

A complete NEW role-playing game of
contemporary military jungle combat, adventure and espionage.

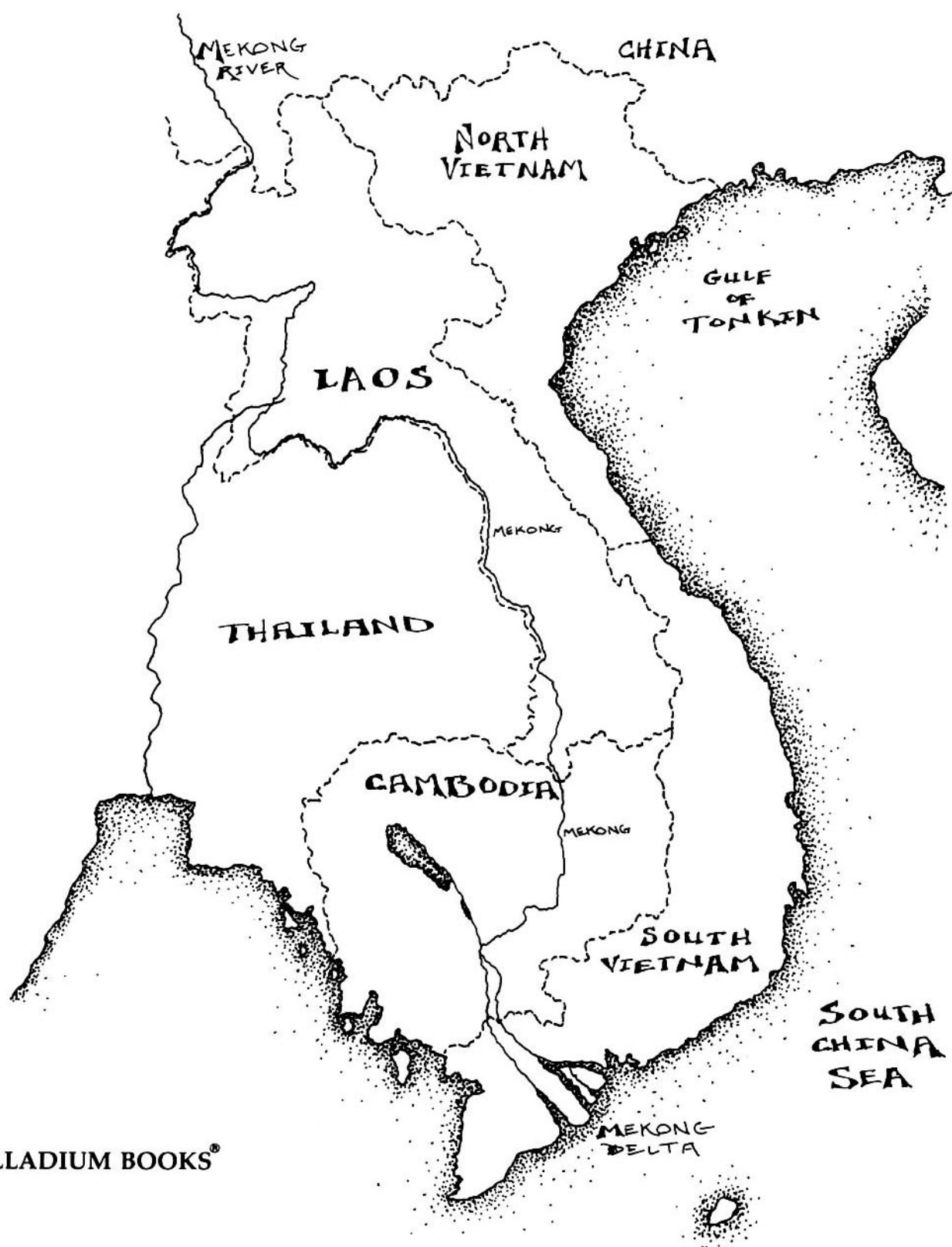
PALLADIUM BOOKS® PRESENTS . . .

THE REVISED RECON®



A complete NEW role-playing game of
contemporary military jungle combat, adventure and espionage.

THE REVISED RECON®



Second Printing 1987

Copyright (c) 1986 by Kevin Siembieda

All rights reserved under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews.

Printed in the United States of America.

Interior art and illustrations (c) 1986 Kevin Siembieda.

RECON is a registered Trademark of Palladium Books.

Note: The term 'Nam is a common slang term for Vietnam. It is not meant to infringe on Marvel Comics upcoming book entitled "The 'Nam".

The Revised RECON is published by Palladium Books,
5926 Lonyo, Detroit, Michigan 48210

Revised Rules and Additional Text:

Erick Wujcik
Kevin Siembieda
Matthew Balent
Maryann Siembieda

Editors:

Alex Marciniszyn
Kevin Siembieda
Florence Siembieda

Palladium Books Presents . . .

Illustrator:

Kevin Siembieda

Cover Painting:

Kevin Siembieda
Peter Laird

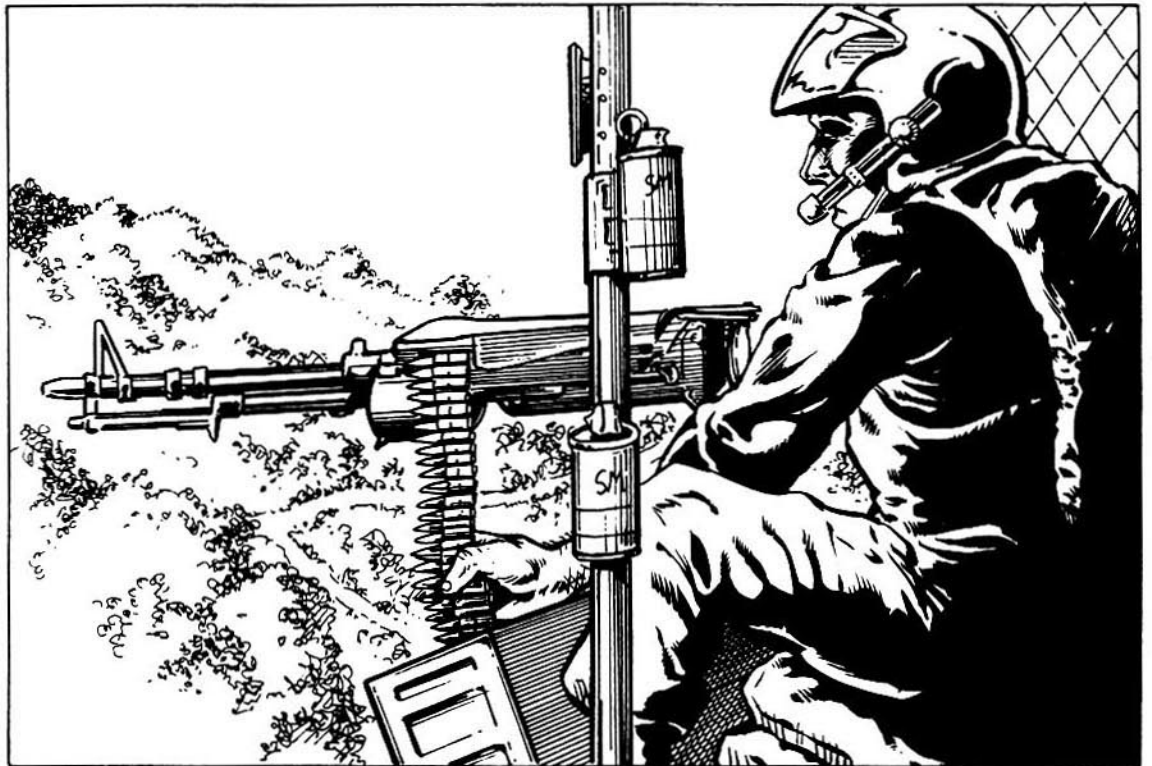
Typist:

Maryann Siembieda

Keylining:

Matthew Balent
Maryann Siembieda

THE REVISED RECON®



The Original Game Rules: Joe F. Martin

Sometimes it comes as a shock to realize that most of the buyers of this game, youngsters under the age of 21, have only a dim idea of the Vietnam war. Regardless of what you may have heard, the soldiers who served there, and the soldiers that died there, were brave and gallant and served their country gloriously. The real shame of the Vietnam era is that our veterans were abused and ignored.

The following books are only a few that give a real flavor of that war. They are all strongly recommended.

Brennan's War. Matthew Brennan, 1985, Presidio Press.
The very best autobiographical account of one man's experience in the Vietnam War. Brennan not only describes the war, but also shows the changes in his own life and attitudes in two tours of duty and 39 months of combat.

Chickenhawk. Robert Mason, 1983, The Viking Press. A terrific first-hand account of a helicopter pilot flying Huey 'Slicks' in the Vietnam War of the late sixties.

Dear America. edited by Bernard Edelman, 1985, W.W. Norton & Co. A selection of letters from Vietnam to family and friends at home. This offers a unique cross-section of the war while also describing the nitty-gritty detail of life in the war zone.

BIBLIOGRAPHY

- Asprey, Robert B., War in the Shadows, 1975.
Brennan, Matthew, Brennan's War, 1985.
Dobson, Christopher & Payne, Ronald, Counterattack: The West's Battle Against the Terrorists, 1982.
_____, The Terrorists, 1982.
Donald, Maryann, The Palladium Book of Contemporary Weapons, 1984.
Dunnigan, James F. & Bay, Austin, A Quick & Dirty Guide to War, 1985.
Dunnigan, James F., How to Make War, 1982.
DuPuy, R. Ernest, The Encyclopedia of Military History From 3600 B.C. to the Present, 1977.
Edelman, Bernard, editor, Dear America, 1985.
Foss, Christopher F., Armour and Artillery, 2nd ed., 1981-82.
Generous, Kevin M., Vietnam, The Secret War, 1985.
Guevara, Che, Guerrilla Warfare, 1961.
Heatley, Michael, The Illustrated History of Helicopters, 1985.
Hogg, Ian V., Jane's Infantry Weapons, 9th ed., 1983-84.
Kerry, John and the Vietnam Veterans Against the War, The New Soldier, 1971.
Mangold, Tom & Penycate, John, The Tunnels of Cu Chi, 1985.
Mason, Robert, Chickenhawk, 1983.
McConnell, Malcom, Into the Mouth of the Cat, 1985.
Mesko, Jim, Airmobile, The Helicopter War in Vietnam, 1984.
Morrocco, John, Rain of Fire, 1985.
Nixon, Richard, No More Vietnams, 1985.
Salisbury, Harrison E., edited, Vietnam Reconsidered, 1984.
Stranton, Shelby L., Vietnam Order of Battle, 1981.
Terry, Wallace, Bloods, An Oral History of the Vietnam War by Black Veterans, 1984.
Tsetung, Mao, Six Essays on Military Affairs, 1972.
Tzu, Sun, The Art of War, edited by Griffith, Samuel B., 1963.
Von Clausewitz, Carl, On War, 1968.
Van Khuyen, Lt. Gen. Doug, The RVNAF, 1980.

Contents

INTRODUCTION	5	Operating In The Bush	37
Guerrilla Warfare: What It's All About	5	Extraction	37
The World According to RECON	5	Mercenaries	38
Fantasy Role-Playing Introduction	5	Running the Mercenary Game	38
RECON Role-Playing Game Terms	6	Playing a Mercenary Character	38
CREATING A CHARACTER	6	Employers, Contracts and Betrayal	39
Major Characteristics	6	Mercenaries of the World	40
Strength (ST)	6	Mercenary Supplies: Sgt. Bull Jacob's	
Physical Damage	6	Freelance Military Catalog	41
Wounds and Recovery	6	Hardware	45
Carrying Capacity	7	Inside "Red" Dukowski's Backpack	45
Movement	7	Firearms	46
Movement Table	7	Pistols	46
Alertness (AL)	8	Submachine Guns	47
Agility	8	Shotguns	48
Minor Characteristics (Height, Weight and Age)	8	Rifles	49
Military Occupational Specialties (MOS)	8	Machineguns	51
Demolitions	8	Area Effect Weapons	52
Grenadier	9	Incendiary Weapons	58
Heavy Weapons	9	Mines and Explosives	59
Intelligence	9	Vehicles	60
Medic	9	Helicopter Rules	65
Pigman	9	Viet Cong and NVA	76
Point	9	Equipment and Weapons	76
RTO: Radio Telephone Operator	9	Booby Traps	84
Sniper	10	The Viet Cong	86
Skill Selection	10	Mission Director Section	88
Weapon Skills	11	How to "Role" Play	88
Hand to Hand Combat Skills	11	Designing RECON Adventures	91
Skill Listing - By Category	12	Encounter Tables	92
Basic Training Skills	12	Running Hand to Hand Combat	97
Skill Descriptions	13	Running Fire Fights	97
Mercenary Skills	17	Radio Communications	99
Experience Points	20	Army Organization	100
Character Improvements	21	'Nam Game Population	102
Alignments.....	21-22	Glossary	105
The Combat System	23	Using RECON With Other Palladium Games	107
Hand to Hand Combat	23	The Original RECON Rules	109
Rules of Hand to Hand Combat	23	Miniature Rules	109
Bayonet Combat	24	Player Background	116
Garrote Combat	24	The World According to RECON	116
Unarmed Combat	24	'Nam RECON Adventures	125
Knife Fighting	25	Aviator in Distress	125
Knife Throwing	25	Three Stars Down	126
Underwater Combat	25	Killers By Night	127
Tavern Combat	25	VC Stars of Stage and Screen	128
Combat Examples	26	Rescue at Phum Na	128
Small Arms Fire	27	Finding Mama's Favorite	129
Weapon Check	27	Jungle Buster	130
Visibility	27	Breaker! Breaker! Stop That Convoy!	131
Small Arms	27	Viet Cong Rescue	132
Turkey Shoot	28	Stop the Hit Men	133
Stand-Up War	28	Bridge Over the River Song Tau	135
Ambush!	29	The Tax Man Cometh	135
Artillery And Air Support In Combat	29	Tunnel Rats: The Underground Elite	137
Art'y	30	Nong Ben: A Long-Term Assignment	138
TACAIR	30	Mercenary Adventures	143
Hogs	31	Long-Term Contract in Sangria	143
RECON Missions	32	Garcia District	146
RECON Teams	32		
Indigenous Personnel	34		
Maritime Operations	35		
Insertion	36		
Patrol Boat, River	36		
Chopper	36		
Airborne Drop	36		
Humping It	37		

Introduction

RECON INTRODUCTION

Welcome to the first and only role-playing game of modern warfare. The RECON game system is designed to simulate the kind of counterinsurgency warfare found in the Vietnam War. RECON is designed for three to ten players with one of the players serving as the Mission Director or Game Master. Each player creates and 'plays' a make-believe player character (PC) and tries to survive in a world designed and controlled by the Mission Director (MD).

To put it simply, this is a war game where the good guys are the US troops and their allies. All the game players are good guys. The bad guys are Viet Cong (VC) and North Vietnamese Army Troopers (NVA). The Mission Director 'plays' the bad guys.

Having said that, let's put a few things into perspective. First, this is not just a Vietnam game. RECON is designed to simulate the kind of small unit jungle warfare evident in just about any anti-guerrilla war. Which means the rules can be used for playing Contras (or Sandinistas) in Nicaragua, Freedom fighters (or Russians) in Afghanistan, or Mercenaries anywhere in the world where there's trouble. In other words, RECON is actually a game of small unit modern warfare.

GUERRILLA WARFARE: WHAT IT'S ALL ABOUT

Now we know that RECON is a game of anti-guerrilla, often called counterinsurgent, warfare. That means the good guys' characters are involved in maintaining control over territory threatened by infiltration by the bad guys.

In a lot of ways that starts out being unfair. An old Bill Cosby routine goes something like this, "Okay, America wins the toss, that means the British will have to wear red and march in straight lines, all you Americans can wear anything you want and hide in trees." In Vietnam we lost the toss.

The good guys do have a few advantages. They've got technological superiority, an asset that translates into complete domination of the skies, pin-point accurate artillery strikes, and all the conveniences of modern electronics. In addition, they're backed by the richest country on Earth, which means they get unlimited supplies, weapons and ammunition.

The bad guys have a few advantages of their own. Being low technology makes it hard for them to build electronics and fix tanks but easy to live off the land. A single guerrilla with a knife, few handfuls of rice, a couple of hundred years of experience in jungle warfare and knowledge of the land can construct enough booby-traps to eliminate quite a few of the enemy. Give him a cheap SAM missile and he might even manage to wipe out a multi-million dollar US aircraft.

THE WORLD ACCORDING TO RECON

Real international tensions are as close as your local library, or even, much of the time, broadcast right into your living room. If you want to use the real world for your RECON campaign it's just fine with us.

Yet RECON is a fantasy game. The problem with using the real world for a game site is that you're liable to offend somebody. Take the Contras as an example; some people call them Freedom Fighters and heroes, others call them terrorists trying to set up another right-wing dictatorship. We'd rather not get in the middle of that argument.

To avoid that stuff we've developed a completely fictional world. Instead of South and North Vietnam, there is People's 'Nam and Royal 'Nam. Instead of the U.S. and the U.S.S.R. we've got Stateside and Big Red. And

countries like Sangria and Dakali substitute for a hodge-podge of smaller lands.

FANTASY ROLE-PLAYING GAMES: AN INTRODUCTION

If you've never played a role-playing game before, read this section carefully. It's your introduction to an entirely different kind of gaming. All you regular RPGers should also read the following; it will show you some of the differences between RECON and other fantasy games.

The major component in any role-playing game is imagination. Being able to picture an imaginary world, imaginary people, even imaginary bullets, is the most important requirement for play. In addition to the imagination you'll also need some ordnance. A good supply of paper, pencils, and ten-sided dice make this game complete.

Here's an example of a role-playing experience:

Imagine the Scene

Picture a lush green jungle. It's a grey, overcast day and a light drizzle is falling. You're looking down a narrow path through the thick vegetation. In one direction the path turns the corner, the other way it extends for about 50 feet before it turns again. Just about everywhere you look there's an unrelenting green, the only exceptions being the brown thorns in the brush, bits of tree trunk and the red mud floor of the path. The only noise is the occasional buzz of an insect flying by.

Can you picture this scene? Try to keep the image in your head. Don't worry if you forget some details; one of the great things about role-playing is the way it stimulates your memory.

Imagine the Setting

About 10 feet down the path there is a rusty tin can nailed to a tree. It's hard to see through the thick leaves but it looks like a large juice can with one end attached to the tree trunk and the other end cut out and dark. Around the near corner can be heard low voices speaking in a strange foreign language, their footsteps are approaching.

Obviously someone is coming toward you. Just as obviously, in order to move forward it's necessary to pass by the tin can (a booby trap?). Already you realize that whoever is standing here is in some kind of trouble.

Imagine the Character

Now comes the tricky part. YOU are not on the forest path. You are looking into this scene through someone else's eyes. This person is your Character, an imaginary person, your Playing Piece in this game.

Normally you would spend a few minutes developing this new character. Once created, the character would become your eyes, ears, hands and feet as you play the game. If you can keep him alive you may continue playing the character for weeks or even years.

In this example, let's assume that you are playing Bill "Red" Dukowski, an infantryman in the US Army stationed in 'Nam. Just picture yourself (as Red!) standing on the jungle path.

Imagine Action

You still need one key ingredient to make this role-playing game work, the Mission Director. The Mission Director (MD) is another player (a real person!) who controls all the characters in the game except for player characters like Red. In this case YOU are the only player and I am acting as the Mission Director (MD).

"You can hear the squish of sandals on mud as at least two men approach. Since they are continuing to talk softly you can assume they don't know you are here," the

MD informs you, "but they'll be coming around the corner any moment now. What are you going to do?"

As Red YOU have an important decision to make. Should you continue down the trail, hoping to avoid the tin can booby trap? Should you ready your weapon and be prepared to ambush the approaching Viet Cong? Should you try to squeeze into the thick jungle and hide, hoping you won't be overheard? Should you try to scare them off by making some kind of noise?

In a role-playing game there are no simple answers. There are also almost no limits to what you can do. The only restrictions are that you cannot go beyond the physical, mental and emotional limits of your character.

RECON Role-Playing Game Terms

Attribute: These are the numbers that rate the strengths and weaknesses of your character. For example, one such attribute is AL which refers to Alertness, how sensitive and aware a character is. An AL of 30 might indicate that someone tends not to notice much. An AL of 50 would be a normal, average, person with good eyesight, good hearing and a good memory for detail. Someone with an AL of 80 would have extra-ordinary sensitivity, constantly on edge, and aware of the slightest change in the environment.

Campaign: A word used to describe an on-going game. If you play the same characters with the same game on an on-going basis then you are in a Campaign.

Character: Every player (except the MD) has a character that serves as an imaginary playing piece, also called a Player Character (PC).

Combat Round (CR): This is a 5 second combat action or melee.

Death: Just as in real life, characters can die. In RECON, a game filled with frightening modern weapons, death is common. Players should take a character's death calmly. Remember this is only a war game and war is a dangerous business. You should try to learn from each character that dies. As soon as the MD allows, you can bring a new character into the game.

Dice: In order to play RECON you will need a few ten-sided dice. We call them "D10". Often we let you know how many dice to roll with an expression like "roll 2D10" This means "roll two ten-sided dice and add the results." If you don't have enough dice for, say, "6D10" then roll a single dice six times, just keep track of the total while you're doing it. "4D10+5" means you should roll 4D10 and add a five to the total.

Mission Director (MD): This is the person who controls and coordinates the game "world". All the non-player characters (NPCs), innocent peasants, senior officers and corrupt officials, even the weather is controlled by the MD. A generic term for MD, used by all role-playing games, is Game Master (GM).

Player: A player is a person who plays a character in a role-playing game.

Role-Playing Game: Sometimes called a role-playing game (RPG), or fantasy role-playing (FRP), these are games with game masters and imaginary characters.

Role Percentile (1-100): Take two ten-sided dice of different colors. Let's say we have one green and one red. First you declare which die will be high ("I call red high"). Next you roll the dice. First you read the High die and then the Low die. Put the numbers together and you have a percentile. For example, "Red is 4 and green is 8, so I have a 48%."

Run: This is just a term gamers use to describe playing a game. Examples: "He runs an excellent campaign," "My character got wounded when we ran last week," and "We are going to run RECON this Friday night."

Scenario: This is a specific mission assigned to the characters in a role-playing game. A scenario is usually a story with a beginning (an informer tells you that VC are hiding at the old rubber plantation mansion), a middle

(scouting out the plantation), and an end (smoking out and eliminating the VC). Most campaigns are developed around a number of scenarios.

Creating A Character

Major Characteristics

The first step in creating a character for RECON is to determine the three major characteristics: Strength (ST), Alertness (AL) and Agility (AG). Roll Percentile Dice and record the result for each.

Characters whose combined rolls (ST+AL+AG) are less than 100, or those with any roll under 30, even if the total score is over 100, can be declared 4-F. Players with 4-F characters may reroll the entire character. Of course, if the player likes a particular 4-F character he's free to use him.

Strength

All men are not created equal. We cannot all lift the same amount of weight, run at the same speed, or survive the same amount of damage. ST determines the relative toughness and physical condition of the character. This will include the amount of physical damage that can be sustained, carrying capacity and speed movement.

Physical Damage

Damage: The amount of damage a character can withstand before dying is equal to his strength (ST). Although this is a higher number than in some other role-playing games, the damage done by weapons in RECON is correspondingly higher. Modern warfare has produced effective weapons; even with a high ST do not assume that your character is invulnerable.

Anytime a character is wounded, there will be a dice roll for the amount of damage. The resulting number is subtracted from the strength (ST). The reduced ST will also alter the character's speed and ability to lift.

NOTE: Don't make the mistake of erasing your original ST! When the character is completely healed his ST will return to that number.

If the ST reaches zero the character is unconscious and cannot move or fight for the rest of the mission unless first aid is applied.

If a character's ST goes below zero then the character is dying. The character can linger for a time equal to his original ST in minutes. During this time intensive care is needed to save the character by bringing the ST above zero. If this is not possible the character is dead.

Wounds and Recovery

Wounds and Recovery: Medics or characters (PC or NPC) with the medic skill can treat a wounded person, stopping further damage and automatically restoring a certain amount of ST points almost immediately. SEE the medic skill for specific details. In addition to ST points restored by a trained medic, injured characters recover at the rate of two ST per day. A person who has lost 80 Strength points would take 40 days to be fully recovered.

Obviously, a character cannot be trekking around the countryside on missions while recuperating. While a character may decide to engage in another mission before he has returned to full Strength, no more ST points will



be regained while on active duty. This means he will be functioning at the reduced strength level for the duration of the mission.

Carrying Capacity

Carrying Capacity: A character can comfortably carry a load equal to half his ST in pounds. With a little effort and sweat he can carry around stuff equal to his ST in pounds. The normal carrying capacity is equal to the ST. The character with an ST of 65 can carry 65 pounds around all day with minimal effort.

The maximum weight a character can carry or lift over his head is equal to twice his ST. Current wounds will reduce this figure because they reduce his current ST. Characters may exceed this figure only when carrying a body by using a fireman's carry or some similar maneuver.

Just as a weight lifter can't press 200 pounds over his head and run around the gym all day, you cannot carry your maximum weight around for more than five combat rounds (25 seconds).

A character's normal gear (uniform, pack, and weapon) are not counted in carrying capacity. It is assumed that the character is adapted to carrying his regular gear plus this extra weight for short periods.

Example: Joe "Hunk" Webber is a Grenadier and has a ST of 40. His team has been assigned a 45 pound M-19 mortar for a mission. Fortunately the mortar can be disassembled for easy transport. Hunk can carry the 16 pound barrel around all day without feeling any strain. Occasionally he takes turns carrying a bandoleer of six 60mm mortar rounds, that's 35 pounds, enough to make him sweat and want to take frequent breaks. As the group nears their objective they decide to assemble the mortar, now Hunk's carrying a 45 pound mortar and 35 pounds of rounds. This 80 pound load is so heavy that he can only carry it for 5 combat rounds before putting it down and resting.

Now the mission heats up. In the exchange of gunfire Hunk gets shot. After the medic fixes him up he's down to an ST of 14. As the team retreats he finds he can't even lift the mortar. Deciding that a mortar won't do the enemy much good without a barrel, he takes only that piece. The 16 pound barrel that used to be no problem becomes a heavy load and he has trouble running back to the extraction site.

Hunk's enters the clearing gasping for air and running toward the waiting helicopter. Suddenly he sees the team medic go down with a bullet in the back! The Slick is ready to take off and the medic isn't even moving! Hunk's mind goes blank, he throws the 180 pound medic over his shoulder and hoists him into the chopper! Airborne, Hunk is amazed, in that life-and-death situation, wounded and out of breath, he did something he couldn't even do if he were totally healed. What a hero!

Movement

Movement: A character's current strength also determines how far he can move in one combat round (in 5 seconds). A character may run in full gear a distance in feet equal to his ST in a single combat round. Maximum distance for slower types of movement are determined by the movement table.

Movement Table

Speed	Maximum Distance Per Combat Round		
	LOAD: None to Half	Full	Double (Maximum)
Run	ST (Full)	ST/2*	ST/4
Walk	ST/2	ST/4	ST/10
Walk Quietly	ST/4	ST/4	ST/10
Walk Quietly/Night	ST/5	ST/5	ST/10
Crawl	ST/10	ST/10	ST/10
Climb (Basic)	ST/10	ST/20	ST/29
	16 lbs.	35 lbs.	50 lbs.

* ST/2 (or any other number) designates ST divided by the number. Example: ST=50; ST/2 would mean 50 divided by 2 or 25.

NOTE: Round to the nearest whole number. Movement of zero or less means the character is carrying too much to move at all.

Example: Let's take a look at how much ground our old friend Hunk can cover in different cases. When his ST was 40 and he was carrying a light load (only 16 pounds), he would walk 20 feet per combat round. Walking with a full load (35 pounds) cut him down to 10 feet per combat round. Staggering under the load of the mortar and ammo he covered a mere 4 feet per combat round. At all those speeds he was moving slow enough so he could also keep an eye out for booby traps and mines.

After Hunk got wounded his ST dropped to 14. Just walking with the full load he could only move his ST/4. That means dividing 14 by 4 with a result of 3.5 feet, he rounds up and is able to move 4

feet per combat round. Once things start to heat up and Hunk starts running he moves ST/2 and doubles his speed to 7 feet (remember, it's not 8, this time there's no need to round up) per combat round. It's fast, but he can't look for traps and run at the same time. The best alertness in the world won't help him now, all he can do is hope that no mines lay in his path.

Exhausted and wounded but driven by desperation, Hunk carries the medic to the chopper. Through superhuman effort he can run with his full current ST, in other words he makes a full 14 feet per combat round.

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

Alertness

Alertness (AL) is a measure of the character's ability to observe or detect something hidden or not too obvious. Examples of these types of things are trip wires, a camouflaged firing pit, tracks, concealed weapons on a prisoner, the sounds of someone moving the bush, or the smell of a distant campfire.

When it is possible for your character to notice something of this type the MD will ask you to roll against the character's Alertness (AL) on percentile dice. If the roll is equal or under the character's Alertness, the MD will describe what's been noticed. If the character fails, he will not notice anything unusual in the area or on that person.

A successful AL roll doesn't mean it's time to relax and take it easy. Instead of saying 'you find a booby trap,' the MD may inform you that 'a tripwire is concealed on the path in front of you,' 'there is a small mound of fresh earth to your right,' or 'you notice a tin can nailed to a tree to the left.' These are clues you need to keep your character alive. If you ignore or misinterpret the signs then you can still die.

Failing an AL roll means that the clue remains undiscovered. That could mean a booby trap will be triggered, a sniper remains hidden, or the secret VC hide-away stays undiscovered. When searching prisoners for concealed weapons an AL roll must be made for each weapon to be discovered.

Agility

Agility (AG) is a measure of the character's dexterity, coordination and balance. Agility affects the character's ability to **throw objects, climb, and fight hand to hand.**

To accurately throw a knife or grenade or to keep from falling while climbing, you have to roll percentile **under** your AG. In hand-to-hand combat your agility (AG) will determine whether you get the first punch or stab (initiative).

Most of the hand-to-hand skills can be improved. As you gain experience from your missions you can add new hand-to-hand skills or improve existing ones. Each skill is independent. You improve an individual skill separately from your AG.

NOTE: Character major attributes (ST, AL and AG) are never reduced permanently. They may be reduced temporarily due to wounds, poisons, or misadventures during the course of a mission.

Minor Characteristics

There are a few other characteristics which also need to be determined to help "flesh-out" the character. With very few exceptions, these minor characteristics have no bearing on the character's abilities.

HEIGHT AND WEIGHT

For western characters (guys from Stateside) roll 2D10 inches and add this to a base of 58 inches to give a range of 60" (5' tall) to 78 inches (6'6" tall). For indigenous characters ('Nam, most third world hot spots) roll 1D10 and add this to a base of 58 inches to provide a range of 59 inches (4'11" tall) to 68 inches (5'8" tall). The height gives a physical skeleton that is fleshed out by the weight.

For western characters roll percentile dice and add this to a base of 110 pounds for a range of 111 pounds to 210 pounds. For indigenous characters roll 5D10 and add this to a base of 100 pounds for a range of 101 pounds to 150 pounds.

Combining the height and weight gives your character a basic shape. He may be very tall and skinny, or short and stocky as a beer keg. When you figure in his ST you may have a wiry strong character or a fat hulk who is relatively weak for his size.

AGE

Now for the character's age. For western characters let's start with a base age of 17 years and add 1D10. This will give characters from 18 to 27 years old, in their physical prime and young enough to have long careers as mercenaries. Indigenous characters have a base age of 13 and roll 2D10 for a range of 14 to 33 years old.

MODIFIERS FOR MERCENARIES

Mercenaries tend to be older and a little heavier than their younger counterparts. Add 1D10 to age and 1D10 to weight for the character. Both western and indigenous mercenaries should do the same.

Military Occupational Specialties (MOS)

Every player character in the game must have gone through **basic training**. While there, the character learned the common skills of Assault Rifle, Grenade Throwing, and Climbing. In addition, every character learned Basic Infantry.

After that basic training, characters were trained in two Military Occupational Specialties or MOS. In alphabetical order these are: Demolitions, Grenadier, Heavy Weapons, Intelligence, Medic, Pigman, Point, RTO and Sniper.

Each character selects both the primary and secondary MOS. The primary MOS determines the character's number of starting skills. The secondary MOS is the character's 'back-up' specialty. Both MOSs must be selected when the character is first created and cannot be changed later.

Demolitions

Available only as a secondary MOS, characters with this area of specialization are able to use and place explosive and demolition charges more effectively than non-trained personnel. These are also the only characters capable of performing the difficult job of bomb disposal.

Demolitions, Underwater Demolitions, and Disposal skills are available **ONLY** to characters with Demolitions MOS.

Why I Love Being The Team Demo Man: "Blowing things up is lots of fun! Why should the enemy have all the fun of setting boobytraps and mines. With plastique, mines or grenades; detonators, wires and a little imagination I can make things hot for any opponent! All you need is a steady hand and a high AG. And a lot of self-confidence."

Grenadier

A character with the Grenadier MOS has special training with Grenade Launchers. The Grenadier character **MUST** take both the Grenade Launcher and Shotgun skills. The group's designated Grenadier receives a +5 bonus when firing his Grenade Launcher. These characters are usually restricted to pistols for sidearms. **NOTE:** Only characters with an ST of 80 or better can carry submachine guns for sidearms. Launchers and extra ammo are heavy!

Why I Love Being The Team Grenadier: "Every team needs a little bit of extra firepower. The kind of explosive damage you can only get from well placed grenades and mortars! There's nothing quite like the deep 'thump' of a grenade being fired; even more satisfying is the huge holes they make. Of course, I also like having a variety of ammo available to me. The only disadvantage is having to haul all this heavy stuff around; that usually makes me one of the stronger guys on the team."

Heavy Weapons

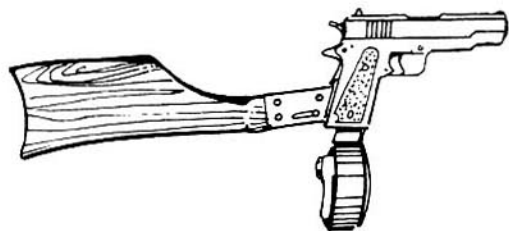
Used as secondary MOS only. The character has special training with various heavy weapons. Any Heavy Weapons specialist with three or more heavy weapon skills get an extra +5 bonus when using heavy weapons.

Why I Love Being A Heavy Weapons MOS: "If you really want to inflict damage on the enemy you've got to use a weapon with a little 'heft', something that'll make Mr. Charles sit up and take notice. Of course, not every guy has my kind of Strength, enough muscles to haul around heavy mortars, flame throwers and ammo around the jungle."

Intelligence (Intel)

Intelligence specialists are always trying to find out what the enemy is up to. Intelligence, Interrogation, Impersonation and Safecracking/Lockpicking skills are available only to Intelligence MOS.

Why I Love Being An Intelligence MOS: "I prefer using my head for something other than keeping my helmet from falling on my chest. Anybody can shoot up the jungle; it's up to us intelligence guys to find out what part of the jungle the VC are hiding in. I'm the guy who learns the language of the land, who interrogates civilians and prisoners and keeps the team from making major mistakes. And who wants to walk up front like the Point, or lug around a nasty-looking 'piece' like the Grenadier or Pigman? It just makes 'em natural targets for the VC snipers, if you ask me!"



Medic

This is a trooper trained in emergency medicine. First aid with a little bit of surgical training. His job is

not only to protect himself but the other members of his group as well. The Medic skill is available only to Medic MOS.

Why I Love Being A Medic: "There's more to life than putting holes in human beings! Sure, I can use a weapon as good as the next guy, but I'd rather be saving lives than 'wasting' them. As a Medic I also get a chance to help the civilians of this war-torn country. Giving medicine to a sick child or helping the wounded shows them that we Westerners are really their friends."

Pigman

A Pigman is a character who has received extra training in the use of machineguns. To select the Pigman MOS the character **must** choose at least one of the machinegun skills (light and/or heavy machinegun). As a result of this training and expertise these characters can fire 10 rounds per each combat round (the norm is 7 per CR). The last three shots (out of 10) are usually kind of wild so they have a -5 penalty to hit. When carrying a machinegun the character is limited to a pistol as a back-up weapon, or a submachine gun if his strength is 80 or better.

Why I Love Being Pigman: "Nobody, but nobody, can out pop as many targets as me and my 'Pig.' Of course, being a Pigman usually makes you the VC's number one target. If you want to be safe then choose typing for your MOS, I'd rather be in the middle of the action. Besides, it's the Point man who's got a really dangerous job. OH! It also helps that I'm just about the strongest guy in the group."

Point

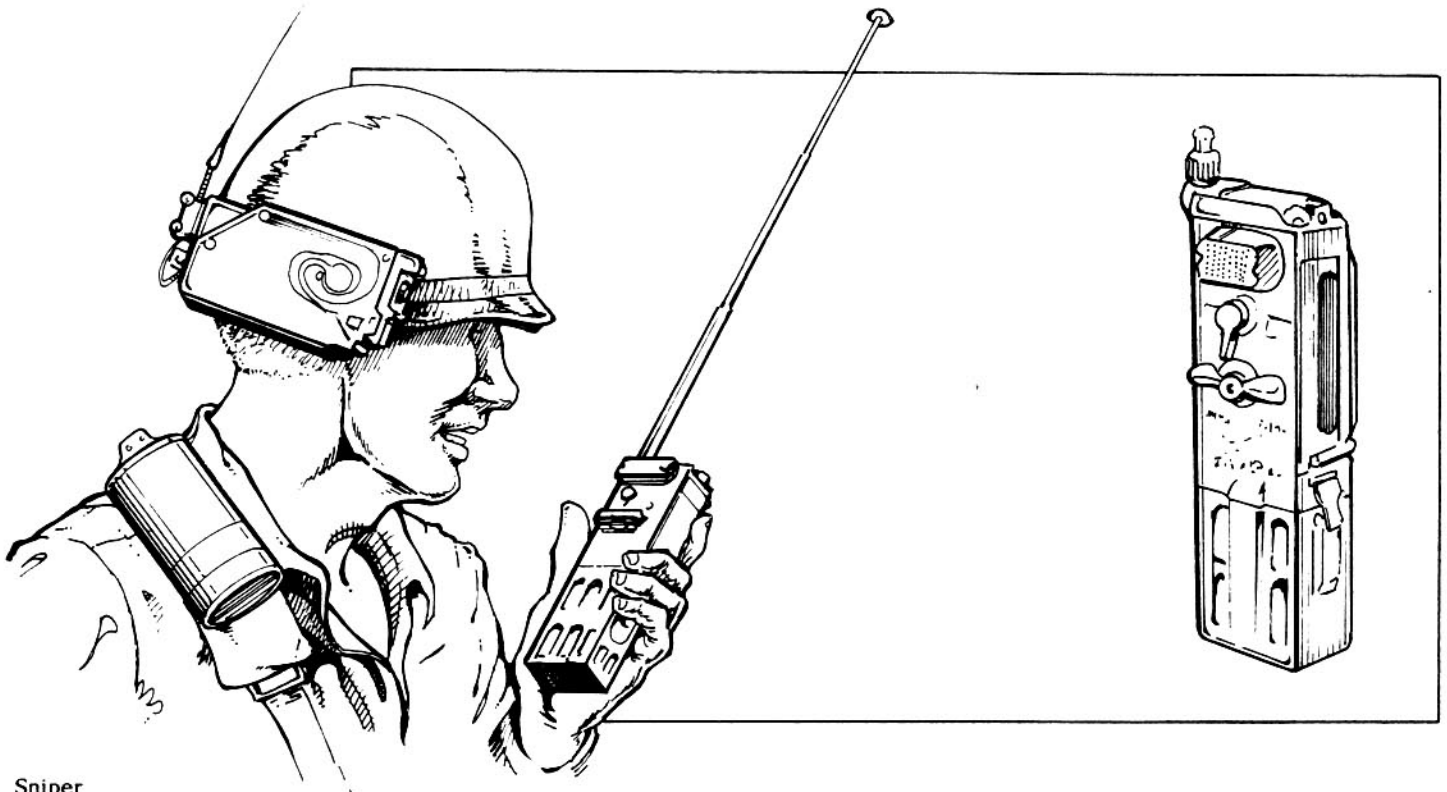
Character's must have an Alertness (AL) of 60 or better to choose this MOS. The Point man is the first member of the group down the trail. He is expected to detect ambushes, enemies and boobytraps in time to warn the group. When a character is functioning as Point he receives a +5 on all AL rolls. In addition, he receives one extra round of small arms fire per combat round during ambushes and other surprise situations. The Detect Ambush, Detect Mines/Booby traps, Land Navigation and Tracking skills can only be chosen by those with the Point MOS.

Why I Love Being Point Man: "This job calls for a quick and deadly man; somebody just like me who sleeps with both eyes open. Point men gotta be fast! We don't walk like the rest of the group - we run! Especially across clearings and exposed areas. The other advantage of being Point is that you don't usually get shot at until you're warned, that's 'cause the enemy let's you waltz on by, waiting for the bunch to catch up before they spring their trap. Sure, it's the toughest, most dangerous job around, but Point Men are the toughest, most dangerous Grunts around!"

RTO: Radio Telephone Operators

RTOs carry radios and other communication gear. This is essential for contact with Headquarters for helicopter extraction, dust-off, air resupply or calling in artillery or air support. The Forward Air Controller and Forward Observer skills can only be chosen by characters with the RTO MOS.

Why I Love Being An RTO: "Calling in air strikes or artillery barrages is just as good as throwing lightning bolts or fireballs! Even though I may be considered the wimp of the group, I can do a thousand times more damage with a well-called strike than the entire group can do in a year of fighting. Without me there's no slick for dust-off or extraction. The only thing I don't like about it is the way the VC aim for the guy carrying the radio."



Sniper

Snipers are those characters who have above average skill with rifles. The Sniper and Starlight Scope skills may only be taken by characters with the Sniper MOS. A character with Sniper must have a skill of at least 60 on either Bolt-Action Semi-Automatic or Assault Rifle. That means you can re-roll any one of those rifle Percent Effectiveness until it's 60 or over.

Why I Love Being A Sniper: "The whole idea of fighting pitched battles is stupid! Firefights don't require quality, just brute quantity. The smart way to kill the enemy is to shoot him when he can't even see you. That way you don't take any chances on getting yourself hurt. Using telescopic or starlight sighting devices lets you take out the enemy at a safe distance"

NOTE: The "Why I Love Being ... a particular MOS", is a dramatization depicting what a character in that position might feel about his MOS in relation to others.

Skill Selection

SKILLS: TO BE OR NOT TO BE CANNON-FODDER

Anyone walking straight out of civilian life into a firefight is very likely to die. Luck might keep someone alive for a little while. Training is what you need for long-term survival.

RECON characters are heavily trained by their military unit. How much training, and in what areas, depends upon the Primary MOS and the player's choices. Note that many skills are available only for those with a particular MOS, but that MOS can be either Primary or Secondary.

The primary MOS will influence the major thrust of training and will indicate the number of skills in each category. Small Arms, Heavy Weapons, Hand to Hand and Non-Weapon skills. Skills selected should reflect the characters Primary MOS.

The secondary MOS is a secondary area of expertise/training within the skills already learned. This is not unlike declaring a major (primary MOS) and minor (secondary MOS) course of study in college. Demolitions and Heavy Weapons are the only skill areas available exclusively as secondary MOS.

Random Roll Method

Random MOS	Small Arms	Heavy Arms	Hand to Hand	Non-Weapon Skills
1	4	3	3	5
2	3	2	2	4
3	3	1	3	4
4	2	0	2	4
5	2	1	2	3
6	2	0	1	2
7	1	1	1	3
8	1	0	1	2
9	1	1	1	2
10	1	0	1	2

The Random MOS is an OPTIONAL method of assigning skills to characters. Just roll 1D10 to determine how many skills are available. You can not use the Random MOS table with the Primary MOS and Mercenary MOS tables. Use either one method or the other, not both.

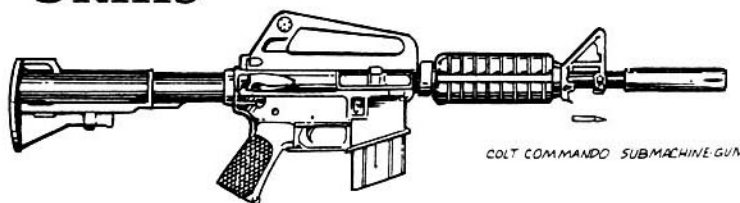
Skills by MOS

INITIAL SKILLS TABLE

Primary MOS	Small Arms	Heavy Arms	Hand to Hand	Non-Weapon Skills
Demolitions	(not a primary MOS)			
Grenadier	2	4	1	3
Heavy Weapons	(not a primary MOS)			
Intelligence	2	1	2	5
Medic	2	1	1	6
Pigman	2	3	3	2
Point	2	2	2	4
RTO	3	1	1	5
Sniper	4	2	1	3

All 'Nam style characters receive the number of skills listed after their Primary MOS. IN addition, ALL these characters receive Climbing, Assault Rifle (M-16), Grenade Throwing, and Basic Infantry.

Skills



Basic Training Skills

Almost everyone goes through the same Basic Training course. That's where soldiers learn Climbing, Assault Rifle (M-16), and Grenade Throwing. Every character learns these things, they don't come out of the character's selected skills. Except for certain Mercenary MOSs (aircraft and naval pilots) everybody also gets Basic Infantry Training. Again, these skills are automatic and free to all characters.

Climbing

All soldiers are taught to climb up walls, hills and trees. This sort of climbing is NOT the same as climbing up the face of a cliff or the outside of a building. The kind of climbing that requires special equipment is described in the Rappelling Skill.

The main danger in climbing is, of course, falling off. Each combat round of a climb the character must roll against his Alertness (AL). Whenever this roll fails the person has somehow lost his grip and is starting to fall. The fall can be prevented by grabbing onto something; success is determined by rolling under the character's agility (AG). If the character is falling from a long way (it took him more than one combat round (CR) to get up that high), then he can attempt to save himself once for each combat round of the fall. For example: 'Red' took TEN CRs to climb a cliff facing. After he loses his grip Red will get Ten chances to save himself by grabbing onto the rope or other object to halt his fall. Characters who save themselves from falling take no damage and can resume the climb.

Damage from falling is 1D10 for every 10 feet of height/falling.

Assault Rifle

This is a general understanding, knowledge and skill in firing all types of assault rifles. The player rolls percentile dice to determine the character's Base Effectiveness with this type of weapon. With Assault Rifle that number must be at least 30. If you roll less than that you automatically bump it up to 30. Whenever an Assault type rifle is used the character must roll under his or her base effectiveness with that weapon. However, the character can be trained or especially handy with a specific weapon(s) within the assault rifle category, such as M-14, M-16, AK-47, and so on. Being fluent in the use and operation of a specific weapon provides skill bonuses when that weapon is used.

Case in point; as a new recruit you've been trained with an M-16. That gives you one grade of experience with that weapon and a +5 on your base effectiveness with the M-16 only. Formally learning the weapon also means you know how it works inside and out; you can literally take it apart and put it back together blindfolded.

Every extra grade you earn for that weapon will add another +5 to your base effectiveness with an M-16. Characters gain skill expertise through experience points, which can be applied to raise one's skills. This is called "grade." See the section on Experience Points.

If you decide to pick up a different kind of Assault Rifle, say an M-14, then you will go back to your origi-

nal base effectiveness. You'll have to spend experience points if you want to start getting bonuses on the M-14. Also, just because you can fire the M-14 doesn't mean you know how to unjam it, and you certainly don't know how to disassemble it for cleaning.

Note: Assault rifles fire a maximum of 5 shots per combat round on full automatic.

One last note: using an enemy assault rifle, like the AK-47, is somewhat more risky. You can still use your base effectiveness to fire the weapon, but the MD will roll to find out if something goes wrong with the weapon.

Grenade Throwing

In training for Grenade Throwing the character learns what different kinds of grenades are available (fragmentation, high explosive, smoke or CS gas) and how they are used. The basic skill is the character's agility (AG) plus +5. Each additional grade of expertise increases this ability by 5. A successful throw, rolling under your agility on percentile dice, means that you hit your target. The maximum range a grenade can be thrown is the character's current strength (ST) times 2 in feet.

Example: Samuel 'Sammy' Wyandotte has an AG of 31 and a ST of 44. With only basic training in Grenade Throwing, Sammy has a 36% chance to hit (31+5) and can throw the grenade 88 feet (44 X 2).

Basic Infantry Training

This includes a variety of basic infantry skills. After completion of the course the character has a rudimentary knowledge in the use and disposal of common US mines and claymores; base effectiveness is 50%. He can use a walkie-talkie or a radio, has a basic chance of detecting ambushes, mines or booby traps with his alertness, and knows enough first aid to keep a badly wounded soldier alive (ST of zero or less), but not enough to actually heal any ST points. Rudimentary combat training allows the character to use bayonet, unarmed combat, and garrote using their unmodified AG as the base effectiveness. Finally, such things as camouflaging, digging trenches and making bunkers are learned.

Weapons

Weapons Skills - Available to any MOS

The following is applied to all weapon skills:

1. Roll percentile dice to determine the Base Effectiveness with that weapon type.

2. If the Base Effectiveness roll is below the listed minimum the player automatically raises it to that minimum. Example: If the percentile dice roll is 10% for the Base Effectiveness rolled for pistol, but the minimum is 25%, that player voids the 10% and raises it to a Base Effectiveness of 25%

3. Characters can select a specific weapon within the general category to be his or her special or regular weapon. He can then increase the Base Effectiveness with that particular weapon by buying skill "grades" with experience points. This means whenever a pistol is used, whether it be a .22, a .38 or a .357 magnum, the character rolls under his Base Effectiveness in pistols. However, if the character has selected a particular or specific weapon, say a .45 automatic he can raise the "grade" of his Base Effectiveness with a .45 automatic by pumping in experience points. For each grade or level of skill expertise with a .45 automatic pistol he adds 5%.

Example: Samuel 'Sammy' Wyandotte has a Base Effectiveness of 42% with pistols (the initial percentage roll determination). Sammy also has a .357 magnum which he has practiced with and raised the grade of skill level (through experience points) by 15% (3rd grade), giving him a base effectiveness of 57% when using his .357 magnum.

While in combat the .357 is dropped, Sammy pulls out a second small arm, a .32 automatic pistol. In this case his Base Effectiveness is back to 42% which would apply to any pistol other than .357 magnum. Also see the following explanation under assault rifle and see the experience section.



Pistol

This covers the complete range of one-hand, single-shot weapons from .22 Pistols to .357 Magnums, and from the 9mm Automatics to the .45 Automatic. Roll percentile for base effectiveness; if the result is less than 25 (minimum) it may be bumped up to 25%. Pistols fire a maximum of 3 shots per CR.

Submachine Gun

Weapons of this skill fire at high rates but use standard pistol ammunition. Roll percentile for base effectiveness. The minimum for submachine gun is 30. Submachine guns on full automatic fire a maximum of 7 rounds per CR.

Bolt-Action Rifle

These older weapons were relatively rare, but often favored by snipers. The minimum base effectiveness for bolt-action rifle is 40. Bolt-action rifles fire a maximum of 2 shots per CR.

Semi-Automatic Rifle

These rifles were usually replaced by assault rifles except for use by snipers. The minimum base effectiveness is 35. Semi-automatic rifles fire a maximum of 3 shots per CR.

Shotgun

Banned by the Geneva Convention, but a popular and widely used weapon. The minimum base effectiveness is 25. Shotguns fire a maximum of 2 shots per CR.

Grenade Launcher

This skill also covers automatic grenade launchers. The minimum base effectiveness is 20. Grenade launchers fire a maximum of 1 grenade per CR.

The Heavy Stuff

Heavy Weapon Skills - Available to any MOS

Anti-Tank Weapon

Minimum base effectiveness is 20. LAWs are single shot weapons that require a full CR for preparation before firing.

Flamethrower

Minimum base effectiveness is 30. Fires a maximum of 2 bursts per CR.

Light Machinegun

Minimum base effectiveness is 25. Fires a maximum of 7 shots per CR. Only the Pigman MOS can fire 10 shots.

Heavy Machinegun

These are usually either vehicle mounted or used on a tripod. Characters with this skill can serve as Door Gunners on choppers, and can operate the .50 caliber machineguns on tanks, APCs and BPRs. Minimum base effectiveness is 20. Fires a maximum of 7 shots per CR. Only the Pigman MOS can fire 10 shots.

60mm Mortar

Minimum base effectiveness is 15. Fires a maximum of 1 shot per CR.

Hand to Hand Combat

Hand-to-Hand Skills - Available to any MOS

Bayonet

This skill deals with the use of a bayonet mounted on a rifle. You don't have to be familiar with the particular weapon; any rifle with a bayonet attached is just as easy to use as the one you trained with. Spears and polearm-type weapons are additional skills available under this category. A bayonet blade not attached to a rifle is just a knife.

Garrote

This is essentially a strangling cord of wire used for quick silent attacks on an unsuspecting foe. It can only be used in the 1st combat round of hand to hand combat and only if a back attack is being made.

The initial score in this skill is equal to the character's AG plus 5. Additional grades are each worth +4.

Knife Fighting

The use of knives, swords and club-type weapons in hand to hand combat.

Knife Throwing

This includes the hurling of knives, rocks, or other small projectiles. A clear line of sight to the target is required to use this skill. The maximum distance in feet a character can throw is equal to his current ST. The bonus to strike/hit a target is the character's AG plus five.

Unarmed Combat

The initial score in this skill is equal to the character's AG plus five. Additional grade levels increase the base by five.

General Non-Weapons Skills - Available to any MOS

- Detect Food
- Detect Water
- Detect Concealment
- Detect Dangerous Animals
- Language Basic
- Language Advanced
- Ride Elephants
- Night Fighting - Detect Enemy
- Night Fighting - Rapid Movement
- Rappelling
- Silent Movement
- Suppressors/Silencers

Airborne Skills - Optional for any MOS

These skills should only be taken at the direction of the MD. Many units will never have Airborne drops. On the other hand, if the MD is planning airborne opera-

tions then everybody on the team should have at least the Basic Airborne skill.

Basic Airborne
Pathfinder
H.A.L.O.

Underwater Skills - Optional for any MOS

Underwater skills are usually not a part of RECON team training or operations. One exception are SEALs, If you are set up as a navy team or if the MD announces that the group will have underwater missions then every character should have at least the Basic Scuba skill.

S.C.U.B.A.: Basic
Underwater Navigation
Rebreathers
Subs: Tow
Subs: Two Man
Dry Subs
Speargun Skill
Underwater Combat Unarmed: See Combat Section
Underwater Knife Fighting: See Combat Section
Demolitions Underwater: Must also have Demo MOS

Demolition Skills - Exclusive to Demo MOS

Demolitions
Demolitions Disposal
Demolitions Underwater

Intelligence Skills - Exclusive to Intel MOS

Intelligence: Basic
Intelligence: Detect Guerrillas
Intelligence: Detect Unit and Rank
Interrogation
Impersonation
Safecracking
Lockpicking

Note: Language: Basic is an automatic additional skill for the Intel MOS.

Medical Skills - Exclusive to Medic MOS

Medic

Point Skill - Exclusive to Point MOS

Detect Ambushes
Detect Mines/Booby Traps
Land Navigation
Tracking

RTO Skills - Exclusive to RTO MOS

Basic Communication
Scramblers
Zip-Squeal
Satellite Relay
Forward Air Controller
Forward Observer

Sniper Skills - Exclusive to Sniper MOS

Sniping
Starlight Scopes

Alphabetical List of Non-Weapon Skills

Airborne: Basic
Airborne: Pathfinder
Airborne: H.A.L.O.

