 (Base Odds) + 4 (his Skill Level) = 10 on 3 six-sided dice. Axly rolls a 13; he fails his roll and falls over. Since he has stepped into a Pit he attempts the Fall Recovery roll again. This time he rolls a 14 and again fails, twisting his ankle in the fall. Failing twice he rolls a third time. This time he rolls a 10, makes his roll, and takes no further damage. Since the Stake he stepped on did not go through his metal sole, he takes no PD, although his twisted ankle doubles the Action Cost of all upright movement.

Falling on Punji Stakes

In fortifications and booby traps, Punji Stakes are usually laid in rows or strips. The following odds apply for each row in a hex.

If a person falls in a hex with Punji Stakes, he has a 48% chance of hitting a Stake per Stake Line in the hex. If he hits one, **Penetration (PEN)** and **Physical Damage (PD)** are handled in the same fashion as a gunshot wound on PCSACS Table 6 with a Damage Class of 2. To determine the extent of the damage, first roll for hit location on Table 6 and use the table on the next page to determine the Stake's PEN value.

In the table, a **Fall** is landing without the Arms taking the impact before the Body and Head hit, as in tripping or slipping. **Goes Prone** means the combatant is going prone quickly and intentionally in a controlled manner, with the Arms taking the deceleration and impact, and with the Head upright.

Punji Stake PEN versus Target Impalement

Hit Location	Falls on Stake	Goes Prone on Stake
Head	3	1
Body	6	4
Arms	3	6
Legs	3	3

Example: Boyar dives off the trail as his Squad comes under fire. He is moving at full speed as he leaves the trail, using 1 AC per hex. In the hex he plans to dive Prone in are two rows of Punji Stakes. His chance of Spotting the Stakes is 14, since Boyar is 2nd Skill Level (Green) and is using 1 CA per hex. Boyar rolls a 56 and does not see the Stakes.

As Boyar enters the hex with the Stakes he rolls once per Stake Line at 8% to see if he steps on one. He rolls a 34 and a 05 and steps on a Stake. Boyar is wearing combat boots with a metal sole and rolls a 5 for his 0 - 9 roll. Adding his movement speed of 4 HPP his Sole hits the Stake and his Fall Recovery Base Odds are 3. Boyar must sum the roll of three six-sided dice and the total must be less than or equal to 3 (Base Odds) + 2 (his Skill Level) = 5. Boyar rolls a 13, failing his roll, so he falls. If he had made this roll he would have used the Goes Prone column of the table when dealing with the rows of Stakes in the hex; since he failed, he must use the Falls on Stake column. In addition, since he is falling in a hex with two Stake Lines he must roll for each line, with a 48% chance of landing on each. He rolls a 45 and a 24 and hits a Stake from each line. Using a 00 - 99 Hit Location roll on PCSACS Table 6, one Stake hits him in the Lung and the other in the Eye. His flak vest stops the first Stake from penetrating his Body, but the Stake hitting him in the Eye has a PEN of 3 and inflicts 10,000 PD.

"Political power comes out of the barrel of a gun."

Mao Tse-Tung

4.3

The following rules apply to conventional Barbed Wire of rolled coil type which has been simply laid out and anchored. This wire is too high to jump in combat gear, and to move through it results in a chance of becoming **Entangled**. The chance of becoming Entangled per hex of wire crossed is given in the following table, based on the number of CA expended negotiating the hex.

If the combatant fails his roll he is Entangled, or caught in the wire. If a combatant is caught, he rolls again. If he makes the roll, then he can attempt to free himself by using 4 CA. Failing a second time means he has tripped and fallen. At this point the individual is hung up in the wire, and each attempt to free himself takes 8 CA.

Whenever someone tries to free himself from Barbed Wire, he rolls a 0 - 9 number; a roll of 8 or higher indicates he has escaped the Entanglement. Each unsuccessful attempt after the first allows the individual to add +1 to the roll on future attempts until he is free of the wire. No other actions may be taken while Entangled in wire.

Having a door, plank, or even a body fall across barbed wire makes it much easier to cross. If the wire is **Suppressed** in this fashion, the chance of entanglement drops as shown below.

Entanglement Chance per Hex Crossed

CA Spent Crossing the Hex	Wire Unsuppressed	Wire Suppressed
6+	15	5
4	22	7
2	45	15
1	90	30

Razor Wire or Concertina Wire

Razor Wire is similar to Barbed Wire but combines a razor edge with hooks. It is handled in the same manner as barbed wire in terms of Entanglement, Falling, and Suppression, except that it is likely to cause **Serious Lacerations** with Entanglement.

Whenever an unarmored person (PF of 1 or less on any Limb or the torso) becomes Entangled in Razor Wire there is a 20% chance of Serious Laceration. If this happens, the Wire inflicts 1 PD each Phase until medical treatment of the wounds begins. The necessary treatment is the simplest form of first aid; it requires only a pressure bandage or equivalent, and can be applied by the injured person. This first aid takes (3) x 30 Phases to complete. An Entangled person must roll for Serious Laceration each time he attempts to free himself from the wire.

BARBED WIRE, RAZOR WIRE AND TANGLE FOOT

Tangle Foot

When Tangle Foot is added to the obstacle it becomes more difficult to cross the hex. The Concertina or Barbed Wire effects remain unchanged and can still be Suppressed, but for each hex crossed, the person must make an additional Unsuppressed Wire Entanglement roll. Failure indicates tripping and falling. If the person Falls, his chance of becoming Entangled is 90%.

Example: In a hurry, Ridan uses 2 CA to cross a hex with both Razor Wire and Tangle Foot. His chance for Entanglement is 45. He rolls a 56 and successfully eludes the Razor Wire. Rolling for the Tangle Foot, however, he gets a 32 and falls down. Having fallen, he must now roll against the Razor Wire with a 90% chance of Entanglement. Rolling 09, Ridan becomes Entangled. Although Ridan is wearing a Flak Vest, his Arms and Legs are unarmored so he faces a 20% chance of Serious Laceration. He rolls a 17, suffering a 1 PD per Phase laceration. Using 8 CA in an attempt to free himself, Ridan rolls a 4 for his 0 - 9 roll and fails. Rolling again for Serious Laceration, he rolls a 72 and suffers no additional cuts.

Meanwhile, Gil comes along and, stepping on Ridan's back, spends 2 CA in his attempt to cross the wire. Due to the wire's Suppression by Ridan, Gil's Entanglement Chance is 15. Gil rolls a 68 and is successful. Eight Combat Actions later, Ridan makes his second attempt to free himself; rolling a 7, he adds 1 for his previous attempt and is free of the wire, though he is still prone. Ridan rolls a 54 for Serious Laceration and suffers no further cuts. He has been in the wire for 4 Phases at this point, so he has taken 4 PD. Cursing Gil, he gets a pressure bandage out of his pack and begins treating his wounds.

4.4

BANGALORE TORPEDOES

A Bangalore Torpedo is an explosive-filled tube which is used to breach concertina wire and to clear landmines. The Blast of a Bangalore Torpedo will clear a 4 to 5 meter wide path in wire. It is assembled in Sections which are carried in an external case. Each Section is 5 feet long and loaded with 9 pounds of TNT. The Sections have Connector Sleeves so they may be mated together prior to detonation. Typically 4 Sections are present in each case. The following table gives the Action Costs for emplacing each Section of the Torpedo.

Action Cost for Emplacing a Bangalore Torpedo

AC Prone	AC Kneeling	Action
18	12	Get Out a Section and place nose
20	14	Collar and Assemble one Section to another
8+	6+	Push 1 Section Forward or Pull it Back
12	10	Set Detonator

"War is too important
a matter to be left
to the generals."

Georges Clemenceau
1841 - 1929

There is an 8 to 15 second blast delay; the length is determined by the combatant in charge of emplacing the Torpedo. There is an 8% chance of a Section becoming **Snagged** or stuck as it is Pushed Forward. Once Snagged, the user can spend another 10AC and attempt to push it forward again. The chance of it becoming snagged a second time is 38%. Each time the user spends 10AC to back off and push again, the odds of it snagging again are increased by 30% (i.e. 8%, 38%, 68%, 98%); eventually he will find it simply will not work. At this point he can back off all Sections and move over one hex to try again, or he can go to a Kneeling stance and spend 10AC Kneeling to lift the Sections and force them forward. If he attempts the kneel, lift, and push approach, he has a 38% chance of failure on the first attempt, and again it goes up 30% with each attempt.

Kneeling Drop Placement

Another option for getting the charge in place is to assemble it while Prone and then go to a Kneeling stance, stand it on end, and actually drop it onto the wire. This takes 8 AC once the user gets into a Kneeling Stance, but obviously exposes the user to hostile attention and makes a lot of noise, as described below.

Sound Magnitudes

The Sound Magnitude Table on the next page gives the necessary information for determining if opponents hear a Bangalore Torpedo Section being placed or moved. The central column gives the Sound Magnitude, as described in Section 5.3 of PCCS. The right column gives these values in terms of the basic Sound Detection rules in this product; just use the appropriate line from the table.

Sound Magnitude Table

Action	Sound Magnitude	Sound Detection Chance
Pushing Section, 6 to 10 AC	45	Moving at 2 HPP
Pushing Section, 11 to 20 AC	25	Moving at 1 HPP
Pushing a Snagged Torpedo	50	Moving at 2 HPP
Kneeling Drop Placement	76	Moving at 4 HPP

Blast Effects

When the Bangalore is detonated, the blast is treated as a 2 lb charge of TNT along its length (PCCS Grenade and Explosive Table). The range from the blast should be the distance from the target to the closest part of the Torpedo.

4.5

The following are specialized items that were common in the Vietnam Conflict. Some basic rules and commentary on each of them are given below.

Spider Holes: These are hidden one-man foxholes designed to allow soldiers to surprise their enemy during an ambush. If a soldier is hiding in a Spider Hole, use the Spotting Hidden Objects rules to determine if an enemy soldier can spot the foxhole. If the soldier is exposed enough to be able to shoot at his enemy, use the standard Spotting rules with a Target Size of Firing Over Cover.

Booby Trapped Grenades: These are simply standard grenades with trip wires either attached to the pin or to the grenade itself, which is then placed in a can or other object. Use the detection and triggering rules listed under Trip Flares in Section 4.1. In the Vietnam War, most grenades used the standard two Phase duration that they were originally equipped with. One other option was to replace the standard fuse with the instantaneous fuses found in smoke grenades. The type of fuse used for each Booby Trapped Grenade must be written down before the game begins.

Claymore Mines: Rules for Claymore Mines are found in Section 2.2 of the **Special Weapons Supplement**. They are only mentioned here so that we can again mention that these are very powerful weapons which can destroy an entire squad in one blast. Players should be very careful to not unbalance the game by including too many of these devices. Remember that the focus of **Lock and Load** is intended to be on the actions of live soldiers. Simply blowing them up is very anti-climatic, although it is historically accurate.

ADDITIONAL EQUIPMENT

"You will kill ten of our men, and we will kill one of yours, and in the end it will be you who tire of it."

Ho Chi Minh

SOUND DETECTION CHANCE																		
Target	LISTENER ALERTED TO ALARM									LISTENER ALERT								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Moving at 1/4 HPP	97	82	50	02	—	—	—	—	—	92	50	08	—	—	—	—	—	—
Moving at 1/3 HPP	auto	92	82	08	02	—	—	—	—	97	82	50	02	—	—	—	—	—
Moving at 1/2 HPP	auto	97	92	50	08	00	—	—	—	auto	92	82	08	02	—	—	—	—
Moving at 1 HPP	auto	auto	97	82	50	02	—	—	—	auto	97	92	50	08	00	—	—	—
Moving at 2 HPP	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	97	88	50	02	—
Moving at 4 HPP	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto

SPOTTING CHANCE																		
OPEN TERRAIN																		
Target	DAYLIGHT STATIONARY OBSERVER									FULL MOON STATIONARY OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	80	58	40	28	20	14	10	07	05	28	20	14	10	07	05	04	03	02
Prone	*4	80	58	40	28	20	14	10	07	40	28	20	14	10	07	05	04	03
Kneeling	*1	*2	*4	80	58	40	28	20	14	80	58	40	28	20	14	10	07	05
Crawling (1HPP)	auto	auto	auto	*1	*1	*2	*4	80	58	*1	*1	*2	*4	80	58	40	28	20
Stalking (1HPP)	auto	auto	auto	auto	auto	auto	*1	*1	*2	auto	auto	auto	*1	*1	*2	*4	80	58
Running (4HPP)	auto	auto	auto	auto	auto	auto	auto	auto	*1	auto	auto	auto	auto	auto	*1	*1	*2	*4
	MOVING OBSERVER									MOVING OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	14	10	07	05	04	03	01	01	00	05	04	03	01	01	00	00	—	—
Prone	20	14	10	07	05	04	03	01	01	07	05	04	03	01	01	00	00	—
Kneeling	40	28	20	14	10	07	05	04	03	14	10	07	05	04	03	01	01	00
Crawling (1HPP)	*2	*4	80	58	40	28	20	14	10	58	40	28	20	14	10	07	05	04
Stalking (1HPP)	auto	*1	*1	*2	*4	80	58	40	28	*2	*4	80	58	40	28	20	14	10
Running (4HPP)	auto	auto	auto	*1	*1	*2	*4	80	58	*1	*1	*2	*4	80	58	40	28	20
MEDIUM WOODS																		
Target	STATIONARY OBSERVER									STATIONARY OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	40	28	20	14	10	07	05	04	03	14	10	07	05	04	03	01	01	00
Prone	58	40	28	20	14	10	07	05	04	20	14	10	07	05	04	03	01	01
Kneeling	*4	80	58	40	28	20	14	10	07	40	28	20	14	10	07	05	04	03
Crawling (1HPP)	auto	*1	*1	*2	*4	80	58	40	28	*2	*4	80	58	40	28	20	14	10
Stalking (1HPP)	auto	auto	auto	auto	*1	*1	*2	*4	80	auto	*1	*1	*2	*4	80	58	40	28
Running (4HPP)	auto	auto	auto	auto	auto	auto	*1	*1	*2	auto	auto	auto	*1	*1	*2	*4	80	58
	MOVING OBSERVER									MOVING OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	07	05	04	03	01	01	00	00	—	03	01	01	00	00	—	—	—	—
Prone	10	07	05	04	03	01	01	00	00	04	03	01	01	00	00	—	—	—
Kneeling	20	14	10	07	05	04	03	01	01	07	05	04	03	01	01	00	00	—
Crawling (1HPP)	80	58	40	28	20	14	10	07	05	28	20	14	10	07	05	04	03	01
Stalking (1HPP)	*1	*2	*4	80	58	40	28	20	14	80	58	40	28	20	14	10	07	05
Running (4HPP)	auto	*1	*1	*2	*4	80	58	40	28	*2	*4	80	58	40	28	20	14	10
HEAVY WOODS																		
Target	STATIONARY OBSERVER									STATIONARY OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	28	20	14	10	07	05	04	03	01	10	07	05	04	03	01	01	00	00
Prone	40	28	20	14	10	07	05	04	03	14	10	07	05	04	03	01	01	00
Kneeling	80	58	40	28	20	14	10	07	05	28	20	14	10	07	05	04	03	01
Crawling (1HPP)	*1	*1	*2	*4	80	58	40	28	20	*4	80	58	40	28	20	14	10	07
Stalking (1HPP)	auto	auto	auto	*1	*1	*2	*4	80	58	*1	*1	*2	*4	80	58	40	28	20
Running (4HPP)	auto	auto	auto	auto	auto	*1	*1	*2	*4	auto	auto	*1	*1	*2	*4	80	58	40
	MOVING OBSERVER									MOVING OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	05	04	03	01	01	00	00	—	—	01	01	00	00	—	—	—	—	—
Prone	07	05	04	03	01	01	00	00	—	03	01	01	00	00	—	—	—	—
Kneeling	14	10	07	05	04	03	01	01	00	05	04	03	01	01	00	00	—	—
Crawling (1HPP)	58	40	28	20	14	10	07	05	04	20	14	10	07	05	04	03	01	00
Stalking (1HPP)	*2	*4	80	58	40	28	20	14	10	58	40	28	20	14	10	07	05	04
Running (4HPP)	*1	*1	*2	*4	80	58	40	28	20	*4	80	58	40	28	20	14	10	07