Communications: Basic
Communications Scramblers
Communications: Zip-Squeal
Communications: Satellite Relay

Demolitions
Demolitions Disposal (E.O.D.)
Demolitions Underwater
Detect Ambushes
Detect Concealment
Detect Dangerous Animals
Detect/Locate Food
Detect Mines and Booby Traps
Detect/Locate Water
Dry Sub

Forward Air Controller
Forward Observer

Intelligence: Basic
Intelligence: Detect Guerrilla
Intelligence: Detect Unit and Rank
Impersonation
Interrogation

Land Navigation
Language: Basic
Language: Advanced
Lockpicking

Medic

Night Fighting: Detect Enemy
Night Fighting: Rapid Movement

Rappelling
Rebreathers
Ride Elephants

Safecracking
S.C.U.B.A.
Silent Movement
Sniping
Spear Gun
Starlight Scopes
Submersible: Tow Sub
Submersible: Two Man Sub
Also see Dry Sub

Suppressors and Silencers
Tracking

Underwater Navigation

Skill Descriptions

The skills are listed in **two categories**: military (RECON Teams) and those reserved for mercenaries only (merc's can actually select from both categories; see the section on mercenaries).

All skills are listed in a strict alphabetical order.

Skill proficiency or Base Effectiveness is determined by rolling percentile dice just as one does for weapon skills. The higher the number the more expert one is. The maximum skill level possible is 98%.

The **Base Effectiveness Minimum** is the minimum skill proficiency possible after training. This means if the minimum is listed as 30% and the percentile roll is less than 30% (1-29), the player automatically raises his Base Effectiveness to the stated minimum (in this example, to 30). Although most skills work this way, not all have a base effectiveness minimum in which case the percentile number rolled stands as is. Airborne skills do not have a base effectiveness at all.

Skill proficiencies (base effectiveness) can be raised by +5% per each 35 experience points applied/spent on that specific skill. No more than +15% can be purchased at a single time. All purchases/skill increases may be made at the beginning or very end of each game, never during an adventure. SEE EXPERIENCE POINTS for more details.

Airborne

The airborne skills involve training in the various forms and techniques of parachuting for military purposes.

Basic Airborne

This is the fundamentals of parachuting including checking the parachute pack, concealing the chute once landed, the proper method of jump and landing, and other rudimentaries.

Pathfinder

This is an individual with extensive additional training making him/her so expert that the person can jump in ahead of the group to radio in wind and terrain conditions and locate the most ideal landing places. This skill includes a knowledge in wind movement/conditions, night drops, water landing, and tree/cliff landings. +10% on all landings.

H.A.L.O.

Stands for High Altitude Low Opening; a type of skydiving from high altitudes (30,000 feet) to avoid detection by the enemy. In this way the airplane cannot be seen nor heard by ground troops, allowing the paratroopers to land silently and undetected. Radar would simply indicate a high flying plane. +5% on landing.

NOTE: Characters **MUST** have the Basic Airborne skill before selecting Pathfinder or H.A.L.O. skill.

The success ratio in parachuting is determined by rolling percentile dice **each time a jump is made**. The higher the roll the closer one lands to his intended target. Add one yard/meter (3ft) for every percentage point away from a perfect 100%. **Example:** Sgt. Stone has a roll of 60%+10% as a Pathfinder for a total of 70%. This means he has landed 30 yards (90ft) away from the target sight, a relatively short distance. Benny "the Bomb," a grenadier, rolls an 83% which means he lands 17 yards (51ft) away from the target sight. Lucky Louey is having a bad day and he rolls a 21 which means he has landed 79 yards (237ft) away from the target sight; a dangerous distance in enemy territory.

Other conditions and Modifiers: Minus 15% during night drops, water landings or especially rough or tricky terrain, such as dense jungle/forest, cliff facing, etc. **ONLY** the pathfinder does **not** suffer this penalty. Characters **without** basic airborne training have only a 30% chance of landing within 50 yards of a target sight. If the roll is failed (31-100%) the individual will land 100 to 1000 feet (roll 1D10) from the landing sight.

As with ALL skills the level of proficiency can be up-graded at a rate of 5% per every 35 experience points. See the experience point section.

Communications

All these skills enable the character to effectively use various communications equipment and techniques. ALL are exclusive to the RTO MOS or mercenary.

Basic Communications

This is the knowledge in the operation and maintenance of field radios and walkie-talkies, wire laying, maintenance, installation, radio procedure, communication security and visual signs/communications, as well as knowing Morse Code. The minimum base effectiveness is 50%

Scramblers

This is training in the use of electronic masking and scrambling (unscrambling) equipment and codes for increased security. The minimum base effectiveness is 40%

Zip-Squeal

This involves skills and equipment for transmitting high speed tape messages (one way transmissions) as another security measure. This skill also includes a working knowledge in basic listening (bugging) techniques and devices such as amplified sound systems, miniature listening devices, telephone tapping, and recording methods. The minimum base effectiveness is 30%.

Note: Basic Communications and Scrambling Skills are both required in order to take the zip-squeal skill. Adds a +5% to all communication skills.

Satellite Relay

This is an understanding in the methods and operations of satellite transmissions. The minimum base effectiveness is 25%.

Demolitions (exclusive to Demo MOS)

Demolitions provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings, and sabotage. This includes **all** types of explosives such as mines, dynamite, plastics, nitro, blasting caps, etc. Minimum base effectiveness is 60%. A failed roll means a dud; no explosion/ineffective.

Demolitions Disposal (or Explosive Ordnance Disposal)

This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device. Minimum base effectiveness is 60%. Add +10% if AG is 70 or higher. A failed roll means the item has exploded without warning. Exclusive to the Demo MOS.

Demolitions Underwater (exclusive to Demo MOS)

Essentially this skill is identical to the regular demolitions skill except that it involves an understanding, knowledge and practice in setting explosives and explosive devices underwater. Minimum base effectiveness is 60%.

Detect Ambushes (exclusive to Point MOS)

Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla jungle tactics used by the enemy. Minimum base effectiveness is 50%.

Detect Concealment

This is a jungle skill which enables the individual to spot and recognize camouflage, tricks, concealed huts, buildings and vehicles as well as the ability to construct unobtrusive shelters that blend into the environment. Minimum base effectiveness is 40%.

Detect Dangerous Animals

This is a knowledge of the indigenous animal life and their relative danger to humans. This would include recognizing wild cats, boar, and varieties of poisonous snakes and insects. Minimum base effectiveness is 30%.

Detect/Locate Food

This skill enables the character to recognize and locate edible vegetation including roots, berries, tree bark and so on. It may also include a knowledge of common, edible animals native to the area. Minimum base effectiveness is 30%. Add +5% if AL is over 60%.

Detect Mines and Booby Traps (exclusive to Point MOS)

This is a basic understanding of the strategic placement of mines and booby traps. This will increase a character's awareness of suspicious rope, string and wire

(potential trip wires), cans and boxes (to conceal grenades), dirt mounds (mines), broken or disturbed under brush (punji sticks) and so on. This adds an **AL bonus** of +12% when the character is actively looking for mines and booby traps.

Detect/Locate Water

This training enables a person to recognize drinkable and contaminated water. This includes a rudimentary knowledge of likely water location underground, on the surface and extraction from certain plants and condensation (a survival technique). Minimum base effectiveness is 30%.

Dry Sub

Training in the operation of a dry sub; a small submersible with a self contained environment. Such mini subs usually hold six people and limited to about 400ft depths underwater. Dry subs were occasionally used in special covert operations and insertions deep in enemy territory. Minimum base effectiveness is 40%. Also see one and two man subs.

Forward Air Controller (exclusive to RTO MOS)

This is a crucial skill for the radio operator because it enables him to accurately direct air strikes against the enemy. These helicopter and plane assaults will be given target coordinates by the RTO and later verbally directed and corrected as he observes on the ground. Smoke grenades and natural landmarks may also be described to identify a target area. Observation techniques are standard.

The minimum base effectiveness is 40%. A failed roll means the coordinates or directions are inadequate and 100 to 1000 yards (300 to 3000ft) off-target; a correction must be transmitted immediately. A successful roll means the airstrike is right on target. Also see the "optional" miniature rules/grid system for airstrikes.

Forward Observer (exclusive to RTO MOS)

This skill trains the radio operator in observation techniques to accurately direct artillery much like directing air strikes (Forward Air Controller Skill). Initially map coordinates are called in to an artillery unit. After about a minute to minute and a half delay (15 combat rounds) the artillery bombardment will commence. It is the RTOs job to radio in correct coordinates and corresponding changes in the enemy's movement.

The minimum base effectiveness is 45%. A failed roll means the artillery fire is misdirected and 100 to 1000 yards (1D10 X 100) off target; a correction must be transmitted immediately. A successful roll means the artillery fire is right on target. Also see the "optional" miniature rules/grid system for artillery strikes.

Intelligence: Basic (exclusive to Intel MOS)

This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counter-intelligence measures and proper procedure. This includes the practical assessment of sights, and sounds; estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging, and reporting to group leader or proper authority).

This means the character will be able to accurately estimate ranges, the number of enemies/troops, direction, purpose, and assess the importance of specific information, documents and prisoners. Minimum base effectiveness is 50%.

Intelligence: Detect Guerrillas (exclusive to Intel MOS)

This is further intelligence training with an emphasis on guerrilla activity. This includes a working knowledge of indigenous guerrilla warfare, practices, conceal-

ment techniques, appearance, and current activities. This will enable the Intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives. For example: a particular booby trap or weapon or mode of operation may be indicative of guerrilla activity in that area. It may be up to the character (and supporting RECON team) to confirm the existence of guerrillas, their strengths and numbers in a particular area. Minimum base effectiveness is 40%.

Intelligence: Detect Unit and Rank (exclusive to Intel MOS)

Another area of training available to intelligence is the identification of enemy troops, officers and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces and officers of the enemy. Such identification can pinpoint and confirm enemy operations, goals and movement as well as confirm outside (Soviet) intervention/aid. Minimum base effectiveness is 40%.

Note: A failed roll in any of the intelligence skills means the evidence is inconclusive or the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the intel officer has dismissed it entirely as being meaningless. (MD's use your discretion).

Impersonation (exclusive to Intel MOS)

This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowledge of enemy/subject of impersonation military procedure, dress, command, rank, and will usually require speaking the language fluently. This means the character can disguise himself as a VC guerrilla or foreign mercenary or Soviet aid and so on, and convincingly. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action and language.

The minimum base effectiveness is 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise).

The success of one's impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first THREE encounters. Afterward the character must roll under his skill for each encounter with an officer. If interrogated/questioned he must successfully roll for every other question or be revealed as an imposter. A failed roll means his impersonation has failed and is recognized as an imposter and in immediate danger.

Interrogation (exclusive to Intel MOS)

This skill includes training in the questioning of prisoners, captives and informers and the assessment of that information. Minimum base effectiveness is 40%.

The interrogation skill adds a bonus of +5% to all intelligence skills and +10% to recognize an impersonator/imposter during interrogation.

Land Navigation (exclusive to Point MOS)

This skill allows the person to stay on course while travelling over land by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds and other navigation tricks. Techniques include night travel. Generally it is the Point-Man's job to determine a path of travel, direct his teammates and stay on course. The player should roll once for approximately every three miles travelled. A failed roll means the group is drifting off course by 200 to 2000 yards (roll 2D10 X

100 yards). Do not roll again until the next three miles. A successful roll at that time will allow the character to recognize his error and correct it. Of course, errors mean lost time and travelling through unknown or potentially dangerous areas. A second (and third) failed roll means the team continues to travel 2D10 X 100 yards further off course. All failed rolls are cumulative unless corrected. Minimum base effectiveness is 40%.

Note: A group of average men can cover approximately 5 miles an hour at a brisk but relaxed pace through grass land, along dirt roads or paved streets. Travel through dense forest or jungle at a cautious pace with eyes open for danger is about one mile per hour. At this pace one can easily watch for booby traps, snipers, ambushes, wild animals, tracks, clues and other observations without fear of travelling too fast (and missing them). Only at a faster pace will one begin to miss details and court death.

Language: Basic

Learning to speak the indigenous language of a region can be an essential skill in many ways. Interrogation, impersonation, and simple communication with native civilians, scouts and allies are impossible unless one can speak the language. A specific language such as the most common indigenous language (Vietnamese/Chinese), Russian Spanish, French, etc. must be chosen. If the person desires to speak an additional language he must spend another non-weapon skill choice (or 100 experience points) to do so. Each language is a separate skill.

The character is now able to understand the spoken language as well as speak it well, but with a distinct accent. Reading the written language is very poor, about equal to a child in first grade. This means the person can only pick out the most basic and simple words if any. Minimum base effectiveness is 55%.

Language: Advanced

This additional training enables the character to speak so fluently and without accent that he could be mistaken as a native. He/she is also able to read and write the language accurately. Language: Advanced counts as two skills or can be added to the Language: Basic skill at a later date for the usual 100 experience points cost for a new skill (basic language + advanced = 2 skills). Minimum base effectiveness is 70%.

Lock Picking

The character knows the methods, techniques and tools in picking/opening key and basic tumbler type locks.

It takes 1D6 combat rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. Minimum base effectiveness is 35%.

Medic

The skill enables the character to stop bleeding, set bones, bandage and treat wounds, and other lifesaving treatment. The medic can restore 5 strength (ST) points lost from damage per each "grade" of training. Thus a medic 2nd grade restores total of 10, medic 3rd grade 15 and so on. Skill grades can be purchased with experience points (SEE experience points and skill introduction).

Note: The medic can NOT give a character more hit points than his original ST allows. Furthermore, a particular wound can only be treated once per mission, but new ones can be treated as they occur. Minimum base effectiveness is 40%. A failed roll means blood loss is stopped, but no ST points are restored.

Night Fighting: Detect Enemy

This is an understanding of observation techniques which will reveal or indicate an enemy's position. These techniques include looking for glare or shine from a light source such as burning cigarettes, headlight, flashlight, gun

flash or reflected light. Flash and sound methods are used to estimate range and exact position. Minimum base effectiveness is 30%.

Night Fighting: Rapid Movement

This skill is a practiced method of movement which enables the character to move quickly without tripping or revealing his position at night by carelessly exposing light, sound or reflective light. Minimum base effectiveness is 30%.

Rappelling

Rappelling is a specialized rope climbing skill used in descending from helicopters, scaling walls and cliff facings. For game purposes rappelling will include ascending and descending climbs. Minimum base effectiveness is 30%. A failed roll means a slip or fumble; roll again to regain hold or fall. See climbing skill for damage and regaining one's grasp.

Rebreathers

Training in the use of specialized air tanks and underwater equipment which do not release bubbles. Minimum base effectiveness 60%. A failed roll means a minor error or malfunction which releases tell-tale bubbles.

Ride Elephants

This skill enables the character to care for, control and ride trained elephants as a form of indigenous transportation, just as one might ride a horse. Minimum base effectiveness is 40%.

Safe Cracking (exclusive to Intel MOS)

The character knows the methods, techniques, and tools in opening ('cracking') tumbler and combination type locks. Minimum base effectiveness is 30%. Agility (AG) bonus +10% if one's AG is over 70.

It takes one combat round to open a simple combination lock and five melees to attempt to open a safe or complicated tumbler type lock. To open a safe/complicated tumbler lock the player must successfully roll under his skill two out of three times. Failed rolls mean the lock holds, but cracking may be attempted again (2 out of 3 rolls).

S.C.U.B.A.

The letters in S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming and use of oxygen tanks/apparatus, mask and flippers. Minimum base effectiveness is 50% and reflects the degree of skill and expertise at S.C.U.B.A.

Note: A character can swim a distance equal to one half his strength in yards per combat round. Also see underwater combat.

Silent Movement

This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. Minimum base effectiveness is 30%.

Sniping (exclusive to Sniper MOS)

This skill represents special training for long range rifle firing and marksmanship. The character must first have a semi-automatic rifle or bolt-action rifle skill to which the sniper skill bonus of 10% can be applied. This is a one time bonus.

Spear Gun

This is simply training in the use of the single shot (per CR) underwater weapon; spear gun. Minimum base effectiveness is 30%.

Starlight Scopes (exclusive to Sniper MOS)

Another area of special sniper training involves the use of the starlight scope. This night scope electronically amplifies ambient light providing a very sharp, clear image. Range is about 400 meters (1600ft). There is no base effectiveness but, instead, the sniper using the starlight scope attacks as if firing in daylight.

Suppressors and Silencers

Flash suppressors hide the flash of a fired weapon while silencers significantly reduce the report of a weapon to a muffled thunk. Both a flash suppressor and silencer can be used simultaneously. The skill in using these weapon supplements means that the character is familiar with their maximum effectiveness and knows how to compensate for reduced range, trajectory, and other conditions. Players without this skill CAN use flash suppressors and silencers, but suffers a -10% penalty on their weapon skill. Those with the skill suffer no such penalty. **Note:** A weapon's range is reduced by about 15% when a suppressor or silencer (or both simultaneously) is used. There is no base effectiveness for this skill.

Submersible: Tow Sub

The training to operate a tow sub; a small underwater propulsion device about the size of a large fire extinguisher that pulls a single diver. Minimum base effectiveness is 40%. A failed roll means a momentary loss of control veering off course by 1D10 X 10 yards. Roll for every 400 yards. Maximum speed is about 4 miles per hour.

Submersible: Two Man Sub

These underwater craft are larger versions of the tow sub, which can pull two divers. Minimum base effectiveness is 30%. ALL other conditions are identical to the Tow Sub previously described.

Also See Dry Sub

Tracking (exclusive to Point MOS)

Visual tracking is the identification of tracks and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art requiring much practice. The skill includes the evaluation of tracks indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), male, female, walking backwards, injured (staggered foot prints), and so on. By this means the tracker can estimate the person(s) rate of movement, apparent direction, the number of persons in the party and whether the person knows he's being followed. Other methods of tracking require recognizing other tell-tale signs such as blood and other stains, broken and displaced vegetation, overturned rocks; litter such as cigarette butts, ration cans, candy wrappers, soiled bandages and remains of camp fires, and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles can reveal much, such as size and type of vehicle, weight of load etc.

Counter-Tracking techniques are also known, such as covering one's trail, avoiding obvious pitfalls such as littering, misdirection, parallel trails and others.

The minimum base effectiveness is 35%.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to

verify or clarify (roll again). Three consecutive failed rolls mean the tracker has completely lost the trail. Roll once for every 40 yards when FOLLOWING a trail. Persons attempting to follow a skilled tracker are -20% in following his trail if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half).

Underwater Navigation

Like land navigation, the person learns how to recognize landmarks and other tricks to maintain a correct course, estimate distances, recognize sounds and movement. The player should roll once for approximately every ½ mile travelled. A failed roll means he's drifted off course by 1D10 X 100 yards.

Minimum base effectiveness is 35%.

Mercenaries

Special Mercenary MOS

Certain MOSs are not practical for the average guy in a RECON unit. On the other hand, because mercenaries don't usually have a huge army supporting them, they need these specialists as part of their team.

Airplane Pilot

This must be taken as the Primary MOS. Learning to pilot any but the most simple single-engine airplane requires years of training. A character must have the Airplane Pilot MOS to learn any of the airplane or fixed wing pilot skills. Most Airplane Pilots are from either Air Force or Navy backgrounds.

Artillery Officer

This is an officer trained in the effective use of artillery weapons such as mortars, cannons and howitzers. Although common in 'Nam, they were almost never assigned to RECON-style missions. For mercenary operations they are invaluable for training local forces in the use of artillery.

Desert Climate Specialist

Available as a Secondary MOS only. This is the kind of training useful in a variety of world hot spots. Desert training skills are available only to Desert Climate Specialists.

Helicopter Pilot

This must be taken as the Primary MOS. Flying a helicopter is incredibly difficult. Only characters with this MOS can take any helicopter pilot skills. Slick (troop carrier) skills are completely separate from Snake (gunship) skills. Each weapon system and many helicopters require separate skills.

Northern Climate Specialist

Available as a Secondary MOS only. Quite a few potential world hot spots are in colder climates. Arctic and sub-arctic skills are available only to characters with this MOS.

PBR Captain

This must be taken as the Primary MOS. This includes the skills needed to pilot and control a variety of naval vessels, primarily river boats and monitors. A separate skill is needed for each kind of craft.

Track Commander

This must be taken as the Primary MOS. Track MOS

is required for learning to drive any heavy military vehicles like tanks and armored personnel carriers. Each vehicle requires a separate skill.

Skills: Mercenary MOS

Mercenary MOS	Small Arms	Heavy Arms	Hand to Hand	Non-Weapon Skills
Airplane Pilot	2	1	1	6
Helicopter Pilot	2	1	1	6
Artillery	1	5	1	3
Tank Commander	1	4	1	4
PBR Captain	1	3	1	5
Cold Climate	(not a primary MOS)			
Desert Training	(not a primary MOS)			

Mercenary characters can choose an MOS from either the Mercenary MOS listed above or the Military MOS on pg. 10. Airplane Pilot, Helicopter Pilot and PBR Captains do not receive the Basic Training skill automatically, but they can select basic infantry/training (pg. 12) as one of their weapon or non-weapon skills.

Alphabetical List of Mercenary Skills

Airplane: Amphibious
Airplane: Jets
Airplane: Multi-Engine
Airplane: Single Engine
Cross Country Skiing

Detect/Locate Food
Detect Sandstorms
Detect/Locate Water
Dog Sleds

Gunship

Howitzer

Identify Mirages

Mortars

PBR Captain

Ride Camel
Ride Donkey
Ride Horse

Slick (Helicopter)
Snowmobiles & Snow Tractors
Snowshoes

Tank

Winter Survival

Multi-Engine

All training in take-off, landing, refueling and instrument flying for all types of this kind of aircraft. Each new aircraft weapon system requires a separate additional skill. Minimum base effectiveness is 40%.

Jets

All training in take-off, landing, refueling and instrument flying for small jet aircraft. Each new aircraft weapon system requires a separate additional skill. In addition, every model of jet airplane must be treated as a separate skill. Minimum base effectiveness is 40%.

Amphibious Airplanes

All training in takeoff, landing, refueling and instrument flying for this kind of aircraft. Each new aircraft weapon system requires a separate additional skill. Minimum base effectiveness is 40%.



Helicopter Skills - Exclusive to Helicopter Pilot MOS

Slick Skill

All training in take-off, landing, hover, refueling, maintenance checks and instrument flying for helicopter troop transports. Each different helicopter requires an additional skill (note that most of the UH Huey line were pretty much the same, no additional skill needed to pilot the UH-1B through UH-1H). A Slick pilot can fly a helicopter gunship, but is not trained in gunship weapon systems. Even giant helicopters or small scouts can be mastered at a cost of 100 experience points for each type. Gunship skill is a separate skill. Minimum base effectiveness is 40%.

Gunship Skill

This is the specific training in piloting assault helicopters and the operation of their automated weapon systems. This would include such choppers as the Huey Cobra and loaded, "Hogs," UH-1B or UH-1D helicopters. Training includes take-off, landing, hover, refueling, maintenance, instrument checks, flying under the extra weight of armaments and a basic understanding of weapon systems and their best applications in combat. Maneuvers to strafe, provide cover for evacuations and insertions, seek and destroy, and other offensive and defensive air maneuvers are crucial elements of training. Initially the gunship pilot is trained in one basic armament system which usually includes the .50 cal. machinegun and M-5 40mm grenade launcher. In game context each additional armament sub-system (rocket pods, multi-rocket launchers, smoke generators, various mini-guns and weapon combinations; see helicopter armaments) requires additional training and costs 50 experience points for each. As usual, each weapon grade adds +5% to the base effectiveness with that weapon and costs 35 experience points.

Gunship pilots can pilot any gunship type helicopter, UH-1B to UH-1H, but at a -5% effectiveness. They cannot pilot different or larger helicopters unless they take the Slick skill. Although the armament systems are often

Skill Descriptions

Mercenary or Specialist's Skills

Airplane Skills - Exclusive to Airplane Pilot MOS

Single Engine Propeller

Includes all training in take-off, landing, refueling and instrument flying for all types of this kind of airplane. Weapon systems (guns, rockets, bombs, etc.) each require separate additional training. This skill must be taken before taking Multi-Engine, Jets or Amphibious. Minimum base effectiveness is 50%.

identical to those mounted on tanks and armored ground vehicles, the gunship pilot does NOT know how to operate them. His helicopter systems are automated, controlled by a joy stick or fired by a door gunner.

Minimum base effectiveness to pilot is 40%; in each armament/weapon 20%.

Artillery Skills - Exclusive to Artillery Officer MOS

Mortars

These are large vehicle towed or mounted mortars, not the puny things that are listed under Heavy Weapons. The first time an artillery officer selects a mortar weapon he should roll his base efficiency. All subsequent mortar types learned will have the same base efficiency. Learning new mortars takes 50 experience points each. Each grade of improvement in a particular mortar costs 35 points and is worth a +5 bonus. **Note:** With artillery mortar you CAN also take the smaller mortars (60mm or 81mm, for example). Minimum base effectiveness is 25%

Howitzers

Very large vehicle towed or mounted guns are covered under Howitzer skill. The first time an artillery officer selects a Howitzer he should roll his base efficiency. All additional weapons learned later will have the same base efficiency. Learning new types of Howitzer (105mm, 115mm, 8", etc.) each require 50 experience points. For every 35 points of grade you get a +5 bonus. Missiles can also be learned as separate Howitzer weapons. Minimum base effectiveness is 20%.

Armor Skills - Exclusive to Track Commander MOS

Tanks

Armored fighting vehicles, from armored personnel carriers through tanks, are all covered under Track Commander. Driving is not a problem, all US Track Commanders can drive all US armored vehicles. However, each weapon system requires learning a separate skill. Every Track Commander must start with the .50 cal. machinegun and roll his base effectiveness. Every other weapon (90mm cannon, M-108 flamethrower, 81mm mortar) requires a new skill (50 experience points) and a new base effectiveness roll for each. Grades give +5 bonus and cost 35 points each. Minimum base effectiveness is 20%

PBR Captain Skill - Exclusive to PBR Captain MOS

PBR

Captains may navigate and steer any Patrol Boat, River. Also included in the skill are rubber rafts, small boats and tugboats. Exotic vessels like Armored Troop Carriers, Amphibious Landing Barges, Airboats and Hovercrafts each count as a separate skill (50 points each). Initially the PBR Captain should roll for a base efficiency with .50 cal. Machineguns. Each additional weapon system (.30 caliber machineguns, Torpedo) costs 50 points. For example, adding Grenade Launcher would cost 50 experience points and require a new base efficiency roll for its use. Each grade of weapon skill costs 35 experience points and adds a +5 to the base efficiency with that weapon. Minimum base effectiveness is 25%

Northern Climate Skills - Exclusive to Northern Specialist

Cross-Country Skiing

The practiced skill in the use of skis, skiing equipment, clothing and procedure. Cross-country skiing is not to be confused with alpine or downhill skiing. Cross-country skiing entails simple, quick, snow walking on skis.

Rate of travel at a brisk, relaxed pace in an open field or tundra is about 5 miles per hour. Brisk travel through woodland or broken terrain is reduced to about 3 miles per hour. Cautious travel through woodland with

eyes open for ambushes and traps is reasonable at one mile per hour.

Minimum base effectiveness is 40%. A failed roll indicates problems with equipment and travel; slowing the entire group down by 20%.

Dog Sleds

This is the ability to organize and ride a dog sled but only with animals trained for that purpose.

Rate of travel is about 8 miles per hour at a brisk reasonable pace through open land. 5 miles per hour through forests and broken terrain, and one or two miles per hour at a cautious pace looking for trouble. Maximum speed would be about 18 miles per hour for short periods of time (one or two hours at a time with proper resting and pacing of the dogs.)

Minimum base effectiveness is 30%. A failed roll indicates problems in controlling the dogs and/or traveling. Reduce speed by half.

Snowmobiles and Snowtractors

The knowledge of driving and maintaining snowmobiles and snowtractors. Snowmobiles are small, one or two man, sled-like vehicles capable of high speeds and quick maneuvers. Maximum speed 90mph. Snowtractors are large, heavy duty machines that can usually seat four people and ride over rough terrain. Maximum speed is about 60mph.

Minimum base effectiveness is 50%. A failed roll means a slow down in travel (reduce by half) or stalled vehicle (roll 1D10 Combat Rounds).



Snowshoes

The use of snowshoes to travel across snow laden terrain. Nearly identical in function and speed as cross-country skiing, except the speed is slightly less (reduce by 20%). Same conditions and penalties for failed roll apply.

Minimum base effectiveness is 40%.

Winter Survival

This is training in fundamental survival techniques including how to build a shelter, keeping warm, avoiding frostbite and dangerous wind conditions, location of food such as edible bark, care for feet and so on.

The minimum base effectiveness is 40%.

Desert Climate Skills - Exclusive to Desert Specialist MOS

Detect/Locate Food

This skill enables the character to recognize and locate edible vegetation including roots and cactus, snakes, lizards and insects. Minimum base effectiveness is 30%. Add +5% if AL is over 60.

Detect Sandstorms

The person is able to recognize the signs of an approaching sandstorm and how to protect himself from it, e.g., find or build shelter, protect eyes, nose and mouth, etc. Minimum base effectiveness is 30%.

Detect/Locate Water

This training enables the person to identify drinkable and contaminated water. It also includes a rudimentary knowledge of likely water sources, locations, extraction methods, and bleeding plants/cactus, and the condensation method to create water. Minimum base effectiveness is 25%.

Identify Mirages

The ability to discern between reality and optical illusions created by reflection from the sand and sun. Minimum base effectiveness is 30%.

Ride Camel

The ability to ride a camel. Average rate of travel in desert conditions is about 6 to 10 milers per hour. Most durable in the harsh desert environment. Can easily survive for over a month with little or no water.

Minimum base effectiveness is 30%. A failed roll means these temperamental and nasty beasts of burden are refusing to cooperate. Reduce speed by half.

Ride Donkey

The ability to ride a donkey, especially in desert conditions. Rate of speed varies depending on conditions but averages at about 6 miles per hour. More durable than horses for long treks. Can last for weeks with adequate water and pacing.

Minimum base effectiveness is 40%. A failed roll means problems, reduce speed by half.

Ride Horse

The knowledge of horsemanship. Average rate of speed at a minimally taxing pace is 6 to 8 miles per hour. Short bursts of speed and limited desert travel can range up to 20mph. Inadequate for long journeys unless ample water supplies are available accompanied by long rests and protection from the sun. Horses are the most vulnerable to the heat.

Minimum base effectiveness is 40%. A failed roll means problems (probably a horse suffering from heat prostration), reduce speed by half.

SEE the mercenary sections for more details about their skill selections, available military/RECON MOSs and specialist/mercenary MOSs.

Experience Points

CHARACTER IMPROVEMENT AND EXPERIENCE POINTS

Experience points in RECON are gained for player competence in the game. Working together, planning, using skills and equipment effectively, achieving mission objectives and winning encounters with the enemy are all worth experience points. It's up to your MD to decide how many points are awarded.

Often the points in RECON are awarded to the unit. After the Mission Director is finished evaluating the group's accomplishments the group's points will be divided up evenly between all the players. Or the MD and players may prefer awarding experience points to each individual character, reflecting that one person's actions. Either system is acceptable.

In order to make it easy for the MD, it's a good idea for the characters to keep a written record of their missions. That way, when it comes to the review, the MD can be reminded of anything that might be worth experience. The MD should keep a similar record.

Once awarded, the experience points can be saved or spent to improve the character. **The only way to get new skills, raise grades in known skills or to raise character attributes is by spending experience points.** Players can spend experience points ONLY at the end or very beginning of each game; NEVER during an adventure.

AWARDING EXPERIENCE POINTS

Points	The Action
3	Clever, but futile idea
6	Clever, useful idea or action.
12	A critical plan or action that saves the character's life and/or a few comrades.
20	A critical plan or action that saves the entire group or many people.
40	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of gunfire meant for someone else, to save that person even though likely to die, or offering own life to save the group or enduring torture without breaking).
3	Avoid needless contact
6	Deductive reasoning and/or insight.
12	Kill or subduing a minor enemy.
25	Destroy or subdue a major enemy force.
50	Destroy or subdue a great enemy force.
6	Playing in character bonus.
20	Perfect team work bonus.
Penalties	
-10	Needless contact (not avoided)
-25	Rash or selfish action jeopardizes group or ally.
-35	Inferior team work penalty.

NOTE: The determination of a critical plan or a minor, major or great enemy is ultimately up to the Mission Director. As the coordinator of the adventure the MD knows the strengths and weakness of the player char-

acters and their NPC opponents. For example: a fresh Recon team of six members armed to the teeth encounter two to six VC guerrilla's of inferior ability; this is definitely a minor enemy. Even if the VC guerrillas were of equal strength, skill and numbers, they would qualify as a minor enemy. However, waylaying a well armed group of 12 to 30 or a couple tanks would likely fall into the major enemy category (depending on circumstance). Destroying a fortified encampment occupied by 100 or more men, artillery base, infiltrating a Viet Cong or North Vietnamese base crawling with the enemy is definitely a great enemy force. MD's should be objective, observant and fair when awarding experience points.

Character Improvements

SPENDING EXPERIENCE POINTS

Getting an entirely new skill costs 100 points. For example, learning Grenade Launcher for the first time will cost 100 points.

Getting a new weapon or ability within an existing skill category costs 50 points. Let's say you wanted a skill with an AK-47. Since you already have Assault Rifle with the M-16, it will cost 50 points to add the AK-47 to your Assault Rifle skill.

Getting an extra grade of proficiency in a skill will cost 35 points. Basic proficiency with the M-16 gives a +5% bonus. By spending 35 points you can raise that to 2nd grade proficiency and have a +10% bonus. Spend another 35 points and you'll get to 3rd grade with a +15% bonus. Each additional skill grade adds +5% to that skill.

Raising your character attributes, ST, AG or AL, will cost 100 experience points per each one attribute point. For example, by spending 100 points you can raise your ST by 1. If your AG is 32 and you spend 300 experience points, it will raise to 35.

NOTE: No skill or attribute may be increased above 98%. When a character even approaches this level he should be "rotated Stateside" and be assigned duty as an instructor. The only way to have a skill or attribute of 100% is by rolling it up on the original roll for that skill or attribute.

Alignments

What makes role-playing fun is interesting characters. So it's up to every player to develop an interesting personality into his character by the things his character says and does. Eccentric characters help to liven up the game. Players should feel free to "ham it up."

Part of the character's personality shows up in how he acts in typical situations. A "wiseacre" is always making jokes, even in the heat of battle. A "doomsayer" is always forecasting their imminent disaster at every decision. "I've got a bad feeling about that. Yep, we're going to die. If we attack that; we're all going to get greased."

Other possibilities include the "bellyacher," "If I had MY way, I'd run this chicken outfit completely different." The "goldbrick," "I'd sure like to help you guys carry that machinegun, but I cut my finger on that C-ration can last week and it's still hurting something awful." The "hero," "That's all right, Lieutenant, I don't need any help to knock out that pillbox. Just stick some extra grenades in the sling on my wounded arm, tighten up that tourniquet on my leg, and point me in the right direction." And the "coward," "You guys go ahead and attack that base. I'll defend this cave so you'll have a safe place to return to."

THE CHARACTER ALIGNMENTS:

Alignment in RECON represents a character's value system, what that soldier thinks is right and wrong. Most characters (except possibly psychotics) believe that killing small children, even by accident, is wrong. At the same time almost all soldiers (except pacifists) feel that killing enemy troops is right. In between those two extremes are a whole lot of grey areas. A mission requiring you to "assassinate farm labor organizers for rich landlords" might be alright for some people and very wrong for others. A character alignment gives you some idea about how your character will feel about different situations.

Alignments also affect the character's relationship with other people. Since various NPCs will react according to alignments it means that characters with scruples will tend to be liked by others and characters who do evil things will be hated and untrusted.

In all there are three major alignments and four minor ones. Most combatants are either **Idealistic**, **Opportunistic** or **Malignant**. Most moral, conscionable people fall into the Idealistic mold. People who get totally carried away with this philosophy become **Pacifistic**.

The vast majority of soldiers are **Opportunistic**. Basically they want to win the war but not by killing themselves. When self-preservation becomes secondary to winning people become **Righteous**. A very few rare soldiers discover that they are more interested in the game of war itself than in either survival or victory, those become **Karmic**.

Malignant characters are primarily concerned with staying alive. After that, power, prestige and money are important goals. Occasionally soldiers of this alignment will find out that killing is more important than survival, they become **Psychotics**.



Idealistic Alignment: A soldier's life requires killing and violence but that's acceptable when the cause is just. An idealist will try to hurt only the 'bad guys.' Seeing an innocent person killed, or worse yet killing by-standers himself, (there was an old woman and a little girl in the hooch that was shot up) will cause an idealist a lot of emotional pain. To an idealist, people are always people, never 'Gooks.'

Idealists will try to stop injustice by any means possible, even to the extent of threatening fellow soldiers or officers. For example, an idealist will not put up with the shooting of a VC who's surrendering. Physical torture for interrogation is not acceptable for an idealist.

This character will often be 'adopted' by certain NPCs during any lengthy assignment. For example: "Little

Joe," a homeless orphan will hang around the character and warn him of any dangers. Strangers, especially civilians, will react in a more friendly way than toward others.

Goals: To do good, helping people and trying to make the world a better place.

Idealist-Pacifist: This is an extreme version of Idealistic. Killing another human being is wrong! And its fairly easy to avoid killing people. Often a pacifist will only fire a round or two in an entire firefight, or will always fire to miss or to scare rather than kill.

A pacifist will not kill to preserve his own life. The lives of his buddies are another problem. Sometimes, in extreme cases, a pacifist may have to take a life to protect his team mates. This will cause great personal anguish.

The pacifist's relationship with civilians is the same as that of idealists. Officers and team leaders tend to dislike and distrust pacifists, often giving them the dirtiest jobs.

Goals: To avoid killing or hurting anyone.

Opportunist Alignment: Following orders is natural for opportunists. You aren't in this for your health. Maybe you enjoy the life of a soldier, but you wouldn't do it unless you got paid. And the guy who's paying you has a right to see that the job is done right. Making that omelet usually means breaking a few eggs. Innocents get killed, non-combatants die in every war and you can't stand around crying for every little kid who gets caught in the cross-fire. On the other hand, you'd feel better if you could help people rather than hurt them.

Staying alive means being an effective soldier. If you are good at your job you'll kill the enemy before he kills you.

Your buddies are your absolute #1 priority, you'd risk your life for theirs any day of the week. And you know they'd do exactly the same for you!

Goals: Getting you and your pals out of combat alive is your main objective.

Opportunist-Righteous: In the name of the 'cause' all things are justified. Killing or torturing the enemy is alright if it advances the cause. This is usually the alignment of ideologies on both the extreme left and the extreme right. Even though guerrilla leaders and nationalist officers are natural enemies, they tend to share this alignment.

Characters with this alignment are possible but only in certain circumstances. For Example, a Righteous character believing in America and opposing godless communism would fit right into a 'Nam campaign. That same character would NOT fit into some mercenary campaigns where the issues are not clear cut.

Most VC leaders and veterans are righteous followers of the communist-nationalist cause. In other parts of the world religious fanatics and revolutionaries are often righteous in alignment.

Righteous characters are willing to die at the drop of a hat. Charging into certain death or holding a position after it becomes hopeless is second nature. These characters also see nothing wrong with the death of innocents so long as the cause is advanced. Accidents (Oops, turns out that prisoner wasn't a VC after all!) happen, there's no reason to get upset about them. After all, some must suffer for the betterment of all.

Goals: Advancement of the cause is more important than anyone's life, including your own.

Opportunist-Karmic: Some soldiers discover that the 'game' of war is more important than winning. This is the kind of character who will toss away a weapon to make the fight more even or who will let a particularly noble enemy escape. To their way of thinking only a select few on each side of a war are true warriors.

Karmic characters think of themselves more as knights or samurai than as soldiers. In their universe the concept of 'fair play' has meaning. Killing lowly soldiers

and civilians is unimportant. Even his own death is irrelevant so long as it is at the hands of a worthy opponent. The battles that are important are the ones where one man tests his skill against another.

This kind of character will re-enlist or become a mercenary so that he can continue to find battles worthy of his talent. Karmic characters are usually respected and feared by everyone. People seem to sense that they are no longer afraid of death and they will rarely be hassled by anyone.

Goals: To fight in challenging battles, and continually 'prove' oneself.

Malignant Alignment: Anyone who happens to get in the way of a malignant character is just so much dirt to be scraped aside. Human lives count for absolutely nothing. Getting paid and getting revenge are the only things that really matter.

Your buddies should be protected and shielded from their own weaknesses. This is because you need them to keep you alive. When they become inconvenient it may be necessary to someday get rid of them as well.

People will just naturally dislike malignant characters. Their fellow soldiers will think of them as scum and civilians will look forward to betray them or trick them. This is the kind of character most likely to have traps set against him deliberately. Even his team mates will be reluctant to save him in critical situations.

Speaking of buddies, there are a few rules of conduct that Malignant types follow:

1. Always borrow as much money as possible. If you die you come out ahead 'cause you don't have to pay. If they get scragged you don't have to pay 'em back. Never, never loan money (or anything else) 'cause if either of you die you come out behind.

2. Take advantage of any opportunity to get ahead. If you find an abandoned weapon then claim you killed a hostile to get it. Killing a farmer is easy and makes very convincing evidence.

3. Helping other people is crazy. There is no profit in it at all. On the other hand, it's fun to play tricks on people. A good practical joke is removing the firing pin from a buddy's rifle right before a mission.

Goals: Stay alive and stay ahead.

Malignant-Psychotic: In every war there are a certain number of people who are just plain nuts! These are the maniacs who just go kill-crazy. Since everyone is a potential enemy it's best to kill them all before they kill you. Even your fellow soldiers are not to be trusted. In extreme cases, the character just lives for killing, demanding that he be assigned to the position (usually Point) where he can kill the maximum number of hostiles.

These characters generally have little or no regard for their own lives. They either KNOW they are not going to die, or else they KNOW that death is inevitable. Either way, they're the most dangerous people around.

Psychotics are instantly recognized and feared by everyone. Since they are simply time bombs waiting to go off, most people will work to stay out of their way.

Goals: Kill as many 'enemies' as possible.

M:G -17



The Combat System



Hand to Hand Combat

No matter how much advanced technology is available to the modern soldier some things just never change. The blood-and-guts of close hand-to-hand combat is unchanged from Roman times; it still boils down to slicing, sticking, hitting or strangling the enemy. The only change in the future will be a proton beam bayonet and a monomolecular fiber garrote. Just new tools for an old job.

Rules of Hand-to-Hand Combat

1. **Agility:** All actions, including stab, slash, parry, evade, grapple, reposit and buttstroke, are based on Agility (AG). To succeed in any action requires a roll at or under AG plus skill bonuses for that kind of action. Rolling above the AG+bonus means the action fails.

Example: Humphrey Carstairs has an AG of 40 and 7 grades of skill in Unarmed Combat (+35%). In order to succeed with an Unarmed Combat action Humphrey must roll a 75 or less. (1-75 is a success; 76-00 is a failed action).

2. **Distance:** To engage in hand-to-hand combat the combatants must be within close striking distance of each other at the beginning of the Combat Round. Generally that means they're only about four feet apart, but the distance could be greater for some weapons.

3. **Surprise:** Someone is surprised when they are attacked from behind, or when they are attacked from ambush. Successful surprise attacks mean the defender does nothing to defend himself for the full Combat Round. In a

garrote attack, the attacker must have surprise in order to use the garrote successfully.

In order to make a back attack the character must move quietly up to his target. Success requires that the attacker roll against his Alertness (AL) for silent movement. The defender does not roll. In other words, the attacker rolls to see if he moves silently, and the victim is warned only if the attacker fails.

In order to make a hand to hand ambush, the defender has to fail his roll against Alertness (AL). In this case the attacker does not roll. In other words, the attacker lies in wait for his victim, it's up to the defender to roll for detecting danger.

4. **Close Combat:** All subsequent combat is determined by both characters acting simultaneously. In other words, it's possible for combatants to attack each other at the same time and both do damage, or to both defend at the same time and end up with no injuries on either side. Each character's percentile roll determines success or failure. When an action results in damage, roll the damage before the next combat round.

5. **Actions:** In hand-to-hand combat there are eight basic options: Slash, Stab, Parry, Riposte, Grapple, Buttstroke, Evade, or Shooting/Throwing. A character is allowed only one action per Combat Round, regardless of Agility. Note that it's quite possible for characters to do damage to each other simultaneously. The specific hand-to-hand skills describe the following in greater detail.

Slash: This is a 'small' attack. The advantage is that it keeps the attacker ready for another attack at any time. The disadvantages are that the damage is relatively small and that the attacker leaves himself vulnerable to an attack. Using a bayonet or knife means the Slash is a sweeping, cutting motion; with Unarmed Combat a Slash is a chop with the edge of the hand.

Stab: This is an 'all-or-nothing' attack. The advantage is that it inflicts maximum damage to the opponent. The disadvantages are that the attacker leaves himself vulnerable for an attack and that the attacker is left off balance and unable to attack on the next Combat Round. Stabs are usually made with the point of a weapon; in Unarmed Combat they involve full-force strikes like haymakers and jump kicks.

Parry: This is a defensive action. A Parry is used to prevent an opponent from doing damage. The advantage is that a successful Parry will stop any usual striking attack by blocking or dodging the blow. The disadvantage is that a Parry will not allow any attack on the enemy. **Note:** If a Parry is made against two or more attacks (more than one attacker) the Parry must be rolled separately for each attack.

Riposte: This is a combination defense and attack. In a Riposte the character waits for his opponent to strike, then quickly blocks and counter attacks. The advantage is that the character can both defend himself and possibly damage the opponent. The disadvantage is that a Riposte depends on the opponent's attack; if there's no attack, both opponents simply stand ready for action.

Grapple: A grabbing attack. With a knife, one hand is used to immobilize the opponent's weapon and the knife hand is used to strike. In Unarmed Combat a Grapple can be used to grab away an opponent's weapon or to immobilize an unarmed opponent.

Buttstroke: Used with rifle and bayonet only. An action specifically designed for unarmed opponents.

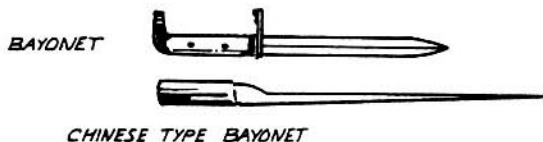
Evade: This is an attempt to break out of close combat. The disadvantage is that even a successful Evade will not prevent an opponent from doing damage. If successful, it means that the character can step back and draw a weapon to be fired in the next Combat Round, or be used to run away from the conflict. However, the

latter may open oneself to additional attacks by his opponent.

6. Shooting/Throwing: Attempting to shoot a weapon or throw a knife during close combat means the character must first have Evaded his opponent in the previous Combat Round. Failure to Evoke means that your opponent is right on top of you and it's not possible to shoot or throw. Even if you manage to Evoke, the opponent can still do damage to you with a parting swipe while you're getting away.

7. Run Away: After a successful Evoke a character can always take advantage of the chance to escape. Of course their opponents can always shoot or throw knives at fleeing characters. Running after somebody means trying to match or beat their movement (see the Movement Table in the character attribute section).

8. Combat Style: In RECON hand-to-hand fighting is broken down into five main categories; bayonet, garrote, unarmed combat, knife fighting, knife throwing. Even exotic weapons like nunchukas, spears, or battle axe are just variations on the five main categories. Changing Combat Style is automatic. For example, to go from bayonet to unarmed, just drop the bayonet. To go from garrote to knife, just drop the garrote and pull a knife. Obviously you can't pull a weapon that you don't have!



BAYONET COMBAT

For most foot soldiers the first hand-to-hand skill learned is bayonet. This is the use of a rifle with a bayonet attached. It's a skill that must always be performed two handed.

Spears, polearms, two-handed swords, nunchuka, quarterstaff, and most other two-handed weapons are all treated as bayonets in RECON combat. The only changes are that two-handed swords and axes do 3D10 damage on Slash attacks and that weapons without sharp points (a bow staff, two-handed club, nunchuka, or a handy length of pipe) do only 1D10 damage for Stabs.

Opponents taking damage from bayonet attacks will always be unconscious when ST reaches zero. Any bayonet strike on a unconscious character does 4D10 damage.

In hand-to-hand bayonet combat there are six basic actions:

1. Slash: Attempting to slice the enemy with the cutting edge of your blade. Damage is 2D10+5. Any action can be performed after a Slash.

2. Stab: Attempting to penetrate the enemy with the point of the bayonet. An all-out, do-or-die attack. Because the character is off balance after a Stab he cannot Slash, Stab or Riposte in the next Combat Round after a Stab, but can Parry. Damage is 3D10.

3. Parry: An attempt to block an opponent's attack. If successful, the opponent's attack fails no matter how well he rolls.

4. Riposte: A parry with your weapon followed by an immediate attack. If successful, the opponent's attack fails no matter how well he rolls. The attack succeeds only if the opponent attacks. If the opponent Parries, Grapples or Evades then no follow-up attack is possible. If both characters Riposte simultaneously then neither do any damage. Damage is 2D10.

5. Buttstroke: Used only against knife fighting or un-

armed opponents. If an opponent tries Grappling then a bayonet fighter hits with an upward swing of the rifle butt. A successful Buttstroke means that the bayonet is not lost (against Unarmed Combat) and that no damage is taken (against knife). For a successful Buttstroke Damage is 1D10.

6. Evoke: If successful this allows the character to Shoot or Throw in the following Combat Round. Shooting takes place on the next Combat Round. Shooting can be done with the bayonet weapon the character is already holding or with another weapon.

GARROTE COMBAT

A garrote consists of two wooden dowels for handles connected by a loop of piano wire. The loop of wire is slipped over the victim's head and the two handles pulled firmly. If the wire is placed correctly below the larynx or Adam's apple it will crush the windpipe and strangle your opponent.

The garrote is a weapon that depends for its success on a back attack and surprise. In other words, you can't use a garrote attack unless you surprise your opponent.

To successfully attack an opponent with a garrote a roll must be made by rolling under one's Agility (plus bonuses). Note: Using a garrote on an unconscious (sleeping, drugged or knocked out) opponent is automatically successful.

A successful garrote attack automatically kills or knocks out the opponent. Whether the victim dies or is merely unconscious (with no ST damage) is the choice of the attacker.

If the garrote attack roll failed then the garrote still does 1D10 of damage to the opponent. Because of the failed roll the victim will fire a weapon (no chance to hit anything), or give out a loud scream. Even if the victim dies from the 1D10 damage he still makes a loud gurgle and struggles enough to alert others in the area.

After the first Combat Round, if both characters are still conscious, the combat goes on to any other form of hand-to-hand combat. The garrote cannot be used after the first Combat Round of the attack.

UNARMED COMBAT

Bare hand combat is just that, fighting without weapons. There are two major advantages to unarmed combat; it's possible to disarm or restrain an opponent without hurting him. On the other hand it's difficult to inflict a large amount of damage with bare hands.

Not that unarmed combat isn't deadly. In RECON all characters are using military unarmed combat; that means every blow is likely to be an attempt to cripple or kill. Soldiers don't just hit the enemy in the face or stomach, they're trying for gonads, kidneys, solar plexus, the bridge of the nose or the windpipe.

In unarmed combat, when an opponent's ST reaches zero, he is unconscious. Striking an unconscious opponent with an unarmed combat attack does 3D10 damage.

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

1. Slash: Attempting to injure the opponent with the edge of your hand or foot. Damage is 1D10+5.

2. Stab: This is actually a full force punch or kick. An attempt to strike with the point of your hand or foot. In the Combat Round immediately following a Stab the character is off balance and cannot immediately Slash, Stab or Riposte, but can parry. Damage is 1D10+10.

3. Parry: An attempt to block an opponent's attack. If successful, you take no damage from the enemy attack no matter how well he rolls.

4. Riposte: A parry followed by an immediate slash. If

both characters Riposte then neither take any damage. If the opponent attacks and if the Riposte roll is successful, no damage is taken and 1D10 damage is inflicted on the opponent.

5. Grapple: There are two kinds of Grapple. Grappling an armed opponent is an attempt to take away his weapon. Grappling an unarmed opponent is an attempt to immobilize the opponent.

If the opponent is armed, a successful Grapple will knock his weapon away. Damage from attacks is not prevented. Even a successful Grapple is no good against a Buttstroke (see bayonet).

If the opponent is unarmed, a successful Grapple will immobilize him. An opponent who successfully Parries or Evades cannot be Grappled. Both combatants in a Grapple have arms and legs pinned. While they may thrash and roll about, neither can do any damage to one another. A character can keep someone immobilized for a number of Combat Rounds equal to his current ST.

6. Evade: An attempt to move out of close combat. If successful, the character can draw a weapon and Shoot or Throw on the next Combat Round. Another option is to Run.

Example: In this example Nugen Ap and Red Dukowski are engaged in hand-to-hand combat for 7 Combat Rounds.

Note: At the beginning of each combat round both characters (players) simultaneously announce their intentions to attack or defend.

Combat Round #1: Red does a STAB, the MD rolls a SLASH for Nugen. Both succeed in their attacks (the player rolls for Red and the MD rolls for NPC Nugen, both make their roll). Both Red and Nugen take damage. Red cannot attack in the next Combat Round.

Combat Round #2: Red does a PARRY, the MD rolls a PARRY for Nugen. No one rolls anything because no one tried to attack. No one takes any damage. Both simply eye each other as they plot their next move.

Combat Round #3: Red does a RIPOSTE, the MD rolls a SLASH for Nugen. Nugen and Red both succeed (they both made their rolls). Red takes no damage because he blocks Nugen and Nugen takes damage from the quick counter strike. (Riposte: block followed by strike).

Combat Round #4: Red does another RIPOSTE, the MD rolls a PARRY for Nugen. Red stands ready to block and strike but Nugen stands his ground ready to parry any attack Red might try. No one rolls anything. No one takes any damage.

Combat Round #5: Red does a SLASH, the MD rolls an EVADE for Nugen. Both Red and Nugen succeed. Nugen takes damage, a parting shot from Red. However, in the next round Nugen can run away or fire a weapon.

Combat Round #6: Red does a STAB, the MD rolls that Nugen runs away. No one rolls anything. Nugen is out of close combat and flees. No one takes any damage.

Combat Round #7: Red has the choice of firing at Nugen or running after him. Nugen can turn and fire or keep running away.

KNIFE FIGHTING

Knife fighting includes the use of any edged or blunt one-handed weapon. Included are clubs, daggers, bayonets (when they're not attached to a rifle), machetes and other one-handed swords and axes. Slash damage with small swords is 2D10+5. Succeeding with any knife fighting skill requires a roll under Agility (plus any skill bonuses).

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

1. Slash: Attempting to cut with the edge of a weapon. Damage is 1D10.

2. Stab: Attempting to stab with the point of a weapon. Right after a Stab an attacker is off balance and can only Parry or Evade. Damage is 2D10.

3. Parry: Attempting to block the enemy's attack. If successful, no damage is taken no matter how well the opponent rolls.

4. Riposte: A parry with your weapon hand followed by an immediate slash. If both characters Riposte then neither take any damage. If the opponent attacks and if the Riposte roll is successful, then no damage is taken and 1D10+5 damage is inflicted on the opponent. If the opponent chooses to Parry, Grapple or Evade then no damage is inflicted.

5. Grapple: An attempt to hold the opponent with the free hand while attacking (stab or slash) with the weapon hand. If the opponent is armed, a successful Grapple will prevent any Slash or Stab from doing damage regardless of how well he rolls. Grapple is totally ineffective against a Parry, a Riposte, or an Evade. A Grapple with knife combat lasts only for that combat round.

6. Evade: An attempt to move out of close combat. If successful the character can draw a weapon and Shoot or Throw on the next combat round (However, his opponent gets a free action as a parting shot). Another option is to Run.

KNIFE THROWING

Simply, this is an attempt to throw a knife into an enemy. A character must have knife throwing skill to throw a knife. Roll percentile under AG (plus skill bonuses) to succeed. Normal visibility, movement and shelter modifiers all apply to knife throwing. Knives are usually thrown while a person is in a standing position. Two knives can be thrown in a single combat round.

Other thrown weapons such as spears, axes and shuriken are separate additional skills within the knife throwing category (costing 50 experience points each). Base damage for spears and axes is 3D10. Although shuriken do only 1D10, up to 4 can be thrown in a single combat round.

Knife throwing damage depends on the distance from the target. 2D10 for targets 10 feet and closer. 2D10-5 for targets from 10 to 20 feet away. 1D10 for targets further than 20 feet away. A character's current ST in feet determines how far a knife can be thrown.

UNDERWATER COMBAT

Separate Underwater Unarmed Combat and Underwater Knife Fighting Skills are available.

Underwater Unarmed Combat is the same as normal unarmed combat with the following exceptions. All successful attacks that do damage do only 1D10 underwater. A successful Stab attack can dislodge an opponent's breathing gear instead of doing damage. Finally, a successful Grapple means that the attacker has succeeded in removing the opponent's breathing equipment.

Underwater Knife Fighting is just as normal knife fighting with the following exceptions. Damage is always at ½. A successful Grapple attack will disable an opponent's breathing equipment.

Bayonet, garrote, and knife throwing are all impossible underwater.

TAVERN COMBAT

Some characters are just naturally aggressive. Fighting a war isn't enough for them, they also like fighting when they're on vacation. The difference between Tavern Combat and the other Hand to Hand Combat rules is that the damage is designed to stun rather than injure. Strength points lost in Tavern Combat heal at a rate of 2 per

hour.

Most Tavern Combat uses Unarmed techniques. Also possible are Bayonet (using a bar stool, a rifle without a bayonet, or any other, two handed, blunt weapon), and Knife Fighting (using a broken chair leg, a pistol, or any one handed blunt weapon).

Switching from Tavern to Deadly combat can be done by any fighter at any time. The player just says, "I'm trying to kill him," and any damage will be of the more permanent kind. **Damage: See Unarmed Combat Stab and Slash.**

Fighting Tavern Combat is also a way some characters use to settle their differences as the following example illustrates. The characters, Sergeant "Hunk" Webber, U.S. Army and Sergeant "Mad Dog" Johnson, U.S. Marines, have been waiting and drinking while waiting to meet a VC informer.

MD: You've been drinking in the bar for a solid two hours and the informer still hasn't showed up.

Mad Dog: We'll keep waiting.

Hunk: (to Mad Dog) What for? The jerk obviously isn't going to show up. Let's leave.

Mad Dog: (to Hunk) I set up this meeting and I say we stay!

Hunk: (to Mad Dog) Just like a stupid Marine! You're too dumb to know when you've been set up!

Mad Dog: (to Hunk) What did you say about the Marines?

Hunk: (to Mad Dog) Only that the smartest Marine in the world has the I.Q. of the average turnip.

Mad Dog: (to MD) He's insulting the U.S. Marines! I'm gonna hit him right in the mouth.

MD: Are you going to try to kill him?

Mad Dog: No, just teach him a lesson!

MD: Going to give him any warning?

Mad Dog: What for? I just hit him.

MD: Let's see if Hunk sees this coming. Hunk, roll under your Alertness.

Hunk: I roll a . . . 82.

MD: That's way over Hunk's AL so he's going to be completely surprised. Mad Dog, using unarmed combat, are you going to Slice or Stab?

Mad Dog: Maximum damage! I slam into him.

MD: Roll for the Stab.

Mad Dog: My AG is 36. I've got four grades of Unarmed Combat skill. I've got to roll a 56 or less and I roll ... a 10!

MD: Okay, Hunk is hit. Mad Dog, roll your 1D10+10 damage.

Mad Dog: I got a 6; that makes 16 points of damage.

MD: Hunk, you just got knocked off your bar stool and take 16 points of damage. Are you going to fight back?

Hunk: Yeah! He can't hit me again so I'll . . .

MD: Wait a minute! You're right, since Mad Dog just stabbed (a round house punch) he can't attack this next round. However, since you're both player characters, you should write down your action so the other guy can't see it. I'll give you both a second . . . (MD waits until he has two slips of paper) . . . Okay! Hunk is going to Slash. Hunk, make that roll.

Hunk: A . . . 23! I hit!

MD: Wait, Mad Dog is attempting a Parry.

Mad Dog: I roll a 31; I easily parry his pathetic slash.

MD: Next round, I'll need another note from each of you ...

Note: The purpose of the notes is so that both player's actions are simultaneous and one's attack doesn't tip off the other.

HAND TO HAND COMBAT EXAMPLE (With Garrote and Bayonet)

In this example two players are running the characters Red Dukowski and Hunk Webber.

MD: You see two VC, one short and one tall, walking along the path toward you. They're in single file, about

8 feet apart and carrying rifles.

Red: Can we hide until they pass?

MD: Sure. Hunk, do you also want to hide?

Hunk: You bet! I'm getting my garrote ready.

Red: Good idea! I'll do the same.

MD: All right . . . (rolls) . . . they don't seem to notice you. The tall one walks by. Are you doing anything?

Hunk: No, we'll wait for the short one.

MD: The short one walks by.

Red: I'll silently step behind him and strangle him with my garrote.

MD: Okay. What's Hunk doing?

Hunk: As soon as Red catches the short one I'll move quickly and silently behind the tall one.

MD: Combat Round #1. Red, you step behind the short VC; give me a roll for your garrote. Hunk, with your speed you easily close with the tall VC up ahead.

Red: Let's see, my AG is 79, should be no problem. I roll . . . a 96? Oh no!

MD: Red fails to strangle the short VC. He yells and the tall one spins around, falling right into Hunk. Red, roll 1D10.

Red: Why?

MD: On a garrote attack you do 1D10 of damage even if you fail.

Red: Okay . . . a 4.

MD: Both of the VC are now in Close Combat. They each have bayonets mounted on their rifles. You two figure out what you want to do and I'll roll up their actions for bayonet combat.

Red: I'm going to use my Unarmed Combat skill and try to Grapple the short guy's weapon away from him.

Hunk: I'm no good at hand-to-hand. Can't I just pull my gun and shoot the tall guy?

MD: No, not unless you Evade first.

Hunk: Um . . . I'll try to Evade him.

MD: Combat Round #2. The short VC tries to Stab ... he rolls a 56 and misses.

Red: I try to Grapple his weapon away and I roll ... 11!

MD: The rifle goes flying into the brush. The tall VC tried to Parry so Hunk is unopposed in his attempt to Evade.

Red: Does this guy have any other weapons?

MD: No. Not that you can see.

MD: Combat Round #3. Red, what are you doing?

Red: Now that he's disarmed, I'm going to Evade.

MD: Hunk, you can pull a weapon and fire if you want.

Hunk: Sounds good to me. I pull my trusty .45 Automatic and blow the guy away with my efficiency of 68.

MD: Okay, what do you roll?

Hunk: . . . a 53. A hit.

MD: Okay, you roll up the damage and we'll get back to Red and the short VC.

Red: As I said, I'm going to Evade.

MD: (he rolls and consults a table) Interesting, this VC seems to know something about hand-to-hand himself. He's going to Stab. He rolls . . . a 3!

Red: That's alright, I rolled a 24, so my Evade succeeded. I won't take any damage.

MD: Wrong! You did Evade, which means next round you can fire at him, but this round the Stab did damage anyway! You take . . . 9, plus 10 . . . 19 points of damage!



Small Arms Fire

FIREARM COMBAT

Weapon Check

During the middle of a firefight the MD will occasionally say, "Weapon Check." All characters (players and NPCs) then have to make an AL roll to see if their weapons are okay. Failing a Weapon Check means that the character will have to stop firing for the next Combat Round while he reloads or unjams the weapon.

Visibility

Visibility can be restricted by darkness, weather or vegetation. The MD will keep the players informed of current visibility. Usually targets beyond the range of visibility cannot be hit.

Small Arms

Small arms included the range of small caliber weapons that can be fired with one or two hands. Pistols, submachine guns, rifles, shotguns and light machineguns are included. How effective you are in hitting anything depends on your own skill and the firefight conditions.

The circumstances of a conflict with the enemy fall into three possibilities depending on who's surprised most. If the characters manage to surprise the enemy then it's a Turkey Shoot. If both sides meet up, with or without surprise on both sides, then it's a Shooting War. Finally, if the characters were surprised by the enemy it's an Ambush!

Reading through this section you may occasionally think, "Hey! NO fair! How can I possibly hit something when I've got a modifier of -80 on my efficiency?" Just remember that one guy's Turkey Shoot is another guy's Ambush! When you ambush somebody else you don't expect them to wipe you out, do you? Getting caught unprepared is no fun and very deadly. The only way to make sure of your character's survival is to avoid that kind of situation by being observant and clever.

One last thing about firearm combat. Please use a little common sense. If opponents are standing together in the same small room, obviously they can't use much in the way of cover. Some hiding places are obviously much better than others. Even if it is an ambush, the guy who jumped into the tank is not going to get shot no matter what the modifiers are.

Minimum Possible Combat Effectiveness

Character's firing efficiency with modifiers can sometimes be a negative number. For that reason the minimum combat effectiveness is always 5 so long as the target is somewhere in sight. This only applies to weapons that character's are skilled in. Unfamiliar weapons have no minimum effectiveness.

The minimum combat efficiency for firing totally blind is 1. If a character is just raking a nighttime jungle or smoke screen for an unseen but suspected target then he's firing blind.

Silencer Modifier

Any weapon using a silencer automatically has a -5 modifier because of the reduced velocity and potential for malfunction.

Full Automatic Fire

Firing weapons like assault rifles submachine guns, and machineguns on full automatic or 'spray' fire is always less accurate even though more shots are fired. The modifier for full automatic is -10. For example, an M-16 on full automatic shoots 5 bullets with a -10 modifier. Note that minimum effectiveness is still 5, even with full automatic.

Turkey Shoot

Remember your base effectiveness? That's the number that you got when you developed the weapon skills for your character. The only time you'll use that complete base effectiveness (plus grade bonus) will be when you're in a turkey shoot.

Turkey shoots happen when the enemy is unprepared and the characters are ready (able to take careful aim, prone or braced) and the enemy is not expecting an attack.

Modifiers are as follows:

The Enemy is Unprepared: NO Modifiers to Hit.

The Enemy is Panicked and Running: You're -10 Modifier to Hit.

The Enemy is Under Cover: You are -20 Modifier to Hit.

Example: Red Dukowski is walking with his RECON team down a jungle path in broad daylight. Suddenly the team's Point Man slips back through the jungle. He whispers that a VC patrol is right behind him. The group backs down the trail to the other side of a wide clearing. By the time the VC show up they've all found good cover and have their weapons braced. Since Red's base effectiveness with his M-16 is 53 and he has 3 grades of skill, he has to roll under a 68 to hit.

The team waits as the VC move cautiously into the clearing. Red starts firing as soon as he hears the team leader's first shot. With a massed enemy Red can fire at full automatic with no penalty, that way he gets 5 shots. Rolling percentile he gets a 44, a 30, a 77 (Miss!), a 54 and 28. That's four hits in the first Combat Round and damage is rolled for each.

By the beginning of the second Combat Round the VC have scattered and started for cover. They are no longer sitting ducks so there's now a -10 to hit. They are also no longer massed together so firing at full automatic is an additional -10. Now Red needs a 48 to hit. An 18, a 50 (Miss!), a 22 and a 31, and a 65 (Miss!) means he hit 3 out of 5 times.

Starting in the third Combat Round all the remaining VC have found cover and are either crawling away or returning fire. The modifier is now -20 so Red decides to switch to semi-automatic so he

won't have the extra penalty to hit; his modified proficiency is still 48, (if he kept on automatic it would be 38). He only gets 3 shots, but manages to roll 85 (Miss!), 90 (Miss!) and a 44. If he had shot full automatic he would have had an extra two shots but the 44 would have missed.

Stand-Up War

Generally, much of the time, characters will be shooting with a stand-up war. That means that the enemy isn't just standing still with big red circles painted on their PJs. No, they're either under cover or moving fast for it.

Ambushes that don't quite succeed are usually Stand Up Wars. If the victims of an ambush notice that something is wrong (by rolling under AL, for example) they'll move in much more cautiously. When this happens the side doing the ambush is already under cover and the side getting ambushed is moving toward cover.

There is another possibility. A character can just stand and shoot without moving toward cover. This gives him a -30 modifier against hitting enemies moving toward cover. Unfortunately, since he's just standing there, the enemy can continue to move toward cover and hit HIM with only a -20 modifier.

Modifiers are as follows:

Everybody Moving Toward Cover: All are -40 modifier to hit the enemy.

You're Moving Toward Cover, Enemy is Under Cover:

You are -60 modifier to hit the enemy.

You're Under Cover, Enemy is Moving Toward Cover:

You are -20 modifier to hit the enemy.

Everybody Under Cover: All are -40 modifier to hit each other.

Example: Humphrey Carstairs and his 8-man Mercenary team have been securing a village in a remote corner of Sangria. A dense fog has been hanging over the jungle all morning and visibility is only 50 feet. As the group walks into a garden courtyard they discover a team of armed Guerrillas. The rebels were aware of possible intruders, were alert and had their weapons ready. Likewise, Carstairs' team has been ready for trouble with weapons loaded and ready. This is a **Stand-Up War** situation.

Since Carstairs' group outnumbers the rebels by two to one he yells, "Advance and fire!" Carstairs himself is armed with an Ingram submachine gun, he opens fire and moves quickly towards a large tree. His base effectiveness is 36, but he has 5 grades of skill, so he usually needs a 61 or less to hit. However he's advancing toward cover so he's got a modifier of -40 to hit/shoot the enemy. That takes him down to a 21. With that lousy number he doesn't expect to hit anything anyway, so he decides to fire full automatic (another -10, his effectiveness is now down to 11) hoping to panic the enemy. He rolls 7 times: 29, 43, 15, 26, 16, 66 and 69. No hits at all.

By the second Combat Round Carstairs has dropped prone next to a tree trunk. He sees that one rebel is already dead, two are already under cover and one is still moving back towards cover. Since Carstairs is under cover and the moving rebel isn't, the modifier drops to -20. He decides to take careful aim, sets his gun for semi-automatic (no penalty modifier), and squeezes off 3 shots. He will need a 41 or less to hit and rolls: 30 (Hit!), 64 (Miss!) and 11 (Hit!).

Now there are only the two rebels left, both under cover. The firefight will continue with everyone, mercenaries and rebels both, using -40 as the modifier to hit.



Modifiers are as follows:

Firing Without Seeking Cover: -70 modifier to hit.

Firing While Seeking Cover: -80 modifier to hit.

Firing From Cover: -60 modifier to hit.

Note: The modifiers are extremely high because you're on the receiving end of a Turkey Shoot. The enemy is ready and well under cover. All that can be seen of them is an occasional glimpse, movement and flash from their weapon. But remember, even if the modifier(s) place your effectiveness to hit in the negative there is always a 5% chance of hitting your foe (see Minimum Combat Effectiveness).

Example: Hunk Webber and his team are slogging across a rice paddy under a half-moon sky. Visibility is 160 feet and they're moving toward a small village. Suddenly the muzzle flash of a machinegun lights up the field. Just as quickly the sound and fury of the 7.62mm slugs sweep through the team. Miraculously, Hunk is unhurt by the first volley.

He starts running desperately towards the nearest cover, a ridge alongside the nearby road. As he does so he fires his .45 Automatic toward the village only to discover the weapon is empty (he missed his weapon check). In the second Combat Round he has loaded the weapon and fires again. Using the pistol, Hunk has a base effectiveness of 32; with 1 grade of skill, it works out to 37. After the -80 modifier his chance of hitting is the minimum 5%! He rolls an 88, 73 and 45. All the shots go wild. While he's running, he's hit for 24 points of damage.

Bleeding, he keeps running. He decides to hold off on firing again until he makes it to cover. This time, fortunately, the machinegunner misses him.

After what seems an eternity Hunk throws himself behind the ridge of packed earth. Bullets follow him, slicing right through the dirt ridge, but miss once again. Hunk is left hoping that he won't get killed. Once again he fires at the village; even with a -60 modifier he needs a 5 or less to hit. He rolls 22, 59, and 76, all misses.

Note: The use of smoke grenades could set up a heavy smoke screen (depending on conditions) which would essentially make the enemy fire at a mere 5% chance to hit (they wouldn't fire as blind, 1%, because they would still have a very good idea of your approximate position). This is an ideal time to escape or reposition.

Artillery

Artillery & Air Strike

There's a limit to how much firepower a RECON team can carry into the jungle. They will nearly always be outnumbered and outgunned by the VC. When they're up against the North Vietnamese Army (NVA) then they are likely to find enemy bunkers, heavy machine guns, artillery and, occasionally, even tanks.

It may look bad but remember that the RECON team is looking for major enemy forces. The military's main objective is to locate and destroy enemy concentrations.

Finding the enemy is the easy part. In order to destroy them a RECON team needs help. The help can be a group of reinforcements with armored cavalry driving in, or airmobile lifting in a few hundred (or thousand) guys. That kind of help is reserved only for the really desperate situation.

When a RECON team finds the exact location of an enemy they can call in Fire Support. Three flavors are available. Artillery Howitzers (cannons) and mortars

Ambush

There are times when hitting the enemy is less important than getting out of a tight situation alive. Getting caught in an enemy ambush is a good example. In the first Combat Round of an ambush, the characters cannot fire at all. After that the characters can fire with the modifiers listed.

The option of "Firing Without Seeking Cover" is important because this illustrates a character giving cover fire. Although his shots are not likely to be too effective with a -70 modifier, he WILL attract the fire of the enemy. In other words, he can set himself up as a target to give his buddies a chance to save themselves.

Weapon Check: Since characters walking into an ambush weren't expecting immediate combat, they occasionally get caught with their weapon's safety on or with the ammo clip removed. A Weapon Check is always held the first time the character's have an opportunity to fire.

are best if the team is in range of a fire base; Air Support is the second and Helicopter Gunships are the third.

TACAIR, Tactical Air Support consisting of fighter aircraft with bombs, rockets, machineguns and cannons, can destroy wide chunks of landscape. And just about any where in 'Nam is their area of operations.

Finally, helicopter gunships or "hogs" can be called in for close support operations.

All three types of Fire Support depend on your unit possessing a radiotelephone operator (RTO). The RTO Man should also have Forward Observer (for directing artillery) and Forward Air Controller skills (for directing aircraft).

Damage

When Napoleon conquered Europe, when modern warfare first began, artillery was often called "the king of battle" because it was so decisive. Whoever had the longest range and greatest firepower had the advantage. And capturing the enemy's artillery was the fatal blow in any battle. Obviously if losing the artillery meant losing the battle, it would have to be protected. Artillery was placed further and further behind the main lines, where it had to have longer and longer ranges in order to be effective.

Modern artillery now has effective ranges of many miles. Artillery officers never actually see their targets (at least they hope they'll never see their targets!). The amount of damage inflicted by artillery varies according to the mission. It can range from "let's put in a few rounds just to make 'em keep their heads down" to "pop a pattern big enough to wipe out any effective resistance" to "holy handgrenades! They're getting too close! Pound 'em and don't leave nothin' but craters!"

Since TACAIR and Gunships act like portable artillery, they're usually treated just like the big guns.

Because the area of effect is so huge, the MD should simply assume that forces hit accurately by artillery shells will cease to exist. Notice the two word 'accurately.' Accuracy is determined by whoever is playing Forward Observer (or Forward Air Controller).

There are two problems with using any kind of fire strike. The first is the incredible power available. Characters can wipe out huge elements of the enemy. Which is fairly realistic. If you as MD don't want the enemy destroyed wholesale then simply don't make artillery available. In other words, if you don't want the characters to wipe out their opposition then you should warn them during the briefing that no support fire will be available.

Friendly fire, characters being wiped out by their own support strikes, is the other problem with artillery. Sure, it's possible that the characters would call smoke in on themselves. It's even realistic. However, this is a role-playing game. Games are supposed to be fun! What if you were playing and the MD said, "Gee, an 8 inch shell landed right in the middle of your party. You are all dead!" Would that be any fun?

Unless the characters deliberately call fire in on themselves (a heroic thing to do if you're in close combat and outnumbered), the MD should avoid this kind of 'accident.' It's much more interesting to have the shell land close enough to just scare the players.

"ARTY"

Let's take a look at the war from an artillery officer's point of view. Captain Boom's artillery battery unit consists of a certain number of big guns, in this case six 155mm howitzers. These are big, self-propelled, tracked vehicles. They look like tanks but they have very little armor.

Captain Boom also has a lot of trucks in his command. Each round fired weighs from 90 to 100 pounds - just for the shell, the powder is extra. That's a lot of stuff to lug around.

The 155mm has a maximum range of about 21

miles. It's none too accurate at that range, but it can make it. In reality the guns will rarely be fired that far. Captain Boom uses the old artillery rule of 1/3 and 2/3 distance. What that means is that he'll usually fire at targets from between 7 and 14 miles distant.

Anything further than 14 miles and he really should either wait for the target to get closer or (if the enemy is retreating) move his guns up closer. Artillery almost NEVER fires on anything closer than 1/3 of their maximum range. Every time a target moves closer than 7 miles, Captain Boom orders his units BACK. Y'see artillery is expensive and vulnerable. A single round of armor-piercing machinegun fire could turn a howitzer into junk or, worse yet, set off his highly volatile pile of ammo.

What if the enemy target falls within the 7 to 14 mile range? Captain Boom still has to know where to shoot. That takes a Forward Observer (FO) and a Radio Operator (RTO). Somebody has to be able to read a map and identify the exact location of the target.

Once the initial coordinates have been received it's usually only three Combat Rounds before the first shells are launched. If desired, the first rounds can be targeting rounds that do minimal damage. If the bombardment lands in the wrong place it's the Forward Observer's job to call in corrections. This is simply a matter of saying things like "300 yards left," "another 100 feet further out," or "you're hitting dead on, just keep pounding."

Then all Hell breaks loose! From its point of impact a 100 pound artillery round destroys everything within 125 feet!

Advantages of ARTY:

1. Weather: Unlike aircraft, artillery will shoot in just about any kind of weather conditions. They also work just fine at night.
2. Accuracy: Although artillery wasn't as precise as Gunships, they were far more accurate than most TACAIR.
3. Length of Fire: Aircraft can only carry a certain amount of fire-power. They also are severely limited by their fuel in how long they can stay aloft. Artillery can keep firing as long as the trucks keep bringing in ammo.
4. Quantity: 210 Batteries of Artillery were scattered over 'Nam at one time or another. In many cases the artillery fire bases could even do overlap fire, bringing rounds from separate locations.
5. Off-Shore Mobility: The battleship New Jersey and a number of other Navy units could fire up to 25 miles inland with a fair degree of accuracy.
6. Firepower: Although TACAIR and Gunships were impressive, nothing could match artillery for pounding bunkers, underground complexes and fortified strongholds.

"TAC AIR"

Anywhere not covered by artillery was covered by tactical air support. Bombing and strafing supplied by fighter aircraft could be fairly precise. Long range, high-altitude bombing was more powerful, but spread over a wider area with a wider degree of error.

Advantages of TACAIR:

1. Anti-Personnel: Weapon's like "Puff the Magic Dragon" or "Spooky," an AC-47 fitted with M-134, 7.62mm, 6-barreled Miniguns, mounted three to a side. Each gun carries 1500 rounds with 15,000 extra rounds aboard the aircraft, each gun fired up to 6,000 rounds per minute. This could be used to sweep whole jungles, destroying entire armies. Another fearsome antipersonnel weapon was air-dropped napalm.
2. Long-Range Operations: Bombers flying in from as far away as Guam, 2,000 miles distance, could range over the entire 'Nam geography. Aircraft carriers off-shore added even more to aircraft range and mobility.
3. Visual Signals: Colored smoke grenades could be used to identify enemy targets and friendly positions. An ad-



vantage over artillery where all firing was done over the horizon.

4. Surveillance: Information about enemy troop movements relayed from overhead could be life saving.

"HOGS"

Helicopter gunships or "Hogs" come with a variety of armament including rockets, machineguns and belt-fed grenade launchers. With their slower speed, the RTO can call in their rockets using direct communications with the gunship pilot and gunner.

"I became a team leader in the Blues and was soon learning firsthand how things had changed. The old Huey gunships were being replaced with Cobra gunships. We called them "snakes." The Cobras were faster and carried more weapons, but they didn't have door gunners or fly at low level like the Huey gunships. Most of the Vietnamese killed by gunships in Vietnam had been hit by door gunners. The fancy miniguns, rockets and 40mm cannon made impressive fireworks, but only rarely did they do more than force the enemy soldiers to keep their heads down. When they looked up, they were staring at a door gunner's machinegun. Snakes were "area suppression" weapons that were too sophisticated for guerrilla war. They became flying gun platforms to support the scout choppers, and the number of dead enemy soldiers dropped to about a third of what it had been. That third was mainly the work of the brave scout pilots and gunners."

Matthew Brennan, Brennan's War

Advantages of HOGS:

1. Anti-Personnel: Against a single sniper or machine-gunner there was nothing quite like the precision of a door gunner. From his flying platform it was relatively easy to locate and pick off a single man in the jungle.

2. Encircling Fire: Unlike any other kind of Fire Support Gunships could simply circle around a surrounded unit and fire on all elements of the enemy.

3. Visual Signals: Colored smoke grenades could be used to identify enemy targets and friendly positions. An advantage over artillery where all firing was done over the horizon.

4. Surveillance: "Pink Teams," combination scout and gunship helicopters, could do low altitude surveillance and identify many VC and NVA forces.

5. Diversity of Fire: From .50 cal. machineguns to mini guns, 40mm grenades to rockets with high explosive, white phosphorous or armor-piercing rounds. The helicopters could also supply smoke, flares, searchlights, or CS gas from the air.

6. Anti-Tank: No modern weapon even comes close to the effectiveness of rocket-armed gunships versus tanks.

7. Safety: Since the helicopter pilot and gunner can see their allies they are far less likely to hit the wrong places. This alone makes gunship support far more desirable for ground troops.



RECON Teams

Special Forces and CIDG

The U.S. Army Special Forces is a descendant of the special intelligence and guerrilla operative units that grew out of World War II. Specific points of influence can be traced to the O.S.S. (Office of Strategic Services) Jedburgh units and Detachment 101 and the British Force 136 (which organized guerrillas against the Japanese in Burma). The French would later set up similar units such as the Groupe de Commandos Mixtes Autonomes in their Indo-China conflicts. The British Special Air Service's (S.A.S.) success in their counterinsurgency efforts in Malaya would greatly influence the creation, training and direction of the U.S. Special Forces as well as much of the American strategy in Vietnam.

Initially the Special Forces were assigned to the South Vietnamese government to advise and assist in the organization, training, equipping and deployment of the Civilian Irregular Defense Group (CIDG). By 1963 Special Forces were given complete control of the CIDG program. One of the main objectives of the CIDG forces was to create a network of fortified camps strategically located to provide reconnaissance and fire support along enemy borders and remote areas. Many of these fortified camps and villages were established near the Laotian and Cambodian borders on or near major Viet Cong supply and infiltration routes in order to observe enemy activities. From these camps RECON teams, A-teams and patrols could easily slip into enemy territory. The enemy's movements could be monitored and inhibited by the patrols/Recon teams as well as provide data for artillery or air-strikes on enemy concentrations.

The CIDG Camps varied greatly in size and quality of troops. Some camps might have as few as a hundred operatives while others as many as a thousand. ALL CIDG camps were predominately composed of indigenous persons (natives) but their combat training could range from capable guerrillas to local militia or local natives provided with small arms. The largest or most crucial might include heavy weapons and artillery, but most did not. An average CIDG Camp would have a US Special Forces "A-Team", a South Vietnamese Special Forces Team and 200 to 500 armed indigenous personnel (militia) for support. Although CIDG camps were frequent targets of the Viet Cong and North Vietnamese Army (NVA), the US's mobility, firepower and air superiority could usually be called upon to turn such assaults.

Note: In game context, the CIDG Camps are ideal drop points, bases and support for a RECON Team. A RECON Team might be assigned to a CIDG camp as additional support, for reconnaissance, enemy assault or other covert operations.

The US Special Forces engaged themselves in a broad spectrum of activities including psychological and civic operations aimed at aiding and maintaining contact with Vietnamese civilians; especially those in remote areas. This would lead to over 49,900 economic aid programs, 34,000 welfare, 34,000 educational, 10,000 medical programs, agricultural upgrading, civil engineering and other similar projects.

Military projects included the creation and supplying of native guerrillas, CIDG camps, intelligence operations, and so on. Special Forces also sent out various long range units to conduct guerrilla-type warfare against the Viet Cong. Some of these groups were as large as a company (150 to 200 men) and stayed in the field for up to 45 days. These groups were highly successful in penetrating enemy bases, disrupting communications, attacking enemy supply lines and depots, as well as gathering intelligence.

The A-Teams

Special forces are organized into C, B, and A detachments. C detachments are command organizations. B detachments are primarily support and logistical coordination units for the A detachments. The A detachments are broken down into twelve man teams (an A-Team). This A-Team is the essence of the Special Forces. The 12 man team consisted of 2 officers and 10 non-commissioned officers (non-coms). The A-team commander is usually a captain; his executive officer, who handles most of the paperwork and details, is usually a first lieutenant.

The non-coms are the backbone of the team. On a team you would normally have one or more men trained as a medic, demolitions, intelligence, small arms, heavy weapons, RTO, and operations (planning) specialist. Each of these men is cross-trained in one of the other specialties. The A-team can be split into two six-man sub-teams due to this cross training, allowing for smaller special forces units. Their commando-style training placed a premium on independence, reliability, and team loyalty which produced very skilled, although somewhat unconventional, personnel.

MACV-SOG

The Military Assistance Command, Vietnam-Studies and Observation Group (MACV-SOG), called "SOG", was a joint high command and CIA task force designed to engage in highly classified clandestine operations throughout Southeast Asia. The cover name for the CIA in Vietnam was the Studies and Observation Group (SOG).

From the earliest days of the American involvement in Vietnam, the CIA had used special forces personnel to run covert operations; this practice continued in the development of SOG for intelligence gathering and covert activities. The original concept, operations plan 34A (OPLAN 34A), was to train and infiltrate indigenous per-

sonnel by parachute or boat into North Vietnam for espionage and sabotage. The MACV-SOG training center was located at Long Thanh, about 14 miles east of Saigon.

In early 1965 special forces detachment B-52 started Project Delta to conduct "over the fence" operations into Laos where the VC had set up bases. Its missions included the location of enemy units, intelligence, bomb damage assessment, artillery/air strike coordination, hunter-killer missions, special purpose raids, and harassing and deceiving the enemy. The success of Delta spawned two sister organizations, Omega and Sigma. Essentially, Delta operated out of I corps, Omega out of II corps, and Sigma out of III corps.

Delta Recon Teams were composed of U.S. special forces, Luc Long Dac Biet (LLDB or Vietnamese "special forces"), and Nung or Montagnard mercenaries (these are two ethnic minorities who live in Vietnam). A typical team might consist of two American special forces personnel (the "one-zero" or team leader and the "one-one" or assistant team leader), two LLDB personnel who supposedly performed the same roles, and two to eight Nung or Montagnard mercenaries. Delta Recon Teams had anywhere from four to twelve men with the bulk of the unit being mercenaries. The American leader and his Vietnamese counterpart would both carry radios for simultaneous transmissions to the American and Vietnamese command bases.

In late 1967 the whole Delta project was reorganized and brought more directly under the SOG umbrella. Delta was renamed Command and Control North (CNN), Omega became Command and Control Central (CCC), and Sigma became Command and Control South (CCS). This reorganization involved more than a name change as the "new" SOG Recon Teams no longer had any LLDB (South Vietnamese special forces), and were composed solely of Americans and Nungs or Montagnard mercenaries.

The primary responsibilities of these teams included cross-border operations to disrupt the VC, Khmer Rouge, Pathet Lao and NVA in their own territories; keeping track of all imprisoned and missing Americans and conducting raids to free them; dispatching agents into North Vietnam to run resistance operations, and various psychological warfare operations. SOG units were also entrusted with specific tasks such as kidnapping, assassination, insertion of rigged mortar rounds into the enemy ammunition supply system and the retrieval of sensitive documents and equipment if lost or captured by the enemy.

CCC (Forward operations base in Kuntum) ran operations in the tri-border area of Laos, Cambodia, and Vietnam. Their Recon teams were generally named after states (RT Arkansas, RT Indiana, etc.).

CNN (Forward operations base in Danang and Phu Bai) ran operations into northern Laos and North Vietnam. Their Recon teams were generally named after snakes (RT Cobra, RT Python, etc.).

CCS (Forward operations base in Ban Me Thuot) ran operations in Cambodia. Their Recon teams were named after implements (RT Hammer, RT Fork, etc.).

SOG Recon Teams (also referred to as "Spike Teams") were generally composed of three U.S. special forces and nine indigenous personnel. These indigenous personnel were drawn from ethnic minority groups and selected for their intense loyalty and excellent jungle-fighting qualities.

PHUNG HOANG/ PHOENIX PROGRAM

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

American participation in the program was coordinated by the CIA, and as such they could draw on Special Forces, Navy SEALs, Army Intelligence officers, or

other U.S. personnel to serve as advisors. Typically there would be two U.S. advisors and ten PRU, Provincial Reconnaissance Unit, members in the team.

Although the Phoenix Program has received publicity as being an assassination squad, it did have intelligence gathering as its primary function (and you don't gain too much intelligence from dead men). More often, the Phoenix/Phung Hoang units pulled ambushes and prisoner snatches of known or suspected VCI. The PRUs were especially effective at operating at night when the VC were on the prowl, and, as a result, did more damage for units their size than any other South Vietnamese units.

LONG RANGE RECONNAISSANCE PATROLS

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

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

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

LRRPs operated within the borders of Vietnam and tended to operate with only American team members.

FORCE RECON COMPANY

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

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

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

SEALs

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

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

A major difference between SEALs and both LRRPs and Force Recon RTs, is that SEALs tended to operate more in conjunction with intelligence programs. Whereas LRRPs and Force Recon had special functions for their

parent organizations, the Navy wasn't prepared to operate directly on the intelligence gathered by the SEALs. Therefore, the SEALs tended to operate more under the control of Military Assistance Command Vietnam J-2 (MACV-J-2), an intelligence unit, and the Central Intelligence Agency (CIA).

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

AEROSPACE RESCUE AND RECOVERY SERVICE (optional)

Another elite unit of the Vietnam war was the Aerospace Rescue and Recovery Service (ARRS). Their main function was to rescue downed pilots. These men were trained in airborne, SCUBA, medic, survival, and small arms.

With the number of U.S. aircraft being shot down over North Vietnam, the ARRS developed a rapid means of suppressing enemy troops in the area and extracting the pilots and crews. A common helicopter used in these missions was the HH-3E "Jolly Green Giant" and the HH-53B "Super Jolly Green Giant" a larger version of the former. The helicopter was equipped with three mini-guns, one on each side and one on the rear boarding ramp. These guns offered tremendous firepower for this type of mission.

An ARRS extraction/rescue team was so quick and adept that a unit could reach "most" persons requiring their aid within 15 minutes (roll 1D10+5 minutes).

INDIGENOUS PERSONNEL and RECON TEAMS

Indigenous Personnel are the inhabitants or natives of a country. As with any country, Vietnam had many different ethnic and racial minorities. Many of these groups were "recruited" to participate in the U.S. war effort, even though some of them hated the South Vietnamese government. An obvious advantage of having a native in one's group is that he is less likely to be spotted by the enemy and, since he speaks the language and knows the lay of the land, he is very useful in interrogations and other intelligence gathering operations.

For game purposes there are only four types of indigenous peoples: Vietnamese, Cambodians, Nungs, and Montagnards. Also, for game purposes, assume they all speak a common language, Vietnamese.

Vietnamese characters can be members of LLBD (Vietnamese "Special Forces") or Provincial Reconnaissance Units (PRUs).

Cambodians are either Cambodian nationals or people of Cambodian descent living in Vietnam. They operated with the SEALs, SOG, and Phoenix Program Teams.

Nungs are a people of Chinese extraction. They were considered to be the best of the indigenous peoples in terms of loyalty to their U.S. advisors and jungle fighting capability. They could be found on any team involving joint U.S./non-U.S. personnel. They disliked the South Vietnamese government and looked down upon the South Vietnamese soldiers, but worked well with the U.S. teams.

Montagnards are a tribal people from the mountain highlands of Vietnam. The word "Montagnards" is French and means "mountain people." An ancient hatred exists between them and the Vietnamese and, as such, they fought out of individual loyalty to their American comrades. They could be found on any team involving the use

of indigenous personnel.

In order to operate with a minimum of difficulty on a team with native people, one of the Americans will have to speak the language of those people. This is essential unless you are going to limit conversations to "run", "shoot", "VC", or other simple ideas. In a team of this type, especially if operating outside of South Vietnam both the point and the sweep should be indigenous personnel.

MARITIME OPERATIONS IN NORTH VIETNAM

For SOG (CIA) operations in North Vietnam a few special rules and situations need to be mentioned.

When operating in North Vietnam, Recon teams were often composed mainly of Nungs from the northern Chinese region of Vietnam, these characters would speak with a less obvious accent. Team members would wear captured NVA uniforms and weapons to avoid detection as well as to solve some supply problems (spare ammo can always be stolen). Other supplies were obtained from caches planted by earlier teams although these may have been discovered and booby trapped by the NVA. The last resort for supplies would be an airdrop, but this would attract attention, often making such a drop impossible without jeopardizing the mission.

NOTE: All contacts in north Vietnam are assumed to be hostile.

Maritime Operations along the coast of Vietnam would use Recon teams composed of U.S. Navy and Marine personnel. The most dramatic of these operations involved inserting teams into the Haiphong Harbor Area for sabotage and intelligence gathering.

Any operation that involves being in the water for several hours will require a wet suit. For short swims the character can wear just their normal uniforms with swim fins fitted over their boots. Wet suits tend to be a little too glossy for adequate concealment in the brush so some sort of dark clothing is needed when operating out of the water.

Some of the specialized underwater equipment which could be used includes: AN/PQC-1 "UTEL" Underwater Communications System which allows swimmers to communicate by voice at ranges up to 2000 yards. To talk while submerged the swimmer must be wearing a full face mask with a microphone mounted in it. Another useful function of this unit is that it homes in on a signal emitted from the extraction craft at ranges up to 10,000 yards.

The AN/PQS-18 is a hand held Sonar unit. The range settings are limited to 20, 60 and 120 yards. Basically the swimmer can tell if an object is between 20 to 60 yards or 60 to 120 yards distant. The unit can determine direction by turning it to various directions to get a reading.

Other equipment includes various swimmer delivery vehicles (SDV) or wet subs which pulled swimmers along (a handy thing to have if a long distance is to be traveled).

Insertion was done either by aircraft, ship or boat. High altitude aircraft (flying at at least 30,000 feet up) could drop the team who would use H.A.L.O. techniques and bottled oxygen for that altitude. Helicopters can fly close to the ground or just above the water to avoid radar detection. When over water the team would then jump out of the helicopter as it hovered over the site. The team would then swim or inflate small rubber boats to reach shore or their objective. Fast patrol boats required the team to "cast off" into the water by rolling off a rubber boat tied to the side of the patrol craft. Submarines could be used too, either by surfacing or underwater, with the team exiting through air locks.

When a Recon team is inserted into the water by a fast moving boat, hovering helicopter or parachute drop

there is a chance of losing equipment. This can be due to the impact of the drop, the speed and/or wake of the vessel, or natural waves or surf of the water. Depending on the type of body of water, extenuating circumstances and the franticness of the Recon team, the Mission Director may want each character to roll on the following table or opt for one group roll.

The **First table**, the Jeopardy Table, indicates whether or not any equipment is in jeopardy of being lost. One ten sided die is rolled (1D10). If 1 to 5 is rolled, all is secure. A roll of 6 to 10 indicates some part of the equipment has shaken lose and is in peril of being lost. The character or characters may try to grab or secure the item by rolling under one's modified agility (AG). The Jeopardy Table also lists the AG modifier/penalty that applies to the situation.

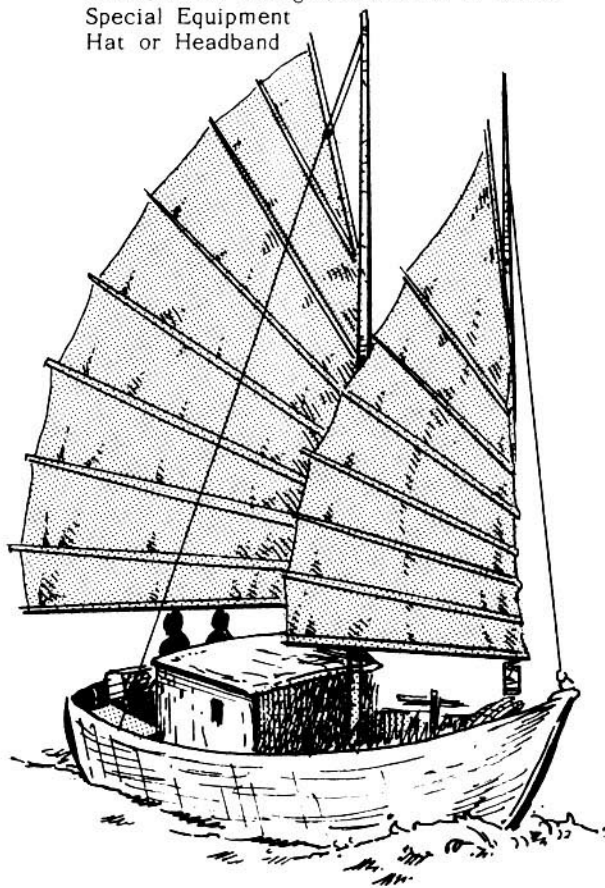
The **Second table**, Equipment Lost, indicates the article(s) of equipment lost or in jeopardy of being lost.

JEOPARDY TABLE

Roll (1D10)	Modifiers To Agility
01-05	No problems, gentle waves, no roll needed
06-07	Subtract 10 from Agility and make check to save equipment.
08-09	Subtract 30 from Agility and make check to save.
10	Subtract 40 from Agility and make check to save.

EQUIPMENT LOST (individual or as a group)

Roll (1D10)	Equipment
1	Grenades, Claymore, or Law
2	Knife or Bayonet
3	Pistol, Sidearm or Spare Weapon
4	Main Weapon
5	ALL Spare Ammo
6	Canteens
7	Food
8	Map/Compass
9	Radio/Demo Charges/Medic Kit or Other Special Equipment
10	Hat or Headband





CHOPPER INSERTION

Four choppers would be involved in the typical insertion. The RECON Team would be transported on two "slicks" (troop transport Hueys) with two gunships flying security. Each slick contained a pilot, co-pilot, crew chief (a mechanic who also handled a door gun) and up to 8 passenger troopers (the RECON team).

With gunships patrolling overhead the slicks would come into the LZ (Landing Zone). This wasn't a slow drop down, the chopper pilots weren't foolish enough to make themselves standing targets. No, the choppers would fly in at an angle, skimming the ground and waiting for only a few seconds while the troopers jumped off. Sprained and broken ankles from insertions were a common problem. There was also a good chance, especially in tall grass, of jumping right onto punji stakes.

Not everybody was enthusiastic about jumping out of the choppers directly into the war. First time or cowardly soldiers were often pushed out. ARVNs were famed for needing a few rounds of 'incentive' from the door gunner.

The gunships would send out suppression fire if the LZ turned out to be "hot." A particularly hot LZ would be an ambush. In this case, up to three enemy machine-guns would wait for the first troops to come off the chopper before opening fire. At this vulnerable moment they could slice up both the soldiers and the choppers with ease.

Airborne Drop

Airborne insertion refers to parachuting out of a high-altitude aircraft. Usually Airborne RECON teams will all be trained in airborne skills. This can be handled either by the MD declaring in advance (before the characters are created) that there will be airborne missions or the MD can direct that the entire team will spend a few weeks in jump school learning the necessary skill(s).

Insertion

In military parlance, placing a unit in enemy territory to begin a mission is called insertion. In Nam the most common form of insertion was by chopper (for LRRPs, Recons or SOGs). Insertion along rivers was accomplished by PBRs, the river patrol boats. LRRPs and Recons could also be inserted by foot, simply marching out of the perimeter of a firebase into the surrounding bush. The fourth form of insertion is by parachute. Parachute units must all be trained in that skill.

PATROL BOAT, RIVER (PBR)

A typical PBR has a crew of four men, the coxswain (who steers the PBR), forward gunner manning twin .50 caliber machine guns, a grenadier firing an automatic grenade launcher firing three grenades per combat round, and a rear gunner manning an M-60, 7.62mm machine gun. They often operated as pairs out of visual contact but with radio contact. Up to 8 troopers could be carried out of sight (below deck) or more on deck. Other river insertion vessels were Armored Troop Carriers (ATCs) with up to 40 soldiers onboard safely, and Airboats, fast blower-driven craft with two crew (one manning a .50 cal. machine gun) and up to 5 soldiers, or even ACV (Air Cushioned Vehicles), the fastest thing on the river.

PBR insertions were often at night. The boat could simply pull over to a convenient place along the river bank and drop off the team. Alternatively the men could wade ashore or be ferried in inflatable rubber rafts.

Humping It

The most basic form of mission insertion is feet. The RECON team can simply walk out of a base or beyond the perimeter of a unit in the field. Another option is to hitch a ride on a truck or tank convoy and just step off somewhere along the road. Once out in the countryside units could carry out long-term scouting missions requiring from a few days to a few weeks travel.

OPERATIONS IN THE BUSH

Mobile Overwatch

Mobile Overwatch is a S.A.S. concept taught at the Jungle Warfare School at Kota Tinggi. When moving through rough terrain the RT will move single file. Each man on the team is assigned an area to watch. Spacing is far enough apart so that a mine or grenade will get as few victims as possible.

Ahead of everyone else is the **Point-Man**. He stays well ahead of the rest of the unit, the distance varies according the boldness of the Point Man and orders from the team leader. If the point hits an ambush, he's the only one caught. If ambushers miss the Point Man, or, if they are smart, wait until point is passed, then the main group could still get caught. However, since the Point Man has gone ahead, he may be able to turn and catch the enemy in the rear or create a cross-fire.

The second guy in line is the **overpoint**. His job is to look high and to the left. He watches the trees or "overhead" for snipers and the left side of the trail.

Third in line is the guy who watches the right overhead and right side of the trail. After that each soldier alternates, the next guy watching left, then right, all the way down the column.

Bringing up the rear is the **sweep** or **tailgunner**. He watches the back of the trail so you don't get your butts shot off. He also tries to cover up any sign of your moving down the trail.

Taking Breaks

When operating in "Indian Country" (enemy territory) the RT still has to eat and sleep. To eat the RT gathers in a circle sitting down and facing outward. Pairs of guys may always sit back to back. Every other man eats, while the rest remain alert.

To sleep the RT gathers in a circle with heads facing outward. Each man is close enough to the next man to touch him should he snore, cry out in his sleep, make other noise, or have to be alerted to enemy nearby. At night you might take off you pack, but you NEVER take off your web belt with ammo, canteens, grenades and knife. After a few outings your character won't be able to sleep without continuously touching his primary weapon

Fighting The Enemy

Using the Mobile Overwatch formation gives the group mobility. If the point trips an ambush running up in single file to back him up is dumb, you may be outnumbered or outgunned. Offering cover fire while he backs down the trail is a better plan. Attacking is better done by maneuvering around the enemy to catch them in the flank (off to the side) or rear. Getting off the trail is also important. The enemy sets claymores, booby traps and lines of machinegun fire to hit logical places of attack. Therefore, you've got to attack where they don't expect it.

Breaking contact and hauling it out of there is another option. The point having rejoined the team, should be able to give you an idea of how many were shooting at him. For example, if the firing started ragged (one at a time) somebody got spooked and they might not all

have been firing (there may be more of them out there). It's the points job to be alert and spot the enemy and traps without stumbling into them.

Extraction

Extraction of a Recon team after a completed mission was usually by the same means that inserted them; helicopter or boat. Helicopters fitted with floats could land directly on the water, otherwise rescue lines or rope ladders had to be lowered. If the means of extraction was by patrol boat the members of the Recon team would spread out along the shore about 30 yards apart awaiting pick-up. The slow moving patrol boat would approach with a small rubber boat attached to its side with a rescue hoop/hook and diver. Each member of the Recon team would swim out in turn, slipping his arms into the hoop as the boat goes by and is hauled onto the rubber raft and then aboard the patrol boat. Missed characters return to the shore line to hide until a second or third pass can be made. Typically these retrieval craft would travel at half to one third their normal speed (about 40 yards per combat round).

A special type of extraction system used in these operations was the **skyhook**. Normally this was used only for rescue operations of a single person, not entire teams. Basically the character would don a special, reinforced overall suit to which a cable was attached. A blimp-shaped balloon is attached to the other end of the cable and inflated with helium. The rescue plane has a V shaped guide on the nose to snare and guide the cable into a lock and then jerk the person into the air. The cable is then winched into the back of the aircraft with the person in tow and taken into the safety of the cargo hold.

There is the possibility of the cable breaking or snagging on something and being cut; if this happens the character is **DEAD**. To minimize this risk, there are wires from the wingtips of the plane that will guide the cable away from the aircraft's engines.

The system was time consuming and risky. Normally the retrieval point and time was prearranged. An unscheduled pickup request would require 1D10 hours before the plane arrives. This sort of system was often used to rescue downed pilots.

When using this system, refer to the Skyhook Extraction Table to determine success.

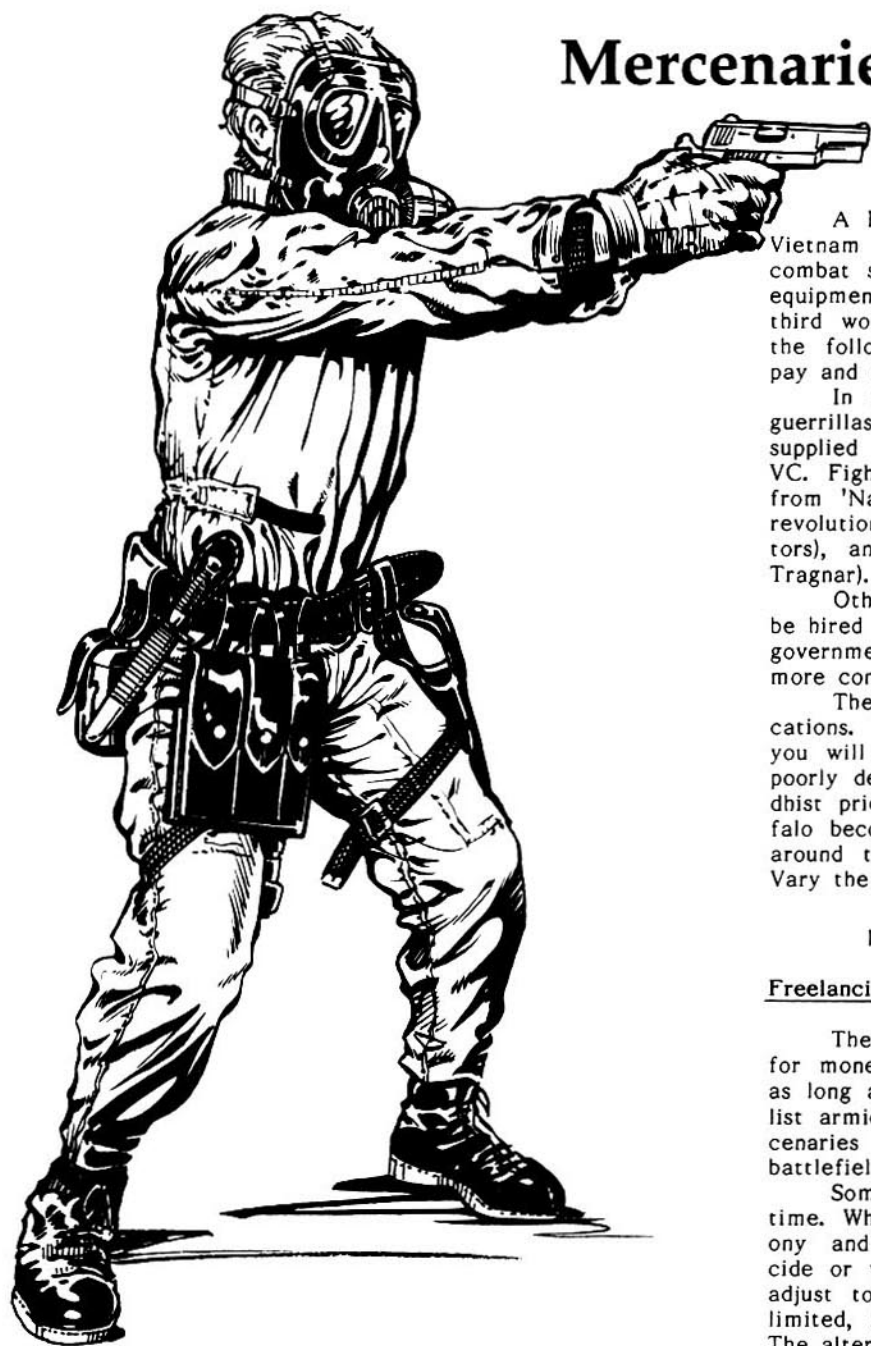
SKYHOOK EXTRACTION TABLE

<u>Roll Percentile</u>	<u>Outcome</u>
01-02	Cable snaps, man falls to death.
03-09	Cable snaps, man takes 2D10 points of damage and balloon is lost.
10-20	Plane misses, must make another pass.
21-25	Pick-up impossible; balloon defective and won't inflate (or gets shot down by pursuers).
26-40	Very rough pick-up, man takes 2D10+5 points damage.
41-70	Rough pick-up, man takes 1D10+5 points of damage.
71-00	Successful pick-up; no problems.

Heavy jungle and forest or uneven terrain could prevent any kind of helicopter landing. In this case it was possible to use a "forest penetrator" a spring-loaded hoist designed to bring up wounded through the vegetation.

The main problem was with hot extractions. No helicopter could land if the LZ was covered by enemy heavy weapons fire. That meant a pinned down unit might remain in the field for days while artillery and gunships tried to drive back the enemy.

Mercenaries



RUNNING THE MERCENARY GAME

The Difference Between Mercenaries and 'Nam Soldiers

In a game based on the 'Nam war the characters are backed by a humungous war machine, given incredible fire support and have a great technological advantage over the enemy. The enemy VC are vicious and determined foes, seasoned by decades of jungle warfare, guided by experienced, field-tested leaders and supported by a large percentage of the native peoples.

In most Mercenary games the soldiers are also technologically superior to the enemy. The Mercs are also much more experienced, have (or are) better leadership and understand the elements of jungle warfare.

The Merc's enemies, whichever side they happen to be on, are usually somewhat lackluster. They are less than enthusiastic about the business of killing and being killed. It's not that they are wimps, far from it, it's just that they aren't much compared to the average 'dedicated' VC.

A RECON character can easily be used in a post-Vietnam mercenary role. Character generation, skill and combat systems remain the same. Likewise, weapons and equipment introduced in Vietnam are commonly found in third world countries and the black market. In addition, the following section will cover recruitment, contracts, pay and expenses.

In most cases the mercenaries will still be fighting guerrillas armed with AK-47s, RPD machineguns, and RPGs supplied by the same Soviet factories that supplied the VC. Fighting guerrillas in Sangria isn't all that different from 'Nam. There are still Local Force Units (Sangrian revolutionaries), Main Force Units (San Marcos infiltrators), and even a version of the NVA (Advisors from Tragnar).

Other scenarios are quite different. Mercenaries may be hired to fight on the side of the guerrillas against the government, to fight other guerrillas, or even to fight in more conventional wars.

The contact tables can be used with slight modifications. Visualize the terrain of most guerrilla wars and you will realize that the environment is basically rural, poorly developed, and often jungle or rain forest. A Buddhist priest becomes a Catholic missionary. A water buffalo becomes a burro. The woman cooking rice (common around the world) might be cooking corn-meal instead. Vary the contacts to fit the situation.

PLAYING A MERCENARY CHARACTER

Freelancing

The definition of a mercenary is "one who serves for money in a foreign army." They've been around for as long as there have been wars. Before the great populist armies, starting with Europe's age of revolution, mercenaries were the rule rather than the exception on the battlefield. The whole concept has never really disappeared.