SOUND DETECTION CHANCE																		
Target	LISTENER NOT ALERT									LISTENER WHISPERING								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Moving at 1/4 HPP	88	20	02	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Moving at 1/3 HPP	95	72	20	00	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Moving at 1/2 HPP	98	88	72	02	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Moving at 1 HPP	auto	95	88	20	02	—	—	—	—	—	—	—	—	—	—	—	—	—
Moving at 2 HPP	auto	auto	auto	98	95	82	20	02	—	08	—	—	—	—	—	—	—	—
Moving at 4 HPP	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	auto	97	88	50

SPOTTING CHANCE																		
OPEN TERRAIN	HALF MOON STATIONARY OBSERVER									NO MOON SPOTTING CHANCE / STATIONARY OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	20	14	10	07	05	04	03	01	01	07	05	04	03	01	01	00	00	—
Prone	28	20	14	10	07	05	04	03	01	10	07	05	04	03	01	01	00	00
Kneeling	58	40	28	20	14	10	07	05	04	20	14	10	07	05	04	03	01	01
Crawling (1HPP)	*1	*2	*4	80	58	40	28	20	14	80	58	40	28	20	14	10	07	05
Stalking (1HPP)	auto	auto	*1	*1	*2	*4	80	58	40	*1	*2	*4	80	58	40	28	20	14
Running (4HPP)	auto	auto	auto	auto	*1	*1	*2	*4	80	auto	*1	*1	*2	*4	80	58	40	28
MEDIUM WOODS	MOVING OBSERVER									MOVING OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	04	03	01	01	00	00	—	—	—	01	00	00	—	—	—	—	—	—
Prone	05	04	03	01	01	00	00	—	—	01	01	00	00	—	—	—	—	—
Kneeling	10	07	05	04	03	01	01	00	00	04	03	01	01	00	00	—	—	—
Crawling (1HPP)	40	28	20	14	10	07	05	04	03	14	10	07	05	04	03	01	00	00
Stalking (1HPP)	*4	80	58	40	28	20	14	10	07	40	28	20	14	10	07	05	04	03
Running (4HPP)	*1	*2	*4	80	58	40	28	20	14	80	58	40	28	20	14	10	07	05
HEAVY WOODS	STATIONARY OBSERVER									STATIONARY OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	10	07	05	04	03	01	01	00	00	04	03	01	01	00	00	—	—	—
Prone	14	10	07	05	04	03	01	01	00	05	04	03	01	01	00	00	—	—
Kneeling	28	20	14	10	07	05	04	03	01	10	07	05	04	03	01	01	00	00
Crawling (1HPP)	*4	80	58	40	28	20	14	10	07	40	28	20	14	10	07	05	04	03
Stalking (1HPP)	*1	*1	*2	*4	80	58	40	28	20	*4	80	58	40	28	20	14	10	07
Running (4HPP)	auto	auto	*1	*1	*2	*4	80	58	40	*1	*2	*4	80	58	40	28	20	14
	MOVING OBSERVER									MOVING OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	01	01	00	00	—	—	—	—	—	00	—	—	—	—	—	—	—	—
Prone	03	01	01	00	00	—	—	—	—	00	00	—	—	—	—	—	—	—
Kneeling	05	04	03	01	01	00	00	—	—	01	01	00	00	—	—	—	—	—
Crawling (1HPP)	20	14	10	07	05	04	03	01	00	07	05	04	03	01	00	00	—	—
Stalking (1HPP)	58	40	28	20	14	10	07	05	04	20	14	10	07	05	04	03	01	01
Running (4HPP)	*4	80	58	40	28	20	14	10	07	40	28	20	14	10	07	05	04	03
	STATIONARY OBSERVER									STATIONARY OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	07	05	04	03	01	01	00	00	—	03	01	01	00	00	—	—	—	—
Prone	10	07	05	04	03	01	01	00	00	04	03	01	01	00	00	—	—	—
Kneeling	20	14	10	07	05	04	03	01	00	07	05	04	03	01	01	00	00	—
Crawling (1HPP)	80	58	40	28	20	14	10	07	05	28	20	14	10	07	05	04	03	01
Stalking (1HPP)	*1	*2	*4	80	58	40	28	20	14	80	58	40	28	20	14	10	07	05
Running (4HPP)	auto	*1	*1	*2	*4	80	58	40	28	*2	*4	80	58	40	28	20	14	10
	MOVING OBSERVER									MOVING OBSERVER								
	Range									Range								
	2	3	4	6	8	11	16	23	32	2	3	4	6	8	11	16	23	32
Firing Over Cover	01	00	00	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Prone	01	01	00	00	—	—	—	—	—	00	—	—	—	—	—	—	—	—
Kneeling	04	03	01	01	00	00	—	—	—	01	00	00	—	—	—	—	—	—
Crawling (1HPP)	14	10	07	05	04	03	01	00	00	05	04	03	01	00	00	—	—	—
Stalking (1HPP)	40	28	20	14	10	07	05	04	03	14	10	07	05	04	03	01	01	00
Running (4HPP)	80	58	40	28	20	14	10	07	05	28	20	14	10	07	05	04	03	01

PREGENERATED CHARACTERS ARMED WITH AK47 ASSAULT RIFLE

LL - 1

AK47 Assault Rifle

AK47 / 7.62 X 39mm / Assault Rifle / USSR



This AK47 assault rifle is the most widely exported communist weapon.