Some combat veterans just can't adjust to peacetime. When the war ends, boring nine-to-five jobs, monotony and frustration will drive many to drink, drugs, suicide or violence. Really hard cases find it impossible to adjust to society's restrictions. Their choices are rather limited, in a lawful society they will die or end in jail. The alternative is to go back to the battlefield.

Wars aren't all that difficult to find. There are always 'hot spots' in Africa, the Middle East, Asia and Central and South America where wars flare up or drag on for decades. The skills learned in 'Nam far surpass those of the average grunt in these backwater conflicts.

Merc characters are just 'Nam characters with a little extra seasoning. If you've already got a character then just roll an extra 1D10 for age and weight. You're MD may also allow you some extra skills.

Generating merc characters from scratch is the same as generating 'Nam characters (except for the age and weight). The only difference is that you can take any of the MOSSs, regular OR mercenary, for Primary and/or Secondary.

If you generate a new character for mercenary missions, he doesn't have to be an American. He could be a former Rhodesian Selous Scout, British Special Air Service Trooper Dutch Royal Commando, Israeli Detachment 101, or any other background you would like to develop. Just make sure that you clear it with the MD.

EMPLOYERS, CONTRACTS AND BETRAYAL

Recruiting

Finding jobs as mercenaries requires a constant reading of the contemporary political scene. First time mercs should keep up with the international news. When the MD notifies them of some small country whose army is taking a shellacking that should be their cue to head over and volunteer their services. Sometimes first time mercs will just luck out. A corporation or a clandestine organization (like the CIA) may search through military records looking for experienced personnel and come up with their names.

After their first mission, experienced mercs acquire a "rep," and potential employers may come looking for them. Eventually, when they build a solid reputation based on successful performance, they'll have more potential jobs than they can handle.

Contracts

Back in 'Nam you didn't worry about money. You only worried about getting out alive. Besides, Uncle Sam took care of everything, no need to worry if you used a few extra rounds of ammunition.

Considering the risks that mercs undertake, most of them are paid surprisingly low wages. Remember, most mercs really are in it for the way of life. No matter how they rationalize it, they are into it for the risks, the thrill and the constant opportunity to prove themselves.

Mercenaries also tend to have rather expensive life styles. When you could die any minute you usually aren't interested in pinching pennies. For every week between jobs your MD may subtract a certain amount from your money reserve. If a merc goes too long between jobs he's liable to end up flat broke.

Besides living expenses, there are equipment costs; black market prices for weapons and ammunition run from merely outrageous to downright unbelievable.

The mercs also have to consider the future. After all, you may get greased or worse, buy part of the farm and be forcibly retired. There are no retirement homes for old mercs, but then you don't expect to die of old age anyway. As 'insurance' against being incapacitated or to provide for their next of kin, the merc should consider some way of banking his money.

Finally, the merc has to carry a large chunk of money around to deal with the day-to-day problems and major emergencies. When a government collapses, airline tickets out become very expensive. If your chosen profession is suspected, it may take a few dollars to convince the authorities that you're actually a wealthy tourist on vacation.

A first time mercenary is stuck with whatever jobs happen to come his way. Any illusions of riches and glamor will quickly be broken. Rich countries only hire proven mercenaries. The new guys get stuck with poor countries and high risks.

Remember that third world countries operate on different economic standards. Average farm or factory workers make only pennies a day; their armies can hire dozens of men for what the average taxi driver makes Stateside. The mercenaries have to convince their employers that they are worth more than a couple of hundred native troops.

The other problem with negotiations is the character's inexperience with the whole art of bargaining. State-side characters usually pay retail prices and take whatever salary is offered. Third world people are usually raised learning how to bargain for the very best prices, doing it calmly and efficiently. Consider the following.

Example: Sammy Wyandotte is negotiating with Foreign Affairs Minister Khar-Urhhr about a job in Dakali.

Sammy: It sounds like an excellent opportunity. If you can provide us with the artillery and air support we should be able to wipe out the Al Muktah camp and make it look like it was really a Iswandah strike.

Khar: Very Good. You have an excellent grasp of the tactical situation. We will work well together.

Sammy: Now, how much will we be paid for this mission?

Khar: There are 18 men in your organization, correct?

Sammy: Yeah, 14 combat soldiers and 4 artillery specialists.

Khar: We propose paying you 150,000 Dak per day of your operations, plus a bonus of 800,000 Dak upon the successful completion of your mission.

Sammy: Wow! That sounds great! What does that ...

Khar: Roughly \$500 per day and \$4,000 bonus.

Sammy: Oh . . . Well, \$500 a day for 18 days per each man will cover our operating expenses and still give them around \$5,000 to take home. Plus the bonus of course.

Khar: I am so sorry. We have a grave misunderstanding.

Sammy: What?

Khar: 150,000 Dak per day for the whole group, not per man. 3,500,000 Dak is our allotted budget for this operation.

Sammy: That's ridiculous! (calculates) That's only \$27 a day per man! That's less than minimum wage!

Khar: I do not know of this 'minimum wage' you speak of. However, 8,000 Dak per day per man is a princely sum! Our common soldiers only earn 300 Dak per week! Not even highly paid officers make that much!

Sammy: Back in Pittsburg I can make \$8 an hour just stocking shelves and bagging groceries in my Uncle's supermarket. That's \$64 a day without having to get shot at!

Khar: (disbelieving) I am sure that your wealthy Uncle can afford to throw his money away by vastly overpaying his relatives! My poor country can afford no such luxury!

Ultimately (after hard negotiations) the contract pay will depend on the length of the mission. Short-term contracts will be for one mission (a high risk, high pay assignment). Pay is roughly 4D10 times \$15 per day.

Long-term contracts are easier on the players and the MD because several missions can be designed together. For a long-term contract, to calculate the base daily pay, roll 3D10 and multiply times \$10.

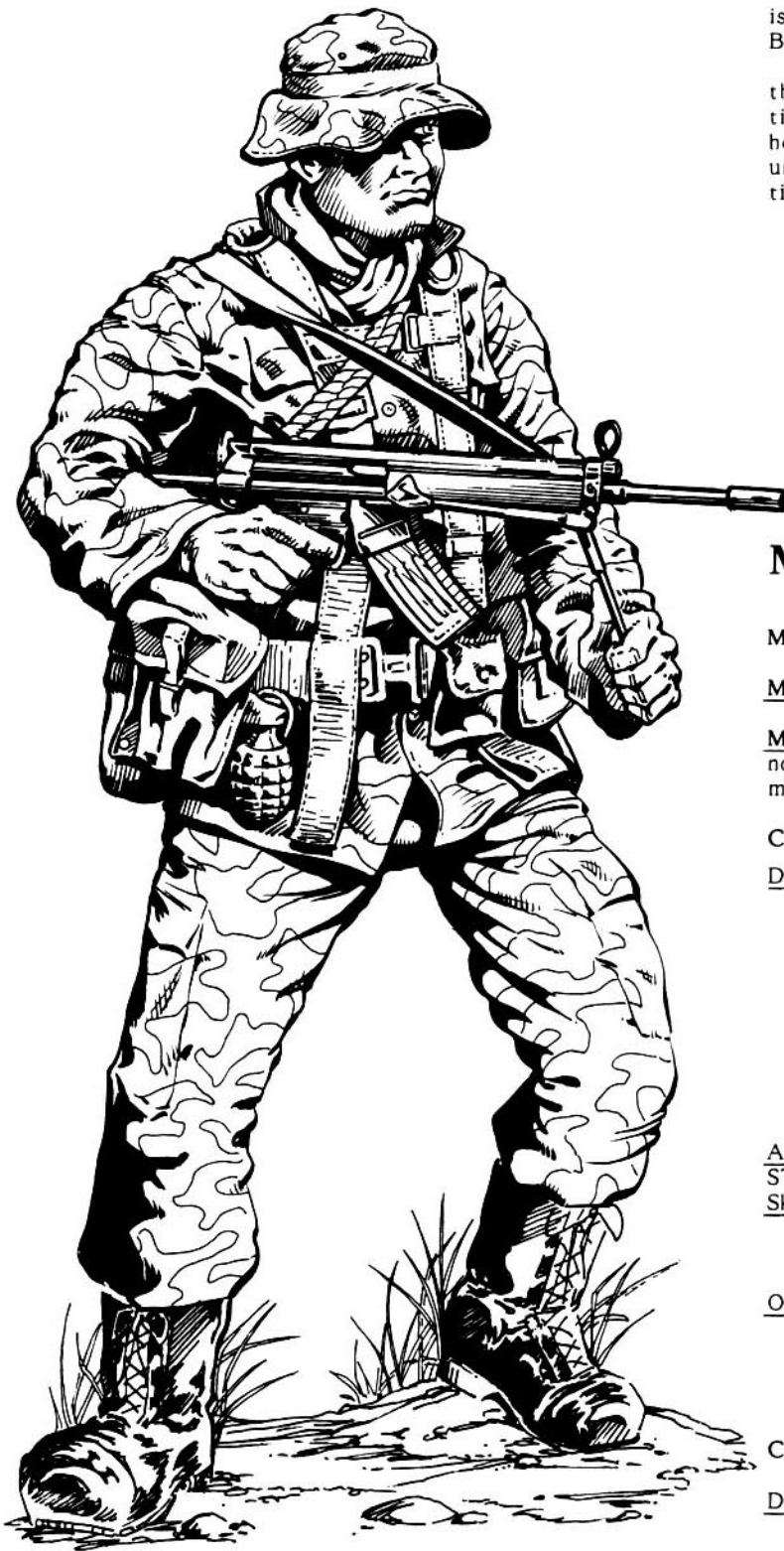
Each character will be paid additional bonuses for certain experience and skills. Mercenary experts like chopper and aircraft pilots, boat captains, track commanders and artillery officers will make twice as much, or more, than grunts.

It's the MD's option to keep the pay rates classified and discussed only between the MD and each merc. If the merc is foolish enough to discuss it with the other mercs in his unit, that's his business. It may produce some resentment when certain mercs are paid much higher than others.

The MD should also negotiate with the players whether the employer will foot the bill for any special gear for each mission. Ideally, from the merc's point of view, they want to negotiate a position where they get to keep all the equipment for later missions.

Contracts for the CIA or big corporations will be much more lucrative than contracts for poor underdeveloped, third world countries. Occasionally, dangling the rewards offered by some wealthy oil-producing nation may serve to blind the players to the dangers of a particularly risky contract.

One final consideration. Since mercs are international, the type of currency used for payment is important. Being paid in local money is risky; it may end up being valueless if they lose. \$U.S. or swiss francs (1 swiss franc = \$2 U.S.) paid directly into Swiss banks are the



preferred method of payment for mercs. The very best option is accepting payment in gold. The value ranges from \$200 to \$500 per troy ounce depending on the current world-wide economic and military situation. Boorland gold coins are 1 troy ounce each, 15 of them weigh slightly more than a normal pound weight.

Expenses

Mercenaries tend to have rather extravagant lifestyles. Between their life-and-death combat assignments they find it difficult to be thrifty. After all, what good

is saving money when you may die on the next mission? Better to have a good time today and hang the cost!

As the MD you should charge the characters for their excesses. This should work out to \$50 times percentile every month. When the character reaches zero then he'll start living a more frugal life-style. For every month until his next mission he'll owe \$10 times percentile (optional).

Example: Sammy Wyandotte is going to be at loose ends for about four months between mercenary assignments. He's managed to save \$5,000 from his last mission and hopes to put part of it away for his old age. The first month he rolls an 11, only \$550 gone. The second month he rolls a 30, \$1500 spent. The third month he rolls a 77, (argh!) that means he spent \$3850. He's now in hock for \$900. The last month he rolls a 53, because he's already in debt he only spends \$530, bringing his total debt to \$1430 when he leaves for his new mission.

Mercenaries

MERCENARIES OF THE WORLD

Mercenary Outfits

Mercenary Captains: There are occasionally men who are not just superior soldiers, they're also good leaders, administrators and negotiators. Here are some possibilities:

Colonel Manfred Stanzfergen

Description: Stanzfergen is a German with a capital 'G.' He runs his outfit like a military prison. No drinking, no smoking, no drugs, no women, no nothing while on duty. He also has a reputation for accomplishing military miracles. Of course he never takes a job unless he's positive that his unit can handle it. He pays his men moderately well (from \$15,000 to \$55,000 per year according to rank) and provides excellent retirement benefits and survivor's insurance. In his outfit you start at the bottom and work your way up. Cross him or his rules and you'll be out so fast your ears will spin.

Alignment: Idealistic

ST: 82 AL: 66 AG: 82

Skills: Expert Grenadiers, Sniper, Airplane Pilot and Track Commander. He has a smattering of all the related skills and has an incredible 98% efficiency with semi-automatic rifles.

Organization and Equipment: The Colonel's unit is called the Orange Battalion, and it really is battalion sized. Roughly 700 troops and 200 support personnel are kept on full time. Ordnance includes 12 choppers, 2 PBRs, 2 Tanks, 4 APCs, and a variety of artillery and weapons.

Captain Humphrey Carstairs

Description: Carstairs is an atypical Englishman, happy-go-lucky and uninhibited. He operates a fairly small unit of like-minded soldiers, each more interested in technical perfection than killing. He is NOT interested in hiring anyone else for his own organization, but often acts as an agent or broker, referring other mercenaries to jobs that he's too busy to handle. One kind of assignment that he can't resist is siding with an obvious underdog.

Alignment: Opportunist

ST: 50 AL: 40 AG: 47

Skills: Has all the skills of Sniper and Grenadier at a grade 6 level.

Organization and Equipment: Carstairs's Caterwaulers are a Platoon-sized group of incredibly efficient killers. Most are malignant or malignant-psychotic in personality but somehow Carstairs can handle them. They also

have about 20 full time technicians and mechanics who support their two choppers and other weapons.

Major Fred D'Angelo

Description: D'Angelo is a 'Nam veteran. He has organized a fairly tight group of anti-communist mercenaries. He prefers working for Stateside covert organizations and NEVER works for left-leaning governments. He is unpredictable and dangerous, often threatening to execute men in his command for minor offenses.

Alignment: Opportunist

ST: 33 AL: 43 AG: 38

Skills: D'Angelo is an expert Intelligence officer as well as being an accomplished Demolitions expert (grade 8).

Organization and Equipment: The Eagles of Democracy, as D'Angelo calls his group, range from 100 to 150 men depending on the current assignment. They have no real support personnel and the largest weapons are a few anti-tank rockets and some mortars.

Captain Yost Urveen

Description: A Swedish freighter captain who will take anything anywhere provided the price is right. His ship and crew are available for \$12,000 per day.

Alignment: Idealist

ST: 94 AL: 69 AG: 24

Skills: Primarily an Ocean-going ship captain, but also skilled in PT boat, PBRs, and hovercraft operations.

Equipment: His ship, 'Ibsen's Dream,' is an 1,800 ton freighter with a crew of 24. Among the crew are a number of combat-trained specialists. He also carries four motor-powered rubber rafts that can be used for shore landing or river operations. The ship itself is capable of making the trip from Stateside to Delancort in 4 days or to Dakali in 12 days.

Captain Doug Spearling

Specialist For Hire: Often a group doesn't have all the specialists they need for a particular job. This is especially true for pilots, track commanders and boat captains.

Description: This guy just loves flying. And acting as gunship is even better. He will go anywhere provided the pay is right, \$3,000 per day plus fuel costs is standard.

Alignment: Opportunist

ST: 30 AL: 61 AG: 96

Skills: An incredible chopper pilot with skill in both slicks and gunships. He will try virtually any stunt, sometimes just for the heck of it.

Equipment: Spearling lovingly maintains his own chopper, 'Betty.' Ordinarily it seems to be unarmed, but only a few minutes are necessary to add two .50 caliber door-mounted machineguns, an XM-3 48-tube rocket launcher, and a six-barreled 7.64mm Minigun. He flies without a co-pilot and carries up to 8 fully loaded soldiers.

Alternative Unit

A clear alternative is for the player characters to form their own mercenary group. The only problem is money. In order to buy all the choppers, artillery, weapons, equipment and supplies they need they'll probably have to go on quite a few missions and pool all their resources. Of course the MD can also create his own mercenary groups and antagonists.

Government Agencies

Covert Government Actions: Stateside and other prominent western nations will often wish to resolve third

world conflicts in their favor. Rather than risk political backlash from direct military involvement (especially embarrassing in the event of a loss - an all too likely result in guerrilla war) the secret organizations will hire independents. Without exception their representatives will present themselves as "John Smith" or some other, obviously fake, identity and NEVER identify the agency they are affiliated with.

Direct Contract with Hiring Nations: Although dealing direct with an employer has its advantages (no agent's fee), it is also quite risky. Governments have a tendency to make extravagant promises that they rarely fulfil. This isn't being dishonest, it's just that their military organizations are usually at each other's throats (so they don't supply the help mercenaries need), supplies are diverted to the black market or other government agencies, and the payment depends on elected bodies or separate accounting departments that are reluctant to pay once a job has been completed.

Equipment Suppliers

Most mercenary supplies can be bought directly from manufacturers or catalog dealers. Buying heavy weaponry (anything from 7.62mm machineguns and on up) and munitions is a little trickier, producers of these items usually need some kind of government permit for sale or export. Special agents and brokers can provide the proper paperwork (or forgeries), but charge a fairly hefty commission.

Sergeant Bull Jacobs

Description: Uncle Bull started selling 'Nam military surplus and gradually drifted into supplying mercenaries. He has virtually unlimited contacts and can get just about anything if someone is willing to pay enough (he always takes at least a 25% commission on any deal).

Alignment: Opportunist-Karmic

ST: 50 AL: 63 AG: 80

Skills: He was an expert Point Man before his retirement from the service.

Equipment: See catalog.

SERGEANT BULL JACOBS' FREELANCE MILITARY CATALOG

Why Bull Jacobs?

Bull Jacobs offers a worldwide network of buyers and distributors. They can get what you want, when you want it AND they can deliver anywhere. Stop in at any of our warehouse outlets (Stateside, Boorland, Dakali, Delancort, or San Isabel) or have it delivered by truck, freighter or commercial aircraft. And remember: Only Bull Jacobs offers an exclusive airdrop capacity. Just specify the exact latitude and longitude and your order will be delivered within 48 hours by parachute (minimum order \$750,000).

Payment: All quoted prices represent current Stateside dollars. Payment is acceptable in U.S. dollars, gold or silver (current value in U.S. dollars will be computed at payment time), or fund transfer to our Zurich Bank.

Delivery: All shipping charges are the responsibility of the purchaser. Delivery times are estimates only. We cannot be held responsible for delays caused by labor disputes, shortages of materials, or civil unrest. Not responsible for shipment theft or wrongful delivery.

Return Policy: Sorry! No returns.

Limitation of Liability: Bull Jacobs assumes no responsibility for damage and/or injury resulting from the use of products supplied by this company. In no event will Bull Jacobs be liable for indirect or consequential damages.

Clothing

Battle Dress Utility: Uncle Bull's finest fatigues. Shirt and pants in choice of arctic, desert, jungle or autumn forest camouflage. Shirt has two breast pockets, one pen pocket, and one (left-side) interior pocket. Pants equipped with hip, butt and thigh pockets. Lightweight (desert and jungle): \$65. Medium Weight (forest and mountain): \$90. Arctic Weight (down lined): \$365.

Battle Jacket: Comes equipped with breast, hip and interior pockets on both sides. A hidden pocket on the inside of the back is also useful. Available in camouflage, khaki green or black. Only \$225.

Arctic Parka: High quality down lining provides protection in sub-zero conditions. Same pocket arrangement as Battle Jacket. Available in green or white only. \$450.

Wool Sweaters: Finest British quality knit with leather reinforcements at shoulders, elbows and neck. Available in cream, green or black. Only \$150.

Ponchos: Waterproof nylon. Useful for rain protection, ground cover, emergency tent, etc. 5' by 5' square. Available in choice of camouflage. Only \$35.

Military Uniform: An Uncle Bull exclusive! Dress uniform in the country of your choice! Dress uniforms include pants, shirt, jacket, cap, gloves and any other standard accessory. Your choice of unit and insignia. All ranks available! Note: Although many national uniforms are in stock, we may need 6 weeks to fill your order. Please specify exact sizes when ordering. Only \$570 for full Dress Uniform.

Accessories

Bandanna: In choice of colors. \$5.

Combat Helmet: Complete with liner and camouflage cover. \$40.



Safari Hat: Our finest wide-brimmed hat. Perfect for shading the eyes in tropical sunlight and classy enough for an evening out on the town. Fasteners on each side for an easy 'Aussie style' flip. Available in choice of camouflage, cream, green, khaki, or black. \$125.

Utility Cap: A classic 'marine cover.' Available in choice of camouflage, green or khaki. \$14.50.

Beret: The classic wool beret. Available in green (of course!), black, or jungle camouflage. \$35.

Gloves: Lined non-conductive utility gloves. Not recommended for arctic conditions. In choice of camouflage, green, khaki or black. \$25.

Combat Boots: Uncle Bull's finest boots are available in jungle (lightweight), temperate (medium), or arctic (sorry white only) versions. Choice of camouflage, green, khaki or black. \$185.

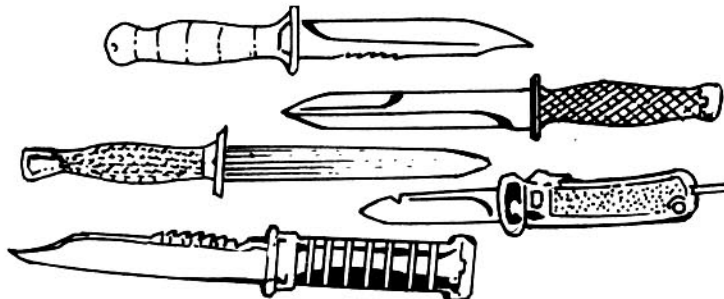
Socks: Cotton with padded sole. White, khaki or green only. \$7.

Dog Tags: Personalized metal dog tags. Complete with neck chain. When ordering specify up to 5 15-character lines. Great for body identification and medical warnings. Only \$16.

Sun Glasses: The very finest in polarized sun glasses. Guaranteed to screen out 100% of all harmful ultraviolet rays. Standard: \$80. Prescription: \$155.



Commando Watch: Uncle Bull's own design. This watch has a built-in stop watch and silent alarm (vibrates instead of making noise). Band is equipped with black velcro cover for better concealment. \$350.



Knives

Combat Bush Knife: Your old Uncle Bull wouldn't sell you anything but the best carbon steel 7" blade. Sure, you can buy a cheaper knife but imagine what'd be left when that cut-rate blade snapped just as you were levering a mine out of a hole. Only \$225.

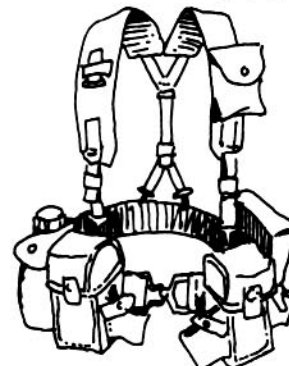
Slimpack Throwing Knife: With a flat, lambskin sheath, this knife is perfect for concealment. Also a perfectly balanced 6" blade for only \$50.

Belt Throwing Knives Set: 4 Ultrathin throwing knives in a single belt sheath designed for an easy, fast draw. Only \$135.

Polycarbonate Knife: This 7" knife (with silk sheath) is guaranteed not to show up on metal detectors. Balanced for throwing yet with a keen edge for slicing. Only \$340.

Load Bearing Equipment

Web Belt: Classic military belt complete with buckle and pouch fasteners. Choice of camouflage, green or khaki. \$20.



BATTLE HARNESS

Bull's Battle Harness: Combination of suspenders and belt designed for distributing the weight of ammo pouches and accessories. In choice of camouflage, black, grey, brown, cream or khaki. Only \$120.

Battle Pack: Lightweight frame, heavy duty water resistant canvas. Multiple interior and exterior compartments. Fasteners for exterior pouches/grenades. Choice of camouflage, green or khaki color. Only \$350.

Multi-Purpose Pouch: All around useful utility pouch designed for attachment to web belt or battle harness. In choice of camouflage or colors. Only \$8.

Magazine Clip Pouch: Each of our specially designed ammo pouches is designed for 2 (slimline) or 4 (heavy duty) ammo clips. Choice of camouflage, green, khaki or black colors.

Automatic Pistol: 2 clips, \$10; 4 clips, \$16.

Submachine Gun: 2 cell - \$12; 4 cell - \$18.

5.56mm Assault Rifle, 20-rnd: 2 clips, \$14; 4 clips, \$20

5.56mm Assault Rifle, 30-rnd: 2 clips, \$18; 4 clips, \$24

7.62mm Assault Rifle, 20-rnd: 2 clips, \$18; 4 clips, \$22

7.62mm Assault Rifle, 30-rnd: 2 clips, \$20; 4 clips, \$26

Holsters: A quality waterproof canvas holster in full range of camouflage and military colors. When ordering be sure to specify the exact pistol to be used. Only \$50.

Shoulder Holster: This leather harness can be worn proudly outside of clothing or inside for better concealment. Includes fine grain holster (specify weapon type). \$180.

Leather Clip Pouch: For shoulder holster above. Each leather pouch holds one clip and it's made of matching leather \$15 each.

Ankle Holster: Designed to be hidden under the pant leg. High quality cloth construction. \$50.

Shotgun Bandoleer: Bandoleers are made of brown leather with a heavy-duty, brass belt buckle. Shotgun version will hold 56 rounds. 40mm grenade holds 18 rounds. \$24.

Wrist Cartridge Bandoleer: Perfect for concealing 3 extra cartridges: \$15 each.

Camouflage Supplies

Camouflage Paint Kit: 4 Spray cans plus 6 stencils allow for easy camouflaging of vehicles, bunkers, any field equipment. One kit will cover approximately 100 square feet of surface. Specify jungle, forest or arctic. \$35.

Camouflage Tape: The ever popular duct tape. Comes in rolls 26 feet long and two inches wide. Available in jungle, forest or desert camouflage, or in olive drab. \$6 per roll.

Camouflage Compact: A one-man kit for camouflage or night operations. Includes enough face and hand paint for 6 applications. Mirror, brush and disposable cleaning pads also included in a neat black case, 4" in diameter and 1/2" high. Only \$18 each.

Optics and Electronics

Binoculars: Uncle Bull's best binoculars come with built-in compass and range finder. A glance to the lower left gives you a compass bearing. Switch on the range finder, focus the image, and a glance to the lower right gives you range to the target in feet AND meters. \$650.

Backpack Radio: NEW! A Japanese updated version of the old PRC-25. Comes with built-in scrambler and up to 1500 channels. Also capable of receiving commercial AM/FM/Television (sound only) and Short Wave signals. RKO-68: \$280.

Belt Radio: A lightweight unit designed to work with the RKO-68. Scrambler equipped, 2 to 3 mile range, up to 10 preset channels. Only 2 pounds and complete with pouch and telephone-style handset. RKO-12: \$115.

Headset Receiver: These receive-only units are easily attached to the helmet. Built-in scrambler and range of 2 miles. RKO-03: \$42.

Unit Supplies

Gas Masks: Sold in cases of 6 with 3 filters each (18 total). These gas masks will filter out CS, smoke and a variety of military gas. NOTE: Not recommended as protection against nerve gas or radiation! Shipping weight, with crate, is 30 pounds. Case: \$1100.

Climbing Kit: A complete set of equipment for rappelling, rock scaling or climbing. Includes 3,600-foot reels of 4500 test rope (each real weighs 40 pounds). An adjustable harness with clamps, 6 pairs of canvas climbing gloves. 48 clamps, 48 fasteners, 48 pitons, 3 hammers, 2 grappling hooks, and one pulley. Shipping weight, with crate, is 190 pounds. \$1100.

Rations: Our finest dry field rations. Each 15 pound case includes 12 meals. Crate is stocked with 12 cases and a total shipping weight of 200 pounds. \$470.

Unit Medical Bag: This 8 pound bag is a complete Medic's field kit. Included are adhesive pads, bandages, gauze pads, adhesive tape, splints, sterile gloves, scissors, forceps, thermometer, needle, razor blade, pins, medicine (specify jungle, forest, or arctic kit), ointment, and salt tablets. Bag has backpack and shoulder straps; is available in choice of camouflage, green or khaki. \$275.

Command Post Tent: Only 25 pounds provides 8' by 8' floor surface, 5' ceiling. Available in choice of camouflage, green or khaki. \$400.

Personal Equipment

Compass: High quality with glow-in-the-dark indicator. \$50

Canteen: Aluminum or plastic. Complete with canvas cover (choice of camouflage or colors). \$23.

Machete: complete with canvas sheath (choice of colors). \$30.

Wirecutters: Our 8" wirecutter has non-conducting handles to avoid the nasty 'shock' of electrified fences. Comes complete with belt sheath (choice of colors). \$65.

Ear Protector Headphones: The answer to the Demo expert's and Grenadier's dreams. The same model used by airport workers to preserve hearing in noisy environments. \$35.

Utensil Kit: A quality knife, fork and spoon set with sheath. \$25.

Mess Kit: Complete with pouch. \$11.

Insect Repellent: Spray can. \$3.

Flashlight: With red filter specially designed not to affect night vision. \$30.

Disposable Lighter: A camouflaged butane lighter. \$3.

Firearm Accessories

Metal Ammunition Boxes: These waterproof ammo boxes are designed for easy storage and carrying. .50 caliber size: \$10. .30 caliber size: \$8.

Pocket Range Finder: An optical range finder that's compact and easy to use! Just look through the viewfinder and adjust the focus knob until the image is clear. The range in feet AND meters will appear below the target. Comes with khaki, drab green or black pouch. 6" by 4" by 2" and only \$58.

Field Gun Cleaning Kit: Don't take chances! Our complete cleaning kit comes with its own pouch (choice of camouflage, khaki or green). \$35.

Gun Repair Kit: This 4 pound gun repair kit is an armorer's dream. Each tool is fitted into a separate loop and there's plenty of room for spare bolts, screws, springs and cleaning rods. All in a neat 12" by 8" by 2" case. Can be attached to harness or worn over the shoulder with strap (included). \$250.

Starlight Scope: Improved Korean version designed for direct mounting on an assault rifle. \$380.

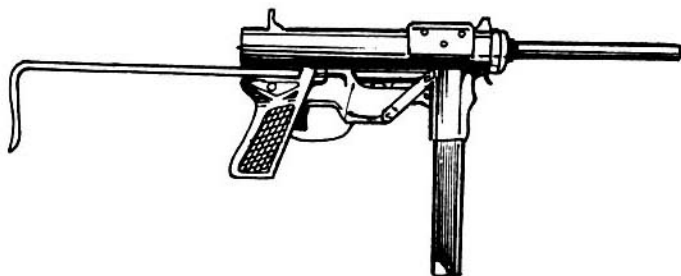
Magazine Clips: Any weapon, any size from 7-round pistol to 30-round rifle. \$.89 each!

Personal Weapons

Uncle Bull's Own .45 Automatic Pistols: A world standard in reliability and stopping power. These are our own house brand, specially manufactured to Uncle Bull's exacting standard of quality. \$180.

9mm Browning Automatic Pistol: Our latest shipment is second-hand. We picked these never-used, still in original packing, guns as part of a national liquidation sale. The savings are passed on to you! Only \$119.

9mm Ingram Submachine Gun: Highest quality new ordinance. \$369.



.45 M3 Submachine Gun: Once again Uncle Bull passes the savings on to you! A certain third world country has shifted from a .45 caliber to a 7.62mm standard due to a change in political stance. Only slightly used and each one passed by our house armorer. \$249 each.

5.56mm Colt Commando Assault Rifle: No cheap imitation here! This is the real McCoy! Only \$920.

7.62mm M-14 Sniper's Rifle: Government surplus inventory. Stored for over 10 years but never used. A bargain at \$209.

This Season's Specials!

5.56mm M-16 complete with M-203 Grenade Launcher: This unit is so popular that we're having a volume clearance sale. You must buy a case (12 to a case) to qualify for this low, low price. \$8388 per case!

7.62mm AK-47 Assault Rifle: We've got to make room for the new AK-74s!! All the old AK-47s must go! No reasonable offer refused! Only \$289 each.

Ammunition

.45 ACP Pistol Cartridges: Case of 1,000 rounds. Shipping weight 45 pounds. \$194.

9mm Pistol Cartridges: Case of 1,000 rounds. Shipping weight 40 pounds. \$156.

5.56mm Rifle Cartridges: Case of 500 rounds. Shipping weight 40 pounds. \$280.

7.62mm Rifle Cartridges: Case of 500 rounds. Shipping weight 50 pounds. \$240.

40mm Grenade Cartridges: Packed 6 rounds in a bandoleer and 12 bandoleers to a box. Shipping weight 40 pounds. Your choice of HE, smoke (white, green, red, yellow or violet), CS, or parachute flare. \$465.

Mines and Explosives

Smoke Grenades: Packed 48 to a box. Shipping weight 90 pounds. \$98.

M-67 Grenades: Packed 48 to a box. Shipping weight 55 pounds. \$315.

M-14 Antipersonnel Mines: Packed 48 to a box. Shipping weight 38 pounds. \$367.

Trip Flares: Packed 48 to a box. Shipping weight 26 pounds. \$65.

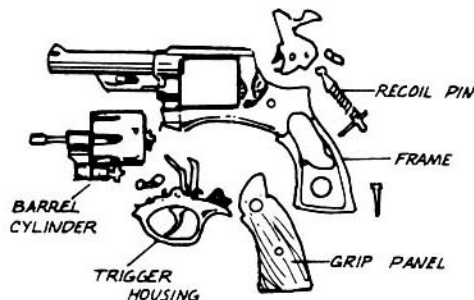
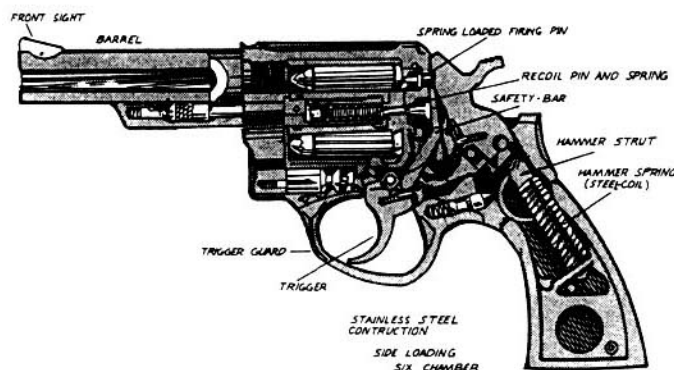
M-15 Antitank Mines: Packed 6 to a box. Shipping weight 200 pounds. \$750.

THE PALLADIUM BOOK OF CONTEMPORARY WEAPONS contains over 300 hand-held weapons from around the world. Included are revolvers, pistols, sub-machine guns, machine guns, rifles and various attachments. Each weapon is illustrated, with many detailed cut-away diagrams, pertinent information and notes of interest. \$5.95 (post paid).

The Palladium Book of Contemporary Weapons is a real book and the only item listed here that is available that is directly available from Palladium Books or finer hobby stores everywhere.

Contemporary Weapons is an excellent quick reference book which can be an invaluable aid to RECON and other modern day games. It will be especially useful when playing mercenaries as the weapon selection is worldwide.

RUGER SIX-SERVICE REVOLVER



Hardware

Inside "Red" Dukowski's Backpack

Red Dukowski, newly arrived in 'Nam, has just been informed by his superiors that he's being assigned to a LRRP Patrol. The sergeant tells him, "make sure you don't forget anything 'cause we ain't comin' back for it." Here is Red's complete list.

Clothing: Underwear (shorts and shirt), camouflage fatigues (pants and shirt-jacket) official unit and rank insignia, flak vest, helmet with camouflage cloth cover, sun hat, socks, and jungle boots. Around his neck are dogtags, military identification and medical information tags. Red is also wearing a watch with a piece of black cloth covering the watch face.

Load Bearing Equipment: Red can carry some equipment in the big pockets of his shirt-jacket and pants. For the rest of the stuff he has a pack and a web belt with pouches attached. The web belt is held up by suspenders also fitted with two pouches.

Attached Gear: On the belt and suspenders there are separate cloth or canvas pouches attached to metal eyelets. These include his first aid dressing case, compass case, canteen cover with canteen, intrenching tool cover and tool, two pouches for 2 M-16 30-round clips, bayonet sheath and bayonet, weapon cleaning pouch and kit, and flashlight. Also on the belt would be a colored smoke grenade, a CS tear gas grenade, two M-26 frag grenades, and a White Phosphorous grenade.

Backpack Contents: Pack contains: poncho, poncho liner, seven C-ration meals, mess kit, rain jacket, extra canteen, an extra canteen cover, a blanket, a towel, a toothbrush, toothpaste, soap, toilet paper, a camera, film, two paperback books and a small canned ham. Also extra socks and underwear.

Pocket Items: Lighter, wallet (with money, identification and pictures), Pocket knife, eating utensils (knife, fork and spoon), note pad and pen, writing paper and envelopes, wire cutters, P-38 can opener, extra shoelaces, sewing kit (needles, pins and thread), handkerchief, chocolate bar and chewing gum.

Carried or Strapped on Items: M-16 Assault Rifle, binoculars and map case.

Items Not on Red's List: When it came time to move out he was handed a few extra items to carry, "if you don't mind sharing the load with everybody else?" A bandoleer of M-60 machinegun ammo, a bandoleer of 40mm grenades for the M-79, and an M-7 bandoleer containing a complete M-18 Claymore kit. Jokingly he asks the sergeant, "anything else?" He's informed that he'll also be assigned to carry some of the Point Man's equipment, "because being out in front like that, he can't afford to be weighted down."

After six months in 'Nam Red has learned a thing or two about what's important. In general he's discovered that he needs a lighter load and more ammunition. When he tells a raw recruit about going out on a mission he says, "just make sure you don't forget anything, once we are out there we ain't comin' back."

Inside "Red" Dukowski's Back Pack Six Months Later . . .

Clothing: Red still wears undershorts, but no undershirt in the steaming jungle. Camouflage fatigues (pants and shirt-jacket) are the same but the rank is missing and

there's an unofficial patch for his unit. On his helmet there's a rubber band that holds his toothbrush and paste. He also still has jungle boots, socks and sun hat. He wears sunglasses pretty much continuously. He still wears dogtags.

NO FLAK VEST: 4 pounds of useless, dead weight. Against high-powered rifle ammo the flak vest was worthless. This also explains why there are no rules for personal armor in the RECON system.

Load Bearing Equipment: He still carries a lot of equipment in the big pockets of his shirt-jacket and pants. On his back is a small rucksack. In addition to the web belt, he also wears a pistol belt.



Attached Gear: These include his first aid dressing case, compass case, canteen, bayonet, and weapon cleaning kit are the same. He's dumped the intrenching tool cover and tool, the flashlight (you get used to seeing in the dark), and the Phosphorous grenade (it's 2 pounds, too heavy to throw a safe distance). He's increased the ammo pouches to eight, each with 2 M-16 30-round clips. He's got 2 smoke grenades and 2 fragmentation grenades.

The second belt contains a .357 Magnum backup pistol along with 40 extra rounds of ammunition for the pistol. Red has learned that his M-16 may not be enough to keep him alive.

Backpack Contents: Backpack? What backpack? Red decided he just couldn't afford the extra weight. In the rucksack he carries extra ammo, an extra canteen, an extra rifle bolt, a poncho, poncho liner, and 5 C-rations. Dangling on the outside of the rucksack are two more smoke and two more fragmentation grenades.

Pocket Items: Lighter, a fork, wire cutters, P-38 can opener, extra shoe-laces, wire, deck of playing cards, local paper money, and the all-important insect repellent. Packets of Kool-Aid also make the water drinkable. Pencil, writing paper and envelopes are even more important since he writes home every day.

Carried or Strapped on Items: M-16 Assault Rifle.

Items Not on Red's List: Red immediately volunteers to carry two bandoleers of machinegun ammo. They're heavier than a mixed load, but more balanced. Besides, the heavy bullets won't blow up and may even stop a bullet.

Electronics

Although 'Nam and modern mercenary combat are fairly "high tech," the average guy in the field still does not see much of a change. He's still married to his rifle, he still sleeps in the mud, and he still digs trenches when people shoot at him.

Weapons

The Main Weapons

In spite of all the weapons listed in this section, most soldiers were equipped with the main issue rifle of their army. Likewise the sniper rifle, rocket, grenade launcher, machinegun and pistol were likely to be the ones listed here 90% of the time.

U.S. Issue Weapons: M-16 (rifleman), M-14 (Sniper), M-72 LAW (66mm Rocket), M-79 (grenade launcher) and M-60 (light machinegun). The .45 Automatic Pistol was the number one back-up weapon. Common unofficial weapons were Winchester and Remington shotguns and a variety of revolvers and pistols for back-up.

All About Firearms In RECON

The most advanced personal firearms ever used in war were introduced in 'Nam. What separates the new guns from the old is their incredible firepower; they can fire dozens, even hundreds, more rounds per minute than their predecessors. The basic infantry weapons on both sides of the war can fire at least 600 rounds per minute (rpm).

Yet, for all the bullets flying around, the war didn't produce all that many more casualties than previous wars with less advanced weapons. In World War II nearly 10,000 rounds of ammo were expended for each enemy soldier killed! In 'Nam it was even worse; in a single "mad minute" a fire base could expend well over 100,000 rounds

... without killing a single enemy.

The RECON system takes care of two game problems. First, it eliminates the need for a lot of book-keeping. Counting all the rounds of ammo fired in a single firefight just takes too long! The system also compensates for the inaccuracy that comes with high rates of fire.

What it boils down to is this; when a character is firing he only rolls for the bullets that have a chance to hit. A submachine gun on semi-automatic is fired by pressing the trigger once for each bullet, the same as a pistol. So every semi-automatic weapon can be fired 3 times per Combat Round. On automatic fire 30 or more rounds could easily be fired, but relatively few of them have a chance to hit. So with a submachine gun on automatic fire the character rolls for 7 hits, even though he may be firing 30 or more bullets.

Abbreviations:

ROF: Rate of Fire

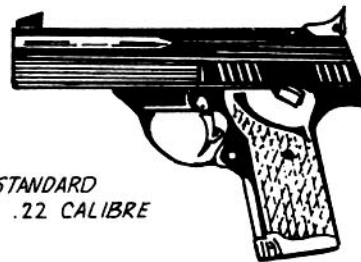
RPM: Rounds per Minute

MER: Maximum Effective Range

PISTOLS

In RECON pistols are usually used as backup weapons. Their short barrel limits their accuracy, their small cartridge doesn't pack much of a punch, and only a few shots can be fired without reloading. For U.S. forces in 'Nam only the .45 Automatic and .38 Revolver were standard issue, but it was common for soldiers to carry personal, commercially available weapons.

Regardless of the weapon's actual ROF (Rate of Fire), in RECON all pistols can be fired only 3 times per Combat Round.



THE HIGH STANDARD
VICTOR .22 CALIBRE

High Standard Victor, .22 Automatic Pistol

Damage: 2D10

Weight: 3lbs (1360gms)

Length: 5 inches (115mm)

Magazine: 10-round box

MER: 120ft

Notes: Supermatic was a similar model with a longer barrel and slightly more range. Sports King had an even longer range, but only a 9-round magazine. Even though it didn't have much power it was a handy backup weapon because it was so light-weight.

U.S. .38 Combat Masterpiece Smith & Wesson Revolver

Damage: 2D10+5

Weight: 1.94lbs (unloaded) (.9kg)

Length: 10 inches (254mm)

Magazine: 6-chamber cylinder

MER: 132ft (59m)

Mercenary Price: \$135

Notes: Usually assigned to military police and aircraft pilots. Because some of the workings are exposed, it was not desirable for jungle operations where dirt and mud could jam up the works.



THE M-1911A1

U.S. M-1911A1, .45 Automatic Pistol

Damage: 3D10+5

Weight: 2.9lbs (1.4kg) (loaded)

Length: 8.2 inches (215mm)

Magazine: 7-round box

MER: 150ft (45m)

Mercenary Price: \$120

Notes: Since 1911, this has been standard issue designed for durability and stopping power. Even in the latest tests it still scores better than any other pistol when subjected to foul weather and jungle conditions. Given to commissioned officers and to grenadiers as a backup weapon for the M-79.



COLT COMMANDER

U.S. Colt Commander, 9mm Automatic Pistol

Damage: 2D10+5

Weight: 1.6lbs (loaded) (.7kg)

Length: 8 inches (203mm)

Magazine: 9-round box

MER: 180ft (54m)

Mercenary Price: \$185

Notes: This weapon never really was involved in combat. That's because it was assigned only to U.S. Army generals.

9mm Browning High Power, Automatic Pistol

Damage: 2D10+5

Weight: 1.94lbs (.9kg) (unloaded); 2.44lbs (1kg) (loaded)

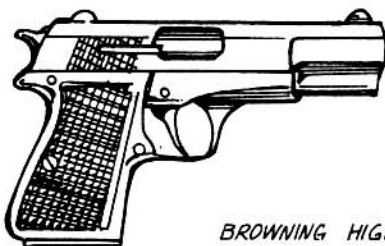
Length: 7.7 inches (202mm)

Magazine: Metal 13-round box

MER: 150ft (45m)

Mercenary Price: \$150

Notes: Popular because of the larger clip capacity and because it could be fitted with a silencer. Many were used and distributed by CIA forces. A favorite backup weapon among RECON teams.



BROWNING HIGH POWER

U.S. Colt, .357 Magnum Trooper MK III Revolver

Damage: 3D10+10

Weight: 2lbs (.9kg) (unloaded)

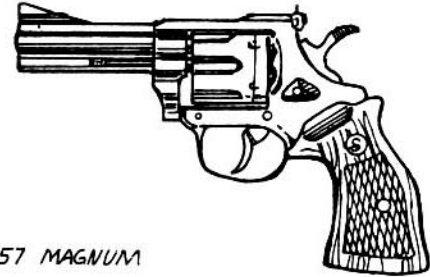
Length: 11.25 inches (290mm)

Magazine: 6-chamber cylinder

MER: 165ft (49m)

Mercenary Price: \$188

Notes: Although fairly heavy and not the best weapon for the jungle, it was desirable for its tremendous stopping power.

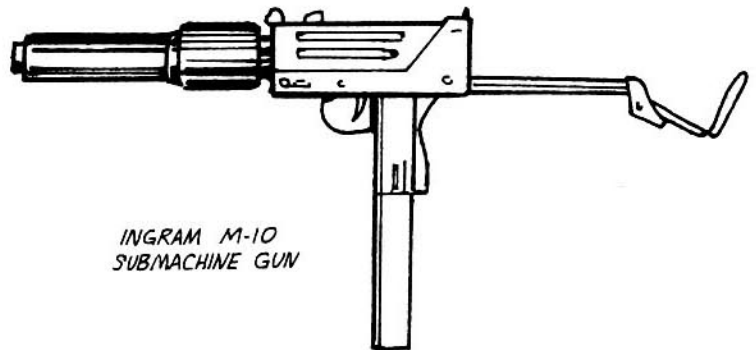


.357 MAGNUM

SUBMACHINE GUNS

Submachine guns, no matter how much they look like assault rifles or machineguns, are really only rapid-fire pistols. This is because they use pistol ammunition; small cartridges with insufficient explosive powder to do much damage.

Regardless of the weapon's actual ROF (Rate of Fire), in RECON all submachine guns have the same rate of fire. When a character shoots at semi-automatic, squeezing the trigger for each bullet, then he has 3 shots per Combat Round. Shooting at full automatic, just holding the trigger and hosing the enemy, gives the character 5 shots per Combat Round.



INGRAM M-10
SUBMACHINE GUN

Ingram M-10, 9mm Submachine Gun M-11

Damage: 3D10

Weight: 8lbs (3.6kg)

Length: 18 inches (548mm)

Magazine: 32-round box

ROF: 1090rpm automatic/40rpm semi-automatic

MER: 375ft (112m)

Mercenary Price: \$220

Notes: Supplied by CIA and Special Forces on a variety of missions. The weapon is relatively light and easy to use.

U.S. M3A1, .45 Caliber Submachine Guns

Damage: 3D10+5

Weight: 9lbs (4.1kg)

Length: 23 inches (610mm) with stock retracted

Magazine: 30-round box

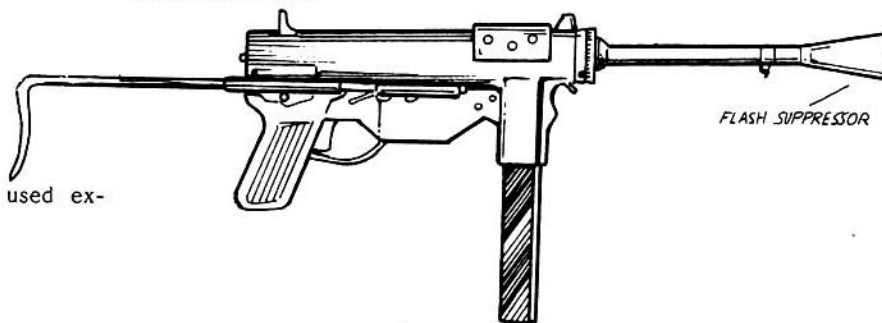
ROF: 40-60 rpm

MER: 330ft (100m)

Mercenary Price: \$250

Notes: A U.S. updating of the Thompson. Not used except by Special Forces and RECON teams.

45 CALIBRE M3A1
SUB-MACHINE GUN



Thompson .45 Submachine Gun

Damage: 3D10+5

Weight: 10.5lbs (4.7kg) (unloaded); 12lbs (5.4kg) (loaded)

Length: 32 inches (836mm)

Magazine: 20 or 30 rounds

ROF: 120rpm automatic/40rpm semi-automatic

MER: 660ft (200m)

Mercenary Price: \$180

Notes: A long-time favorite of all U.S. armed forces. The VC liked it so much they built their own copy.

SHOTGUNS

Although shotguns are prohibited by the Geneva Convention, the U.S. forces found them to be very effective in 'Nam. One of the major intended uses of shotguns was as last-ditch defenses. Many fire bases had stockpiles of shotguns, to be opened only when the base was about to be overrun.

RECON rules call for 2 shots for standard shotguns and 3 shots for pump repeaters. Older, break-open models would be much slower, perhaps 2 shots every other round.

Typical Shotgun

Damage: 4D10

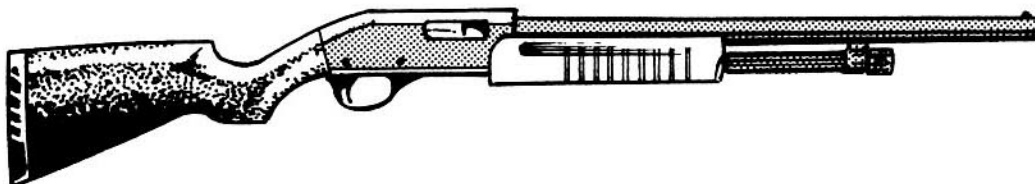
Weight: 6lbs

Length: 37 inches (950mm)

Magazine: Standard - two shots

Slide-Action Repeater Pump: 5 or 8 shot

MER: 120ft (50m)



RIFLES

The rifle is the primary combat weapon of the twentieth century. Two things separate the rifle from other firearms. First, the inside of the barrel is "rifled," cut with tiny grooves that spin the bullet as it travels out of the weapon. This spin gives rifles a far greater range and accuracy than previous weapons. The second difference is ammunition. Rifle bullets have a larger amount of explosive powder than, for example, pistol bullets. As a result, the damage from a 5.62mm rifle bullet is far greater than that of a 9mm pistol bullet.

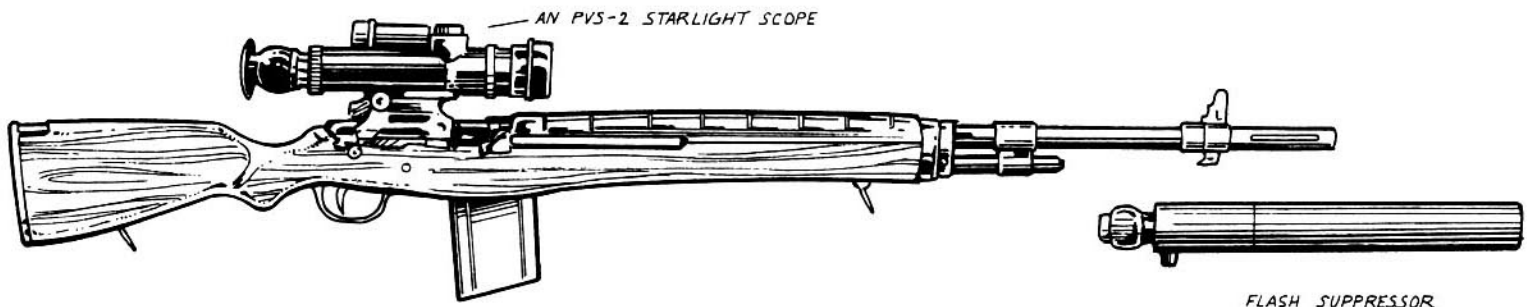
The major improvement in the evolution of rifles is loading speed. In World War I rifles were bolt action,

that meant that the rifleman had to pull the bolt open (ejecting a spent cartridge) and close the bolt (loading a new bullet) between every round. In RECON, bolt-action rifles fire 2 times per Combat Round.

By World War II rifles had become self-loading. Each time the trigger was pulled the spent cartridge was automatically ejected and the new cartridge was automatically loaded. This action is called semi-automatic. RECON semi-automatic rifles can fire 3 times per Combat Round.

Modern assault rifles can perform cyclic fire, in other words, as long as you hold down the trigger they'll automatically load and fire. Usually automatic fire is optional; a soldier can fire either semi-automatic or automatic. RECON rules call for rifles to be fired 3 times on semi-automatic or 5 times on automatic per Combat Round.

SNIPER RIFLE
7.62mm M21 RIFLE



AN/PVS-2 Starlight Scope

Length: 457mm

Weight: 1.8kg

Magnification: X4

Range: Starlight: 1200ft (300m)
Moonlight: 1600ft (400m)

Power Supply: 6.75 disposable battery lasting up to 100 hours.

Notes: This rifle-mounted scope electronically intensifies very dim images. Outline shapes could be spotted clearly, but a man hugging the ground or concealed in heavy vegetation could not be seen. Flares played havoc on starlight scopes, overloading the electronics and requiring up to 20 minutes for a return to operating condition.

M-14, 7.62mm Springfield Armory Rifle

Damage: 4D10+10

Weight: 9.3lbs (4.2kg)

Length: 44 inches (1105mm)

Magazine: 20-round clip

ROF: 20 rpm

MER: 1600ft (460m)

Mercenary Price: \$135

Notes: A semi-automatic rifle. This is the primary sniper's weapon in 'Nam. Prior to the introduction of the M-16 it was also the main assault rifle. Another model of the M-14 is the M-21. They are essentially the same weapon except the M-21 has been modified to make the weapon quieter and more difficult to locate the fire.

M14 RIFLE



M-1, .30 Caliber Garand Rifle

Damage: 4D10

Weight: 9.5lbs (4.2kg)

Length: 42.6 inches (1116mm)

Magazine: 8-round clip

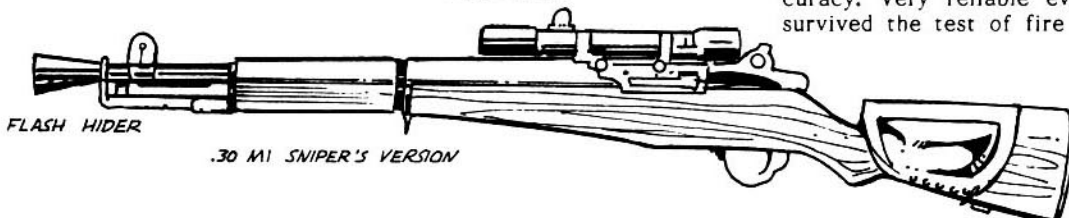
ROF: 8-10 rpm

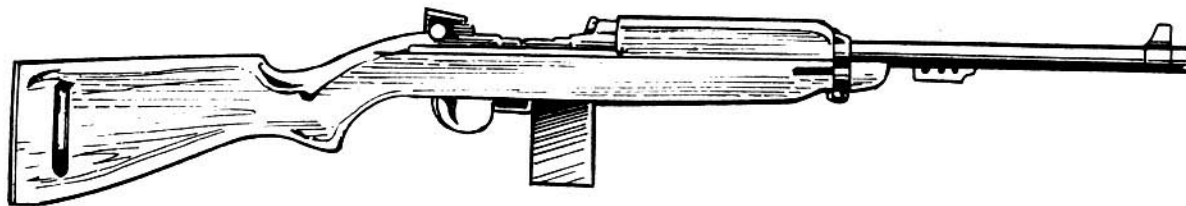
MER: 1600ft (460m)

Mercenary Price: \$80-\$200

Notes: A bolt-action rifle, low in power but high in accuracy. Very reliable even in the worst of conditions, it survived the test of fire in both W.W. II and Korea.

MB2 SCOPE





M-2, .30 Caliber Carbine

Damage: 4D10

Weight: 5.5lbs (2.5kg)

Length: 35.5 inches (barrel only) (890mm)

Magazine: 15-round or 30-round box

ROF: 40-60 rpm

MER: 850ft (250m)

Mercenary Price: \$220

Notes: A semi-automatic rifle, somewhat outmoded but still useful as a sniper rifle. Compared to more modern weapons, it is underpowered and overly large.

.30 Caliber, Browning Automatic Rifle (BAR)

Damage: 4D10

Weight: 17.5lbs (8 kg)

Length: 18 inches (457mm)

Magazine: 20-round box

ROF: 550 rpm

MER: 1800ft (520m)

Notes: Although an assault rifle, it was often used with a bipod for suppressive fire as if it was a machinegun. Highly valued in W.W. II and Korea, but largely outdated in 'Nam.

XM-177E2, 5.56mm Colt Commando

Damage: 4D10+15

Weight: 7lbs (3.2kg)

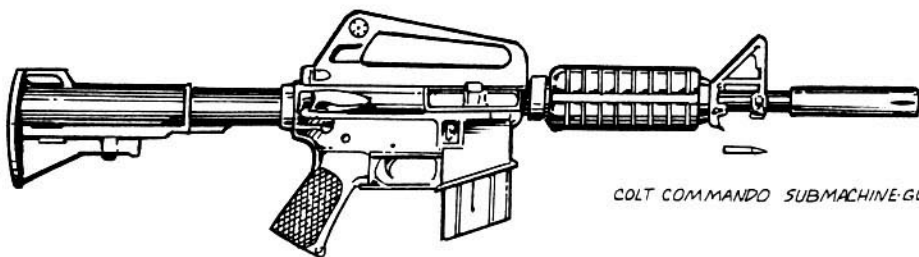
Length: 28 inches (711mm) (butt telescoped)

Magazine: 20-round clip

ROF: 12-15 rpm

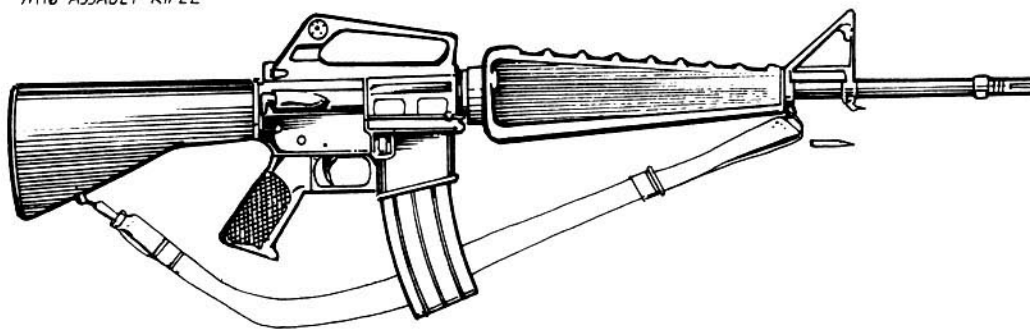
MER: 1600ft (460m)

Notes: An assault rifle, although often mistaken for a submachine gun. The story actually starts with the AR-15 Stoner Armalite, a revolutionary new assault rifle developed in the early sixties. The M-16 was actually modelled on the AR-15. However, the Special Forces in 'Nam wanted something shorter, handier and more reliable than the M-16. The result was basically a return to the AR-15, just made smaller and renamed the Colt Commando. A favorite of RECON teams everywhere.



COLT COMMANDO SUBMACHINE GUN

M16 ASSAULT RIFLE



M-16A1, 5.56mm Assault Rifle

Damage: 4D10+5

Weight: 7.6lbs (3.4kg)

Length: 39 inches (978mm)

Magazine: 20-round and 30-round clips

ROF: 12-15 rpm

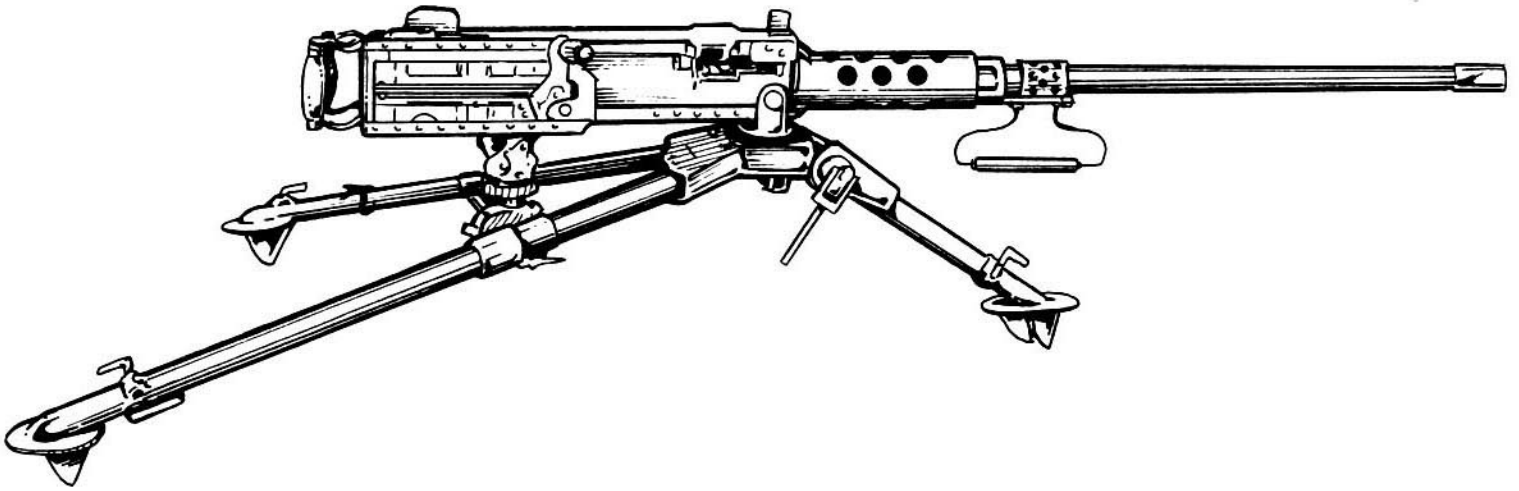
MER: 1600ft (460m)

Mercenary Price: \$200-\$275

Notes: This assault rifle is the primary weapon for the States in 'Nam. In spite of controversy early in the war,

the M-16 has become a respected and highly valued weapon. Initial problems with a switch in ammunition (to a 'dirtier' powder) meant that the gun could become fouled. 160 Marines were killed in a fierce battle near Khe Sanh. Disassembled M-16s, hopelessly jammed, were found next to many of the bodies. The resultant congressional investigation led to changes in the weapon. The incident also taught a lot of soldiers that their very lives depended on the cleanliness of their weapon.

**.50 CALIBRE BROWNING
MACHINE GUN**



MACHINEGUNS

A machinegun is to a rifle, what a submachine gun is to a pistol. They fire rifle cartridges, but at far greater rates of speed. Light machineguns are those that can be fired from a standing position. Medium machineguns **MUST** be used with a bipod or tripod. Heavy machineguns are fixed in place or vehicle mounted.

There are special RECON rules for the number of shots per round with machineguns. The average soldier can fire 7 shots per Combat Round. However, if a particular character is designated the group's Pigman, then he can fire an extra 3 shots per Combat Round for a total of 10 but, the last three shots have a -5 modifier to hit.

M-2 .50 Caliber Browning Machinegun

Damage: 5D10+15

Weight: 126lbs (57kg)

Length: 66 inches (1676mm)

Feed: Metallic Link Belt

ROF: 40 rpm

MER: 4000ft (1310m)

Notes: This powerful gun **MUST** be on a tripod or vehicle mount. The slugs can rip through concrete blocks or an engine block.

M-60 7.62mm Machinegun (General Purpose Machinegun)

Damage: 4D10+10

Weight: 23lbs (10kg)

Length: 43.5 inches (1097.5mm)

Feed: Disintegrating Link Belt

ROF: 550 rpm automatic/200 rpm semi-automatic

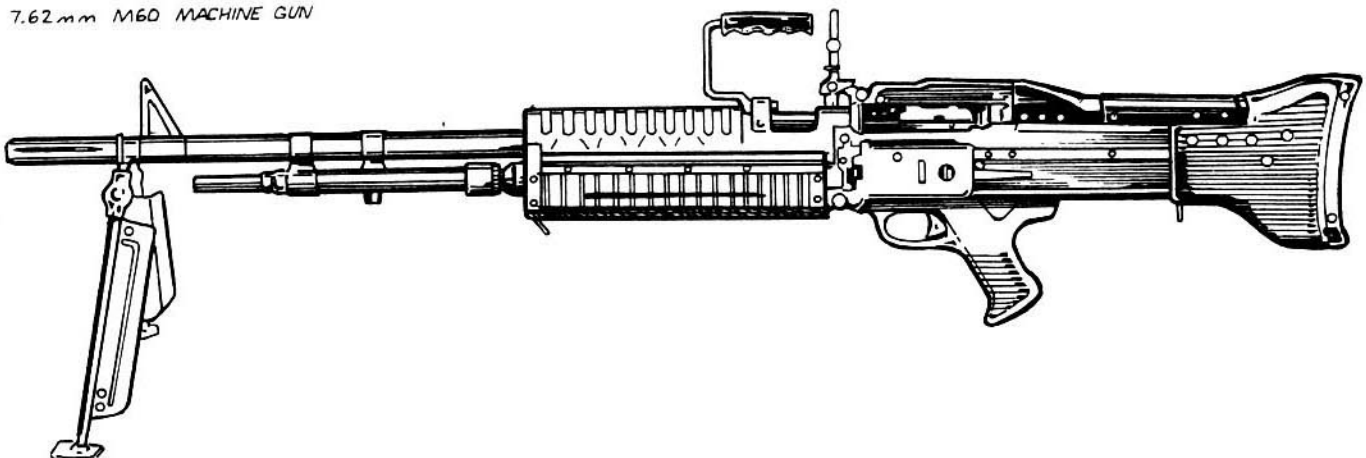
MER: 4000ft (1310m) mounted on tripod

3300ft (1080m) on bipod

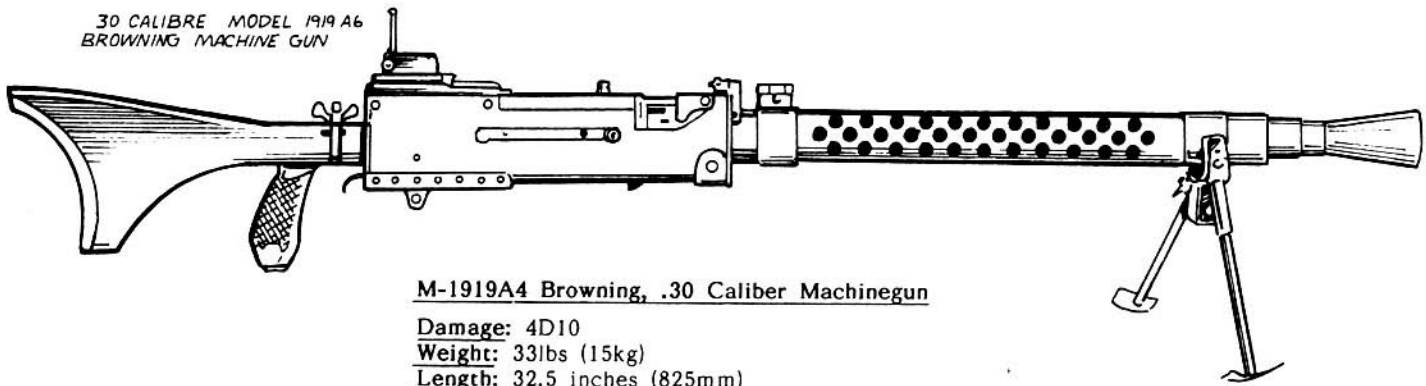
Mercenary Price: \$922

Notes: Although designed to be used with a tripod or bipod, many Pigmen in 'Nam would fire the weapon from the hip. An asbestos mitten was necessary to keep a grip on the hot barrel. Since machineguns really tear through ammo (and 7.62mm belts are heavy!) the whole RECON group would have to share the carrying of the ammunition. There are three other versions of the M-60 for mounting on helicopters or armored vehicles.

7.62mm M60 MACHINE GUN



30 CALIBRE MODEL 1919 A6
BROWNING MACHINE GUN



M-1919A4 Browning, .30 Caliber Machinegun

Damage: 4D10

Weight: 33lbs (15kg)

Length: 32.5 inches (825mm)

Feed: Metallic Link Belt

ROF: 75 rpm

MER: 3300ft (1080m)

Mercenary Price: \$580

Notes: This weapon is usually used on a tripod. A different version, the M-1919A6, is designed with a barrel that is easier to change and with a bipod fitting.

AREA EFFECT WEAPONS

Small arms are generally line-of-sight weapons that only affect a small area. Area effect weapons, such as flamethrowers, grenades, grenade launchers, mortars and anti-tank weapons, can be used as area effect weapons. And the advantage of area effect weapons is that you don't have to hit your target directly. The old saying, "Close only counts in horse-shoes and hand grenades," also applies to mortars and flamethrowers.

This means even a miss with a grenade can wipe out an entire unit of the enemy. Use the following table for all area effect weapons. Any result greater than the maximum range for the weapon used is just a total miss. **For Example:** a grenade could fall down a well and do no damage to anyone. Or it could still fall close enough to inflict substantial damage.

Whenever a hand grenade or rifle launched grenade, mortar or similar area effect explosive is used and it misses its target you **MUST** roll percentile dice on the following chart to determine its approximate distance from the intended target. Because these are area effect weapons, even a miss could be fatal if it lands close enough and that person/target still falls within its **BLAST RADIUS**.

Players need to roll on this table only if they miss their target/roll to hit. A successful roll to hit means a direct hit and full damage is inflicted (SEE grenade and explosives table).

Target's Distance From An Area Affect Weapon

Percentile Roll	Distance from Blast Center
01-03	From 5 to 10 feet away
04-08	From 11 to 15 feet
09-13	From 16 to 20 feet
14-20	From 21 to 40 feet
21-30	From 41 to 50 feet
31-40	From 51 to 75 feet
41-50	From 76 to 80 feet
51-75	From 81 to 100 feet
76-80	From 101 to 150 feet
81-85	From 151 to 200 feet
86-00	Over 200 feet away

Example: Let's return to Hunk Webber, the grenadier huddling behind a dirt ridge. Hunk and his group got caught in an ambush. Even though Hunk has found cover, he still has a -60 modifier for his rolls to hit. Fortunately, Hunk has his trusty M-79 Grenade Launcher with him.

The first thing Hunk does is load up his M-79 with an HE round. Hunk's base efficiency with M-79 is 47, with 4 grades of skill, that makes 67. He has a modifier of -60 for firing from a pinned down position so he needs to roll a 7 or less.

Hunk decides to look over the ridge so he can see the target. His roll is an 83. The grenade misses. However, Hunk's miss could still be pretty effective. He rolls to see how far from the target his grenade hit. A 66 means the grenade has fallen over 80 feet away. That's too far away for a 40mm grenade to do any damage.

The VC manning the machinegun starts sweeping around back toward Hunk. By the next Combat Round the M-79 is loaded again. Hunk rolls a 12, which is another miss. This time his grenade distance roll is a 7; the grenade falls from 11 to 12 feet away. That means the VC all take 2D10 of damage. Unfortunately, the VC machinegunner survived and hit. Hunk has to be dusted-off to the nearest M.A.S.H. unit.

HAND GRENADES

These grenades are operated by (1) pulling a pin or release, (2) counting down the timed fuse, (3) throwing the grenade at the target, and (4) taking cover from the blast.

Using the grenade damage table: First determine the blast radius of the particular grenade (20, 40 or 75ft), this is the line of damage done. Second ascertain one's distance from the blast center (1-5, 6-10, 11-20, 21-40, 41-75 feet). The further away from the blast the less (if any) damage is done. **Example:** A M26 hand grenade is thrown and explodes 17 feet away. The blast radius is 40ft for the M26; 17 feet falls into the 11-20 target proximity of blast doing 1-100 points of damage.

Grenade Damage Table

Target Proximity to Blast (in feet)	1-5	6-10	11-20	21-40	41-75
20 feet	1D100+25	1D100	2D10	-	-
40 feet	1D100+50	1D100+25	1D100	1D10	-
75 feet	1D100+75	1D100+50	1D100	1D10	-

Note: Includes launched 40mm grenades and hand grenades.

M-8 White Smoke Hand Grenade
M-18 Colored (red, green, yellow or violet) Smoke Hand Grenade.

Weight: 24 oz (.9kg)

Duration: 90-150 seconds - smoke

Size: 5.7 inches Cylindrical

Notes: These grenades were usually used either as concealment from enemy fire (usually white) or as signals. Teams usually prearranged color signals for Medevac or Support Fire. Occasionally this could be very dangerous, as in the case of the soldier whose smoke grenade's pin was pulled off by accident. The signal brought in a Tac-Air barrage on that spot.

M-7 Hand Grenade - Riot - CS

Weight: 17 oz

Casualty Effects: 20-60 seconds causes irritation to upper respiratory passages causing difficulty in breathing, nausea and vomiting.

Size: 5.7 inch Cylindrical (195mm)

Note: Soldiers affected by CS gas take no damage. Instead they have a -30 modifier on all arms fire (including area effect). Anyone using CS should check prevailing winds. A breeze in the wrong direction could be disastrous.

MK3A2 Offensive Hand Grenade

Weight: 15.6 oz (447 gms)

Blast Radius: 75ft (22.9m)

Size: 5.3 inches Cylindrical (136mm)

M59/M68 Hand Grenade, Impact Fragmentation

Weight: 14 oz (396gms)

Blast Radius: 40ft (12.2m)

Size: 2.5 inches Diameter (63.5mm)

Notes: This grenade didn't have a timer fuse like the delay fragmentation type, instead it explodes on impact.

M26/M61 Hand Grenade, Delay Fragmentation

Weight: 1.7lbs (.8kg)

Blast Radius: 40ft (12.2m)

Size: 2.25 inches diameter (60mm)

M33/M67 Hand Grenade, Delay Fragmentation

Weight: 14 oz (396gms)

Blast Radius: 40ft (12.2m)

Size: 2.5 inches (63.4mm)



Explosive Damage Table

Explosive Damage From Rockets, LAW, Recoiless Rifles, & Anti-Tank

The following table is provided for determining damage or death from various types of artillery strikes. Real life damage and blast radius are actually greater than this table shows.

Using the Explosive Damage Table: First determine the blast radius of a particular weapon, this is the line of damage done. Second, ascertain one's distance from blast center. The further away from the blast the less (if any) damage is done.



Target's Proximity to Blast (in feet)

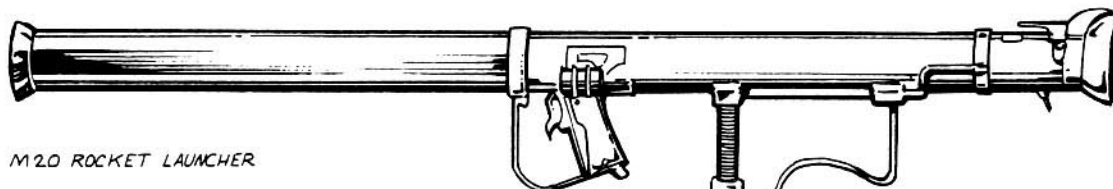
Weapon Blast Radius

	<u>1-15</u>	<u>16-50</u>	<u>51-80</u>	<u>81-100</u>	<u>101-150</u>	<u>151-200</u>
50 feet	1D100+75	1D100	-	-	-	-
80 feet	Fatal	1D100+50	1D100	-	-	-
100 feet	Fatal	Fatal	1D100+25	1D100	-	-
150 feet	Gone	Fatal	Fatal	1D100+25	1D100	1D10
200 feet	Gone	Gone	Fatal	Fatal	1D100+25	1D100
250 feet	Gone	Gone	Gone	Fatal	Fatal	1D100+25
Nuclear	Gone	Gone	Gone	Gone	Gone	Gone

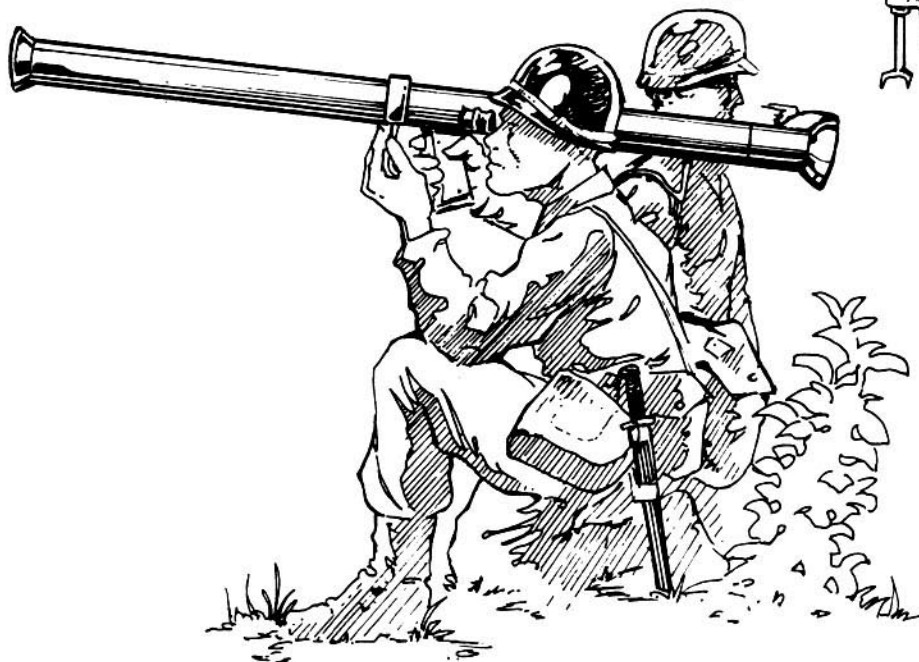
Note: If an anti-aircraft missile hits an aircraft there is a 30% chance of destroying it, otherwise it disables the plane.

Anti-Tank Weapons and Recoiless Rifles

The term "rifle" is somewhat misleading. Actually the weapons looked more like bazookas or artillery pieces and fired large shells. **Note:** Use the Explosive Damage Table to determine damage unless otherwise stated (such as, use grenade table).



THE 3.5 INCH M20 ROCKET LAUNCHER



M-20 3.5" Rocket Launcher

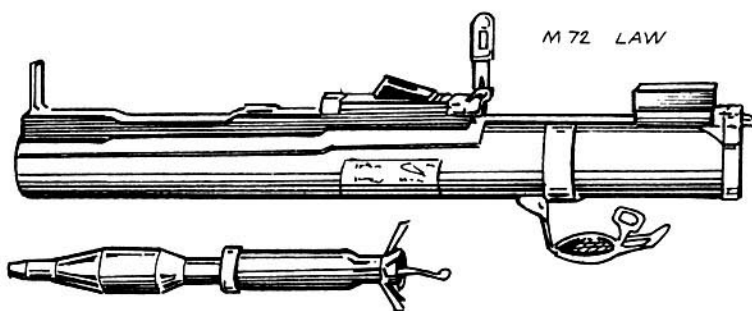
Weight: 12lbs (5.4kg) (front and rear tubes), 9lbs (rocket)

Length: 61 inches (1549mm)

MER: 3600ft (1200m)

Blast Radius: 50ft (15m) (see Explosive Damage)

Notes: Called the "Super Bazooka," it was obsolete in 'Nam, too heavy and not very high powered. Designed as an antitank weapon, but sometimes used against bunkers.



M-72, 66mm Light Antitank Weapon (LAW)

Weight: 5.2lbs (2.6kg)

Size: 35 inches (889mm)(extended)

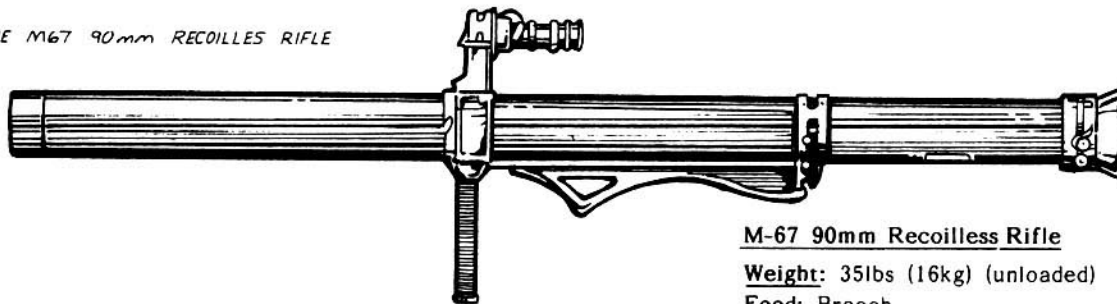
Feed: Single shot and discard

MER: 1000ft (325m)

Blast Radius: 100ft (30m)

Notes: Light and disposable, this was a favorite weapon for taking out "hardened" positions where the enemy had metal or concrete protection. Against tanks it's not quite as effective, actually killing only about 10% of the time.

THE M67 90mm RECOILLES RIFLE



M-67 90mm Recoilless Rifle

Weight: 35lbs (16kg) (unloaded)

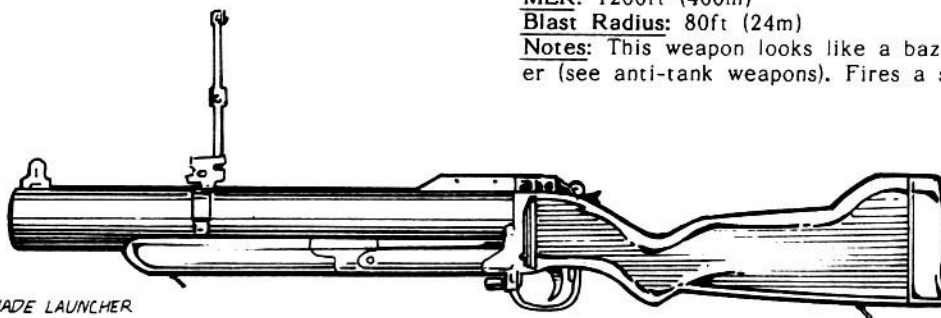
Feed: Breech

ROF: (rapid) 10 rpm (max. of 5 rounds) - sustained rate of 1 rpm. When firing at the rapid rate a 15 minute cooling period must be observed after every 5 rounds.

MER: 1200ft (400m)

Blast Radius: 80ft (24m)

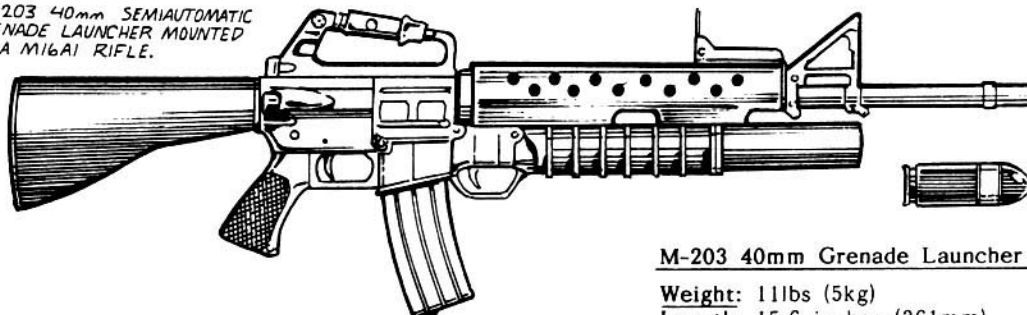
Notes: This weapon looks like a bazooka or rocket launcher (see anti-tank weapons). Fires a single antitank round.



M79 40mm GRENADE LAUNCHER



M203 40mm SEMIAUTOMATIC
GRENADE LAUNCHER MOUNTED
ON A M16A1 RIFLE.



GRENADE LAUNCHERS

M-79 40mm Grenade Launcher

Damage: According to Grenade

Weight: 6.2lbs (2.8kg)

Length: 29 inches (737mm)

Feed: Break-open, single-shot

ROF: 5 to 7 rpm

MER: 1150ft (350m)

Mercenary Price: \$200

Notes: This is the grenadier's favorite weapon. The perfect combination of area effect and reliability in a single unit. See below for various rounds.

M-203 40mm Grenade Launcher Mounted on Rifle

Weight: 11lbs (5kg)

Length: 15.6 inches (396mm)

Feed: Single Shot

ROF: 3-5 rpm

MER: 1150ft (350m)

Mercenary Price: \$230

Notes: This was basically an M-79 installed under the barrel on an M-16 Assault Rifle. A later development not commonly found in 'Nam.

XM-174 40mm Automatic Grenade Launcher

Weight: 17lbs (7.7kg)

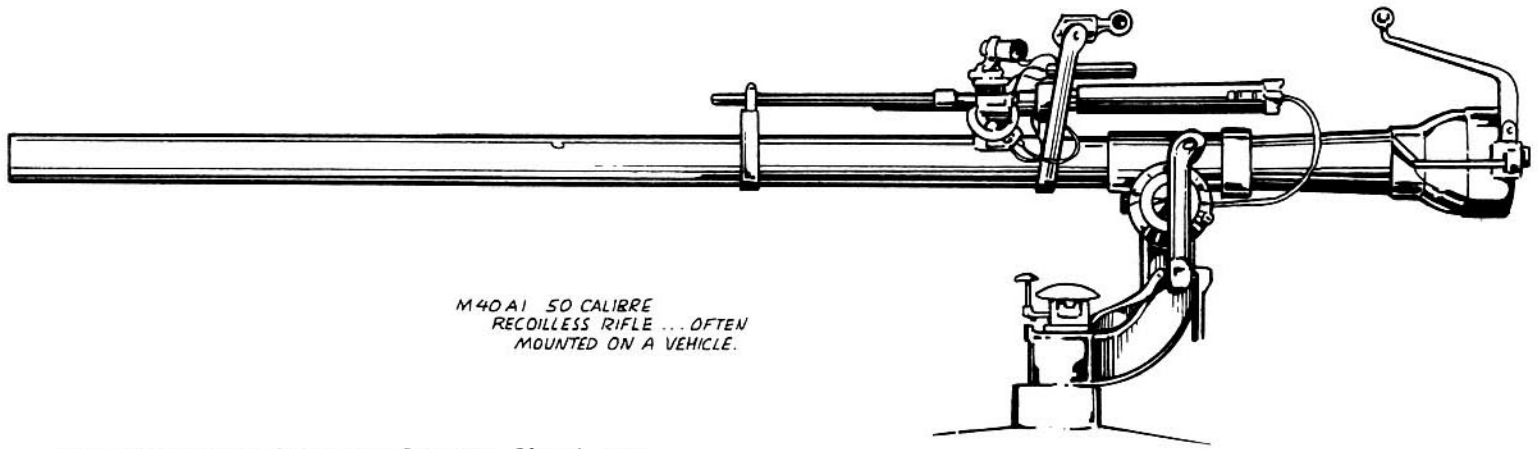
Magazine: 12-round box or belt-fed

ROF: 300 rpm

MER: 3,750ft (1250m)

Mercenary Cost: \$1,500

Notes: Mounted on tripod, armored vehicle, helicopter or PBR, this was essentially a portable artillery piece. An incredibly effective weapon.



M40A1 50 CALIBRE
RECOILLESS RIFLE ... OFTEN
MOUNTED ON A VEHICLE.

M-40A1 Recoilless Rifle with Spotting .50 cal. gun

Weight: 460lbs (208.6kg)

Feed: Breech-Loaded

MER: 2100 to 3000ft (700-1000m)

Blast Radius: 80ft (24m)

Size: 134 inches/11ft (3.3m)

Mercenary Price: \$25,000

Notes: Vehicle mounted weapon. See .50 caliber machine-gun for spotting gun information.

40mm Grenade Cartridges:

Packaging: There are 6 rounds in a bandoleer and 12 bandoleers to a box.

Fuses: The 40mm HE round has a fuse that isn't armed until it travels about 10 feet. This means that the thing won't explode until it's at least 10 feet away. Closer targets will be hit with the round for 4D10 damage.

40mm HE (High Explosive): 20 foot blast radius (see grenade damage table).

40mm Smoke: Comes in white, green, red, yellow, and violet.

40mm Parachute Flares: Usually these were shot up at a high angle then a bright flare would drift down on a small parachute. This would light up an area for up to 8 Combat Rounds.

40mm Multiple Projectile: Designed specifically for anti-personnel. This round works something like a shotgun's buckshot. Damage: 5D10

MORTARS

Mortars are muzzle-loaded weapons. First a tube is elevated so that a round will "arc" onto the target. Firing is done by dropping the mortar round into the mouth of the barrel. When the mortar round hits the bottom of the barrel it's propulsive charge is detonated. It shoots out of the barrel at (relatively) slow speeds and then detonates over (proximity or mechanical time fuse) or when it hits (point detonating fuse) the target.

The major advantage of mortars is their simplicity. There's no mechanical parts to break down and no complicated loading procedure. Most mortars come with firing tables, a printed card that tells you what elevation to set for a particular distance to the target.

In RECON mortars fire only once per Combat Round.

MORTAR ROUNDS

Mortars come in with a variety of charges and fuses. This is a list of possible 81mm Mortar Ammunition. Fuses can be mechanical (set before firing), proximity (radar signal triggers the explosive above the target), or point detonating (they go off when the round hits something).

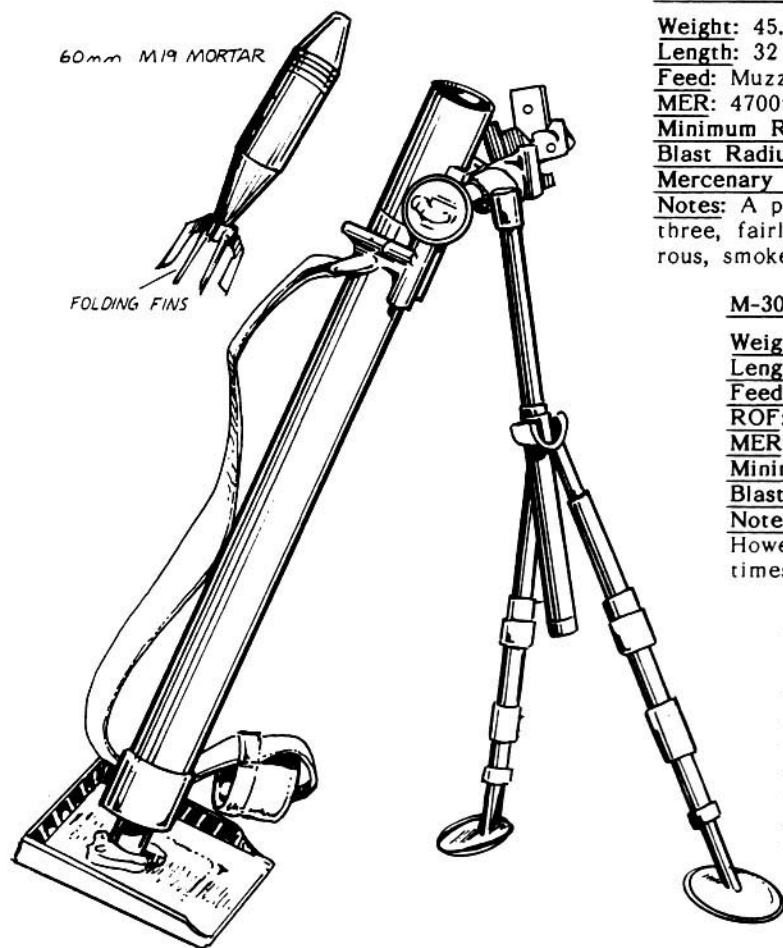
81mm HE M374A2: A high explosive round with about 2 pounds (.9kg) of explosive.

81mm WP M375A2: 725 grams of white phosphorous will continue burning (and doing damage) for six Combat Rounds after impact.

81mm M301A3: A parachute flare round. It will burst at about 1800 feet and light up a 3000ft area for at least a minute.

81mm M43A1: A target practice round. Loaded with black powder, it can be used for range finding. If a target is very close to friendly troops, a target round will determine whether or not the next round is going to land in the right place. Pretty harmless unless you get hit on the head with it.

60mm M19 MORTAR



M-19 60mm Mortar

Weight: 45.2lbs (19kg)

Length: 32 inches (812m)

Feed: Muzzle-Loaded

MER: 4700ft (1600m)

Minimum Range: 150ft (45m)

Blast Radius: 50ft (15.2m)

Mercenary Price: \$3,500, \$17 per round.

Notes: A portable mortar that could be disassembled into three, fairly light sections. High explosive, white phosphorous, smoke and parachute flare rounds are available.

M-30 4.2" Mortar

Weight: 672lbs (301kg)

Length: 60 inches (1524mm)

Feed: Muzzle-Loaded

ROF: 20 rpm or 5 rpm (sustained)

MER: HE: 12,000ft (4000m); Smoke: 9000ft (3000m)

Minimum Range: 1500ft (500m)

Blast Radius: 100ft (30m)

Notes: Must be vehicle transported. 4.2" equals 107mm. However, 105mm artillery rounds weigh two to three times as much as 107mm mortar rounds.

M-29 81mm Mortar

Weight: 132lbs (59kg)

Length: 45.5 inches (1140mm)

Feed: Muzzle-Loaded

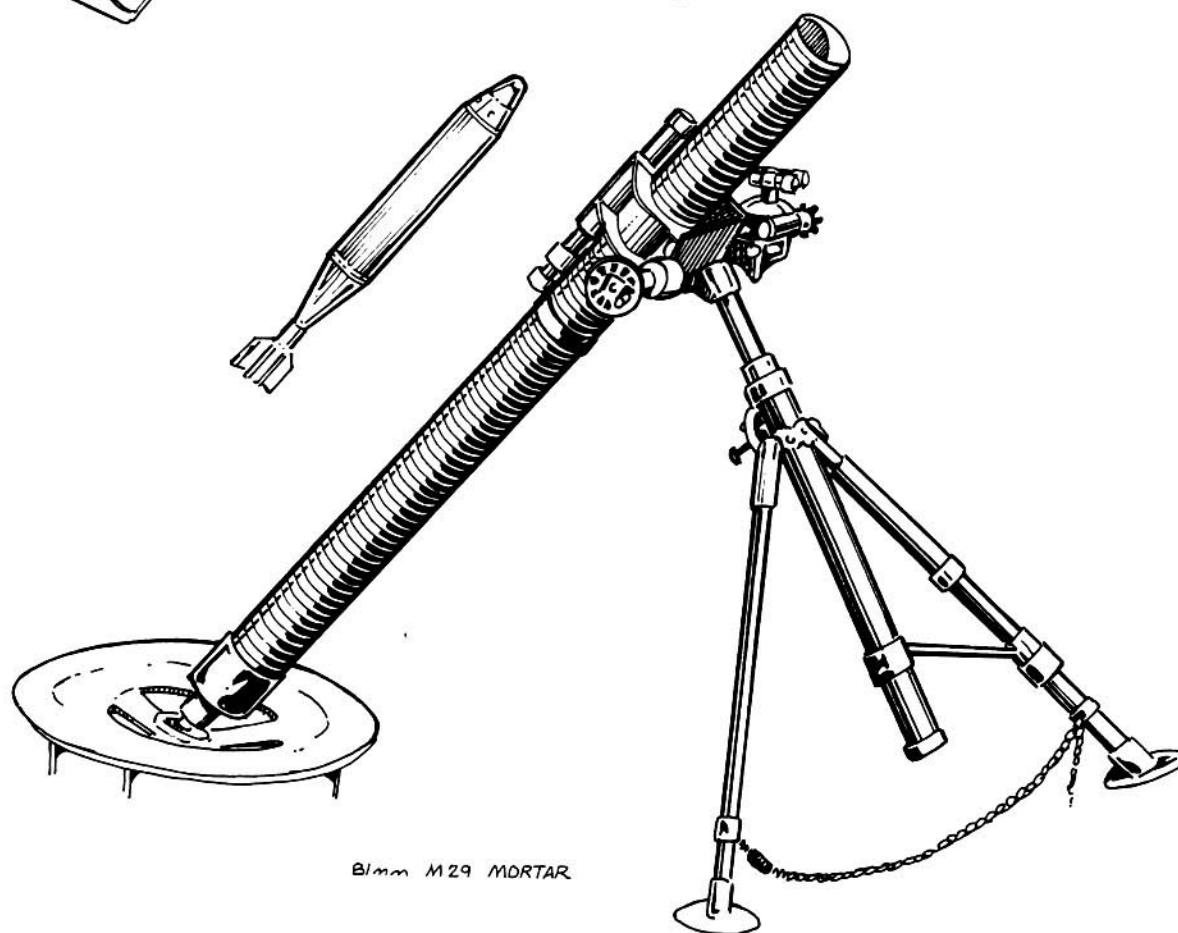
MER: 10,800ft (3600m)

Minimum Range: 60ft (18m)

Blast Radius: 80ft (24.4m)

Mercenary Price: \$4,200, \$25 per round

Notes: Although heavy, the M-29 could be disassembled and carried into the field by a three man team. Rate of fire varies according to the type of ammunition.



81mm M29 MORTAR

INCENDIARY WEAPONS

The use of fire has always been popular in U.S. wars. Clearing enemy bunkers with flamethrowers or incendiary grenades is very effective. RECON rules allow for only 1 shot per Combat Round with incendiaries.

M-4 Incendiary Burst in Phougas Barrel

Damage: 5D10 per Combat Round of contact. Burns for 12 combat rounds.

Weight: 2.25lbs (1kg) for detonator. Gas container size and weight varies.

Effective Casualty Radius: 5 gallon container: 120ft (35m)
55 gallon container: 285ft (85m)

Notes: This is actually a defensive booby trap weapon. Barrels of phougas (or 'foogas') would be set up around the perimeter of the base. With a tripwire or remote firing the barrel could be detonated, scattering burning jellied gas in a wide area.

M-2A1-7 Portable Flamethrower

Damage: 5D10, plus ignition of all combustible material.

Weight: 42.5lbs (19kg)

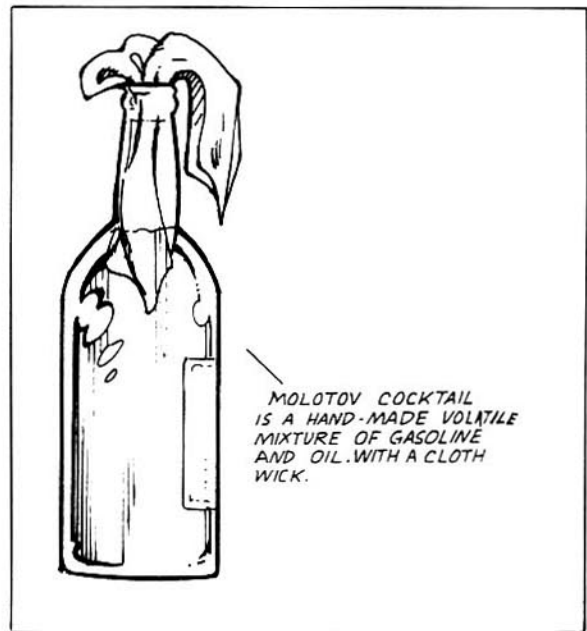
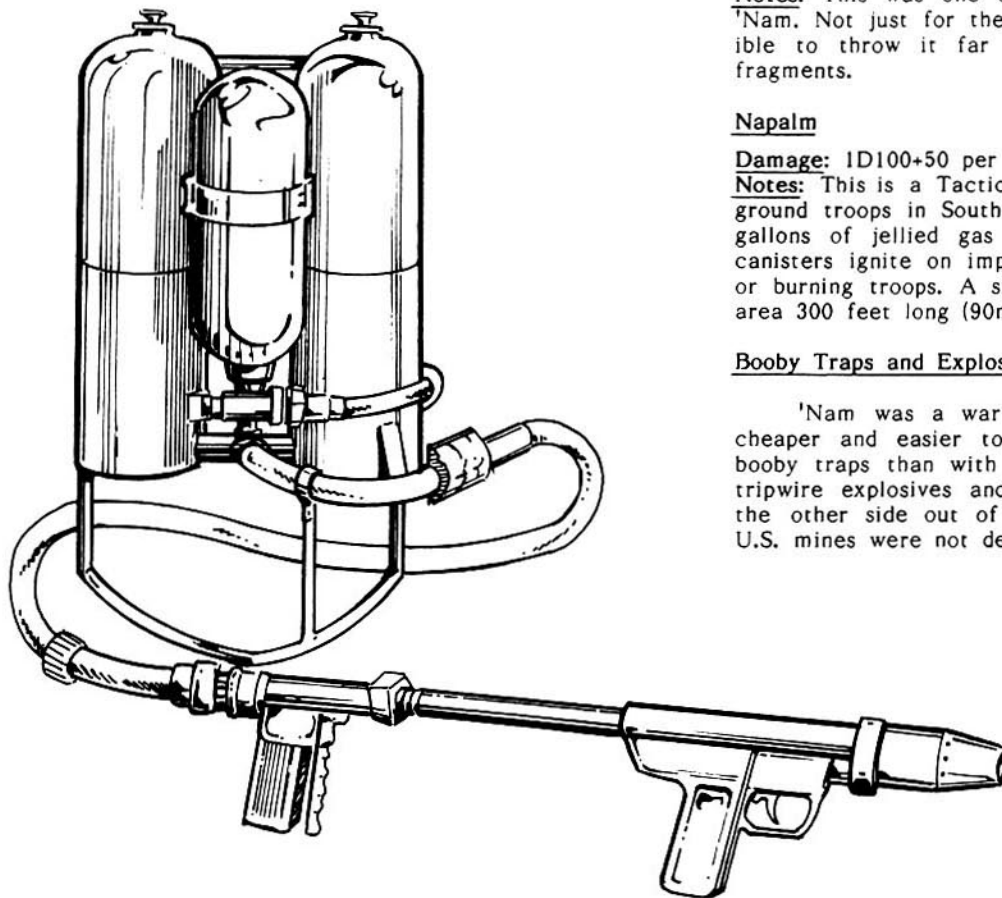
Feed: Manual

MER: 70ft (20m) unthickened

150ft (45m) thickened

Notes: With a solid stream of fire a soldier could clear out an entire enemy machinegun nest. In confined spaces (inside a bunker, foxhole or building) everyone in the target area is affected equally.

M2A1-7 PORTABLE FLAMETHROWER



AN-M14 TH3 Incendiary Hand Grenade

Damage: up to 12 feet from impact - 1D100+20 per CR
12 to 24 feet away - 1D100
24 to 36 feet away - 3D10
36 to 120 feet away - 1D10

Burns for 6 combat rounds.

Weight: 24 ounces (.9kg)

Time Delay Fuse: 4 to 5 seconds

Effective Casualty Radius: lethal up to 60 feet (18m), dangerous to 120ft (36m).

Mercenary Cost: \$7.00

Notes: This was one of the most dangerous weapons in 'Nam. Not just for the enemy, it was difficult or impossible to throw it far enough to avoid getting hit with fragments.

Napalm

Damage: 1D100+50 per Combat Round of contact.

Notes: This is a Tactical Air weapon used in support of ground troops in Southern 'Nam. Canisters containing 125 gallons of jellied gas dropped on enemy locations. The canisters ignite on impact, consuming oxygen and choking or burning troops. A single canister could spread over an area 300 feet long (90m).

Booby Traps and Explosives

'Nam was a war for control of territory. And it's cheaper and easier to control territory with mines and booby traps than with soldiers and guns. Both sides used tripwire explosives and mines in an attempt at keeping the other side out of their turf. Note that some of the U.S. mines were not developed until late in the war.

Molotov Cocktail

Range Thrown: 30ft (9m)

Damage: up to 12ft area, 2D10

Burns for 4 Combat Rounds.

U.S. Mines

M-14 Blast Antipersonnel Mine

Damage: 2D10 on immediate target

Weight: 3.3oz (90gms)

Notes: Designed to penetrate a boot or tire and do localized damage. Not usually a killing weapon. It looks like a car's distributor cap, round and plastic.

M49A1 Trip Flare

Weight: 2oz (56gms)

Notes: This is really a signal trap, it startles the enemy and reveals their position. The flare burns for 55 to 70 seconds, burning and illuminating a radius of 600 feet. Set with trip wire. Does no damage.

M-16 Bounding Antipersonnel Mine

Weight: 8lbs (3.6kg)

Blast Radius: 40ft (13m) (see Grenade Damage)

Mercenary Price: \$95

Notes: Once buried, this unit was sensitive to 8-20lbs push or 3-8 pull (using tripwire). Bounds into the air to 2.4ft then explodes.

M-15 Heavy Metallic Antitank Mine

Weight: 30lbs (13.6kg)

Blast Radius: 200ft (60m) (see Explosive Damage)

Notes: A classic land mine, it looks like a fat dinner plate about 13 inches in diameter and 5 inches high. A pressure of 300 to 400lbs (180kg) is needed to set it off. It's very simple to set-up or remove.

M-21 Metallic (Killer) Antitank Mine

Weight: 18lbs (8kg)

Blast Radius: 150ft (130kg) (see Explosive Damage)

Notes: Another antitank mine, 290lbs of pressure is needed to set it off. The trigger is also sensitive to tilt, so that a heavy vehicle up to three feet away will also set it off.

M-18A1 Fragmentation Antipersonnel Mine - Claymore

Weight: 3.5lbs (1.6kg)

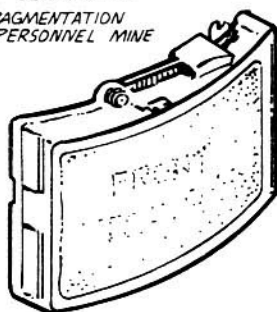
Blast Radius: up to 150ft (45m) (Explosive Damage) in front arc and
up to 40ft (12.2m) (Grenade Damage) in back.

Mercenary Price: \$120

Note: This is intended to be "live fired," set off by a soldier watching the area. It comes with firing wire and detonator. The front of the claymore throws out 700 metal balls in a deadly explosion. It's about the size of a paperback book, slightly curved, and with "FRONT TO-WARD ENEMY" clearly marked on it. A favorite VC tactic was to sneak up on a claymore at night and turn it around. The next day they'd show themselves and the U.S. troops would blow themselves up.

The M-18 Claymore comes in a M7 Bandoleer. Included are instructions for use, an M-4 Electrical Blasting Cap, two rolls of Insulation Tape, an M-57 Firing Device, an M-40 Test Set and 100ft of Electrical Firing Wire.

CLAYMORE
FRAGMENTATION
ANTI-PERSONNEL MINE



ARTILLERY WEAPONS

Each infantry division has its own artillery battalions. Exact number and type of weapons varied, but all the weapons in a single battery were of the same type. Note that the ranges given here can only be approximations, exact artillery ranges are classified military secrets. Likewise any information on nuclear rounds for artillery is classified top secret.

M-101A1 105mm Howitzer

Weight: 4980lbs (2245kg)

Time to Encamp: 3 minutes

Sustained ROF: 3 rpm (in the first minute up to 30 rounds could be fired)

MER: 11,000m

Blast Radius: 100ft (30.5m)

Notes: Different versions of the 105mm varied only in how they were mounted. A unit would carry 200 rounds of ammunition for each 105mm howitzer. Every infantry division has the 105mm as the standard artillery piece. Ammunition rounds could be high explosive, antitank, anti-personnel, flechette (see Beehive below), or propaganda leaflets.

M-114A1 155mm Howitzer

Weight: 12,950lbs (5830kg)

Time to Emplace: 5 minutes

Max. ROF first 3 min.: 12 rounds

Sustained ROF: 1 rpm

Blast Radius: 150ft (45m)

Notes: Towed, self-propelled and barge mounted versions were common. Each round weighs roughly 100lbs (45kg) and 150 rounds are kept with each gun.

M-115 203mm (8") Howitzer

Weight: 31,800lbs (14,310kg)

Time to Emplace: 20 minutes

ROF: 30 rounds per hour

MER: 16,800m

Blast Radius: 200ft

Notes: Firing 200 pound rounds, most 8" guns were self-propelled. Spotting rounds could be fired for target confirmation before the real stuff pounded the area flat. Ammunition is limited to high explosive and chemical (CS and nerve gas).

XM-546 Beehive Projectile

Damage: 1D100+75 to each victim in the kill radius.

Size: 34 inches (840mm)

Kill Radius: 450ft (137m) range by 150ft (45m) wide

Notes: This was developed as an anti-personnel artillery round. The warhead would explode, sending out 8,000 flechettes. Each flechette was 2.25 inches long.

MISSILES

Use the Explosive Damage Table to determine damage.

HAWK Air Defense Missile

Damage: Anti-Aircraft; if it hits there is a 30% chance of it being destroyed, otherwise the aircraft is disabled.

Weight: 1,295lbs (585kg)

MER: 85,000ft (26,000m)

Notes: HAWK missile batteries were assigned 24 units for knocking down enemy aircraft. Rarely used.

U.S. SAM M-48 Chaparral Low-Altitude Self-Propelled

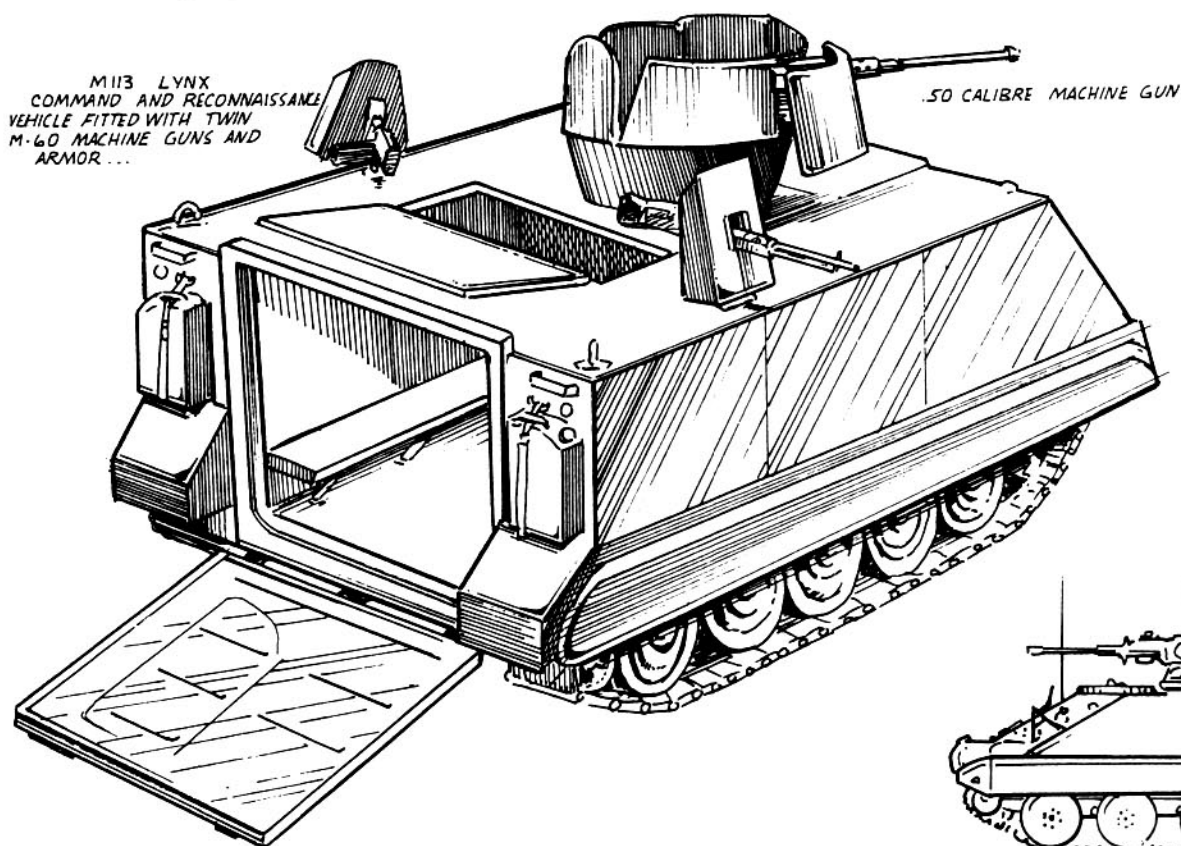
Combat Weight: 56,700lbs (12,600kg)

Length: 20ft (6.1m)

Notes: Fairly rare. Used for air defense.