Physical Data	Aim Time AC Md	Ballistic Data									
		Range in 2 yard hexes									
		10	20	40	70	100	200	300	400		
L 34	1 -23	FMJ PEN 11	11	9.8	8.6	7.5	4.8	3.1	2.0		
W 11.3	2 -12	DC 7	7	6	6	6	5	3	2		
	3 -9	JHP PEN 11	10	9.4	8.3	7.2	4.7	3.0	1.9		
RT 8	4 -7	DC 8	8	8	8	7	7	5	3		
ROF *5	5 -6	AP PEN 16	15	14	12	11	6.8	4.4	2.8		
	6 -4	DC 7	6	6	6	6	4	3	2		
Cap 30	7 -3										
AW 1.8	8 -2	MA .4	.8	2	3	4	8	12	17		
Mag	9 -1	BA 58	50	40	33	28	18	13	9		
KD 7		TOF 0	1	1	2	3	6	10	14		
SAB 5											

VC or NVA			NVA			NVA with Heavy Load						Shot Accuracy						
LL - 1A	Grade	CA	LL - 1B	Grade	CA	LL - 1C	Grade	CA	Grade	SL	KV	1	2	3	4	6	9	
Base Equipment	Militia	4	Base Equip	Militia	3	Base Equip	Militia	2	Militia	1	5	-18	-7	-4	-2	1	4	
AK47 Rifle	Green	4	AK47 Rifle	Green	3	AK47 Rifle	Green	2	Green	2	10	-16	-5	-2	0	3	6	
3 Magazines	Line	4	6 Mags	Line	3	6 Mags	Line	2	Line	4	20	-13	-2	1	3	6	9	
2 Grenades	Crack	5	4 Grenades	Crack	3	4 Grenades	Crack	2	Crack	5	35	-12	-1	2	4	7	10	
	Elite	5		Elite	4		Elite	2	Elite	7	56	-10	1	4	6	9	12	
	Guard	5	Additional 10 lb	Guard	4	Additional 40 lb	Guard	2	Guard	8	64	-9	2	5	7	10	13	

PREGENERATED CHARACTERS ARMED WITH SKS SEMI-AUTOMATIC RIFLE

LL - 2

SKS Semi-Auto Rifle

SKS / 7.62 X 39mm / Semi-Automatic Rifle / USSR



The SKS was the first weapon to use the short 7.62 x 39mm round which was later used in the AK 47. This round was produced in the mid 40s and used extensively in Korea and Vietnam. A Charging Strip (CS) is used for reloading.

Physical Data	Aim Time AC Md	Ballistic Data									
		Range in 2 yard hexes									
		10	20	40	70	100	200	300	400		
L 40	1 -23	FMJ PEN 12	12	11	9.4	8.4	5.6	3.8	2.6		
W 8.6	2 -12	DC 7	7	7	6	6	5	3	2		
	3 -9	JHP PEN 11	11	10	9.0	8.0	5.4	3.7	2.5		
RT 9	4 -7	DC 8	8	8	8	8	7	5	3		
ROF *	5 -6	AP PEN 17	16	15	13	12	8.0	5.4	3.6		
	6 -5	DC 7	7	6	6	6	5	3	2		
Cap 10	7 -3										
AW .62	8 -3	BA 58	49	40	33	28	18	12	8		
CS	9 -2	TOF 0	1	1	2	3	6	10	14		
KD 7	10 -1										
SAB 5											

VC or NVA			NVA			NVA with Heavy Load						Shot Accuracy					
LL - 2A	Grade	CA	LL - 2B	Grade	CA	LL - 2C	Grade	CA	Grade	SL	KV	1	2	3	4	6	10
Base Equipment	Militia	4	Base Equip	Militia	3	Base Equip	Militia	2	Militia	1	5	-18	-7	-4	-2	0	4
SKS	Green	4	SKS	Green	3	SKS	Green	2	Green	2	10	-16	-5	-2	0	2	6
9 CS	Line	4	18 CS	Line	3	18 CS	Line	2	Line	4	20	-13	-2	1	3	5	9
2 Grenades	Crack	5	4 Grenades	Crack	3	4 Grenades	Crack	2	Crack	5	35	-12	-1	2	4	6	10
	Elite	5		Elite	4		Elite	2	Elite	7	56	-10	1	4	6	8	12
Additional 5 lb	Guard	5	Additional 10 lb	Guard	4	Additional 40 lb	Guard	2	Guard	8	64	-9	2	5	7	9	13

PREGENERATED CHARACTERS ARMED WITH RPD LIGHT MACHINE GUN

LL - 3

RPD Light Machine Gun

RPD / 7.62 X 39mm / Light Machine Gun / USSR



Standard Light Machine Gun of the NVA.

Physical Data	Aim Time AC Md	Ballistic Data									
		Range in 2 yard hexes									
		10	20	40	70	100	200	300	400		
L 41	1 -28	FMJ PEN 11	10	9.4	8.2	7.2	4.6	3.0	1.9		
W 22.0	2 -18	DC 7	7	6	6	6	5	3	2		
	3 -11	JHP PEN 10	9.9	9.0	7.9	6.9	4.4	2.8	1.8		
RT 14	4 -9	DC 8	8	8	8	7	6	5	3		
ROF *6	5 -7	AP PEN 15	14	13	12	10	6.5	4.2	2.7		
	6 -6	DC 6	6	6	6	6	4	3	2		
Cap 100	7 -5										
AW 5.3	8 -4	MA .2	.5	.9	2	2	5	7	9		
Drum	9 -3	BA 58	50	40	33	28	18	13	9		
KD 7	10 -2	TOF 0	1	1	2	3	6	10	15		
SAB 2	12 0										

VC or NVA			NVA			VC or NVA / Heavy Load						Shot Accuracy						
LL - 3A	Grade	CA	LL - 3B	Grade	CA	LL - 3C	Grade	CA	Grade	SL	KV	1	2	3	4	6	12	
Base Equipment	Militia	3	Base Equip	Militia	3	Base Equip	Militia	2	Militia	1	5	-23	-13	-6	-4	-1	5	
RPD	Green	3	RPD	Green	3	RPD	Green	2	Green	2	10	-21	-11	-4	-2	1	7	
1 Drum	Line	3	2 Drums	Line	3	2 Drums	Line	2	Line	4	20	-18	-8	-1	1	4	10	
2 Grenades	Crack	3	4 Grenades	Crack	3	4 Grenades	Crack	2	Crack	5	35	-17	-7	0	2	5	11	
	Elite	4		Elite	4		Elite	2	Elite	7	56	-15	-5	2	4	7	13	
Additional 10 lb	Guard	4	Additional 15 lb	Guard	4	Additional 40 lb	Guard	2	Guard	8	64	-14	-4	3	5	8	14	

PREGENERATED CHARACTERS ARMED WITH M1 / M2 CARBINE

LL - 4

M1 / M2 Carbine

M1 - M2 Carbine / .30 M1 Carbine / Semi-Automatic Rifle / USA



Lightweight Carbine designed for use by machine-gunners, mortarmen, and officers. It was used throughout WW II, the Korean War, and early Vietnam period. The M2 is similar to the M1 but is capable of fully automatic fire.