Vehicles

ARMORED VEHICLES



M-113 Personnel Carrier

Weight: 24,238lbs (10,900kg)

Length: 191.5 inches

Crew: 1

Max. Speed: 42 mph (67kph)

Cruising Speed: 300 miles (482km)

Armor: Stops pistol, rifle, machinegun and fragments. The underside was vulnerable to mines and the sidewalls could be easily penetrated by antitank rockets.

Mercenary Price: \$75,000

Notes: Designed to carry 11 troops (one of whom would act as gunner), often the soldiers would ride on top because of the high temperature inside. Although the armor was useful against small arms and frags, it would sometimes be deadly to the occupants when it contained the effect of mines and shape charges.

M-125 81mm Mortar Carrier

Weight: 24,527lbs (11,056kg)

Length: 191.5 inches (4865mm)

Crew: 6

Max. Speed: 40 mph (64kph)

Cruising Range: 300 miles (482km)

Armor: Stops pistol, rifle, machinegun and fragments. The underside was vulnerable to mines and the sidewalls could be easily penetrated by anti-tank rockets.

M-577A1 Carrier Command Post

Weight: 24,750lbs (11,117kg)

Length: 191.5 inches (4865mm)

Crew: 1

Max. Speed: 35 mph (56kph)

Cruising Range: 300 miles (482km)

Armor: Stops pistol, rifle, machinegun and fragments. The underside was vulnerable to mines and the sidewalls could be easily penetrated by anti-tank rockets.

M-60 Main Battle Tank

Weight: 53 Tons

Speed: 30 mph (48kph)

Crew: 4

Range: 310 miles (498kph)

Typical Armament: 105mm gun with 63 rounds, 7.62mm machinegun with 5,930 rounds, and a .50 caliber heavy machinegun with 900 rounds.

Armor: Stops pistol, rifle, machinegun and fragments. Just about the heaviest armor in the war. Even direct hits with anti-tank rockets or artillery fire were deflected 85% of the time.

Mercenary Price: \$700,000

Notes: Although too heavy for travel in some areas, the M-60 was a powerful armored fighting machine. More than a match for anything in southeast Asia.

M-551 Sheridan

Combat Weight: 35,100lbs (15,830kg)

Length: 21ft (6.2m)

Crew: 4

Max. Speed: 45 mph (70kph) (land)

3.5 mph (5.8kph) (water)

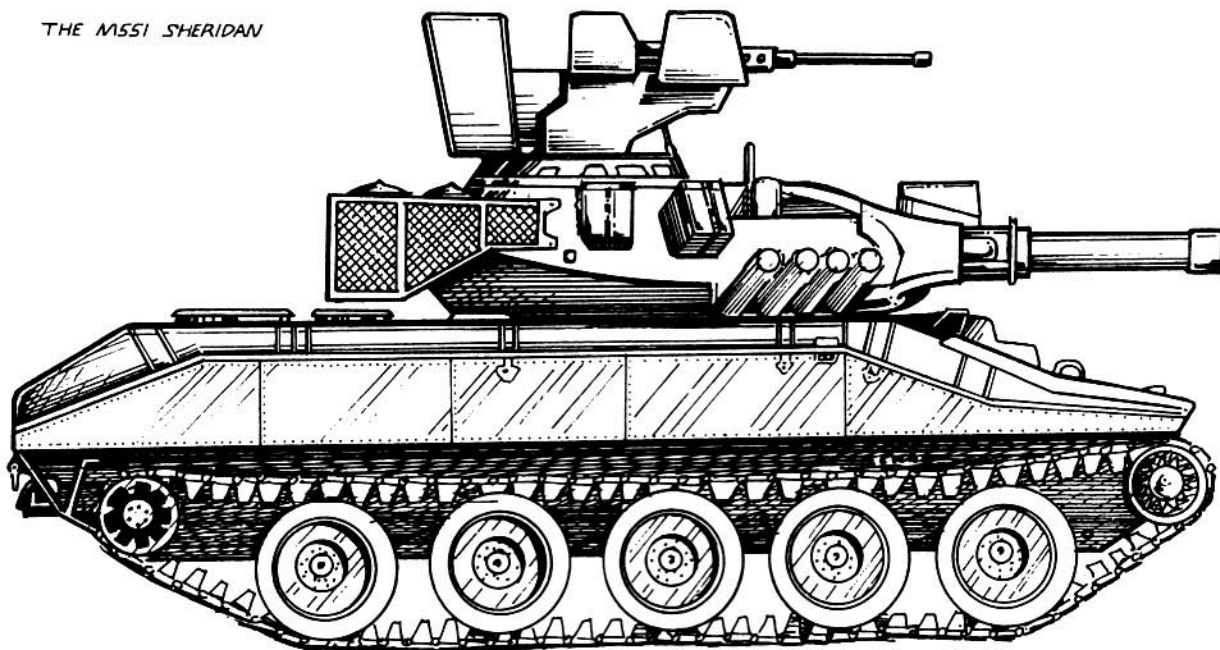
Max. Range: 470 miles (600km)

Typical Armament: 152mm gun/launcher, 7.62mm Machinegun, .50 caliber HMG, and a 8-round smoke grenade launcher.

Armor: Stops pistol, rifle, machinegun and fragments. The underside was vulnerable initially. Later, sand bags on the floor stopped the worst problems. Eventually a layer of armor plate was added to the underside. Somewhat vulnerable to anti-tank rockets, only a 30% chance of survival.

Notes: This tank was designed to be light enough to be air-portable. Because of the light armor, it wasn't particularly successful.

THE MISSI SHERIDAN



M-41A3 Walker Bulldog (Southern 'Nam)

Combat Weight: 52,200lbs (23,495kg)

Length: 27ft (8.2m)

Crew: 4

Max. Speed: 46 mph (72kph)

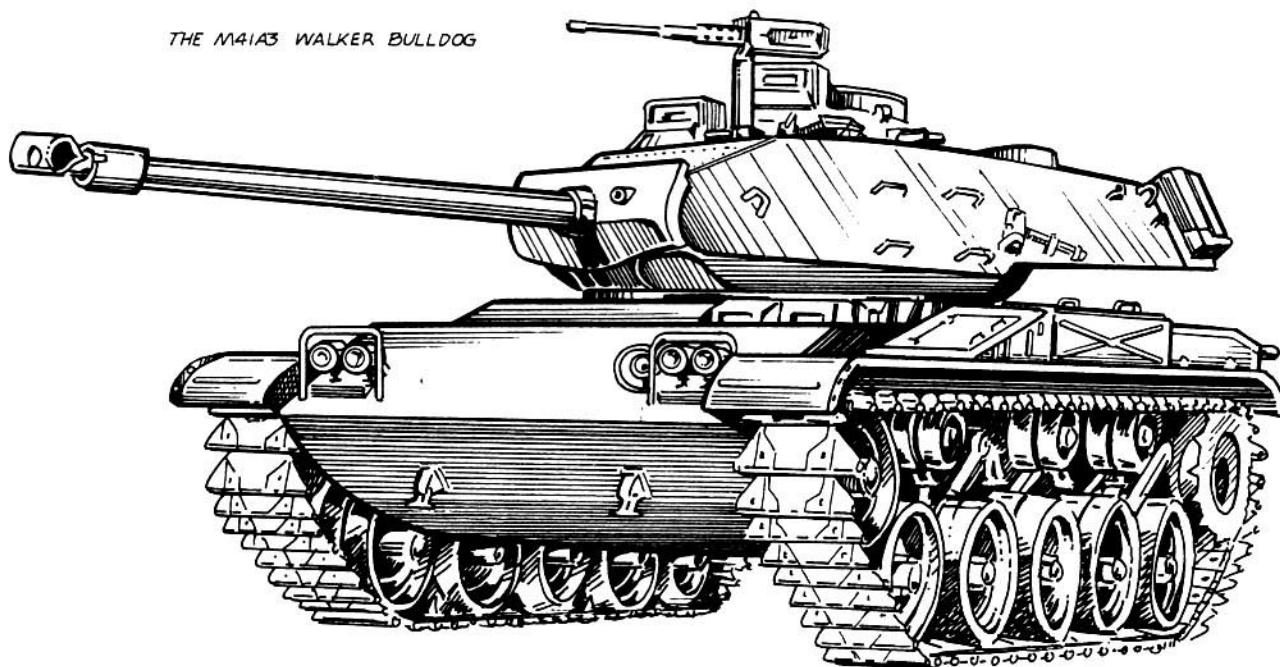
Max. Range: 100 miles (160km)

Typical Armament: 76mm gun with 65 rounds and 2 machineguns.

Armor: Stops pistol, rifle, machinegun and fragments. 40% chance of destruction with anti-tank rockets.

Notes: Used by ARVN only. Designed as light scout tank, proved to be a good and reliable fighting machine.

THE M41A3 WALKER BULLDOG



M-48A3 Patton II

Combat Weight: 104,820lbs (47,173kg)

Length: 28ft (8.6m)

Crew: 4

Max. Speed: 30 mph (48.2kph)

Max. Range: 287 miles (463km)

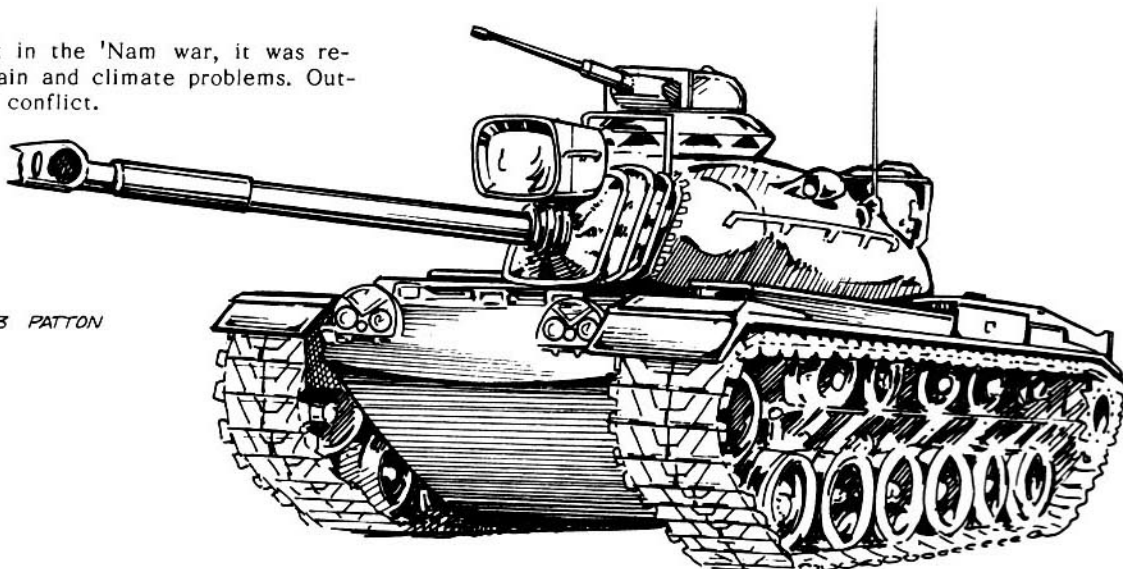
Typical Armament: 90mm gun primary piece. .30 caliber machinegun, and .50 caliber heavy machinegun.

Armor: Stops pistol, rifle, machinegun and fragments. Highly resistant to mines and anti-tank rockets. Survives 65% of encounters.

Mercenary Price: \$500,000

Notes: The main battle tank in the 'Nam war, it was reliable even under rough terrain and climate problems. Out-matched the Soviet in every conflict.

THE M48A3 PATTON



TRANSPORT VEHICLES

The basic way of moving stuff around in 'Nam was by truck. Convoy duty meant riding "shotgun" as trucks moved through potential ambush and mine areas. A large variety of cars and trucks were in service, many just standard Detroit models.

.25 Ton Truck Utility "Jeep"

Weight: 3,600lbs (1620kg)

Length: 133 inches

Max. Speed: 65 mph (100 kph)

Cruising Range: 300 miles (482km)

Notes: The classic and reliable jeep served as a great way to move small cargo and personnel in safe areas.

2.5 Ton M-35 Truck Cargo

Weight: 13,425lbs (6030kg)

Length: 264.5 inches

Max. Speed: 56 mph (89kph)

Cruising Range: 350 miles (562km)

Notes: Although rated for 2.5 tons (5,000lbs), up to twice as much could be loaded.

5 Ton M-816 Wrecker

Weight: 36,100lbs (16,245kg)

Length: 356 inches

Crew: 2

Max. Speed: 52 mph (83kph)

Cruising Range: 350 miles (562km)

M-88 Truck, Recovery Vehicle

Weight: 110,000lbs (49,500kg)

Length: 325.5 inches

Crew: 4

Max. Speed: 31 mph (49kph)

Cruising Range: 222 miles (356km)

Combat on the Waves

OCEAN CRAFT

Battleship New Jersey, BB-64

Weight: 45,000 tons

Crew: 1,500

Armament: Nine 16" (406mm) guns, 20 127mm anti-aircraft guns.

Notes: Retired after W.W. II. The 16" guns, mounted in batteries of 3, could fire 2 rounds per minute and had a range of 39,000 meters (almost 24 miles)! Used for off-shore fire support during the war.

Historical Note: During the recent Malvinas (Falkland) Island conflict it was demonstrated that modern missiles make heavy armor useful again. Since then, a number of older, W.W. II, vintage ships have been restored to service.

Frigates

Weight: Roughly 1,500-2,000 tons

Crew: 150 man crew

Fuel: 300-400 tons

Typical Armament: 76mm anti-aircraft gun, a variety of other weapon systems possible.

Notes: This is the 3rd World's version of a major navy vessel. Price roughly \$150 million.

Minesweepers (MSC class)

Weight: 350-400 tons

Crew: 45

Armament: Two 20mm anti-aircraft guns.

Notes: An essential element of any modern navy. Used to clear underwater mines from harbors, channels, etc. Minesweepers are almost always mine-layers as well.

"Point" Class Coastal Patrol Boats

Weight: 64 tons

Crew: 10 man crew

Armament: 12.7mm machinegun and 81mm mortar.

Notes: Common among Stateside and Southern 'Nam navy forces. Used as coastal patrol boats all over the third world.

Guided Missile Boat - OSA I

Weight: 190 tons

Armament: 4 30mm anti-aircraft guns, 4 SS-N-2 Styx Missiles (10 mile range, conventional 900 pound warhead).

Notes: Provided by the Soviets to Third World allies. They are good listeners, having heavy radar and sonar. All Big Red and her allies use these versatile ocean-going attack-surveillance vessels.

RIVER CRAFT

Note: Armaments are equivalents to those listed under helicopters.

Assault Support Patrol Boats

Weight: 29 tons

Crew: 6

Armament: Twin .50 cal. machineguns amidship, 20mm bow anti-aircraft gun, 81mm aft mortar.

Notes: Used to support land actions. Over 80 in Southern 'Nam Navy.

"Swift" Class Patrol Boats

Weight: 16 tons

Crew: 6

Armament: Two 12.7mm machineguns and 81mm mortar.

Notes: A speedy, reliable patrol boat. Over 100 in Southern 'Nam Navy.

PBR (Patrol Boat, River)

Weight: 18 tons

Crew: 5

Armament: Twin .50 bow machineguns, .50 aft machinegun, grenade launcher.

Notes: These were specifically designed to handle the shallow draft of the intricate delta river network. Almost 300 in Southern 'Nam Navy. Roughly \$500,000 for mercenaries.

PBR

**TWIN
.50'S**

**COXS'N
GRENADE
LAUNCHER**

X M-60

STCAM/FOM (French PBRs)

Weight: 14 tons

Crew: 8

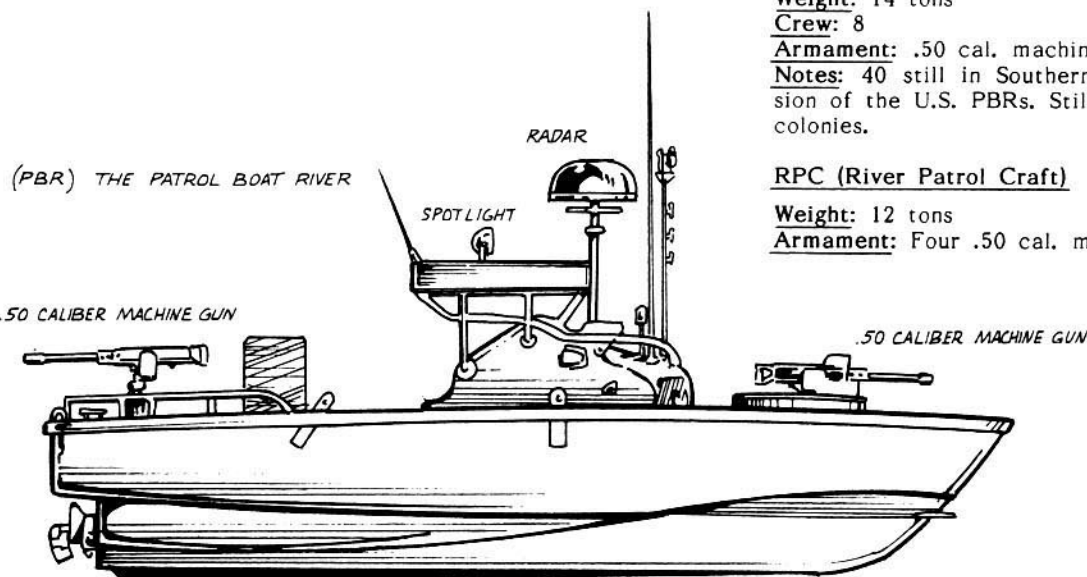
Armament: .50 cal. machinegun and 7.7mm machinegun.

Notes: 40 still in Southern 'Nam. This is an earlier version of the U.S. PBRs. Still found in many former French colonies.

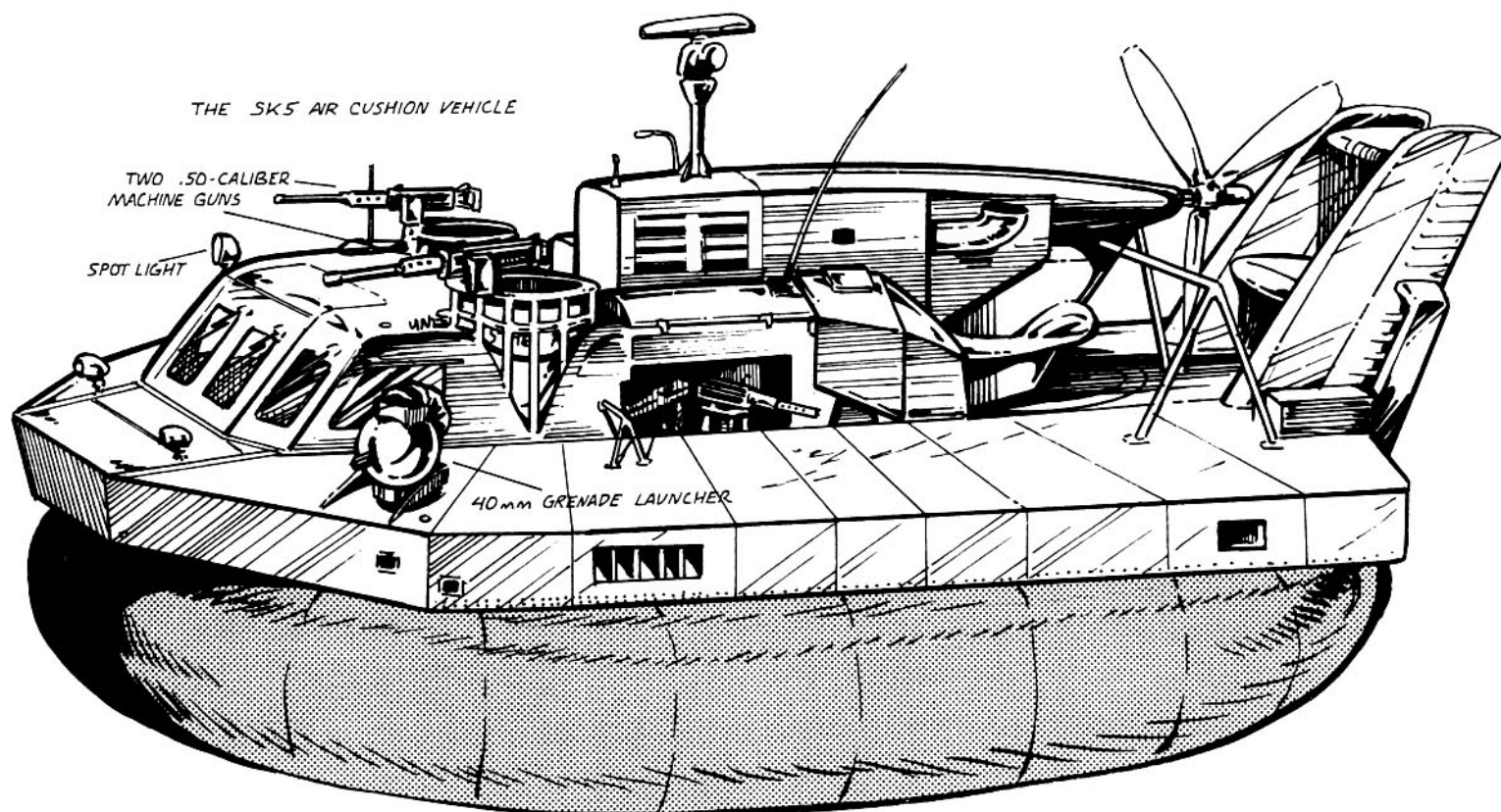
RPC (River Patrol Craft)

Weight: 12 tons

Armament: Four .50 cal. machineguns.



THE SK5 AIR CUSHION VEHICLE



SK5 Air Cushion Vehicle

Weight: 15 tons

Crew: 4

Passengers: 20

Armament: Two .50 Cal. Machineguns, 40mm Grenade Launcher.

Notes: This was absolutely the fastest thing on the rivers in 'Nam.

Air Boats

Weight: 1 ton

Crew: 1 or 2

Armament: Hand held weapons.

Notes: This was used in shallow waters by Special Forces. Propulsion was provided by a huge fan mounted above the water. This is the same type of craft used in the Florida Everglades.

LCM Monitors

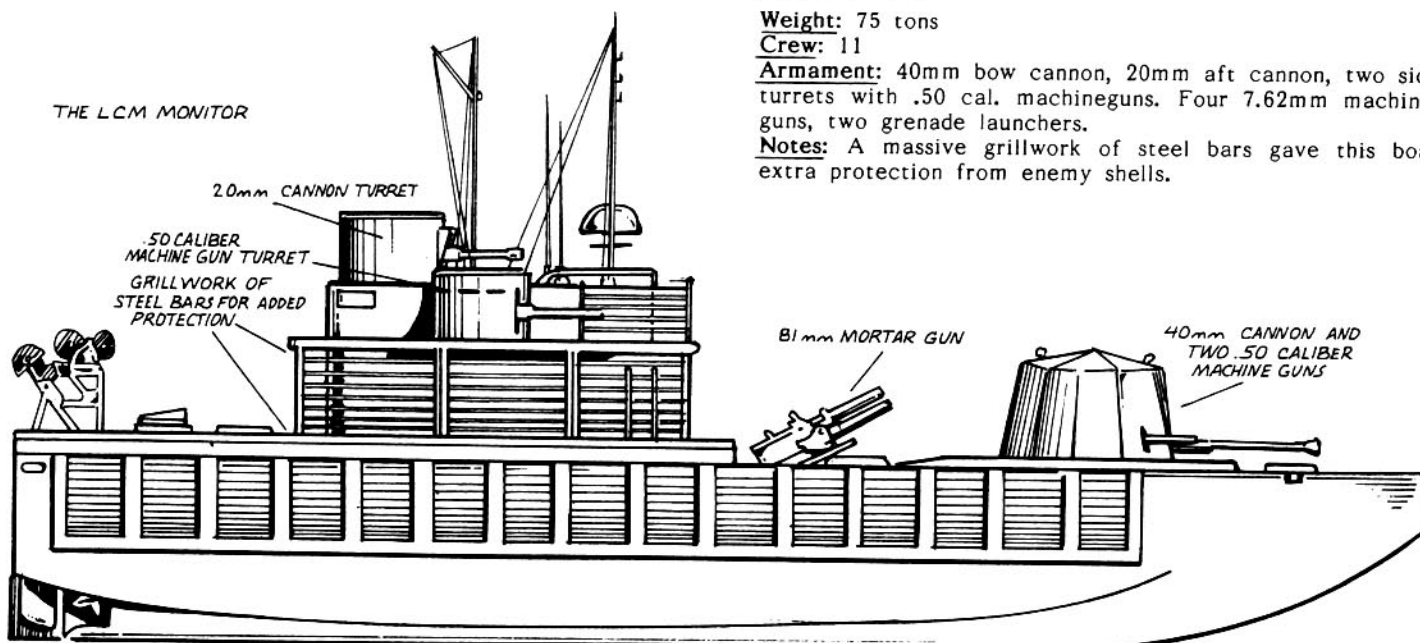
Weight: 75 tons

Crew: 11

Armament: 40mm bow cannon, 20mm aft cannon, two side turrets with .50 cal. machineguns. Four 7.62mm machineguns, two grenade launchers.

Notes: A massive grillwork of steel bars gave this boat extra protection from enemy shells.

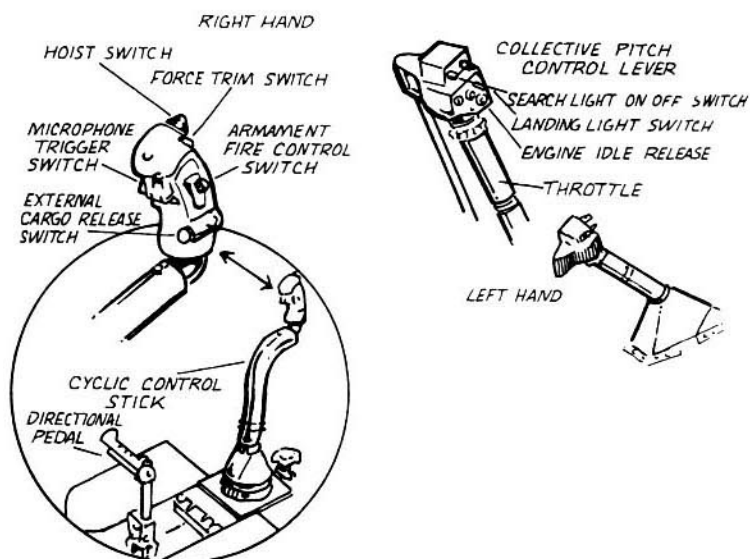
THE LCM MONITOR



Helicopter Rules

Use of helicopters where air superiority is not established is just plain stupid. Helicopters are terrific against ground troops, they are unbeatable as anti-tank weapons. They are dead meat against fighter aircraft.

Do you wonder about a chopper versus chopper fight? It would go something like this: choppers come in range, choppers fire rockets, choppers (all the choppers) crash and burn. End of chopper versus chopper fight.



How to Fly a Helicopter

First off, flying a helicopter takes two hands, two feet, as many fingers as you can spare, and an extra hand if you've got one. The foot pedals are the direction controls for right and left; because a helicopter is constantly pulling to the right you've got to be pushing these pedals constantly. With your right hand you control the Cyclic Control (or joy) Stick which also has buttons for microphone, hoist, force trim, armament fire and cargo release. With your left hand you control the Collective Pitch Control Lever which also has buttons for lights, engine idle, collective pitch control friction, power control throttle, power control friction adjuster, governor RPM increase/decrease, and the starter ignition. People with third arms can try using the other chopper controls.

Why all the complicated controls? Think about what a chopper is. It's an engine with a large propeller attached to one end and nothing on the other end. Just naturally the whole thing wants to start turning. Then other forces like torque, aerodynamic lift, and wind, buffet the craft in a dozen different ways.

Routine Helicopter Skills

Evaluating landing sites: You have to know within an inch whether the clearing is big enough for your chopper blades. That means you can tell measure, by eyeball alone, the exact size of a landing zone. Most Hueys have rotors that measure 48 feet from tip to tip; that means the LZ has to be at least 48 feet in diameter.

Huey Shuffle: This is a tail wagging movement designed to distract enemy gunners.

Stationary Hover: It takes a few months of practice, but helicopter pilots can keep their choppers pretty much motionless. Not moving up/down, right/left, or forward/back is actually much harder than it looks. At full load the chopper starts losing rpm and will eventually sink.

Helicopter Stunts

Formation Flying: Flying in formation with other helicopters with one helicopter distance between each is a standard skill. Flying in formation with tips touching or overlapping takes a little more, roll under agility (AG). Night formation flying means you want to be close enough to see the instrument lights in the other guy's cockpit.

Overload Take-off: It takes lots of experience, a bit of skill, and even some luck to take-off with greater-than-maximum load. Basically you've got to make some really tight circles and eventually speed your way up. From full to 50% overloaded. Roll under AG.

Emergency Landing: It's called autorotation and it means setting up the chopper so that the blades keep moving while the chopper sinks. It won't work if you do not have any forward motion (another good reason why you don't just sit and hover). If you fail, the chopper becomes an inert falling object. Roll under AG.

Making your own LZ: Sometimes there's just not a big enough hole in the forest of jungle canopy. Your rotor blades are 21 inches wide, weighted at the ends and moving at several hundred rpm. In other words, they make great lawn clippers. So long as you don't hit anything too big, then the blades come off. Dying at that point is a matter of getting your head sliced off by the loose rotors or crashing and burning in a dead chopper. No agility roll necessary, just dumb luck. The MD rolls 1D100, on a 15 or less a large branch was a bit too large.

Passing between obstacles: Remember the 48 foot diameter width of the chopper blades? Well sometimes you can pass through a gap as small as 25 feet. Let's say you're heading toward a pair of telephone poles 30 feet apart. Just lean the chopper to the side and angle between them. Roll under AG.

Hitting with Chopper Weapons

A helicopter gunship makes a great weapon platform. If you just hover and fire you can hit anything with no penalties, no modifiers.

The problem is that if you just hover, you become the world's best aerial target. With next to no armor, this is not smart.

Firing from flying helicopters is also different for door gunners than for pilots. The pilot has to watch where he's going. The door gunner can concentrate on the ground target.

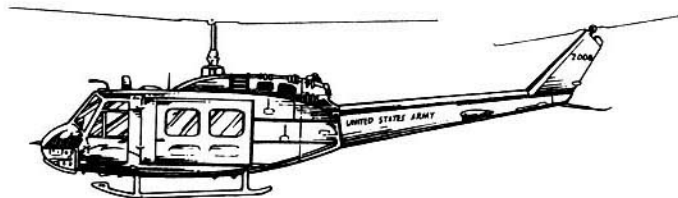
Pilot Fire Modifiers:

- 10 for each 10mph of speed ('cause he's going fast)
- 10 for each 100 feet of altitude ('cause he's far away)

Door Gunner Fire Modifiers:

- 5 for each 10mph of speed
- 5 for each 100 feet of altitude

A couple of further notes on Helicopter weapons. For rockets and grenade launchers, area effect weapons, roll for distance from target even on misses. (See Explosive Damage Table under artillery). All helicopter machineguns and miniguns can be rolled 7 times per melee.

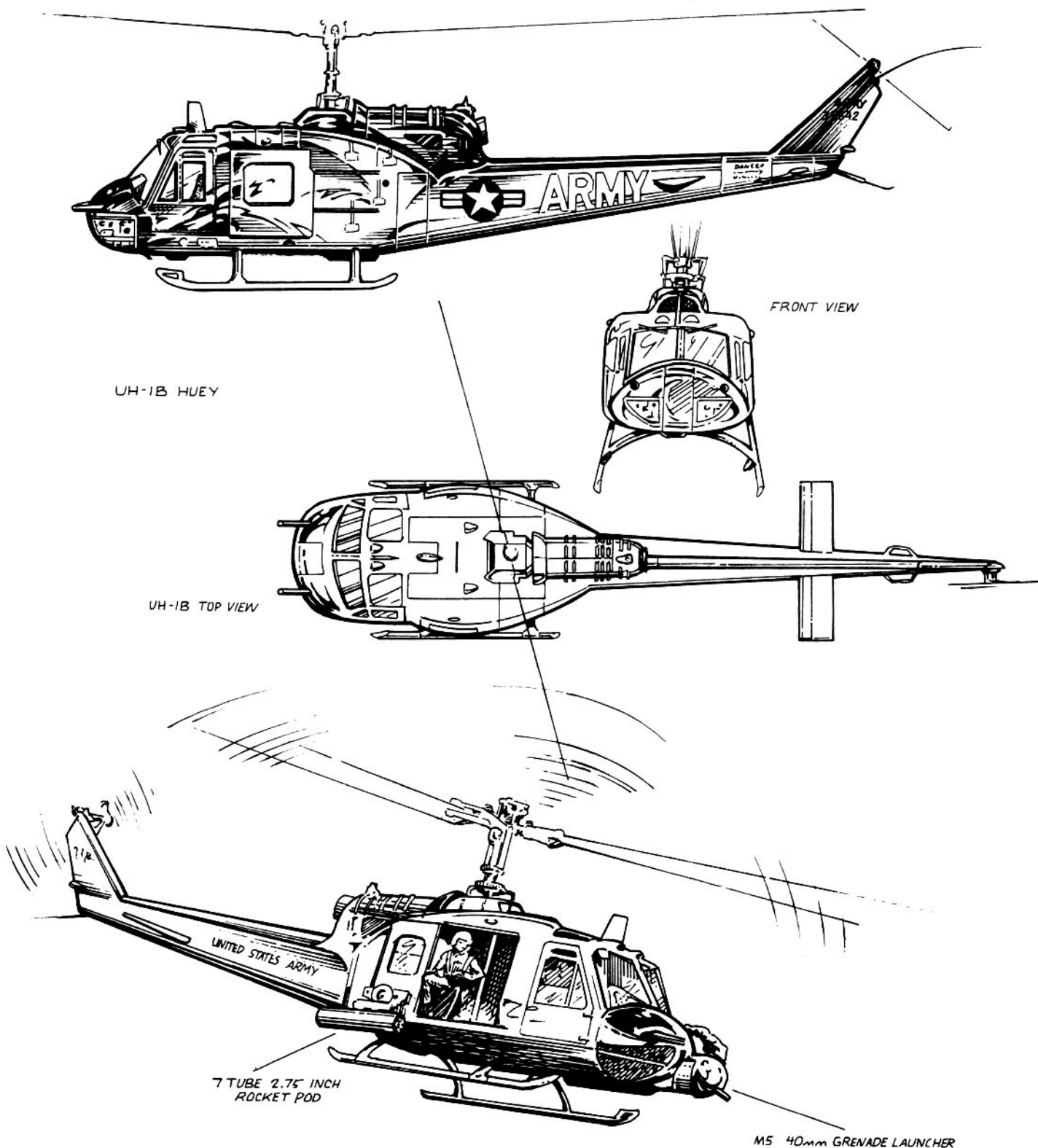


Helicopters

'Nam, more than anything else, is a helicopter war. Part of the reason for that is the failure of the U.S. Air Force to adequately supply close support for troops in the field. The Air Force would not build the kind of slow, low-altitude planes necessary for the mission. Air Force officials also prohibited the Army from putting armaments on their fixed wing aircraft. The net result was that the Army was forced to find some form of close support craft. They found their answer in helicopters.

The variety of weapons available for helicopters is described at the end of this section.

About fuel; a helicopter typically carries 1200 pounds of fuel. And that only lasts for a couple of hours. The helicopters in 'Nam were great for putting troops in the field, for gunship support, for evacuating the wounded and for retrieving men. However, it was all done at the cost of a huge support network. Long-range missions were usually beyond the abilities of 'Nam helicopters.



UH-1A Huey

Length: 53ft (16m)

Basic Weight: 4,020lbs (1800kg)

Payload: 2,175lbs (952kg)

Cruising Speed: 127 mph (203kph)

Rate of Climb: 1,745ft/min. (524m)

Range: 248 miles (400km)

Mercenary Cost: \$219,000

Notes: First delivered in 1959, it was used to transport personnel as well as supplies and equipment. Basically the prototype for all of the UH choppers to follow.

UH-1B Huey

Length: 53ft (16m)

Basic Weight: 4,600lbs (2070kg)

Payload: 2,704lbs (1215kg)

Cruising Speed: 104 mph (167kph)

Rate of Climb: 1,850ft/min. (564m)

Range: 208 miles (334km)

Mercenary Cost: \$300,000

Notes: Entered service in March of 1964 and was used as a transport and aerial weapon craft. In 'Nam the UH-1B was heavily armed, first with the M-5 system (M-75 40mm Grenade Launcher), then with the M-21 system (two M-134 six-barrelled 7.62mm Miniguns, two M-158 Rocket pods). When used as a "slick" (troop carrier) two machineguns were suspended on bungi straps and were fired by the crew chief and door gunner.

This was the basic Iroquois all other models followed its basic design.

Versions of the UH-1 are used in Australia, Austria, Columbia, Japan, Mexico, Norway, Panama, Spain, Thailand, and 196 were left abandoned in Vietnam.

UH-1C

Length: 53ft (16m)

Basic Weight: 4,830lbs (2160kg)

Payload: 4,500lbs (2029kg)

Cruising Speed: 127 mph (203kph)

Range: 314 miles (504km)

Mercenary Cost: \$200,000

Notes: First delivered in 1965.

Notes: Marine assault support and rescue helicopter. First introduced to the war in 1963 with the same basic airframe as the B and C models, but with a hoist housing on the cabin roof.

UH-1D Huey

Length: 57 feet (17m)

Basic Weight: 4,900lbs (2209kg)

Payload: 3,116lbs (1395kg)

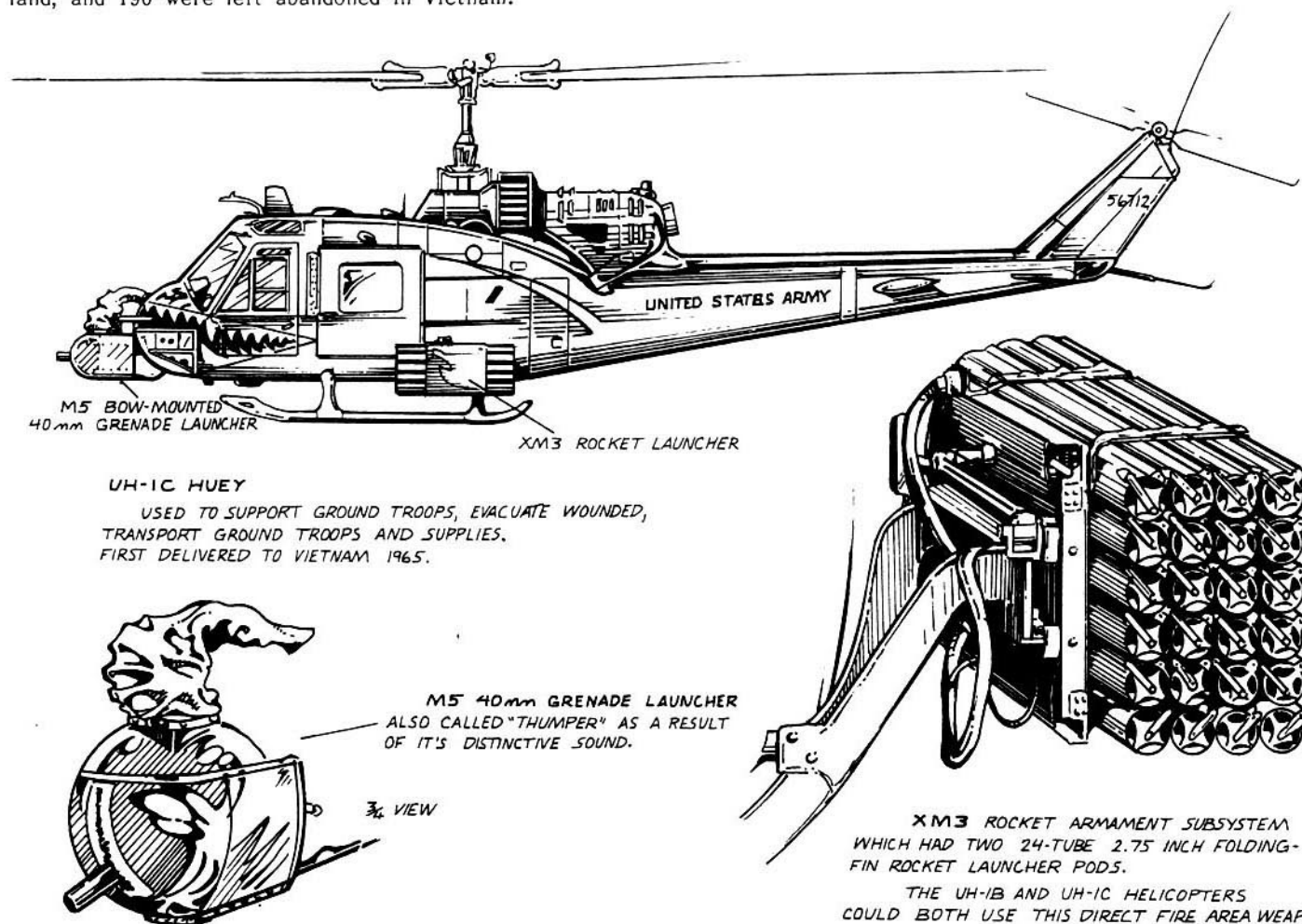
Cruising Speed: 127 mph (203kph)

Range: 296 miles (480km)

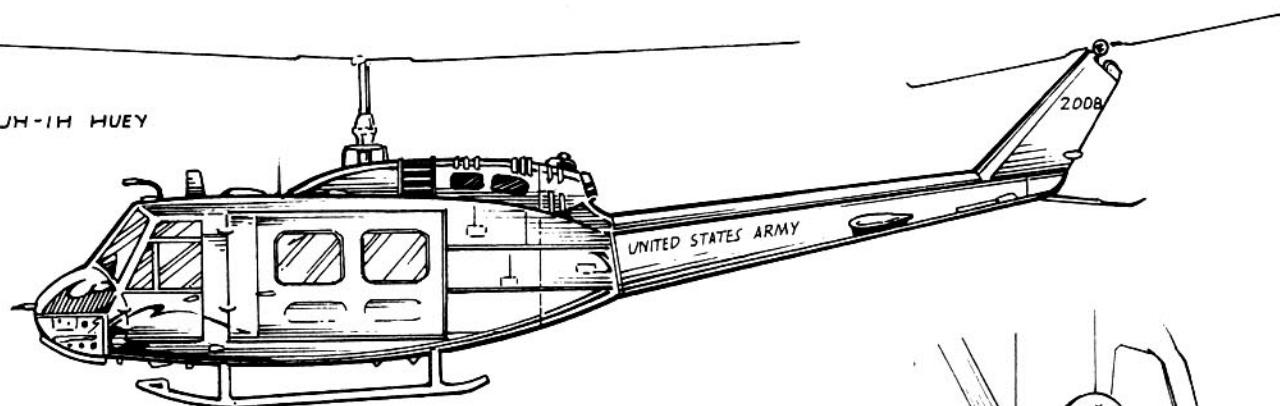
Mercenary Cost: \$220,000

Notes: Starting in 1963 this large tactical transport helicopter was used for up to 11 troops, cargo or support.

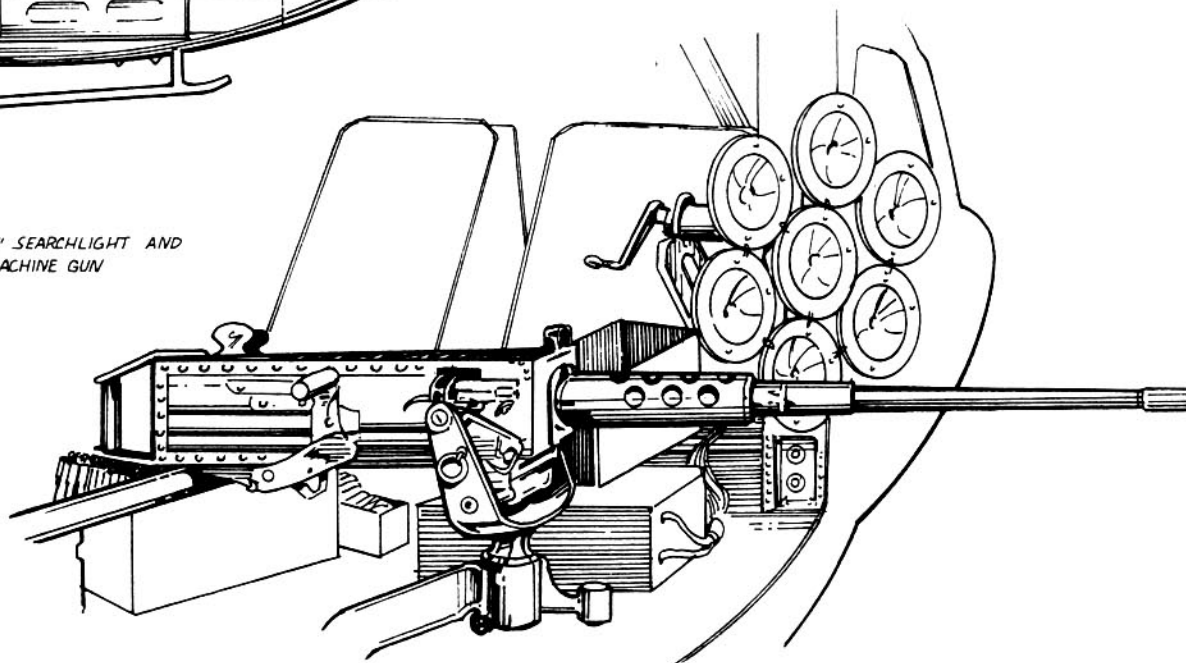
These helicopters are in service in Argentina, Australia, Brazil, Chile, Israel, Laos, New Zealand, South Korea, Taiwan, Thailand, Turkey, Venezuela, West Germany, and Yugoslavia.



UH-1H HUEY



"LIGHTNING BUG" SEARCHLIGHT AND
.50 CALIBER MACHINE GUN



UH-1E

Length: 53ft (16m)
Basic Weight: 4,750lbs (2137kg)
Payload: 4,000lbs (1800kg)
Cruising Speed: 110 mph (176kph)
Range: 300 miles (482km)
Mercenary Cost: \$250,000

UH-1F Huey

Length: 53ft (16m)
Basic Weight: 4,600lbs (2070kg)
Payload: 2,704lbs (1215kg)
Cruising Speed: 100 mph (160kph)
Rate of Climb: 1600ft/min. (488m)
Range: 300 miles (482km)
Mercenary Cost: \$275,000

Notes: An Air Force model with a General Electric T58-3 engine, an exhaust pipe and larger blades.

UH-1H Huey

Length: 57ft (17m)
Basic Weight: 4,900lbs (2205kg)
Payload: 3,116lbs (1395kg)
Cruising Speed: 127 mph (203kph)
Range: 314 miles (406km)
Mercenary Cost: \$344,000

Notes: Featuring a more powerful engine than earlier models, it was otherwise the same as the UH-1D. By April 1969 some 2,202 UH choppers were serving in 'Nam. The chopper pilots greatly preferred the UH-1H because of its extra (unofficial) power.

This helicopter is used in Argentina, Australia, Bolivia, Canada, Cambodia, Chile, El Salvadore, Ethiopia, Greece, Japan, New Zealand, Spain, Taiwan, Thailand, and Venezuela. 625 were left behind in 'Nam by Stateside.

UH-1M Huey

Length: 58ft (17m)
Basic Weight: 4,750lbs (2137kg)
Payload: 3100lbs (1395kg)
Cruising Speed: 126 mph (201kph)
Rate of Climb: 1,750ft (533m)
Range: 248 miles (401km)

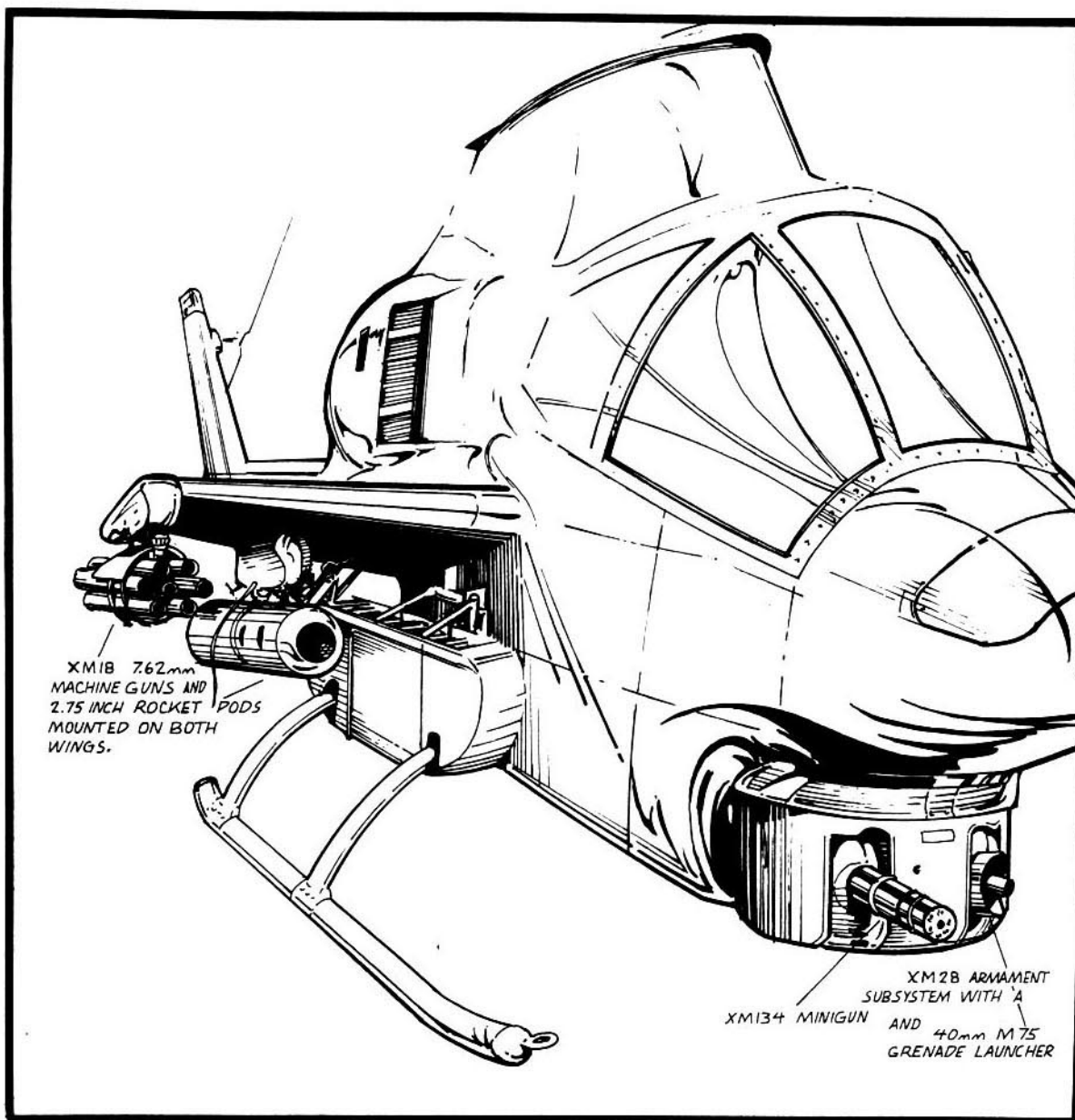
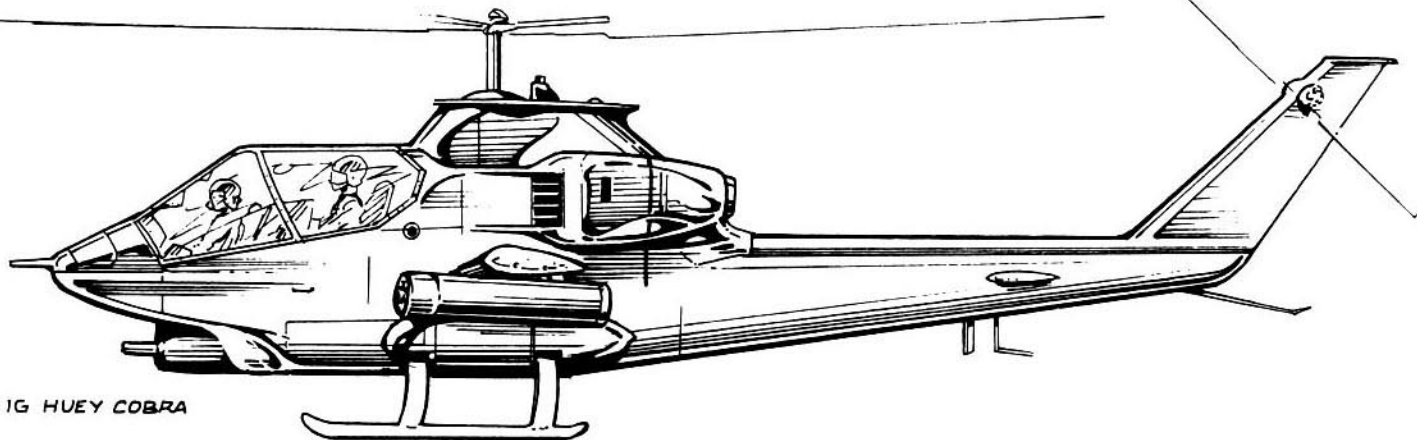
Notes: This was a modification using the INFANT remote and direct view, image intensifier, surveillance systems.

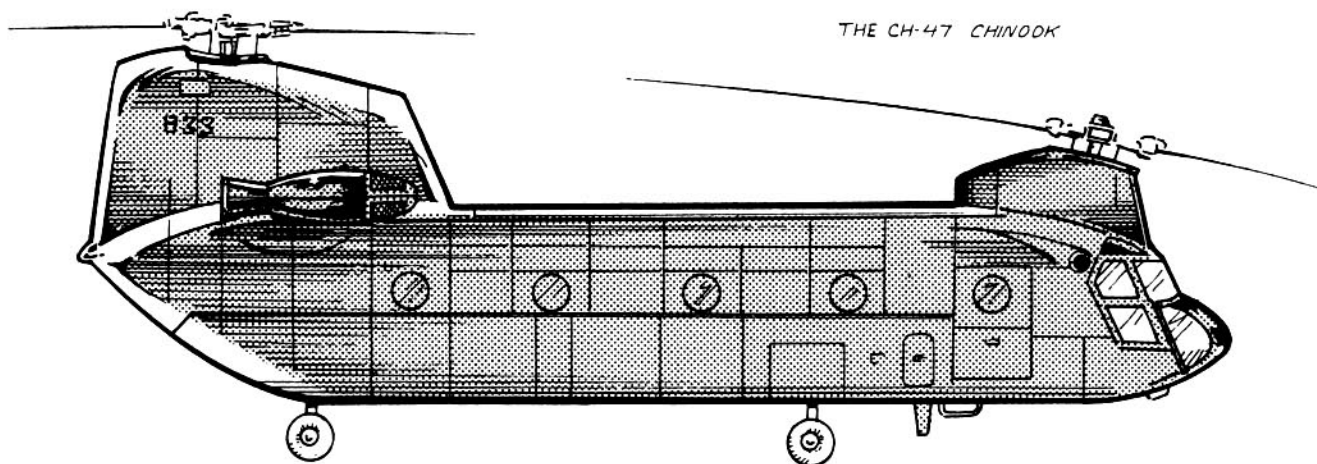
AH-1G Huey Cobra

Length: 53ft (16m)
Basic Weight: 8,404lbs (3780kg)
Payload: 2,500lbs (1125kg)
Cruising Speed: 138 mph (225kph)
Rate of Climb: No data
Range: 359 miles (578km)
Mercenary Cost: \$1,500,000

Notes: By July 1969 there were 441 Cobras active in 'Nam. A typical 'Snake' was armed with 40mm grenade launcher, XM3 48-tube 2.75" rocket pod system, and two M-60 machine guns. Updated versions of the Cobra are available to small nations and mercenaries for \$1,700,000 each. These generally have Norocarmor for the crew seats and sides, 2 M-18 Minigun pods, 2 M-157 rocket pods, a special turret-mounted M-29 40mm grenade launcher and a Vulcan six-barreled 20mm cannon.