Physical Data	Aim Time AC Md	Ballistic Data	Range in 2 yard hexes									
			10	20	40	70	100	200	300	400		
L 36	1 -21	FMJ PEN	6.8	6.4	5.8	4.9	4.2	2.4	1.4	.8		
W 5.9	2 -11	DC	6	6	5	5	4	2	1	1		
RT 8	3 -9	JHP PEN	6.5	6.2	5.5	4.7	4.0	2.3	1.3	.8		
ROF *8	4 -7	DC	7	7	7	7	6	3	2	1		
	5 -6	AP PEN	9.6	9.1	8.1	6.9	5.9	3.4	2.0	1.1		
	6 -4	DC	6	5	5	4	4	2	1	1		
Cap 15	7 -3											
AW .77	8 -2											
Mag 9	-2	MA	.6	1	2	4	6	12	17	23		
KD 5	10 -1	BA	55	46	37	29	24	14	8	5		
SAB 4	11 0	TOF	0	1	1	2	3	8	13	18		

VC			RF / PF			ARVN RTO			Grade			Shot Accuracy						
LL - 4A	Grade	CA	LL - 4B	Grade	CA	LL - 4C	Grade	CA	Grade	SL	KV	1	2	3	4	6	11	
Base Equipment	Militia	4	Base Equip	Militia	3	Base Equip	Militia	3	Militia	1	5	-16	-6	-4	-2	1	5	
M1/M2 Carbine	Green	4	M1/M2 Carbine	Green	3	M1/M2 Carbine	Green	3	Green	2	10	-14	-4	-2	0	3	7	
6 Mags	Line	4	12 Mags	Line	3	12 Mags	Line	3	Line	4	20	-11	-1	1	3	6	10	
2 Grenades	Crack	4	4 Grenades	Crack	3	2 Smk Grenades	Crack	3	Crack	5	35	-10	0	2	4	7	11	
	Elite	5		Elite	4	PRC-25 Radio	Elite	4	Elite	7	56	-8	2	4	6	9	13	
Additional 5 lb	Guard	5	Additional 5 lb	Guard	4	Helmet (6)	Guard	4	Guard	8	64	-7	3	5	7	10	14	

PREGENERATED CHARACTERS ARMED WITH M1 GARAND SEMI-AUTOMATIC RIFLE

LL - 5

M1 Garand

M1 Garand / .30' 06 Springfield / Semi-Automatic Rifle / USA



The M1 Garand was the first self loading weapon accepted for military service. By 1941 it was the standard US Army rifle. It automatically ejects its ammo clip and single rounds cannot be fed to top of the clip.

Physical Data	Aim Time AC Md	Ballistic Data	Range in 2 yard hexes									
			10	20	40	70	100	200	300	400		
L 44	1 -23	FMJ PEN	22	21	20	18	17	13	9.3	6.9		
W 10.0	2 -13	DC	8	8	8	8	7	7	6	6		
	3 -9											
RT 7	4 -8	JHP PEN	21	20	19	18	16	12	8.9	6.6		
ROF *	5 -6	DC	9	9	9	9	9	8	8	7		
	6 -5											
Cap 8	7 -4	AP PEN	31	30	28	26	24	18	13	9.7		
AW .52	8 -3	DC	8	8	8	7	7	7	6	6		
Clip 9	-2											
KD 11	10 -1	BA	62	54	45	38	33	24	18	14		
SAB 6	12 0	TOF	0	0	1	2	2	5	8	11		

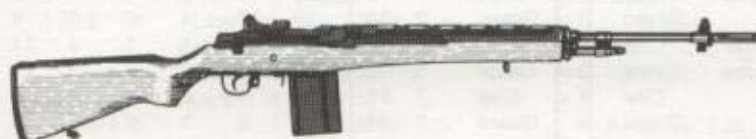
ARVN			ARVN Flak Vest			ARVN Ammo Bearer			Grade			Shot Accuracy						
LL - 5A	Grade	CA	LL - 5B	Grade	CA	LL - 5C	Grade	CA	Grade	SL	KV	1	2	3	4	6	12	
Base Equipment	Militia	3	Base Equip	Militia	3	Base Equip	Militia	2	Militia	1	5	-18	-8	-4	-3	0	5	
M1 Garand	Green	3	M1 Garand	Green	3	M1 Garand	Green	2	Green	2	10	-16	-6	-2	-1	2	7	
12 Clips	Line	3	20 Clips	Line	3	12 Clips	Line	2	Line	4	20	-13	-3	1	2	5	10	
2 Grenades	Crack	3	4 Grenades	Crack	3	2 Grenades	Crack	2	Crack	5	35	-12	-2	2	3	6	11	
Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	2	Elite	7	56	-10	0	4	5	8	13	
Additional 10 lb	Guard	4	Flak Vest (5)	Guard	4	Additional 25 lb	Guard	2	Guard	8	64	-9	1	5	6	9	14	

PREGENERATED CHARACTERS ARMED WITH M14 ASSAULT RIFLE

LL - 6

M14 Assault Rifle

M14 / 7.62mm NATO / Assault Rifle / USA



Standard rifle of the USMC prior to 1968.

Physical Data	Aim Time AC Md	Ballistic Data	Range in 2 yard hexes									
			10	20	40	70	100	200	300	400		
L 44	1 -24	FMJ PEN	20	19	18	16	15	11	7.7	5.5		
W 11.2	2 -14	DC	8	8	8	7	7	7	6	5		
	3 -10	JHP PEN	19	18	17	16	14	10	7.4	5.3		
RT 8	4 -8	DC	9	9	9	9	9	8	8	7		
ROF *6	5 -6	AP PEN	28	27	25	23	21	15	11	7.8		
	6 -5	DC	8	8	7	7	7	6	6	5		
Cap 20	7 -4											
AW 1.5	8 -3											
Mag 9	-2	MA	.6	1	2	4	6	12	19	25		
KD 10	10 -1	BA	61	53	45	37	32	23	17	13		
SAB 5	12 0	TOF	0	0	1	2	2	5	8	11		

USMC			USMC with Flak Vest			USMC RTO / Ammo Bearer			Grade			Shot Accuracy						
LL - 6A	Grade	CA	LL - 6B	Grade	CA	LL - 6C	Grade	CA	Grade	SL	KV	1	2	3	4	6	12	
Base Equipment	Militia	4	Base Equip	Militia	3	Base Equip	Militia	3	Militia	1	5	-19	-9	-5	-3	0	5	
M14 Rifle	Green	4	M14 Rifle	Green	3	M14 Rifle	Green	3	Green	2	10	-17	-7	-3	-1	2	7	
4 Magazines	Line	4	8 Mags	Line	3	8 Mags	Line	3	Line	4	20	-14	-4	0	2	5	10	
2 Grenades	Crack	5	4 Grenades	Crack	3	2 Grenades	Crack	3	Crack	5	35	-13	-3	1	3	6	11	
Helmet (6)	Elite	5	Helmet (6)	Elite	4	Helmet & Vest	Elite	4	Elite	7	56	-11	-1	3	5	8	13	
Additional 5 lb	Guard	5	Flak Vest (5)	Guard	4	Additional 25 lb	Guard	4	Guard	8	64	-10	0	4	6	9	14	

PREGENERATED CHARACTERS ARMED WITH M3A1 SUB-MACHINEGUN

LL - 7

M3A1 Sub-Machinegun

M3A1 / .45 ACP / Sub-Machinegun / USA



The M3A1 "grease-gun" was introduced in late 1944.