20 Cobras were transferred to Spain, 12 to Israel, and 66 were left abandoned in Vietnam. These included 30 which were still unassembled in their packing crates.





CH-47 Chinook

Length: 98ft (29.5m)

Basic Weight: 18,500lbs (8325kg)

Payload: 10,114lbs (4545kg)

Cruising Speed: 189 mph (300kph)

Range: 230 miles (360km) fully loaded

Mercenary Cost: \$6.32 million

Notes: A large transport cargo ship that could handle up to 33 troops.

These helicopters are used in Australia, Canada, Iran, Israel, Italy, Libya, Spain, and Thailand. In 'Nam State-side abandoned 85 CH-47s.

OH-58 Kiowa

Length: 41ft (12m)

Basic Weight: 1,700lbs (765kg)

Payload: 1,300lbs (585kg)

Cruising Speed: 140 mph (224kph)

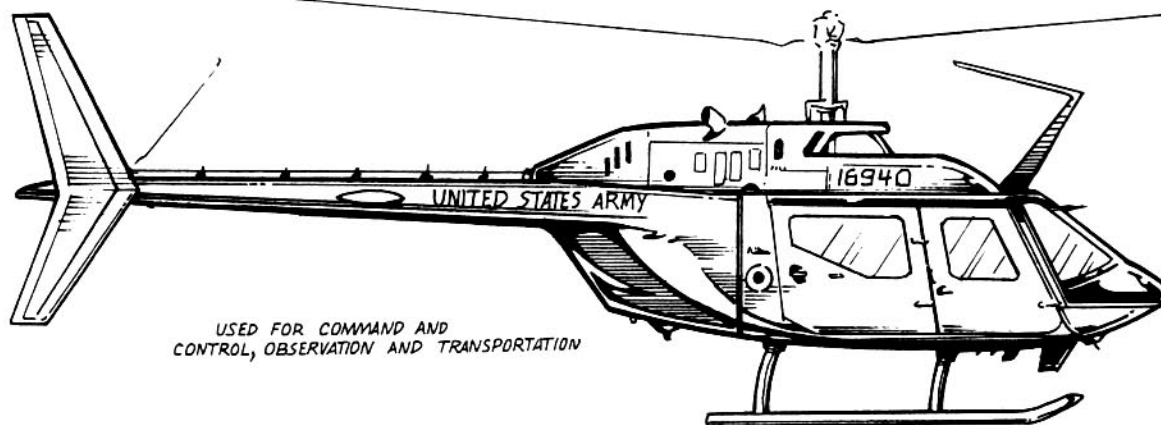
Range: 388 miles (622kph)

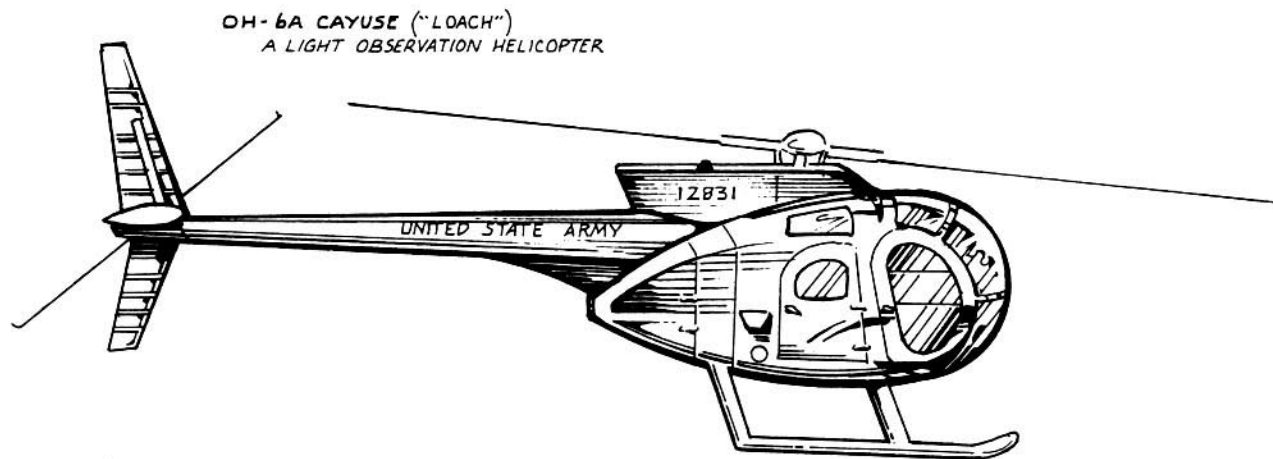
Mercenary Cost: \$233,333

Notes: Heavily used in combat for scout platoons. These helicopters are used in Argentina, Austria, Morocco, Peru and Spain.

OH-58 KIDWA (ARMY VERSION)

THE NAVY VERSION IS CALLED THE TH-57 JET RANGER.





OH-6A Cayuse ("Loach")

Length: 30ft (9m)

Basic Weight: 1,160lbs (519kg)

Payload: 930lbs (415kg)

Cruising Speed: 150 mph (240kph)

Range: 380 miles (610km)

Mercenary Cost: \$450,000

Notes: Light observation helicopter first delivered in 1966. By 1969 the army had 635 in 'Nam. The OH-6 provided the scout platoon of cavalry with air reconnaissance. Typically armed with 40mm grenade launcher and a 7.62mm minigun.

OH-23 Raven

Length: 41ft (12.5m)

Basic Weight: 1,821lbs (810kg)

Payload: 851lbs (383kg)

Cruising Speed: 90 mph (144kph)

Rate of Climb: No data

Range: 439 miles (707km)

Mercenary Cost: \$90,000

Notes: First delivered in 1955 and used as light observation helicopters. The same helicopter seen in older television shows (in the Prisoner, for example). A cheap, easy to find and expendable vehicle. Different versions are in use in Canada, Columbia, Thailand, and the United Kingdom.

HH-3E "Jolly Green Giant"

Length: 81ft (25m)

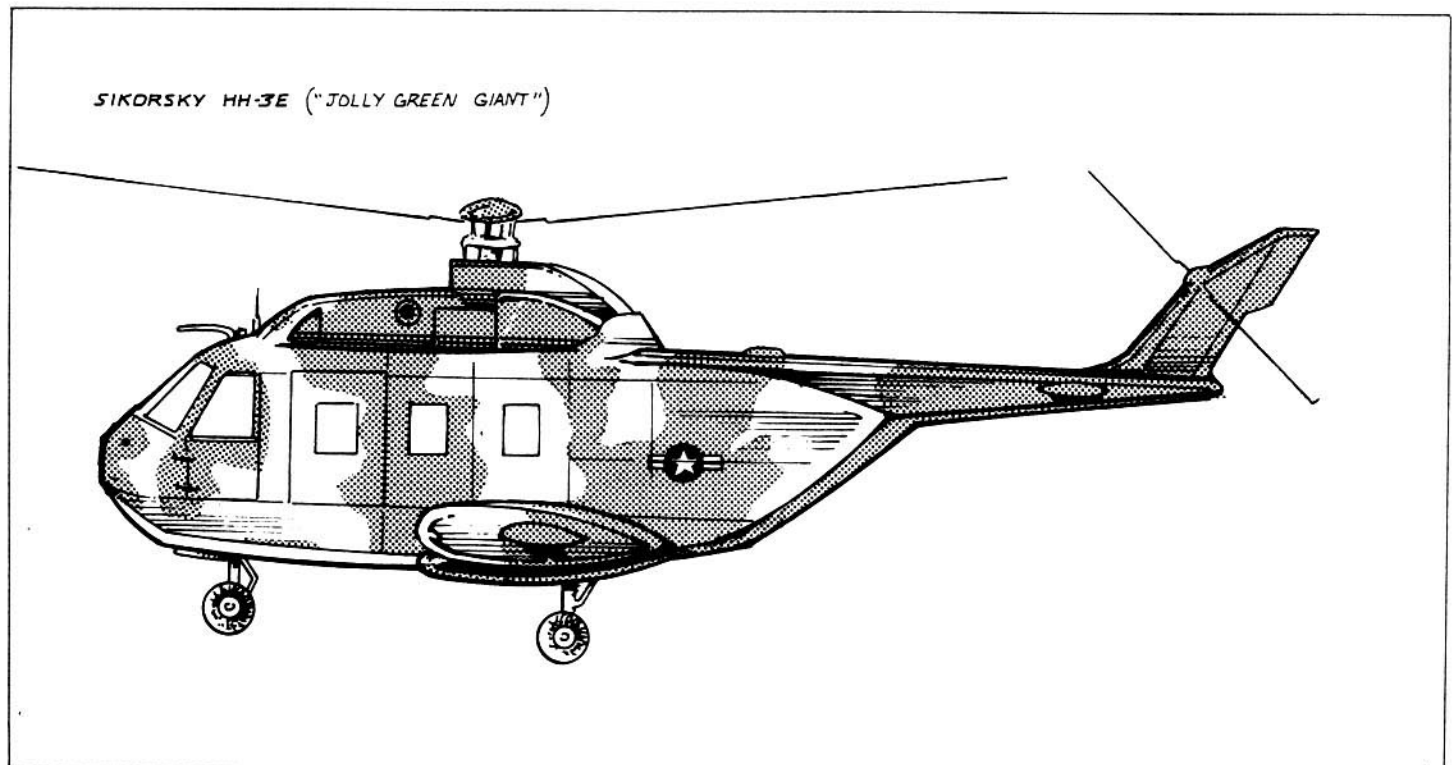
Basic Weight: 22,050lbs (9920kg)

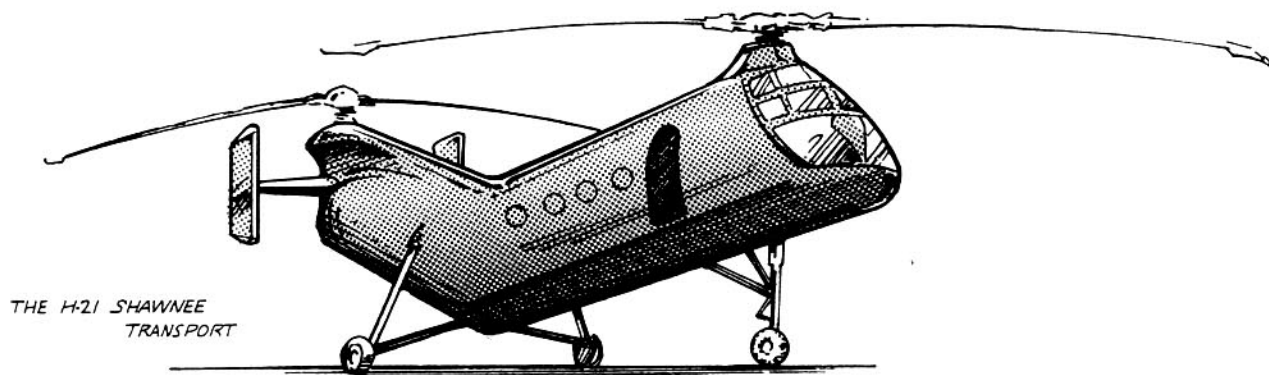
Payload: 5,000lbs (2250kg)

Cruising Speed: 162 mph (265kph)

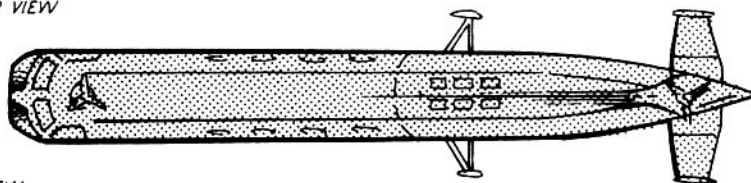
Range: 465 miles (748km)

Notes: A large helicopter with long range and plenty of lift. It was used mostly for recovery and rescue operations.

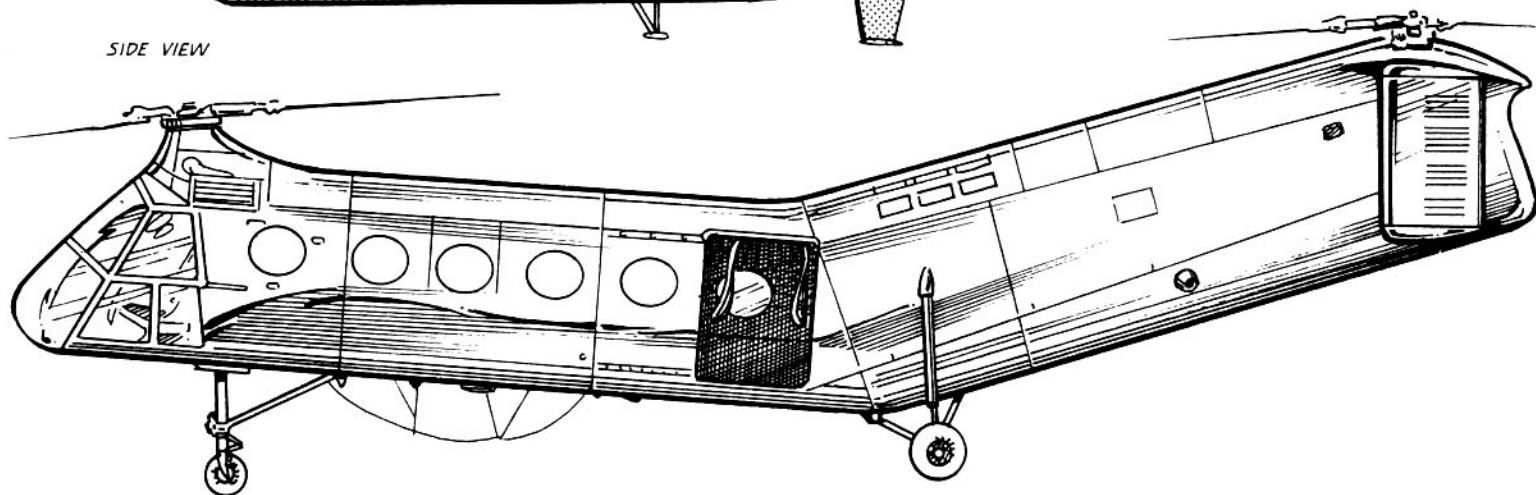




TOP VIEW



SIDE VIEW



H-21 Shawnee

Weight: 13,500lbs

Speed: 127mph

Range: 450 miles

Capacity: 2,500lbs of cargo

20 combat troops or 12 casualty litters.

CH-54 Sky Crane

Length: 77ft (23m)

Basic Weight: 20,650lbs (9290kg)

Payload: 20,000lbs (9000kg)

Cruising Speed: 126 mph (201kph)

Range: 230 miles (369km)

Notes: This strange-looking chopper was designed to carry the payload externally. Using the hoist mechanism it could lift a tank or other heavy object. The Airmobile Surgical Center Pod was specifically assigned for Sky Crane transport. The Surgical Center transported deflated then inflated until it was large enough to hold 14 people and support 4 operations at the same time. The surgical center pod weighed two tons and was 30ft (9m) long.

CH-34C Choctaw

Length: 65ft (19m)

Basic Weight: 7,800lbs (3510kg)

Payload: 2,175lbs (976kg)

Cruising Speed: 115 mph (184kph)

Range: 325 miles (522km)

Mercenary Cost: \$125,000

Notes: This was used to transport cargo and personnel. First delivered in 1955, it could carry up to 18 soldiers.

These helicopters are used in Brazil, Central African Republic, Chad, Chile, France, Haiti, Israel, Laos, Philippines, South Vietnam, Taiwan, Thailand, and W. Germany.

UH-190 Chickasaw

Length: 62ft (18.9m)

Basic Weight: 5,650lbs (2542kg)

Payload: 844lbs (382kg)

Cruising Speed: 112 mph (180kph)

Range: 360 miles (578km)

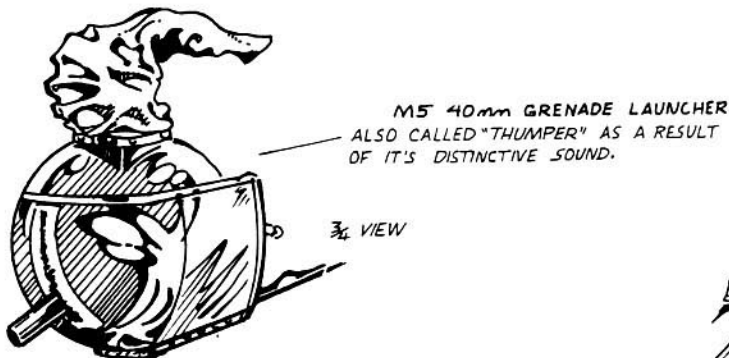
Notes: First delivered in 1950 and used as a utility helicopter for cargo and up to ten soldiers. Used by all branches of the U.S. military. 26 countries abroad also use the Chickasaw, these include: Argentina, Chile, Honduras, Israel, Pakistan, Spain and Turkey.

Helicopter Armament Systems

Virtually any of the following systems could be used on any helicopter. The weapons were usually identical to armored vehicle, PBR or infantry version. However, because of the difference in control devices (a chopper pilot uses a joystick whereas an infantryman directly manipulates the barrel and trigger) skill in one didn't necessarily translate over.

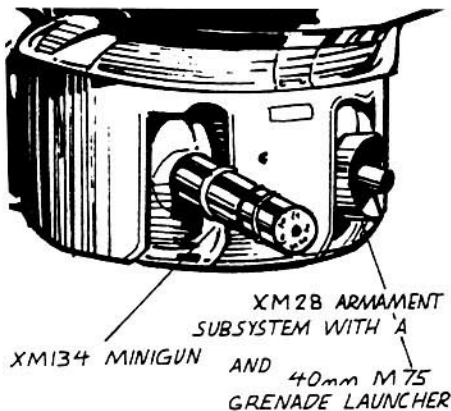
M-5 40mm M-75 Grenade Launcher

Armament: An automatic 40mm grenade launcher
Range: 5400ft (1650m)
ROF: 230 rpm
Effect Radius: 20ft (see Grenade Damage)
Rounds Carried: 300



XM-28 Combined System

Armament: Twin 7.62mm six-barreled XM-134 machine-guns and two M-75 40mm automatic grenade launchers.
Notes: An alternative had a single XM-134 and a turret mounted M-75. This is what's known as being "armed to the teeth."

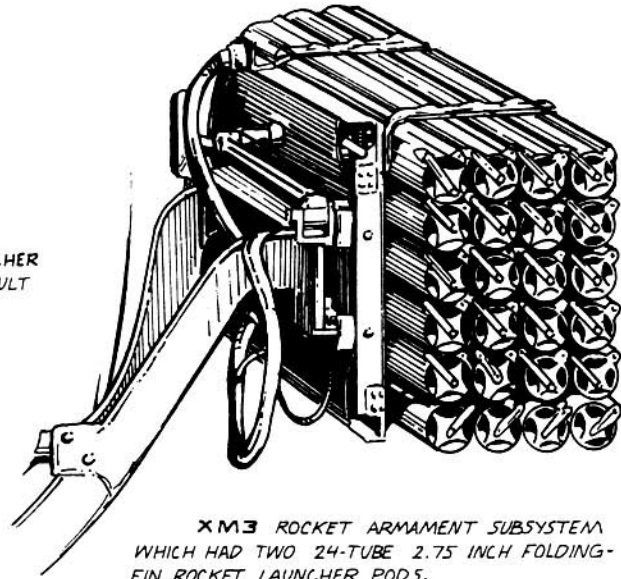


XM-30 30mm Automatic Gun XM-140

Range: 11,000ft (3355m)
ROF: 315 rpm
Damage: 6D10+20
Rounds Carried: 400
Notes: This system employs ammunition with a dual purpose shaped charge, enabling it to engage both "hard" targets, such as armored vehicles and concrete bunkers, and "soft" targets such as open trenches, trucks and wooden buildings with equal effectiveness.

XM-3 2.75" Rocket Launcher

Armament: 48 tubes of 2.75" rockets
Range: 11,250ft (3431m)
ROF: 48 rounds in 12 seconds
Effect Area: 40ft (see Grenade Damage)
Notes: A large box mounted on the side of the helicopter. A varying amount of rockets can be fired simultaneously. It was also possible to fire all 48 at once.

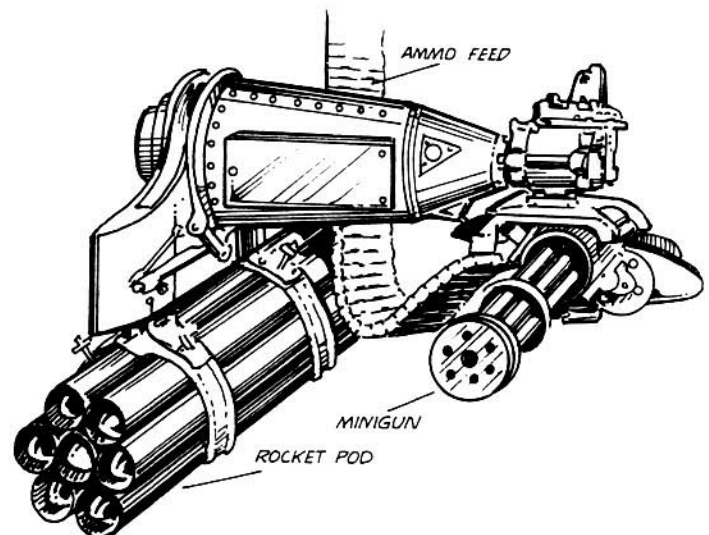


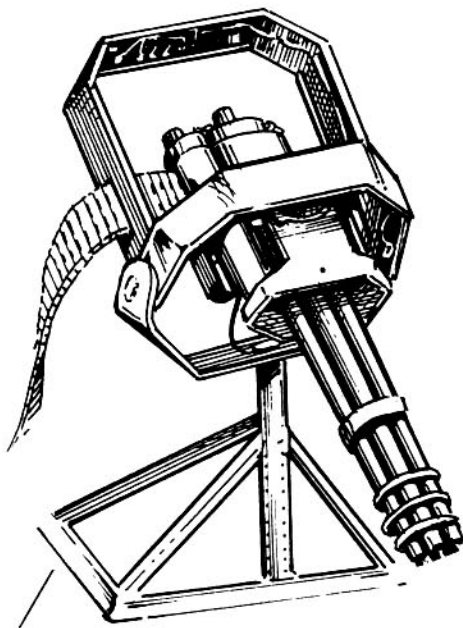
THE UH-1B AND UH-1C HELICOPTERS
COULD BOTH USE THIS DIRECT FIRE AREA WEAPON.

M-21 Co-ordinated System

Armament: Combination of XM-134 six-barreled 7.62mm and a seven-tube XM-158 2.75" rocket launcher.
Notes: See XM-134 and XM-3 for details on damage and range.

M-21 CO-ORDINATED SYSTEM
M134 7.62mm MINIGUN
AND 7-ROUND 2.75 INCH ROCKET POD





XM-134 7.62mm Minigun

Armament: Six-barreled 7.62mm minigun

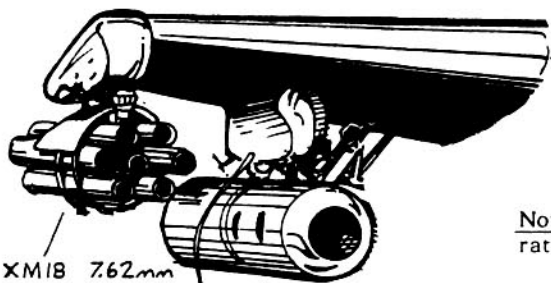
Range: 5000ft (1500m)

ROF: 2,000-4,000 rpm

Damage: 4D10+10 per round

Rounds Carried: 4,000 rounds

Notes: Usually mounted on the sides. An alternative is using the minigun as a door gunner's weapon.



XM-18 7.62mm
MACHINE GUNS AND
2.75 INCH ROCKET PODS
MOUNTED ON BOTH
WINGS.

XM-18 7.62mm XM-134 Machinegun

Armament: 6 barreled 7.62mm minigun (machinegun)

Range: 2500ft (800m)

ROF: 6,000 rpm

Damage: 4D10+10

Notes: An extremely high rate of fire was accomplished by using six barrels in rotation.

M-23 7.62mm M-60D

Armament: 7.62mm machinegun

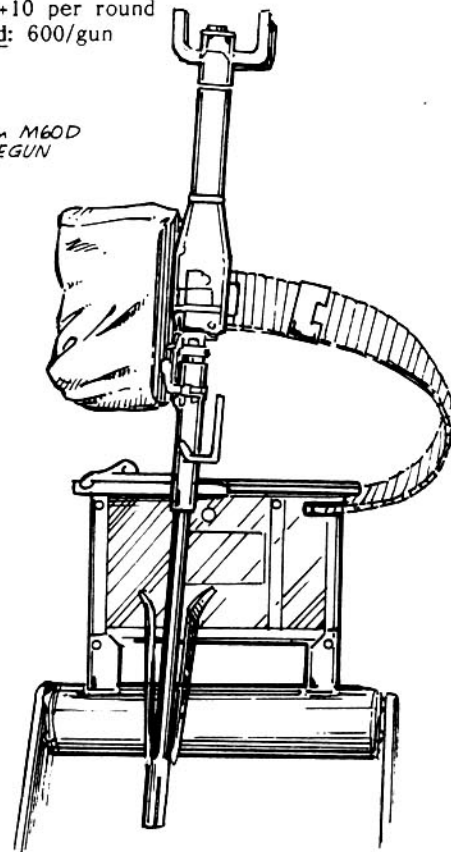
Range: 3,000ft (1000m)

ROF: 550-600 rpm

Damage: 4D10+10 per round

Rounds Carried: 600/gun

M-23 7.62mm M60D MACHINEGUN



Notes: Almost an automatic cannon. Combined an amazing rate of fire with maximum power.

M2 Dual Machinegun System

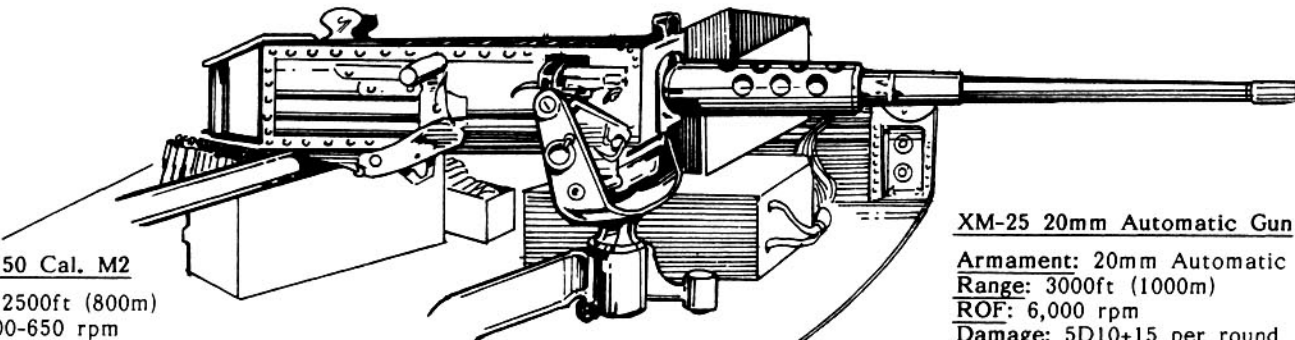
Armament: Twin 7.62mm machineguns

Range: 3,750ft (1143m)

ROF: 2,000/2,600 rpm

Damage: 4D10+10 per round

Notes: When in use the M60 machineguns will automatically disengage when their target track leads the boresight too close to the aircraft itself. 6,000 rounds of 7.62mm ammo supplied.



XM-32 .50 Cal. M2

Range: 2500ft (800m)

ROF: 500-650 rpm

Damage: 5D10+10

Notes: Used as door gunner weapon or mounted on the outside.

XM-25 20mm Automatic Gun

Armament: 20mm Automatic Gun

Range: 3000ft (1000m)

ROF: 6,000 rpm

Damage: 5D10+15 per round

Rounds Carried: 1,200

AIRCRAFT

Without a doubt the States controlled the air in the 'Nam war. Only over Northern 'Nam, on their frequent strategic bombing missions, did the Air Force experience difficulties. Most of the successful anti-aircraft actions were performed from the ground.

Just a note on jet aircraft. Fighter aircraft burn an immense amount of fuel. The faster they go the faster it burns. Even though some of the speeds are tremendous they represent fuel consumption rates that would leave the aircraft dry in minutes.

AC-47 Skytrain

Weight: 26,000lbs (11,700kg)

Speed: 299 mph (480kph)

Range: 2,125 miles (3414km)

Capacity: 7500lbs (3275kg) of cargo, 28 combat troops, 18 casualty litters.

Maximum Overload: 74 combat troops

Mercenary Price: \$100,000 (unarmed)

Notes: The most famous AC-47 configuration is "Puff the Magic Dragon" or "Spooky." Fitted with M-134 7.62mm 6-barreled Miniguns, mounted three to a side. Each gun carries 1500 rounds with 15,000 extra rounds aboard the aircraft, each gun fired up to 6,000 rounds per minute. This firepower would be used to rip right through enemy formations, destroying whole jungles full of VC or NVA.

AC-130H Spectre II

Weight: 175,000lbs

Speed: 384 mph

Range: 2,500 miles

Armament: Four (4) 20mm Automatic Guns, Four (4) 7.62mm Mini Guns, Two (2) 40mm Automatic Guns, Two (2) 10mm Guns

Surveillance Equipment: "Black Crow" Direction Finding Radar, low light level television, laser target ranger, infrared detection set, searchlights, and ECM (Electronic Counter Measure) Pods mounted under the wings.

Notes: The combination of great firepower and high sensitivity made this the best night support aircraft in the war. In full darkness it could detect enemy smuggling into the south. Unassisted, it would destroy whole convoys. The Spectre grew from the need for an improved counter insurgency gunship to replace the AC-47D Dragon Ship and the AC-119K Stinger.

B-52 Stratofortress

Max. Speed: 546 mph (877kph)

Range: 10,000 miles (16,080km)

Length: 156ft (46m)

Armament: 4 4.5mm tailguns

Bomb Bay: (84) 500 pound bombs (225kg)

External Bomb Rack: (12) 500 pound bombs (225kg)

Notes: Used mainly for strategic bombing of Northern 'Nam.

C-130 Lockheed Hercules

Weight: 175,000lbs (78,750kg)

Speed: 384 mph (616kph)

Range: 2,487 miles (4006km)

Capacity: 45,000lbs cargo, 92 combat troops, 64 paratroops or 74 casualties.

Mercenary Price: \$8.825 Million

Notes: The main cargo plane of the war.



F-4 Phantom

Max. Weight: 57,400lbs (25,830kg)

Max. Speed: 1,450 mph (mach 2.2) short sprint capability of 1,606 mph (mach 2.43) (2575kph)

Operational Range: 1,860 miles (2508km)

Attack Combat Radius: 1,000 miles (1608km)

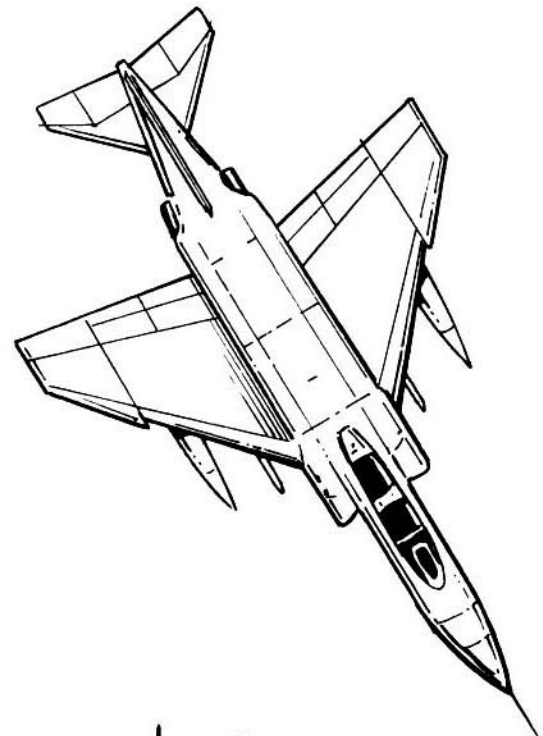
Air Intercept Radius: 900 miles (1448km)

Armament: Six (6) AIM-7E Sparrow AAM and Four (4) AIM-9D/L Sidewinder AAM, One (1) M61A1 Vulcan 20mm Cannon w/640 rounds.

Ordnance Capacity: 16,000lbs (7200kg) on fuselage and four wing pylons.

Mercenary Cost: \$2,191 Million

Notes: Although there were a variety of other aircraft the F-4 was by far the most heavily used for air to air combat. A combination fighter-bomber, it was often given "sorties," missions for a single aircraft. Crew of 2.



F-4E PHANTOM



The Viet Cong and North Vietnamese Army



Travelling Light: "Charlie's" Load

Nugen Ap is an NVA advisor from the north. Unlike the local VC (who can return to a village frequently), Nugen must carry everything he needs. When he leaves on a mission he's ready to spend weeks, even months, out in the field. After he reaches his base in the south he will operate in the field with even less equipment; just clothing, weapon and ammunition.

Clothing: Black silk pants and shirt. His sandals made from rope and a chunk cut out of a truck tire. He carries two hats, a wide straw sun hat (so he'll look just like every other farmer in the daytime) and a soft khaki hat for fighting.

Load Bearing Equipment: In addition to his web belt, he has rolled the rest of his equipment up in a piece of black cloth. Once rolled into a sausage shape, he ties the two ends together and wears it across his chest like a bondoleer.

Attached Gear: Pouches for 3 extra ammunition clips, a knife and a small water bottle.

Rolled up in the Cloth: Mostly he carries rice. So long as he can find drinkable water and edible plants, he can live for many days with the 15 pounds of rice on his person. Utensils are simple chopsticks and a bowl. Ammunition is scarce, so he carries 30 loose rounds hidden in with the rice. His survival kit includes tea, antiseptic, plasma kit, scissors, tape, syringe, spices and herbs, and gauze. Instead of leaving it to the Medics, he carries most of the medical supplies he may need.

Pocket Items: A small pocket diary, identification papers (two sets, Northern 'Nam and Southern 'Nam citizen papers), family pictures and letters.

Carried Items: In addition to his Kalashnikov AK-47 he will also carry 40 pounds of mortar rounds from the north. No matter how good a soldier he is, he must always serve the secondary role of porter for military supplies.

Weapons

VC Issue Weapons: AK-47 (rifleman), Soviet SVD (Sniper), RPG-7 (85mm Rocket), and Soviet RPK (Light Machinegun). The 7.62mm Tokarev Automatic Pistol is the primary officer's weapon. The modified French MAT 49 was also a fairly common unofficial weapon.

COMMUNIST PISTOLS

Soviet Tokarev 7.62mm, Automatic Pistol (TT-33)

Damage: 2D10

Weight: 1.88lbs (.9kg) (unloaded)

Length: 7.7 inches (191mm)

Magazine: Metal 8-round box

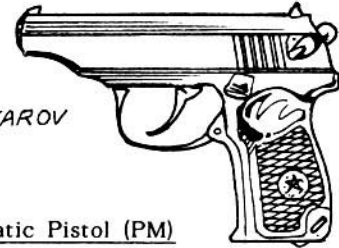
MER: 165ft (50m)

Mercenary Price: \$55

Notes: This is one of the most common pistols in the world. A Chinese pistol, the 7.62 Type 51, is a copy of the Tokarev. A second Chinese version, the Type 64, is made with a built-in silencer and is meant as an assassination specialty weapon. VC officers and administrators used these weapons to intimidate local officials and for executing traitors.



SOVIET TOKAREV
TT-33 7.62 mm



SOVIET MAKAROV
9mm

Soviet Makarov, 9mm Automatic Pistol (PM)

Damage: 3D10

Weight: 1.5lbs (.7kg) (unloaded)

Length: 6.3 inches (163mm)

Magazine: 8-round metal box

MER: 162ft (48m)

Mercenary Price: \$70

Notes: Found only among NVA officers in 'Nam.

COMMUNIST SUBMACHINE GUNS

7.62mm PPSH-41 Submachine Gun

Damage: 3D10

Weight: 8lbs (3.6kg)



7.62mm K-50 SUB-MACHINE GUN
WHICH IS A MODIFIED COPY OF THE
SOVIET PPSH-41.

Length: 30 inches (756mm)

Magazine: 35-round box

ROF: 700 rpm

MER: 580ft (175m)

Notes: The Chinese version of this Soviet submachine gun is the SuK-50M 7.62mm. Many were supplied to the NVA and VC. The VC also manufactured their own version in jungle workshops. The solid butt of the Soviet original is replaced by a French style, sliding wire butt stock; the barrel jacket is shortened, the muzzle break is omitted, a pistol grip is added and the foresight is placed on the barrel. Another version, the Type 64, is designed with a built-in silencer.

MAT-49 Modified 9mm Submachine Gun

Damage: 3D10 for 7.62mm and 3D10+5 for 9mm

Weight: 8lbs (3.6kg)

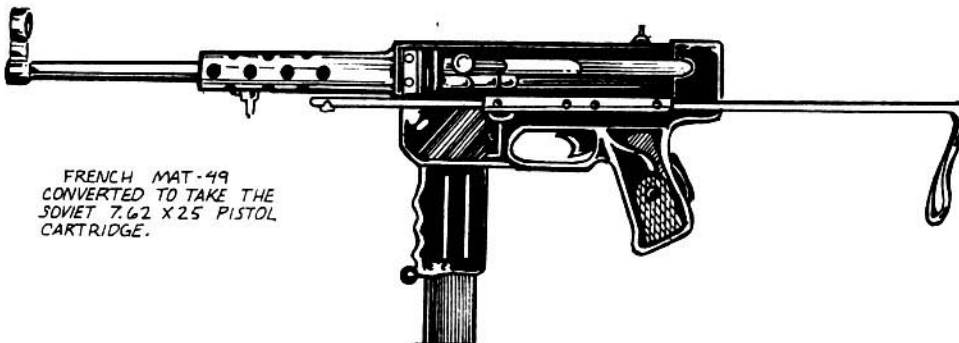
Length: 28 inches (720mm) with stock

Magazine: 32 round box

ROF: 600 rpm

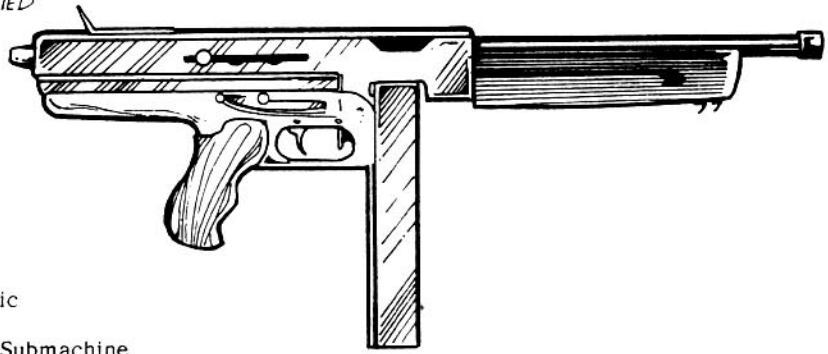
MER: 580ft (175m)

Notes: This was everybody's favorite submachine gun. First the French brought the 9mm version to 'Nam. Then the VC stole it from the French and converted it to 7.62 ammunition. Finally the U.S. forces started stealing it from the VC and using it themselves. The VC conversion lets the weapon take a 7.62mm pistol cartridge by fitting on a longer 7.62mm barrel. The result is called the 7.62 MAT-49 Mod SMG.



FRENCH MAT-49
CONVERTED TO TAKE THE
SOVIET 7.62 X25 PISTOL
CARTRIDGE.

A VIET CONG SIMPLIFIED
VERSION/COPY OF THE
AMERICAN THOMPSON
SUB-MACHINE GUN



.45 Viet Cong Thompson Submachine Gun

Damage: 3D10+5

Weight: 10.5lbs (4.8kg)

Length: 32 inches (810mm)

Magazine: 20 or 30 rounds

ROF: 120 rpm automatic/40 rpm semi-automatic

MER: 660ft (220m)

Notes: The Viet-cong liked the U.S. Thompson Submachine Gun so much that they made their own version. The copy is simplified, with a fixed firing pin and without the wood stock.

AK-47 7.62 ASSAULT RIFLE



COMMUNIST RIFLES

Chinese Type 56 (also 56-1) 7.62mm Assault Rifle

Damage: 4D10+10

Weight: 9.5lbs (4.3kg)

Length: 35 inches (896mm)

Magazine: 30-round detachable box

ROF: 600 rp

MER: 1000ft (300m)

Notes: This assault rifle is an exact copy of the Russian AK-47. Most NVA and VC main units were equipped with this weapon.

AK-47, 7.62mm Assault Rifle

Damage: 4D10+10

Weight: 9.5lbs (4.3kg)

Length: 34 inches (869mm)

Magazine: 30-round box

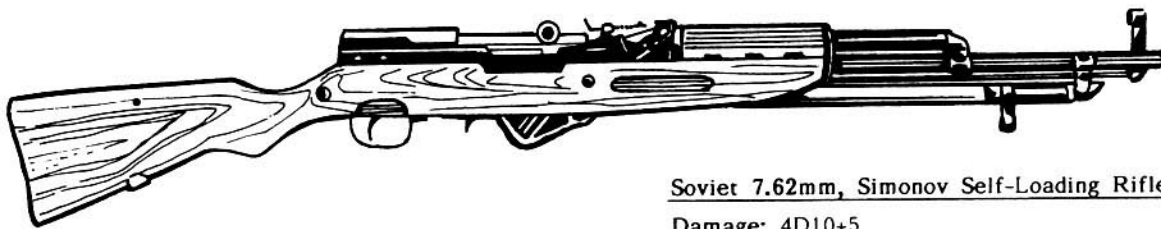
ROF: 600 rpm

MER: 1000ft (300m)

Notes: Shorter and heavier than the M-16. Both had equally effective ranges, but the AK-47 had a slower rate of fire as well as slower muzzle velocity. On the other hand everybody loves the AK-47's incredible reliability. A few specks of dust, a drop of mud, or too much rain could jam up the M-16. There are stories of U.S. soldiers finding a cache of AK-47s, unprotected and hidden in a river for several weeks. Incredibly, in spite of massive abuse, the AK-47 assault rifle just keeps on firing.

CHINESE TYPE 56 ASSAULT RIFLE
A COPY OF THE SOVIET AK-47
7.62 mm





Soviet 7.62mm, Simonov Self-Loading Rifle (SKS)

Damage: 4D10+5

Weight: 3.85kg

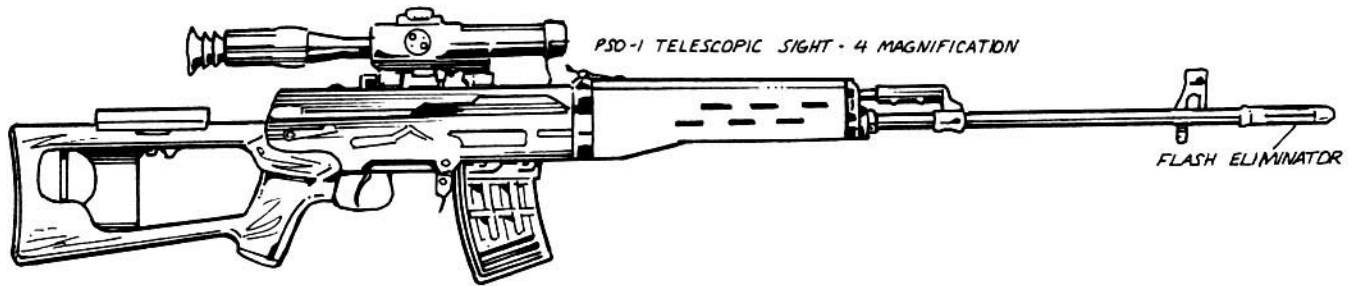
Length: 40.5 inches (1021mm)

Magazine: 10-round box

ROF: 575 rpm

MER: 1200ft (400m)

Notes: This is a semi-automatic rifle. The Chinese Type 56 carbine is an exact copy.



Soviet SVD 7.62mm Dragunov Sniper Rifle

Damage: 4D10+10

Weight: 9.5lbs (4.3kg)

Length: 48 inches (1225mm)

Feed: Magazine

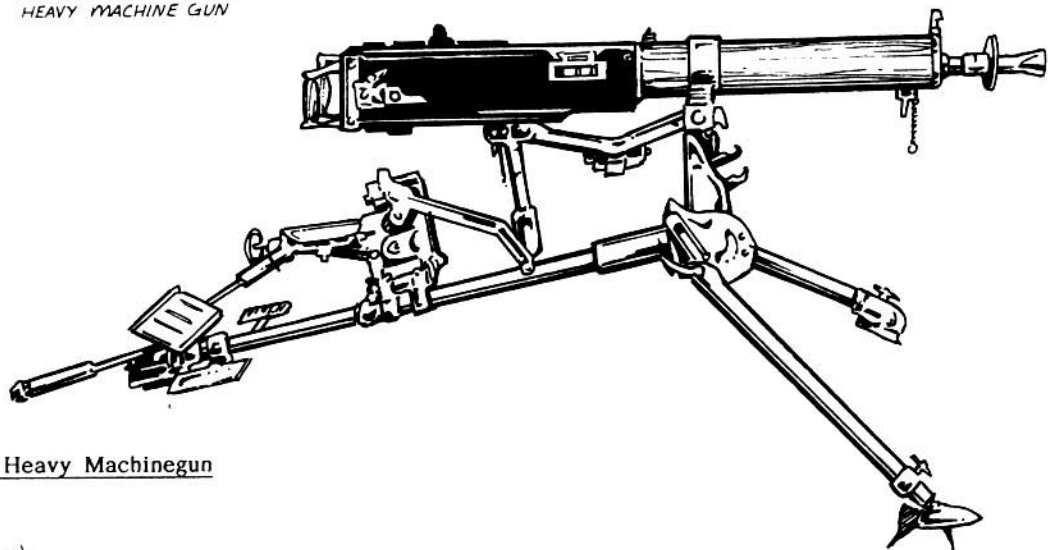
ROF: 660 rpm

MER: 4400ft (1300m)

Notes: The SVD was lighter than its U.S. equivalent, the M-14. Both were the main sniper weapons on their respective sides of the war.

MACHINEGUNS

*CHINESE TYPE 24 7.92mm
HEAVY MACHINE GUN*



Chinese Type-24 7.92mm Heavy Machinegun

Damage: 5D10+10

Weight: 39lbs (18kg)

Length: 55 inches (1397mm)

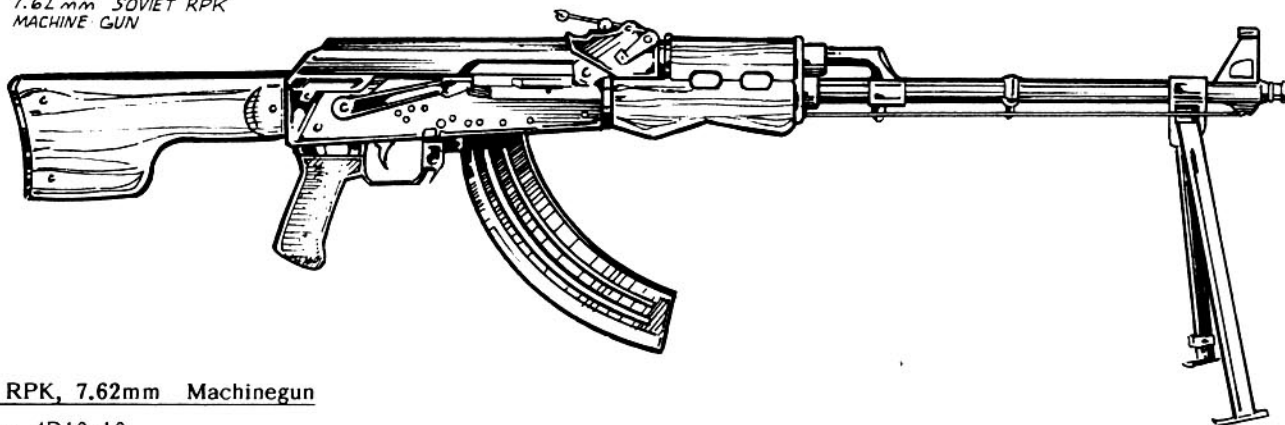
Feed: 250 round belt

ROF: 400 rpm

MER: 4000ft (1310m)

Notes: A copy of the German Maxim of W.W. I vintage. The first line of Northern 'Nam air defense consisted of normal infantry weapons, of which this heavy machinegun was most effective.

7.62mm SOVIET RPK
MACHINE GUN



Soviet RPK, 7.62mm Machinegun

Damage: 4D10+10

Weight: 11lbs (5kg)

Length: 41 inches (1036mm)

Magazine: 40-round box

ROF: 660 rpm

MER: 2400ft (800m)

Notes: The VC main machinegun. Comparable with the U.S. M-60 except that the RPK was much lighter than the M-60 and it was also slightly shorter. The range for the RPK was also a little shorter than the M-60.

COMMUNIST GRENADES

RG-42 Anti-Personnel Hand Grenade

Weight: 436gms

Length: 4.6 inches (121mm)

Blast Radius: 75ft (22.9m)

RGD-5 Anti-Personnel Hand Grenade

Weight: 11 oz (311.8gms)

Length: 4.5 inches (114mm)

Blast Radius: 75ft (22.9m)

RPG-6 Anti-Tank Hand Grenade

Weight: 2.5lbs (1kg)

Length: 13.5 inches (343mm)

Blast Radius: 40ft (12.2m)

RPG-43 Anti-Tank Hand Grenade

Weight: 3lbs (1.4kg)

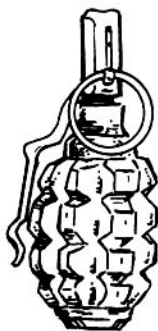
Length: 11 inches (279mm)

Blast Radius: 40ft (12.2m)

RDG-33 Anti-Personnel Hand Grenade

Weight: 24 oz (722gms)

Blast Radius: 20ft (6m)



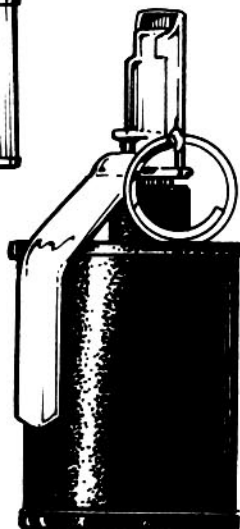
F1 FRAGMENTATION
ANTI-PERSONNEL HAND GRENADE



RDG-33 ANTI-PERSONNEL
HAND GRENADE



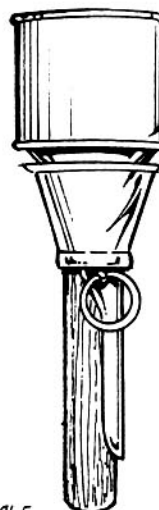
RPG-40



RG-42 ANTI-PERSONNEL
HAND GRENADE

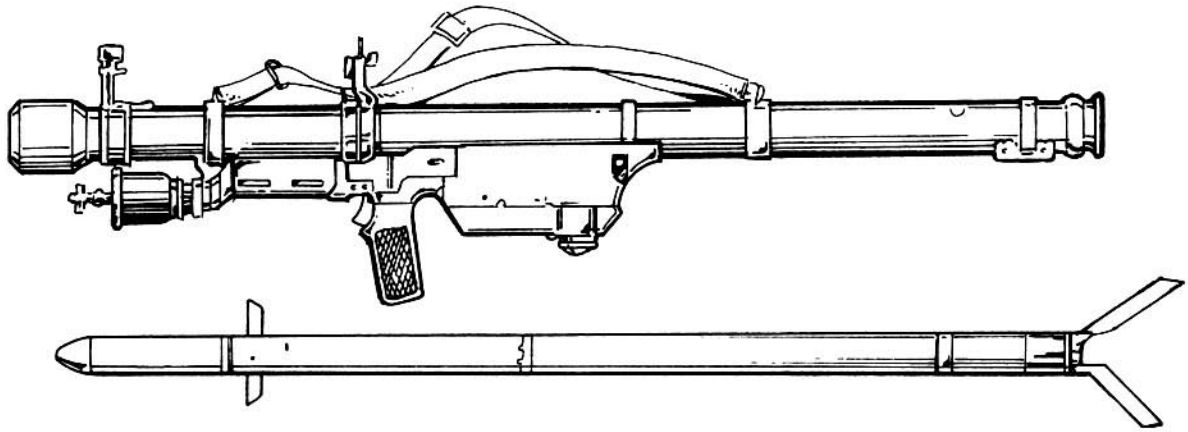


RPG-6 ANTI-TANK HAND GRENADE



RPG-43 ANTI-TANK
HAND GRENADE

DRAWINGS ARE NOT TO SCALE.



SOVIET SA-7 GRAIL
MAN-PORTABLE AA MISSILE



Type 56 Antitank Rocket Grenade Launcher

Weight: 3lbs (1.4kg) (launcher), 2lbs (.9kg) (rocket)

Length: 4.8ft (1494mm)

MER: 470ft (150m)

Blast Radius: 50ft (15m)

Notes: This is a Chinese copy of the Soviet RPG-2 Portable Rocket Launcher. Not much for range, but relatively lightweight. Another favorite VC weapon.

Soviet RPG-7 Antitank Launcher

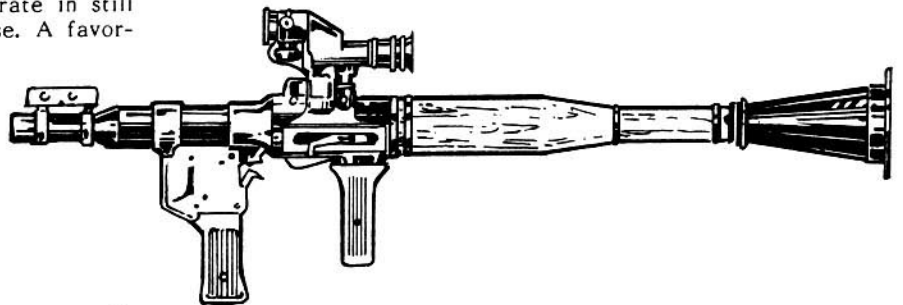
Weight: 15lbs (6.8kg) (launcher), 5lbs (2.3kg) (rocket)

Length: 41 inches (990mm)

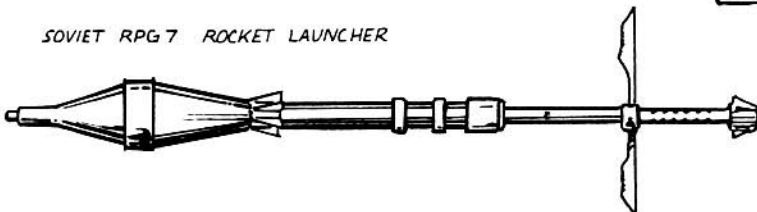
MER: 1500ft (500m)

Blast Radius: 80ft (24m)

Notes: The 84mm warhead can penetrate 12 inches of armor plate at normal range. It is fairly accurate in still air, any kind of wind would throw it off course. A favorite VC weapon.