Physical Data
L 23 / 30
W 9.4
RT 8
ROF *4
Cap 30
AW 2.0
Mag
KD 5
SAB 3

Aim Time
1 -23
2 -12
3 -9
4 -8
5 -6
6 -5
7 -4
8 -3

Ballistic Data		Range in 2 yard hexes									
		10	20	40	70	100	200	300	400		
FMJ	PEN	1.7	1.5	1.3	1.0	.8	.4	.2	.1		
	DC	3	3	2	1	1	1	1	1		
JHP	PEN	1.6	1.5	1.3	1.0	.8	.4	.2	.1		
	DC	5	4	3	2	1	1	1	1		
AP	PEN	2.3	2.2	1.8	1.4	1.1	.5	.2	.1		
	DC	3	3	2	1	1	1	1	1		
MA		.2	.5	.9	2	2	5	9	12		
BA		45	36	27	20	15	5	0	-4		
TOF		1	1	3	5	8	18	30	44		

VC			VC			VC Ammo Bearer			Grade			Shot Accuracy						
LL - 7A	Grade	CA	LL - 7B	Grade	CA	LL - 7C	Grade	CA	Grade	SL	KV	1	2	3	4	6	8	
Base Equip	Militia	4	Base Equip	Militia	3	Base Equip	Militia	3	Militia	1	5	-18	-7	-4	-3	0	2	
M3A1 SMG	Green	4	M3A1 SMG	Green	3	M3A1 SMG	Green	3	Green	2	10	-16	-5	-2	-1	2	4	
3 Mags	Line	4	6 Mags	Line	3	6 Mags	Line	3	Line	4	20	-13	-2	1	2	5	7	
2 Grenades	Crack	5	4 Grenades	Crack	3	4 Grenades	Crack	3	Crack	5	35	-12	-1	2	3	6	8	
	Elite	5		Elite	4		Elite	4	Elite	7	56	-10	1	4	5	8	10	
	Guard	5		Guard	4		Guard	4	Guard	8	64	-9	2	5	6	9	11	
Additional 4 lb			Additional 10 lb			Additional 25 lb												

ARVN			ARVN with Flak Vest			ARVN Ammo Bearer			ARVN Ranger			ARVN Ranger with Vest		
LL - 7D	Grade	CA	LL - 7E	Grade	CA	LL - 7F	Grade	CA	LL - 7G	Grade	CA	LL - 7H	Grade	CA
Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	2	Base Equip	Militia	4	Base Equip	Militia	3
M3A1 SMG	Green	3	M3A1 SMG	Green	3	M3A1 SMG	Green	2	M3A1 SMG	Green	4	M3A1 SMG	Green	3
6 Mags	Line	3	6 Mags	Line	3	6 Mags	Line	2	6 Mags	Line	4	6 Mags	Line	3
2 Grenades	Crack	3	2 Grenades	Crack	3	2 Grenades	Crack	2	2 Grenades	Crack	5	2 Grenades	Crack	3
Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	2	Helmet (6)	Elite	5	Helmet (6)	Elite	4
	Guard	4	Flak Vest (5)	Guard	4		Guard	2		Guard	5	Flak Vest (5)	Guard	4
Additional 5 lb			Additional 5 lb			Additional 25 lb						Additional 5 lb		

PREGENERATED CHARACTERS ARMED WITH BROWNING AUTOMATIC RIFLE

LL - 8

BAR A2 Automatic Rifle

BAR A2 / .30 '06 Springfield / Automatic Rifle / USA



The Browning Automatic Rifle served as a light machine gun in WW II and the Korean War. It is heavy and has limited magazine capacity, but is very reliable.

Physical Data
L 48
W 19.7
RT 8
ROF *4
Cap 20
AW 1.8
Mag 9
KD 10
SAB 4

Aim Time
1 -27
2 -17
3 -11
4 -9
5 -7
6 -6
7 -5
8 -4
9 -3
11 -1
13 1

Ballistic Data		Range in 2 yard hexes									
		10	20	40	70	100	200	300	400		
FMJ	PEN	20	19	18	16	15	11	8.1	6.0		
	DC	8	8	8	7	7	7	6	6		
JHP	PEN	19	18	17	16	14	11	7.8	5.7		
	DC	9	9	9	9	9	8	8	7		
AP	PEN	28	27	25	23	21	16	11	8.4		
	DC	8	8	7	7	7	6	6	5		
MA		.3	.5	1	2	3	5	8	10		
BA		62	54	45	38	33	24	18	14		
TOF		0	0	1	2	2	5	8	12		

VC			VC with Heavy Load			RF / PF			Grade			Shot Accuracy						
LL - 8A	Grade	CA	LL - 8B	Grade	CA	LL - 8C	Grade	CA	Grade	SL	KV	1	2	3	4	6	13	
Base Equip	Militia	3	Base Equip	Militia	2	Base Equip	Militia	3	Militia	1	5	-22	-12	-6	-4	-1	6	
BAR	Green	3	BAR	Green	2	BAR	Green	3	Green	2	10	-20	-10	-4	-2	1	8	
6 Mags	Line	3	6 Mags	Line	2	6 Mags	Line	3	Line	4	20	-17	-7	-1	1	4	11	
4 Grenades	Crack	3	4 Grenades	Crack	2	2 Grenades	Crack	3	Crack	5	35	-16	-6	0	2	5	12	
	Elite	4		Elite	2		Elite	4	Elite	7	56	-14	-4	2	4	7	14	
	Guard	4		Guard	2		Guard	4	Guard	8	64	-13	-3	3	5	8	15	
Additional 5 lb			Additional 25 lb			Additional 10 lb												

ARVN			ARVN with Flak Vest			ARVN with Heavy Load			ARVN Ranger			ARVN Ranger with Vest		
LL - 8D	Grade	CA	LL - 8E	Grade	CA	LL - 8F	Grade	CA	LL - 8G	Grade	CA	LL - 8H	Grade	CA
Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	2	Base Equip	Militia	3	Base Equip	Militia	3
BAR	Green	3	BAR	Green	3	BAR	Green	2	BAR	Green	3	BAR	Green	3
6 Mags	Line	3	6 Mags	Line	3	6 Mags	Line	2	6 Mags	Line	3	6 Mags	Line	3
2 Grenades	Crack	3	2 Grenades	Crack	3	2 Grenades	Crack	2	2 Grenades	Crack	3	2 Grenades	Crack	3
Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	2	Helmet (6)	Elite	4	Helmet (6)	Elite	4
	Guard	4	Flak Vest (5)	Guard	4		Guard	2		Guard	4	Flak Vest (5)	Guard	4
Additional 5 lb						Additional 25 lb			Additional 5 lb					

PREGENERATED CHARACTERS ARMED WITH M16 ASSAULT RIFLE

LL - 9

M16 Assault Rifle

M16 / 5.56mm NATO / Assault Rifle / USA



Standard US Army rifle adopted in 1962, it was used extensively in Vietnam.

Physical Data	Aim Time AC Md	Ballistic Data	Range in 2 yard hexes							
			10	20	40	70	100	200	300	400
L 39	1 -22	FMJ PEN	17	16	15	13	11	7.1	4.5	2.9
W 8.7	2 -12	DC	6	6	6	6	5	4	3	2
	3 -9	JHP PEN	16	15	14	12	11	6.8	4.4	2.8
RT 8	4 -7	DC	8	8	8	7	7	6	5	3
ROF *7	5 -6	AP PEN	23	22	20	18	16	10	6.4	4.1
	6 -5	DC	6	6	6	6	5	4	3	2
Cap 20	7 -4									
AW .7	8 -3									
Mag 9	-2	MA	.4	.8	2	3	4	8	11	15
KD 4	10 -1	BA	60	51	42	35	30	20	15	11
SAB 3	11 0	TOF	0	0	1	1	2	4	7	10

RF / PF			ARVN			ARVN RTO / Ammo Bearer			Shot Accuracy		
LL - 9A	Grade	CA	LL - 9B	Grade	CA	LL - 9C	Grade	CA	Grade	SL	KV
Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3	Militia	1	5
M16	Green	3	M16	Green	3	M16	Green	3	Green	2	10
8 Mags	Line	3	8 Mags	Line	3	8 Mags	Line	3	Line	4	20
4 Grenades	Crack	3	2 Grenades	Crack	3	2 Smk Gren.	Crack	3	Crack	5	35
	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4	Elite	7	56
	Guard	4		Guard	4		Guard	4	Guard	8	64
Additional 5 lb			Additional 5 lb			Additional 25 lb					

US Army			US Army with Flak Vest			US Army RTO / Ammo			USMC			USMC RTO / Ammo		
LL - 9D	Grade	CA	LL - 9E	Grade	CA	LL - 9F	Grade	CA	LL - 9G	Grade	CA	LL - 9H	Grade	CA
Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3
M16	Green	3	M16	Green	3	M16	Green	3	M16	Green	3	M16	Green	3
20 Mags	Line	3	20 Mags	Line	3	8 Mags	Line	3	20 Mags	Line	3	20 Mags	Line	3
4 Grenades	Crack	3	4 Grenades	Crack	3	2 Smk Gren.	Crack	3	4 Grenades	Crack	3	4 Grenades	Crack	3
Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4
	Guard	4	Flak Vest (5)	Guard	4		Guard	4	Flak Vest (5)	Guard	4	Flak Vest (5)	Guard	4
Additional 10 lb			Additional 5 lb			Additional 25 lb			Additional 5 lb			Additional 25 lb		

PREGENERATED CHARACTERS ARMED WITH M60 MACHINE GUN

LL - 10

M60 Machine Gun

M60 / 7.62mm NATO / General Purpose Machine Gun / USA



Adopted in the 1950's, the M60 is the standard GPMG of US forces.

Physical Data	Aim Time AC Md	Ballistic Data	Range in 2 yard hexes							
			10	20	40	70	100	200	300	400
L 44	1 -30	FMJ PEN	20	19	18	16	15	11	7.7	5.5
W 29.7	2 -20	DC	8	8	8	7	7	7	6	5
	3 -14	JHP PEN	19	19	17	16	14	10	7.4	5.3
RT 12	4 -10	DC	9	9	9	9	9	8	8	7
ROF *5	5 -8	AP PEN	28	27	25	23	21	15	11	7.8
	6 -6	DC	8	8	7	7	7	6	6	5
Cap 100	7 -5									
AW 6.5	8 -4									
Belt 9	-3	MA	.3	.5	1	2	3	5	8	10
KD 10	10 -2	BA	61	53	45	37	32	23	17	13
SAB 3	12 0	TOF	0	0	1	2	2	5	8	11

RF / PF			ARVN			ARVN Ranger			Shot Accuracy		
LL - 10A	Grade	CA	LL - 10B	Grade	CA	LL - 10C	Grade	CA	Grade	SL	KV
Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3	Militia	1	5
M60	Green	3	M60	Green	3	M60	Green	3	Green	2	10
1 Belt	Line	3	1 Belt	Line	3	2 Belts	Line	3	Line	4	20
	Crack	3	2 Grenades	Crack	3	2 Grenades	Crack	3	Crack	5	35
	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4	Elite	7	56
	Guard	4		Guard	4		Guard	4	Guard	8	64
Additional 5 lb			Additional 5 lb			Additional 5 lb					

US Army			US Army (Strong Soldier)			US Army with Flak Vest			USMC			USMC (Strong Soldier)		
LL - 10D	Grade	CA	LL - 10E	Grade	CA	LL - 10F	Grade	CA	LL - 10G	Grade	CA	LL - 10H	Grade	CA
Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3	Base Equip	Militia	3
M60	Green	3	M60	Green	3	M60	Green	3	M60	Green	3	M60	Green	3
2 Belts	Line	3	4 Belts	Line	3	2 Belts	Line	3	2 Belts	Line	3	4 Belts	Line	3
2 Grenades	Crack	3	2 Grenades	Crack	3	2 Grenades	Crack	3	2 Grenades	Crack	3	2 Grenades	Crack	3
Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4	Helmet (6)	Elite	4
	Guard	4		Guard	4	Flak Vest (5)	Guard	4	Flak Vest (5)	Guard	4	Flak Vest (5)	Guard	4
Additional 5 lb			Additional 5 lb			Additional 5 lb			Additional 5 lb			Additional 5 lb		

PREGENERATED CHARACTERS WITH RPG 2 ROCKET PROPELLED GRENADE LAUNCHER and/or SKS Rifle

LL-11		Aim Time	Ballistic Data for SKS									RPG 2 Physical Data	Aim Time	Ballistic Data Grenade			Explosive Data					
SKS		AC Md	Range in 2 yard hexes									Data	AC Md	Target Range			Burst Range in Hexes					
			10	20	40	70	100	200	300	400			40	100	200	0	1	2	3	5		
L	40	1 -23	FMJ PEN	12	12	11	9.4	8.4	5.6	3.8	2.6	RT	15	1 -24	HEAT PEN	12h 12h 12h	PEN	5.3	5.2	5.0	4.7	4.3
W	8.6	2 -12	DC	7	7	7	6	6	5	3	2	ROF	-	2 -14	DC	10 10 10	DC	7	7	6	6	6
		3 -9												3 -9			BSHC	11	2	-1	-4	-8
RT	9	4 -7	JHP PEN	11	11	10	9.0	8.0	5.4	3.7	2.5	Cap	1	4 -7			BC	13h	305	88	42	18
ROF	*	5 -6	DC	8	8	8	8	8	7	5	3	AW	4.0	5 -6								
		6 -5										Rnd		6 -5								
Cap	10	7 -3	AP PEN	17	16	15	13	12	8.0	5.4	3.6			7 -4								
AW	.62	8 -3	DC	7	7	6	6	6	5	3	2	MR	400	8 -3								
	CS	9 -2												9 -2	AOI		1					
KD	7	10 -1	BA	58	49	40	33	28	18	12	8	KD	500		BA	10	-1	-11				
SAB	5		TOF	0	1	1	2	3	6	10	14	SAB	0		TOF	3	9	20				

NVA			NVA			NVA						Shot Accuracy RPG 2						
LL - 11A	Grade	CA	LL - 11B	Grade	CA	LL - 11C	Grade	CA	Grade	SL	KV	1	2	3	4	6	9	
Base Equipment RPG 2 3 Reloads	Militia	4	Base Equip	Militia	3	Base Equip	Militia	2	Militia	1	5	-19	-9	-4	-2	0	3	
	Green	4	SKS Rifle	Green	3	SKS Rifle	Green	2	Green	2	10	-17	-7	-2	0	2	5	
	Line	4	9 CS	Line	3	18 CS	Line	2	Line	4	20	-14	-4	1	3	5	8	
	Crack	4	Crack	3	RPG 2	Crack	2	Crack	5	35		-13	-3	2	4	6	9	
	Elite	5	RPG 2	Elite	4	6 Reloads	Elite	2	Elite	7	56	-11	-1	4	6	8	11	
	Guard	5	3 Reloads	Guard	4	Additional 10 lb	Guard	2	Guard	8	64	-10	0	5	7	9	12	

PREGENERATED CHARACTERS WITH RPG 7 ROCKET PROPELLED GRENADE LAUNCHER and/or SKS Rifle

LL-12		Aim Time	Ballistic Data for SKS										RPG 7	Aim Time	Ballistic Data Grenade			Explosive Data				
SKS		AC Md	Range in 2 yard hexes										Physical Data	AC Md	Target Range			Burst Range in Hexes				
			10	20	40	70	100	200	300	400			40	100	200	0	1	2	3	5		
L	40	1 -23	FMJ PEN	12	12	11	9.4	8.4	5.6	3.8	2.6	RT	15	1 -28	HEAT PEN	26h 26h 26h	PEN	7.2	7.1	6.9	6.7	6.2
W	8.6	2 -12	DC	7	7	7	6	6	5	3	2	ROF	-	2 -18	DC	10 10 10	DC	8	8	8	8	8
		3 -9												3 -11			BSHC	11	2	-1	-4	-8
RT	9	4 -7	JHP PEN	11	11	10	9.0	8.0	5.4	3.7	2.5	Cap	1	4 -9			BC	20h	393	105	52	22
ROF	*	5 -6	DC	8	8	8	8	8	7	5	3	AW	5.0	5 -7								
		6 -5										Rnd		6 -6	HE PEN	8.2 8.2 8.2	PEN	8.1	8.0	7.7	7.5	7.0
Cap	10	7 -3	AP PEN	17	16	15	13	12	8.0	5.4	3.6			7 -5	DC	10 10 10	DC	9	9	9	8	8
AW	.62	8 -3	DC	7	7	6	6	6	5	3	2	MR	500	8 -4			BSHC	11	2	-1	-4	-8
	CS	9 -2												9 -3	AOI		BC	24h	441	115	57	24
KD	7	10 -1	BA	58	49	40	33	28	18	12	8	KD	820	10 -2	BA	15 4 -6						
SAB	5		TOF	0	1	1	2	3	6	10	14	SAB	0	12 0	TOF	2 6 14						

NVA			NVA			NVA						Shot Accuracy RPG7V						
LL - 12A	Grade	CA	LL - 12B	Grade	CA	LL - 12C	Grade	CA	Grade	SL	KV	1	2	3	4	6	12	
Base Equipment	Militia	4	Base Equip	Militia	3	Base Equip	Militia	2	Militia	1	5	-23	-13	-6	-4	-1	5	
RPG7V	Green	4	SKS Rifle	Green	3	SKS Rifle	Green	2	Green	2	10	-21	-11	-4	-2	1	7	
1 Reload	Line	4	9 CS	Line	3	9 CS	Line	2	Line	4	20	-18	-8	-1	1	4	10	
	Crack	5	RPG7V	Crack	3	RPG7V	Crack	2	Crack	5	35	-17	-7	0	2	5	11	
	Elite	5	3 Reloads	Elite	4	6 Reloads	Elite	2	Elite	7	56	-15	-5	2	4	7	13	
	Guard	5		Guard	4		Guard	2	Guard	8	64	-14	-4	3	5	8	14	

PREGENERATED CHARACTERS WITH M79 GRENADE LAUNCHER and/or M1911 PISTOL

LL-13		Aim Time	Ballistic Data for M1911 Pistol									M79	Aim Time	Ballistic Data Grenade			Explosive Data					
M1911		AC Md	Range in 2 yard hexes									Physical Data	AC Md	Target Range			Burst Range in Hexes					
			10	20	40	70	100	200	300	400			40	100	200	0	1	2	3	5		
L	9	1 -18	FMJ PEN	1.6	1.5	1.2	1.0	.8	.3	.2	.1	RT	10	1 -21	HEAT PEN	106 106 106	PEN	1.6	1.4	1.0	.7	.4
W	3.0	2 -11	DC	3	3	2	1	1	1	1	1	ROF	-	2 -11	DC	10 10 10	DC	1	1	1	1	1
		3 -10												3 -8			BSHC	*2	47	11	4	1
RT	4	4 -9	JHP PEN	1.5	1.4	1.2	.9	.7	.3	.1	.1	Cap	1	4 -7			BC	241	71	23	12	5
ROF	*	5 -8	DC	4	4	3	2	1	1	1	1	AW	.51	5 -5								
		6 -7										Rnd		6 -4	HE PEN	2.1 2.1 2.1	PEN	1.6	1.4	1.0	.7	.4
Cap	7		AP PEN	2.2	2.1	1.8	1.4	1.1	.5	.2	.1			7 -3	DC	10 10 10	DC	1	1	1	1	1
AW	.70		DC	3	3	2	1	1	1	1	1	MR	200				BSHC	*3	62	15	6	2
	Mag														AOI		1	4				
KD	5		BA	45	36	27	20	15	5	0	-4	KD	15		BA	23 10 1						
SAB	5		TOF	1	2	3	5	8	19	31	45	SAB	11		TOF	11 33 80						

ARVN			US Army			USMC						Shot Accuracy M79						
LL - 13A	Grade	CA	LL - 13B	Grade	CA	LL - 13C	Grade	CA	Grade	SL	KV	1	2	3	4	6	7	
Base Equipment	Militia	3	Base Equip	Militia	4	Base Equip	Militia	3	Militia	1	5	-16	-6	-3	-2	1	2	
M79	Green	3	M1911 Pistol	Green	4	M1911 Pistol	Green	3	Green	2	10	-14	-4	-1	0	3	4	
20 Grenades	Line	3	2 Mags	Line	4	2 Mags	Line	3	Line	4	20	-11	-1	2	3	6	7	
4 Flares	Crack	3	M79 w 20 Rnds	Crack	5	M79 w 24 Rnds	Crack	3	Crack	5	35	-10	0	3	4	7	8	
Helmet (6)	Elite	4	4 Flares	Elite	5	Helmet (6)	Elite	4	Elite	7	56	-8	2	5	6	9	10	
Additional 5 lb	Guard	4	Helmet (6)	Guard	5	Flak Vest (5)	Guard	4	Guard	8	64	-7	3	6	7	10	11	



PHOENIX COMMAND LOCK AND LOAD

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