SOVIET RPG 7 ROCKET LAUNCHER



75 mm RECOILESS RIFLE

Chinese 75mm Recoiless Rifle Type 52

Weight: 190lbs (86.1kg)

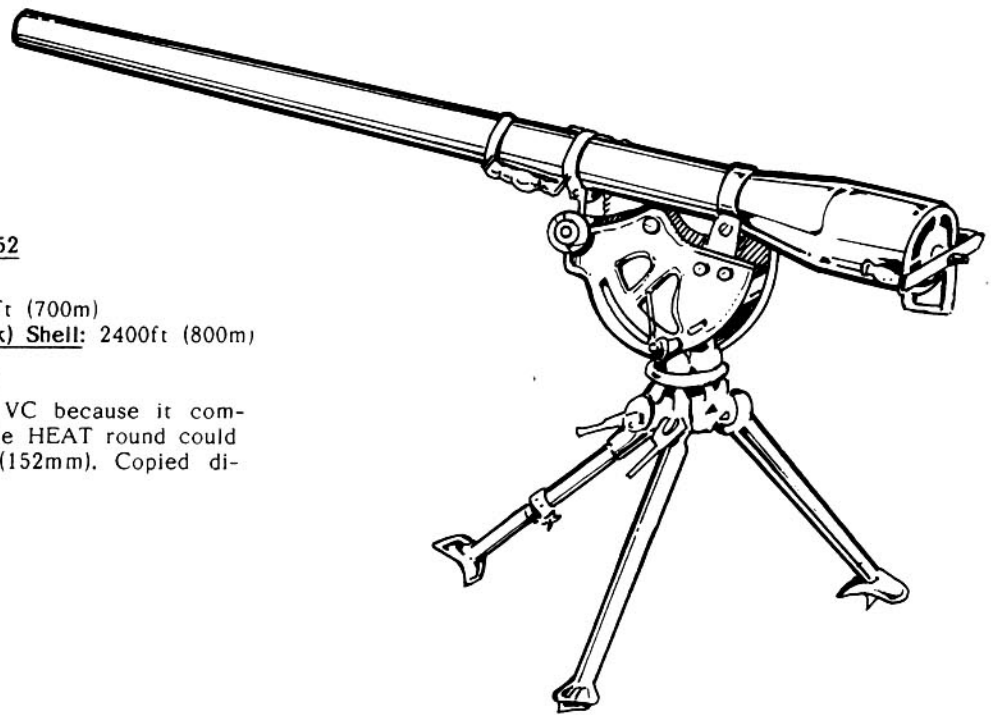
MER HE (High Explosive) Shell: 2100ft (700m)

MER HEAT (High Explosive Anti-Tank) Shell: 2400ft (800m)

Blast Radius: 50ft (15.2m)

Armor Penetration: 6 inches (152mm)

Notes: Very popular with NVA and VC because it combined light weight and fire power. The HEAT round could penetrate up to 6 inches of armor (152mm). Copied directly from the obsolete U.S. M-20.



COMMUNIST MORTARS

60mm Type 63 Mortar

Weight: 27lbs (12kg)

Length: 24 inches (610mm)

ROF: 15 rpm

Blast Radius: 50ft (15.2m)

Notes: A Chinese updated version of a copy of the old U.S. M-2 60mm mortar. Effectively, the Type 63 is a cheap, lightweight duplicate of the U.S. M-19. A favorite of the VC because it could be easily carried into the field. Same stats as the U.S. M-19 60mm mortar.

82mm Type 53 Mortar

Weight: 125lbs (56.7kg)

Length: 4ft (1220mm)

ROF: 15-25 rpm

Bomb Weight: 6.8lbs (3kg)

MER: 9000ft (3000m)

Blast Radius: 80ft (36.3kg)

Notes: Consists of a barrel, bipod stand, circular base plate. Could be disassembled and carried by a three man team. Actually a copy of the Soviet M1937, which was in turn based on the U.S. M-29. This was the most widely used VC artillery weapon.

COMMUNIST ARTILLERY

M-38/39 Soviet Twin 37mm AA Gun

Damage: 5D10 per round

Mounted on 4 wheel trailer, optical sighting

1.58lb shell

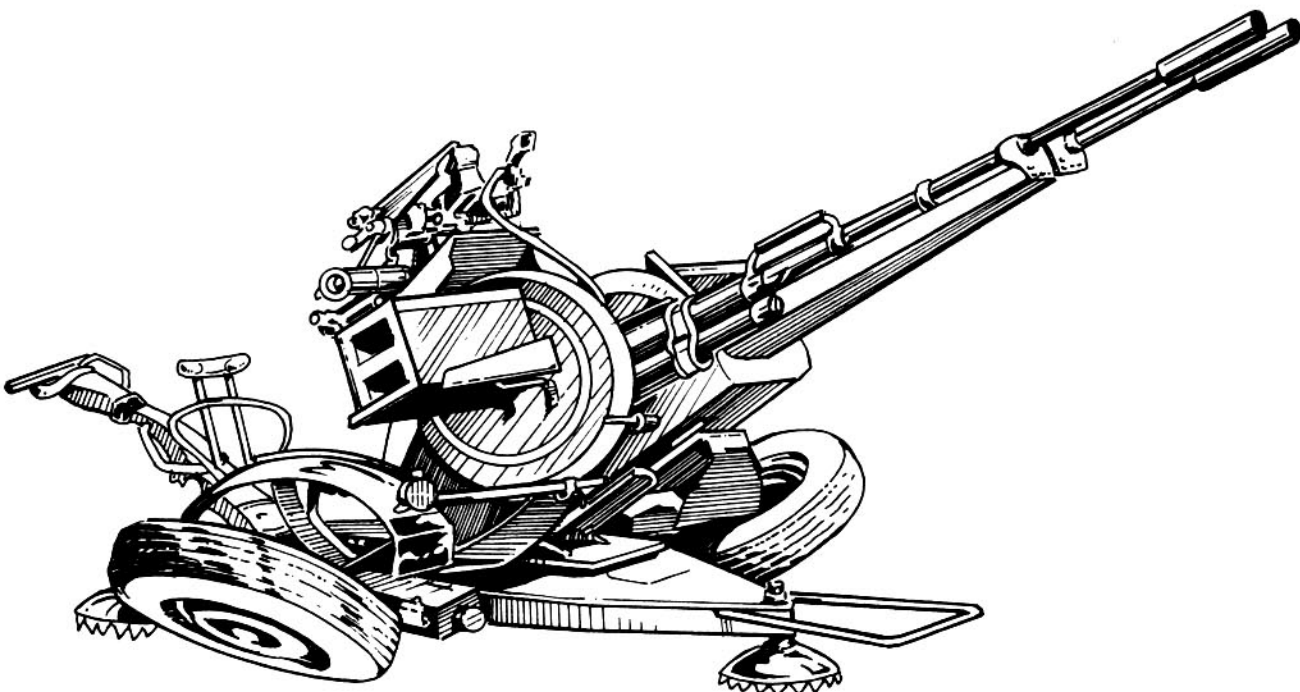
MER: 9,800ft (3000m)

ROF: 180 rpm

Weight: 49,100lbs (22,100kg)

Feed: 5 round clip

Notes: Used as anti-aircraft weapon only. Included because RECON teams would sometimes have the mission of capturing or destroying these units. Serviced by a crew of 8.



Soviet 130mm M-46 Field Gun

Length: 38.8ft (11.7m)

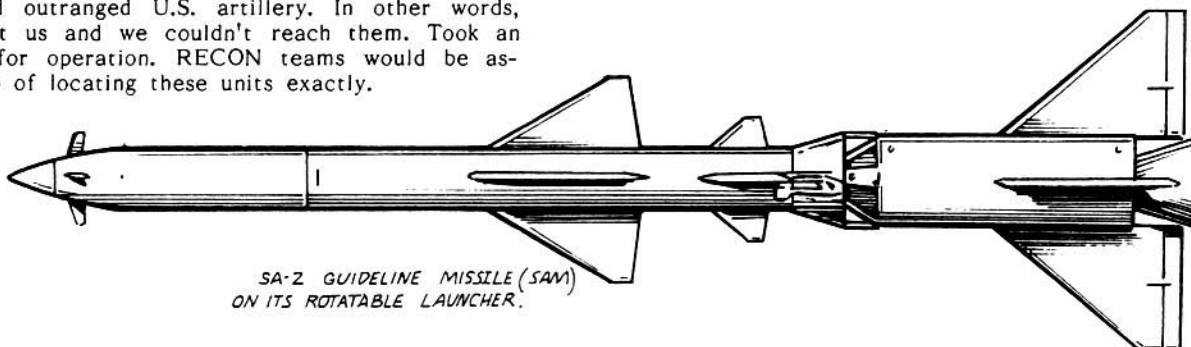
Weight: 7700kg

ROF: 5 rpm

MER: 27,150m

Blast Radius: 150ft

Notes: This is one of the few VC weapons that outgunned its U.S. equivalents. It fired a 74 pound High Explosive projectile and outranged U.S. artillery. In other words, they could hit us and we couldn't reach them. Took an 8-man crew for operation. RECON teams would be assigned the job of locating these units exactly.



SA-2 GUIDELINE MISSILE (SAM)
ON ITS ROTATABLE LAUNCHER.

COMMUNIST MISSILES

Soviet SA-7 Anti-Aircraft Missile

Damage: Anti-Aircraft (same as HAWK missile)

Weight: 22lbs (10.6kg)

Length: 4ft (1346mm)

MER: 2.2 miles (3.5km)

Notes: A crew of 2 would be directed to fire on approaching U.S. aircraft. Alerts through a sophisticated series of Radar units allowed for a fairly high rate of success (about 4% chance of hitting).

Russian SA-2 Surface to Air Missile System

Damage: Anti-Aircraft (same as HAWK missile).

Weight: 112,500lbs (25,000kg)

Length: 31ft (9.4m)

MER: 500 miles (804km)

Fuel Capacity: 135 gallons (500 liters)

Notes: This long range anti-aircraft missile required a crew of 5. The success rate was about 5%.



TANKS

Soviet PT-76 Amphibious Tank

Weight: 13.78 Tons

Range: 155 miles on land; 62.5 miles (99km) on water

Speed: 27 mph (43kph) (land)

6.25 mph (10kph) (water)

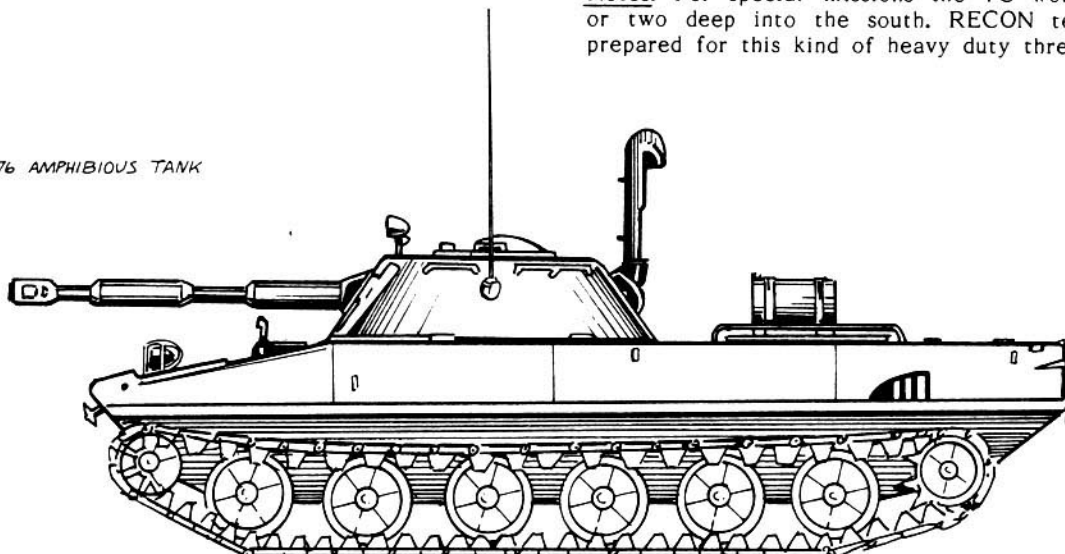
Crew: 3

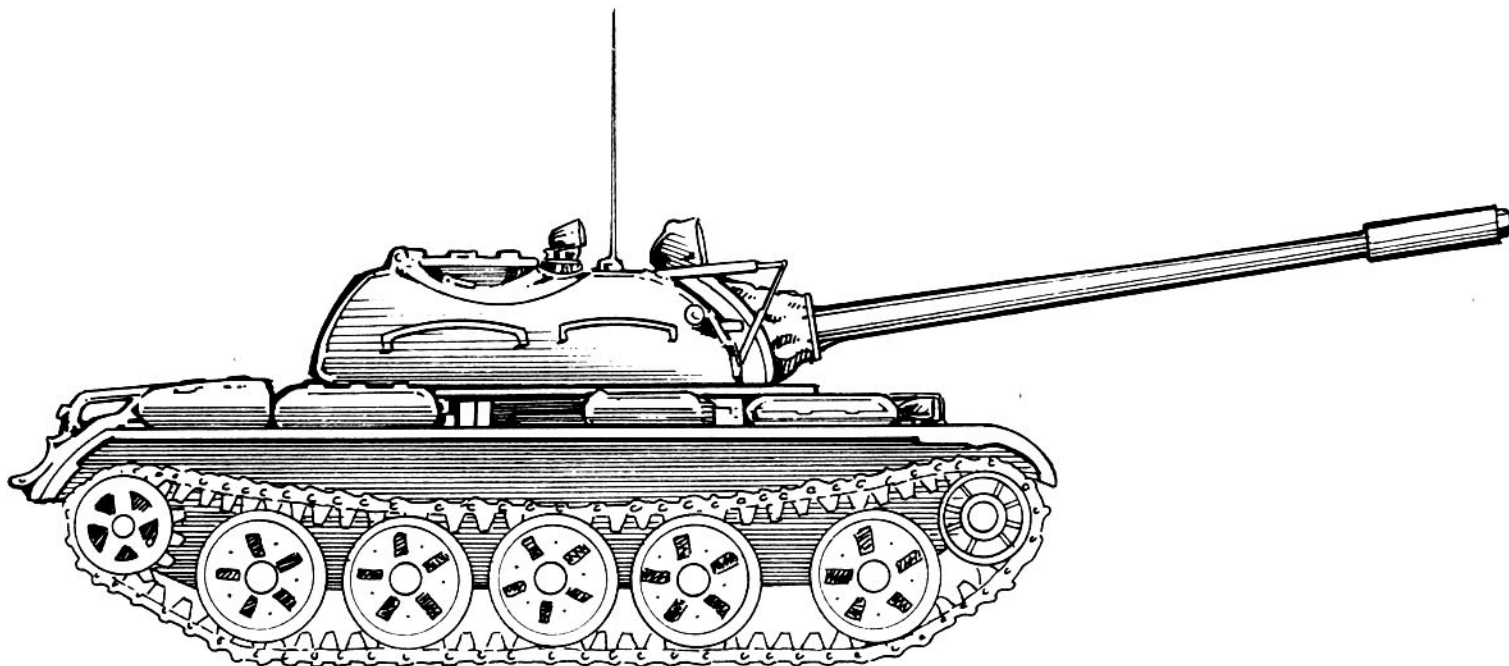
Armament: 76mm D-56T gun, 7.62mm SGM Machinegun.

Armor: Stops pistol, rifle, machinegun and fragments. 30% chance of surviving direct hits with LAW, anti-tank rockets or mortar.

Notes: For special missions the VC would sneak a tank or two deep into the south. RECON teams were rarely prepared for this kind of heavy duty threat.

PT-76 AMPHIBIOUS TANK





Soviet T-55 Tank

Weight: 35.9 Tons

Range: 310 miles (498km)

Speed: 30 mph (48kph)

Crew: 4

Armament: 100mm D-10T gun, two 7.62mm PKT Machine-guns.

Armor: Stops pistol, rifle, machinegun and fragments. Invulnerable to grenades. 60% chance of surviving direct hit with LAW, rocket or mortar.

Notes: The main battle tank of the NVA. Although tanks were relatively uncommon they would be deployed when it seemed advantageous.

ATC (Armored Troop Carriers)

Weight: 66 tons

Crew: 7

Armament: 20mm machinegun, two .50 cal. machineguns, four 7.6mm machineguns, two grenade launchers.

Notes: Used for large troop movements and assault insertions. Could carry 45 men, a 150mm Howitzer or an APC.

COMMUNIST AIRCRAFT

MiG-23

Basic Weight: 37,780lbs (17,000kg)

Length: 57ft (17m)

Cruising Speed: 1520mph (mach 2.2) (2444kph)

Range: 1200 miles (1929km)

Armament: 23mm twin-barreled cannon

Notes: A powerful aircraft. In the hands of the right pilot (Northern 'Nam had a few excellent 'aces') it could prove a serious threat to the F-4 and other Stateside fighters. Mainly it had a problem with range. After only a couple of high-speed maneuvers it would run out of fuel and have to return to base.

MiG 17

Length: 38ft (11m)

Basic Weight: 27,340lbs (6075kg)

Cruising Speed: 711 mph (1145kph)

Range: 422 miles (680km)

Armament: Three (3) 23mm NR-23 Cannon; 2,250kg bombs 4 UV-16-57 rocket pods or 4 S-24 unguided rockets.

Notes: An older aircraft, not a real match for the latest in Stateside equipment.

Booby Traps

THE PASSIVE ENEMY:

BOOBY TRAPS, MINES AND CLAYMORES

The terror of mines and booby traps is that they strike without warning and there is nothing to fight back at. Troops can suffer more from the strain of anticipating mines and booby traps than from the anxiety over ambushes. Claymores are even worse because there it's not just a dumb trap; somewhere a man is watching and waiting to blow it up for maximum effect.

Booby Traps

Booby traps are as varied as the different ways to injure or kill. From pit traps to crossbows, from drop-falls to underwater snares, through all manner of rockets and grenades, the idea was to eliminate the enemy cheaply.

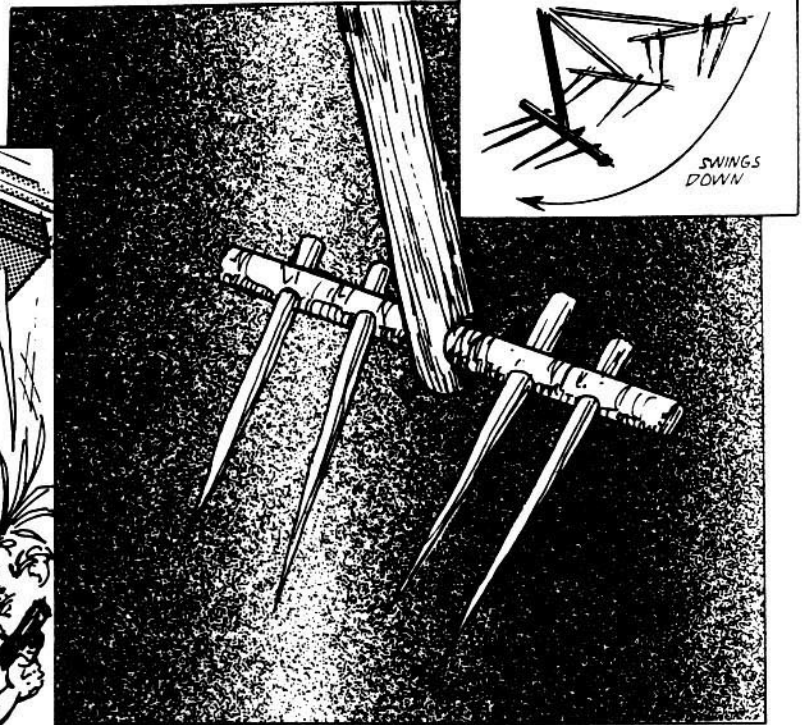
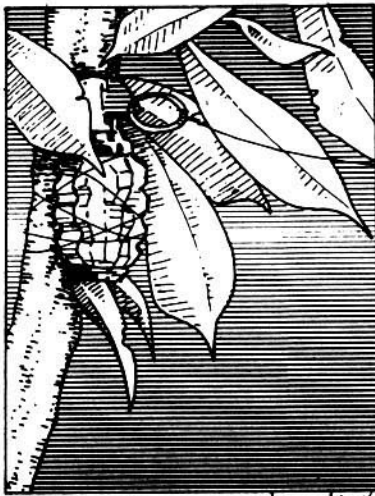
For booby traps, if a person successfully rolls against their Alertness (AL), they will be warned that something is wrong. This can be a disguised tripwire, broken vegetation, an odd-looking pile of leaves, or just a stick standing at an odd angle.

Punji stakes, the cheapest kind of trap, were made of fire-hardened bamboo or steel nails. These could be hidden in tall grass, a pit less than a foot deep, or a pit large enough for an elephant to fall in.

Red Dukowski versus the Booby Trap: Red is walking through the jungle when he notices a short clump of bamboo (he rolled under his AL). "That's odd," he thinks, "maybe the bamboo is short because it was cut down recently." Red slows down and starts closely examining the ground. Nothing. Now he's really worried; he looks in the trees overhead. Nothing again. At this point he finds and cuts a long length (12ft) of bamboo and moves forward slowly, examining everything carefully and using the bamboo to prod the plants and ground. Sure enough, a few feet later his probe goes right through the dirt. He has managed to avoid stepping into a pit trap. The bamboo was used as support for a layer of leaves covered over by a layer of dirt.

VC Booby Traps and Mines

The Viet Cong worked to set up as many booby traps as possible as cheaply as possible. Old traps were



left all over the countryside. At least half of the booby traps were ineffective because of age, rain or erosion.

Punji Stakes

Damage: 1D10

Notes: Placed in shallow pits or in tall grass. Did damage mostly to the foot and was almost never fatal. A nastier version featured spikes on the walls pointed down, then the victim pulled his foot out to take another 1D10 of damage.

Pit Trap

Damage: 1D10 per each stake

Notes: A deep punji stake trap. The victim would fall on a number of stakes (roll 1D10 for quantity) and take damage from each.

Crossbow Trap

Damage: 2D10

Notes: A crossbow in a shallow pit or attached to a tree would be set to fire at a trail or crossing point. This device only had a 25% chance to hit.

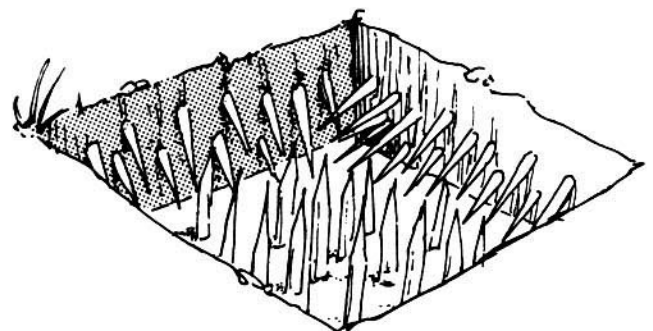
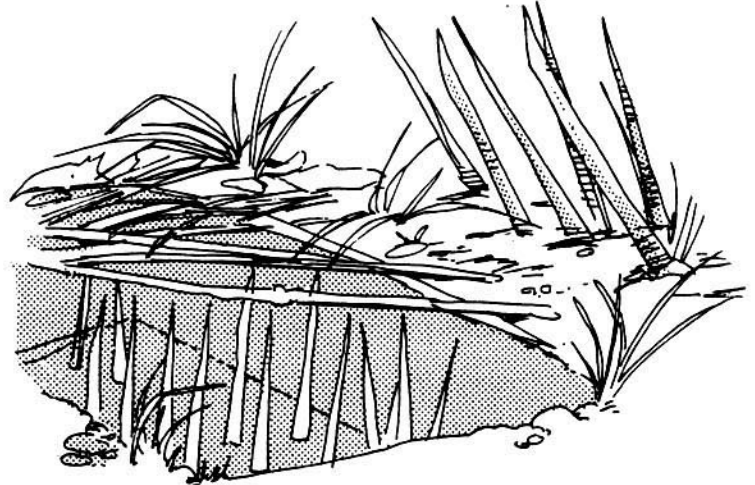
Drop-Fall Trap

Damage: 3D10

Notes: A large weight bristling with pikes or nails is suspended up in the trees. It's released by a tripwire or lever and either drops down or swings across the target point. 35% chance to hit.

Mines

Notes: The VC often used stolen US mines (they'd dig them up and plant them somewhere else) or exact copies. See U.S. mines for details.



Launched Grenades

Any U.S. or VC grenade could be used as a booby trap. Tin can traps contained grenades attached to trip wires. When the trip wire was pulled the grenade would be pulled out of the can. The pin would be attached to the back of the can and would be pulled as the grenade left the can. **Note:** Damage depends on the type of grenade fired; SEE the 40mm Grenade Cartridge description for damage.

Mines

Mines are really just one specific kind of booby trap. A mine is always an explosive charge buried in the ground. It's simply designed to go off when something steps on it or drives over it. With mines you hope you are alert enough to spot one before you step on it, or that you are lucky enough to miss it. A successful roll against AL means you see an unusual mound of dirt in the path or a partial piece of mine has been exposed.

There are two kinds of mines: antipersonnel and anti-tank. **Antipersonnel mines** are designed to go off at a relatively light touch, the pressure of a boot with a hundred or so pounds of soldier. When triggered, they explode with the same effectiveness as a grenade.

On the other hand, **antitank mines** are designed to blow up vehicles. The pressure needed to trigger one of these is more on the order of 200 to 400 pounds. The average soldier moving down a trail will not trigger an antitank mine. Of course, if the soldier is running or jumping and happens to put his heel in just the right place then it may blow up. The damage will be the equivalent to a 81 mm mortar round.

Hunk Webber versus the Mine: Hunk has been following a set of clear VC tracks in the soft ground. He notices that the VC all walked along the right hand edge of the path for about ten feet. "Does that mean they were avoiding a mine?" thinks Hunk, "or is Charlie trying to sucker me into walking along the same path?" Since his buddies will be following and since he can't take chances, he decides to make sure. He cuts himself a small stick (about a foot long) and sharpens one end. Lowering himself on his belly he starts crawling forward, pushing the stick into the ground ahead at an angle. Sure enough, right under one of the VC sandal-prints (looks like part of a Goodyear tire), his stick 'clunks' into something. Now Hunk is faced with another set of choices; should he dig out the mine (he'd have to roll under his AG), mark it for his buddies (but another VC might change the mark), or continue searching for other mines ('cause where there's one mine there are liable to be more).

Note: You'll notice in the example above, it didn't say whether or not Hunk rolled to notice the VC tracks. There are two possibilities. If Hunk was specifically following the tracks, then the MD would simply have told him about how they moved to the side of the trail. If Hunk had simply been following the path, then the MD would have had him roll under his AL, unless the tracks were obvious.

Claymores

A claymore is an explosive device that can be used as a booby trap set with a trip wire like a booby trap (see booby traps) or, a more dangerous possibility, is a claymore that is Command Detonated. That means that an enemy remains hidden somewhere and fires the claymore by remote control. The claymore itself and the wire leading to the operating personnel are the only signs that can be spotted.

Claymores can be devastating. The blast is a triangle shaped pattern fanning out in front of the claymore. Any character within the killing ground (the triangle) will take damage.

Although claymores can be disarmed, a common 'dirty trick' was to turn the claymore around, then the blast would hit the trigger man instead of the target.

Disarming The Trap

Mines and booby traps can be and should be avoided when possible. However, there are often times when the

only option is to disarm or deactivate.

To defuse a mine or claymore a character not trained in demolitions disposal has only his basic training to rely on which is 50% in the use/defusing of US type mines and claymores, and only 35% to use/defuse unusual or unfamiliar foreign designs. Character's skilled in demolitions have a much greater success ratio.

An alternative way of getting rid of traps is to deliberately set them off. Throwing sticks, stones or logs may activate the trap while the characters are at a safe distance. In urgent cases it's sometimes best to clear booby traps with rifle rounds or grenades. The noise may alert enemy units in the area but is preferable to getting blown up.

The Viet Cong

Victor Charlie

Opposing the RECON teams in the field will be members of the National Liberation Front (NLF). These guerrilla soldiers are called Viet Cong or VC. Nicknames among Stateside troops ranged from "Victor Charlie" to "Mr. Charles" and from "the Cong" to "Chuck."

The 'Nam guerrillas and the NVA are some of the most dedicated combatants ever seen. Their morale and bravery has amazed invaders from the 12th century onwards. No doubt the close ties of the 'Nam people to their land has much to do with their valor. Villages were more than huts and rice fields. They were the religious and cultural center of life, the place where the ancestors are buried, the place where one's soul longed to return.

VC fall into one of three categories, Support Forces, Local Force Units, and Main Force Units. The main allies of the VC, the Northern 'Nam regular army (NVA) were also frequent participants on the battlefield.

Support Forces are the non-combatant clerks, tax collectors, medical personnel and maintenance workers of the NLF army. Consider that in Stateside military units only one out of every ten soldiers actually got involved in combat. Even more support military personnel were out of 'Nam altogether, stationed back in the States. The NLF has just as many support people, but they all live in the war zone. Whole villages of apparently peaceful peasants are actually the infrastructure of the NLF military. One of the reasons that the Stateside forces killed so many VC was because a lot of the VC killed were actually non-combatants, people who were never even trained to fire a gun. Typical Support VC have only a couple of non-weapon skills.

Local Force Units are the local militia of the NLF. These VC are part-time soldiers who work in the fields by day. At night they make booby traps, set ambushes and snipe at government troops. Local Force units are poorly equipped and trained. In general, these part-time guerrillas are more of a nuisance than a threat to the government, but they provide intelligence and serve as auxiliaries to the other VC units during large unit actions.

Main Force Units are full-time "hard core" guerrillas. They are better trained and equipped than the Local Force units, and they are the backbone of the VC effort in 'Nam. Their officers were excellent, being either life-long veterans (many fought against the French and Japanese, with 30 years of constant war experience) or regular Army advisors from the NVA. At least 20% of the Main Force are actually NVA soldiers who dress and act like VC.

NVA Regulars sent south to accelerate the 'Nam war are often as well equipped as Stateside troops. They may come with Tanks, Howitzers, or Surface-to-Air Missiles. More commonly they are well armed with Assault Rifles, Grenades, Mortars and Anti-tank Rockets. A prime RECON team mission is to locate an NVA unit and call in smoke on them (artillery or air strikes).



Creating the Enemy: Quick Roll NPC

All VC and NVA soldiers should be generated by the MD. Roll at least the ST, AG and AL for each soldier. The following table allows the MD to quickly roll up MOS and skills for VC. Senior officers will have from 1 to 6 extra grades of skill in everything.

- 01-40 Guerrilla Specialist: This is the VC version of the average rifleman. His training includes Assault Rifle (Semi-Automatic or Bolt-Action in Local Force Units), Climbing, Bayonet, Garrote, Grenade Throwing, Detect Ambush, Detect Mines/Booby Traps and Jungle Survival. He has a 35% base efficiency in his primary weapon.
- 41-60 Sniper: Most of the VC Sniper's training is with his primary weapon. He has all the skills of a Guerrilla Specialist, but has a 75% base efficiency with his sniper rifle (usually a Soviet SVD or SKS).
- 61-75 Mortar Specialist: This VC learns how to set-up, maintain, aim and accurately fire mortars. He also has skills in Grenade Throwing, Climbing, Detect Ambush, Detect Mines/Booby Traps and Jungle Survival. He has a 40% efficiency with mortar and only a 15% with rifle.
- 76-90 Booby Trap Engineer: All the skills of a Guerrilla Specialist plus the knowledge to construct, detect and disarm booby traps and mines, including Stateside versions.
- 91-00 Commissar: Communist party political officer who gives lectures, enforces the rules and acts as the VC intelligence officer. Weapon skill is exclusively pistol with an effectiveness of 25%.

Note: This is a quick roll system of NPC generation. The DM still needs to define some of the specific skills. Also the DM will want to create other NPCs of his own design without the use of this table.

Most VC units do not wear uniforms. They only wear their civilian clothes. This can be the black "pajamas" that, in fiction, so typifies the VC. The common outfit can be long sleeve or short, pants or shorts. They may also be wearing western styled pants and shirts. A checkered scarf is a common insignia of the NLF.

Main Force units may wear uniforms, anything from a dark navy blue outfit to stolen Stateside or ARVN fatigues. The NVA may or may not be wearing their official

People's 'Nam fatigues. Many times they will simply be dressed as VC.

The political indoctrination of the men and women who operated as guerrillas began in their teens. Many hours were dedicated to discussion and criticism to ensure that every soldier understood and believed in the just nature of their cause. It was crucial that appropriate motivation and individual conscience were properly attuned to perpetuate the guerrilla movement. Intimidation would have been folly considering the hardships, extraordinary conditions and deprivations the guerrillas faced.

Collaboration and protection from villagers were necessary for the guerrillas' survival. They gained the majority of their strength from the rural villages which made up 85% of South 'Nam's population. Reprisals against villagers were rare; ordered only for critical acts of collaboration with the enemy. This closeness with the peasants also helped to frustrate many of the humanitarian programs of the Stateside forces and undermine the morale of much of the South Vietnamese Army.

The weapons carried by the VC varied greatly in sophistication. Many weapons were either stolen or home made. After 1966 the Chinese made, AK-47 Assault Rifle became the standard main unit weapon. Officers usually carried the Polish K-54 pistol as a sidearm.

VC RECON Teams

VC teams do not have the MOS of the Stateside teams. They take turns acting as Point Men, they don't carry portable radios or grenade launchers (no RTOs or Grenadiers), their Medics don't travel with the teams and machinegun duties are shared (no Pigmen). As for the rest, Intel is taken by the Commissar, Heavy Weapons are handled by the Mortar Specialist and Demolitions are the job of the Booby Trap Engineer.

VC RECON teams can come from Support Forces, Local Forces, Main Forces or NVA. Support forces will carry no weapons; they pretend to be loyal civilians and often carry government papers to prove it. Local Force Unit RECON teams, often teenage girls or old men, will carry only bolt-action, single-shot rifles and a few grenades. Main Forces and NVA units will carry assault rifles, rocket launchers, grenades and (20%) mortars.

Mission Director Section

COUNTERINSURGENCY WARFARE: WHAT IT'S ALL ABOUT

"Of particular interest was Alexander's ability to adjust his tactics and tactical formations to fit conditions of the moment, as shown in his central Asian operations (329-327 B.C.). Against guerrilla resistance he reorganized his army into light, mobile columns moving independently but in coordination. Much use was made of light cavalry bowmen. Exhaustive terrain reconnaissance assisted his supply needs. Military colonies, established at important road junctions . . . protected his communications . . . His accomplishments in mountain warfare and against irregular forces have never been equaled."

The Encyclopedia of Military History,
R.E. DuPuy and T.N. DuPuy, 1977

Alexander had the right idea. When you're fighting against guerrillas in the field you've got to change your tactics. World War II style warfare doesn't work if the enemy doesn't want to fight you head on. The irregular army knows that it can't beat you in a direct confrontation. Instead they will disappear into the countryside, attacking at any weak points and falling back when things look bad. Hiding among the civilian population, using non-combatants as spies and saboteurs, is even more effective.

In order to fight that kind of warfare you've got to first protect yourself. That means fortifying bases and regularly patrolling your roads.

Taking the fight to the enemy meant using small units, too small for the enemy to notice, as reconnaissance probes. Once the enemy is located massive weapon and troop attacks can be mobilized in support.

Dealing with the enemy hidden in the civilian population is much more difficult. Attacking, interrogating or relocating civilians are effective ways of neutralizing the danger. Unfortunately those means also turn the native population against you. The more they hate you, the more support they'll give to the guerrillas.

As a RECON team you have the job of locating the enemy out in the bush, protecting your bases and trying to deal with the hidden enemy without hurting innocent by-standers.

How to "Role" Play

Although every RECON team has different mission objectives they all share a common goal. They all want to stay alive. In order to do that they have to work as a team. Each team member has a specific job to do.

Every character must be assigned a different team position. In order to take a position, the character must have a matching Primary or Secondary MOS. For example, every team must have a Point Man and the player character who takes that position must have Point as either Primary or Secondary MOS.

Certain positions are required for every team. Every team MUST have a Point Man. Although Medics and RTOs are not required it would be pretty stupid to go on a mission without them. Other team positions should be assigned according to the requirements of the mission. A mission to blow up a bridge obviously requires that one character be the team Demo Man.

If there are enough players then every team position should be filled. No more than one character can take any team position. For example, you can't have two or more Snipers on a team. If the team has too many characters then the remaining players should be Riflemen with no

MOS bonuses for the mission. Of course; if a particular soldier gets eliminated (badly wounded, captured, separated, or killed) another character can take over the official position. Very large groups can be separated into two or more teams, each team having its own positions.

It's important for teammates to work together. Each position is a unique and essential element contributing to the team's long-term survival and success of the mission.

An interesting way to look at RECON teams is to compare them to the groups in other fantasy role-playing games. Using the Palladium RPG as a model, what are the parallels between medieval characters and RECON positions?

For starters, the Point Man is very much like Palladium's Ranger, a guy who specializes in understanding the lay of the land and scouting ahead of the group. Snipers are comparable to Long Bowmen, characters who can pick off the enemy at a great distance. Medics are the Priests, good back-up fighters who can also care for the wounded.

Grenadiers, Heavy Weapons and Pigman could be modern equivalents of Mercenary Fighters, Soldiers and Knights, each contributing specialized fighting skills to the party. The Demo man could be likened to Assassins, able to set traps and other dirty tricks.

Some members of the group tend not to be great fighters, they have to be protected because of their other talents. Intel Men are like Thieves, valuable for the subtler forms of combat and interrogation. Finally, the RTO acts as the Wizard of the group, able to command great powers (air and artillery strikes), having the beasts of the air under his command (Puff and Slick dust-offs), and with the ability to communicate over great distances.

THE MISSION DIRECTOR

The most important player in a RECON game is the Mission Director or Game Master. The MD selects the mission and controls the enemy forces. However, RECON is not a game of the MD versus the other players. The MD's task is to control the opposing forces to make the mission challenging, but not impossible. When both sides have so much deadly force at their disposal the MD has to be very careful to maintain a balanced game.

Remember that the MD's main objective is to make the game fun for the players. That means the players should feel their goals are realistic. If they succeed they should feel triumphant because it was their own ingenuity that gave them victory. For every scenario ask yourself the following questions:

1. Will each player have a chance to participate?
2. Does the mission match the personalities and alignments of the characters?
3. Are the skills and equipment of the group sufficient to accomplish the mission?
4. Is the enemy or obstacle powerful enough so the group can fail if they make mistakes?

The MD As Training Officer

After the characters are recruited or drafted in the service (in other words, as soon as ST, AL and AG are rolled up) it's time for them to be trained. Characters with high strength (ST) tend to be trained as Pigmen, Point Men, Grenadiers or Heavy Weapons. A high alertness (AL) will single a character out for Point Man or intelligence training. Superior agility (AG) makes a player for Sniper or Demolitions courses.

To a certain extent the MD can let the players choose their own Military Occupational Specialities (MOS). The problem is that certain skills are needed more than others. For Example, most groups need at least a couple of Point Men and Medics (primary and secondary MOS) because they need a back-up in case one gets shot. De-

pending on the particular assignment, Intel, Sniper or Demolitions men may be totally useless.

In order to avoid problems the MD should suggest to the players what's most important for their team. As the MD you have the power of assignment, just tell the players, "That looks like a really good character, but we have already got two Pigmens on the team! Why don't you save that one for later and roll up another one, or choose a different MOS."

Just as the military trains new recruits according to what they need, the MD can push a new character into a particular MOS, "Listen Bob, our last Grenadier got killed so we could really use a new one right now."

Most of the time character skills should be chosen by the players. However, there are times when the MD should require that certain skills be chosen or, better yet, the MD should give out (free) additional training. A good example is with a SEAL team. If all the players are going to be SEALs then say, "for this RECON game you'll all be playing Navy SEALs. Therefore you all have Basic SCUBA in addition to all your other skills. If you want any other underwater skills you'll have to choose them yourselves as part of your initial skill allotment."

The MD As Assignment Officer

In medieval fantasy role-playing games characters meet up in taverns and start travelling together. In comic book style role-playing games it's only natural for super powered characters to form groups, after all, there aren't that many of 'em around.

It's different in RECON. Mission personnel are selected according to what specialties and skills they add to the group. It's the MD, playing the part of the commanding officer, that makes sure that the right men are assigned to the job. It's also up to the MD to determine how many characters are needed for the mission (or how many role-players he can deal with successfully) and what specialties and skills the group will need.

Rewards and Punishments

There are two kinds of rewards for player excellence. The first is experience points. As a general rule, anytime a player does something helpful or smart or brave, they should receive experience points. See the Player Section for more information on experience points.

The other kind of reward, at least in a 'Nam game, is service recognition. When the Army (or Navy or whatever) realizes that someone has done well they'll award them with promotions.

Note that word "realizes." More often than not the military organization will be totally unaware of excellence in the field. A guy taking on a whole unit of NVA single-handed and risking his life to save others has no effect on promotion unless some bureaucrat notices it. This explains why the General's personal orderly is much more likely to get a promotion than a combat grunt.

In general, ambitious characters will get frequent promotions by boot-licking and show-boating. For example, doing a feat of minor heroism while a Stateside television crew is filming is likely to get someone a promotion or at least noticed.

Merely doing a good job will be rewarded occasionally. If the team keeps bringing in prisoners and captured enemy equipment they may eventually be noticed. One of the powers that Intel and RTO specialists have is that they can recommend people for promotion (or sabotage their careers by bad-mouthing them).

Promotions quickly won by combat personnel are often quickly lost. Talking back to a superior officer or failing to follow regulations will result in quick loss of rank. After all, the closer soldiers are to combat the more informal they become. MPs who expect neatly buttoned uniforms, regulation haircuts and shaves will con-

tinuously harass combat soldiers. And fighting with an MP is an automatic loss of rank.

Rank also has a ceiling for combat soldiers. Anything over an E-6 and the character ends up being rotated into administrative duty. Even a promotion to E-6 is often turned down because it means the character would be transferred to command a different team.

Characters can also be rewarded with medals. The Purple Heart for wounds, Silver Stars for valor, and Bronze Stars for action above and beyond the call of duty. Good Conduct Medals and Campaign Medals (for everyone who participated in a particular battle) were fairly common. Congressional Medals of Honor are the highest awards and should be awarded only to dead or retired characters. Once again, awarding medals depends more on who sees you than what you actually do.

In the final analysis rank and medals are just part of a game that most combat soldiers don't play. The real RECON team leader is just as likely to be a private as a sergeant. For that matter the whole team could be nothing but sergeants! A supply sergeant comes home with a chest full of medals because he endured a few mortar attacks on base. The Point Man veteran of a hundred combat encounters could easily come home with nothing but a dishonorable discharge.

Stateside Army Rank and Pay

This is a listing of all ranks from lowest to highest in the Stateside Army. All the base pay rates listed reflect the monthly wages of a new officer. Extra pay was awarded for each extra year of service.

Enlisted Men

Enlisted men are the common soldiers of the military. There are 'enlisted' for a specific period of time. Usually they serve for two to four years (although their enlistment period becomes unlimited if war is declared). Some enlisted men continually 're-up' and eventually become 'lifers', people who choose the military for a lifetime career. Enlisted officers are known as Non-Commissioned Officers or 'NCOs.'

<u>Title (Service Designation)</u>	<u>Base Monthly Pay</u>
Trainee (E-1)	\$288
Private (E-2)	\$320
Private First Class (PFC or E-3)	\$333
Corporal (SP/4 or E-4)	\$345
Sergeant (SP/5 or E-5)	\$360
Staff Sergeant (SP/6 or E-6)	\$410
Platoon Sergeant (SFC or E-7)	\$475
Master Sergeant (E-8)	\$681
Sergeant Major (E-9)	\$811
Command Sergeant Major (E-9)	n/a
Sergeant Major of the Army (E-9)	n/a

Other Rank

Warrant Officers are basically officers in training. Most beginning chopper pilots were warrant officers. They are rated by grades, Grade 1 being the lowest and Grade 4 being the highest. Base pay is \$473 a month. Brevet Officers are given temporary rank in emergency conditions. For example, when a capable Staff Sergeant is the last remaining officer in his unit he might be breveted to Lieutenant.

Officers

Officers are the educated elite of the military. They are 'commissioned,' which means they take an oath that pledges lifetime service. Officers are educated either at military academies (West Point), through a Reserve Officer Training Program (R.O.T.C.) in college, or through Officer Candidate School (O.C.S.). Most college graduates,



the thrill of danger without the actual risk of pain, disfigurement, dismemberment or death.

We've also got a lot of rules. Mostly, the rules are for settling disagreements of the "I shot you! - No, you didn't!" sort. As the MD you've got to decide when to use the rules and when to just get on with the game.

Take dice rolls for example. Let's say that Sammy Wyandotte, out on a search and destroy mission, is told to kill a pen filled with pigs. Should the MD have Sammy roll the dice to hit and the dice to damage for all the pigs? NO! The pigs are in a pen, Sammy is trained in the weapon, and rolling the dice would be a waste of game time. Just say, "You use up a full clip of ammo and all the pigs are dead."

Maps In RECON

Recon is a game whose design does not require the use of many maps. This may come as a surprise to players who have a strong fantasy game background with its many dungeons, ancient ruins and towns. In RECON we are most often dealing with a jungle wilderness environment and guerrilla fighters. The environment changes continually in the sense that a jungle path recorded three months ago is now completely over-grown because it is no longer used. An area reported to be safe or "clean of the enemy" may now be newly seeded with booby traps or mines, or patrolled by a band of Viet Cong soldiers, guerrillas or even a lone sniper. An active village recorded yesterday may be abandoned tomorrow, while heavy rain could change the face of the river, covering once known landmarks and creating new streams, ponds and so on. Consequently, when a map is used it is likely to incorporate only the most distinctive landmarks; and will certainly have a handful of minor or major inconsistencies. Furthermore, there is an ever changing internal hostility or danger element within that same area/environment. Random and not so random encounters could spring up almost anywhere with little warning. For example: the players might find themselves standing before a small stream or shallow river that is clearly NOT on the map. One of the players exclaims "Hey, there isn't any river between us and the suspected enemy camp on the map." True the river wasn't mapped, but it is an obstacle that exists. Likewise a little village may not be on the map either and the suspected enemy camp may have moved 20 kilometers south in uncharted territory.

Of course, the use of maps for game play orientation may be needed and should be utilized in such a way that the Mission Director (MD) and players feel comfortable.

Since maps are kept to a minimum in the game, a number of random terrain tables are provided to help the MD. Determine what sort of environment the team is currently in. Refer to these tables as you see fit. Be careful not to create an unrelated hodge-podge of terrain types however, use common sense in this regard. Ideally, decide what sort of dominant terrain is present in the area of operation as part of your original scenario design and supplement or vary it by using the random terrain tables. These can be especially useful in a quick "off the cuff" game.

and some promising enlisted men, are given a chance to go to O.C.S.

<u>Title (Insignia)</u>	<u>Base Monthly Pay</u>
Second Lieutenant (1 Gold Bar)	\$530
First Lieutenant (1 Silver Bar)	\$611
Captain (2 Silver Bars)	\$700
Major (Gold Oak Leaf)	\$755
Lieutenant Colonel (Silver Oak Leaf)	\$894
Colonel (Silver Eagle)	\$1,119
Brigadier General (1 Silver Star)	\$1,509
Major General (2 Silver Stars)	\$1,817
Lieutenant General (3 Silver Stars)	\$2,006
General (4 Silver Stars)	\$2,263
General of the Army (5 Silver Stars)	\$3,000

Extra pay for hazardous duty was also available. An additional \$65 a month is available for combat pay to all personnel.

The MD As Game Referee

RECON role-playing is a way of acting out our fantasies. When we were kids we used to "play Army." We make a game out of these fantasies so we can experience



Designing RECON Adventures

Remember when you're designing an adventure that you're actually making up a story. The players control the characters and the MD controls the background, incidental characters, weather and details. More important than any of these things is the story. And every story should have a beginning, a middle, and an end.

For RECON scenarios the beginning of the story is the briefing. This is when the characters are informed of their mission and the obvious obstacles that keep them from fulfilling it (the not-so-obvious problems are discovered later on).

The end of the story depends on the character's actions. Still, the outcome must be either the success or failure of the mission. Don't lose track of the end of the story, the players want and deserve a good ending, even if that ending is having the characters dying in ambush just in sight of their objective. Great games usually end in a terrific climax, where victory or defeat depends on a single brilliant action, a lucky roll or a coincidence of the cavalry arriving in the nick of time.

Setting Up The Game

Before the first dice are rolled the Mission Director has to make some decisions. Then answer the following questions:

1. Is this going to be a 'Nam Game or a Mercenary Game? Or is it going to be your own modification?
2. What's the primary mission group for the characters? LRRP? Rangers? Special Forces? SEALs? or other?
3. What kind of missions will the group specialize in? Infiltration and assassination? Reconnaissance and observation? Or direct contact and battle with the enemy?

When you can answer those three questions you're ready to start the game. Which doesn't mean that the MD makes these decisions alone, be sure to ask the players what kind of game they are interested in playing.

Once you've decided what kind of game you're going to run then tell the players. They can't roll up the right characters unless they know what kind of game they're playing in.

Mission Planning

Every mission starts with a briefing of some kind. This always involves a discussion of 1) your mission objectives, 2) your insertion technique, 3) intelligence reports of enemy activity in the mission area, 4) fire support available in the area, and 5) method of extraction.

Missions can vary from a highly specific request (capture and bring back village chief, Lo Dag Ho) to the very general (we want you misfits to stay out of the base until after the Inspector General is long gone).

Before leaving on any mission the group must decide which characters will be acting as the various MOS positions within the team.

Planning a Mission

It's perfectly all right if you want to run a RECON mission on the fly. Teams sent out for routine patrols can have an interesting time with just the random encounters available on the tables. That's a quick and easy way to introduce new players to the game and have a couple of hours of gaming fun.

However, structured games usually work-out better, especially if you're planning on running a campaign. Elite RECON teams with specific missions will find they have much more challenging (and fun!) adventures.

We've included lots of adventures in this book. Here is an outline of what you need to put together your own.



SCENARIO OUTLINE

RECON Team Minimum Requirements

Every mission requires certain skills and firepower. The MD should insure that the RECON team has everything they need before the mission briefing takes place. If the player characters lack some essential skills then assign non-player characters to take up the slack.

Mission Briefing

Characters should be given a good idea of what their mission objectives and resources are before leaving. The following items should be covered:

1. Method of Insertion.
2. Fire Support Availability.
3. Enemy Movement Information.
4. Terrain and Weather Report.
5. Mission Objectives.
6. Special Rules (take prisoners/no prisoners/etc.)
7. Method of Extraction.

Note: The Mission Briefing isn't necessarily truthful. Commanding officers may not be aware of changing conditions, security measures may require that certain information be kept from the characters, or in the worst case, the characters may be given completely false missions in order to cover up covert or subversive activities by intelligence sections.

Encounters

The MD should have worked out what kind of encounters, booby traps, and problems exist in the mission territory. This can be elaborately planned out (as with the missions in the book) or simply rolled up according to where the players move.

Non-Player Characters

Any essential NPCs should be developed so that the MD knows their ST, AL, AG and any essential skills. At most this is only three or four characters. Since there is a good chance that the characters will avoid encounters there's usually no need to roll up the VC fighters until just before the fighting starts.



APPENDIX: VIETNAMESE NAMES

A - Ao, An, Ap
B - Ban, Ben, Bi, Bo, Bong
C - Cao, Chong, Chu, Con, Cu
D - Dak, Dao, Deo, Dai, Dong, Duc, Do
F - Fong, Fvan, Fimnon
G - Gia, Gir, Ghe, Giong
H - Hai, Hong, Hu, Huang, Ho
J - Jak, Jang, Ju
K - Khao, Kinh, Ko, Kon
L - Lang, Linh, Ling, Loi, Long
M - Ma, Mat, Mot, Mang, Me
N - Na, Nong, Nui, Nin
O - Oi
P - Pha, Phnom, Phu, Plei
Q - Quang, Queit, Qui
R - Ro, Ron, Roun, Rah
S - Sha, Son, Song, Sop
T - Tai, Tau, Taung, Tou
U - Uay, Uing, Uyen
V - Vong, Va, Vi, Van Vinh
W - Wan
X - Xom, Xuan, Xim, Xuong
Y - Yok, Ya, Yang, Yen

Tables

The Viet Cong and Vietnamese

A Mission Director, like the Game Master in any role-playing game, plays many characters. Kwan, the orphan child begging in the street, Nguyen Bi Fong, the turncoat Viet Cong tax collector, Captain Yin Vadong, the surly ARVN officer, Captain Terrance Boom the friendly Artillery Officer. It's up to the MD to bring all these characters to life.

All the incidental characters, friend, foe and innocent bystanders, are called Non-Player Characters or NPCs. As the MD you should try to personalize every NPC.

Let's say one of the players is interrogating a village peasant. It's okay to say, "The peasant says there aren't any VC here." The game gets a lot more lively when the MD actually plays the peasant and says, "Oh, no VC. VC very bad. We very, very good. VC numba ten. Americans numba one!"

Here are just a few of the possible non-combat encounters that RECON teams will have with their own military:

1. Attempting to requisition replacement ammunition and being confronted with paperwork and delays.
2. While on leave the soldiers have a run-in with Military Police who criticize their dress, manner and salutes.
3. Being assigned the duty of playing tour guide for a new officer.
4. Encountering other units in the field commanded by commissioned officers.
5. Needing some kind of support services from engineering, intelligence, foreign troops or transportation.

In each case everything depends on the personality of the Commanding Officer. It's a good idea to choose a basic personality and alignment for each officer.

Contact Tables

Non-Combatants

Players will come across non-combatants in a variety of places. Right outside their fire base Coca-Cola girls are selling bottles of soda pop and children (often orphans or children of 'Nam mothers and Stateside soldiers) ask for hand-outs.

Cities, especially recreation centers like Thu Sang (see map), will have a variety of possible encounters.

- 01-05 Bar Girl: Usually standing outside of a bar. Will ask any soldiers, "Hey soldier boy! You are cute! You lonely? Want to buy me drink? Have good time?"
- 06-10 Shoeshine Boy: On any street in any city, "Hey G.I.! You want shine?" The boy will be from 6 to 12 years old and will offer to sell or get anything, for the right price.
- 11-21 Sidewalk Food Vendor: Vendors are everywhere selling rice balls, fresh vegetables, fruit, and live chickens, geese, or goats. Small oriental pigs are also very common.
- 22-30 Sidewalk Cooks: Over a small fire or portable stove will be cooking hot rice, soup, vegetables and/or stew. Pastries and sweets will also be available.
- 31-40 Sidewalk Souvenir Vendor: Just about anything will be available, from beautiful pottery to military paraphernalia including uniforms, patches, and insignia.
- 41-50 Sidewalk Newspaper Vendor: Sells all kinds of printed newspapers, magazines and books. All language materials will be available from 'Nam to Chinese to French to English. Stateside newspapers and magazines may be several weeks out of date.
- 51-60 Drugstore Cowboy With Motorbike: The 'Nam version of rich young teenagers. These are usually the sons of wealthy or influential people who keep them out of the military.
- 61-75 Buddhist Monks or Nuns: From 1 to 10 buddhists in saffron robes will be walking through the streets. They may be chanting and playing music (drums and bells), protesting the war, or just walking along. There is a 20% chance that they'll be accompanied by 4D10 school children with shaved heads wearing robes.
- 76-85 Christian Missionary and School Children: Western-style religious personnel, can be either Catholic priests or nuns, or Protestant missionaries. They will often (25%) be seen with a group of 2D10 school children.
- 86-90 Military Police: From 2 to 6 Stateside MPs will be patrolling. In the Northern cities, like Thu Sang, they'll pretty much ignore everything unless they find real trouble like bar fights or arguments. In the south, where there's less combat, the MPs will hassle combat troops about their appearance, posture and clothing.
- 91-95 Local Police: These are older officers who will accept bribes rather than cause any real trouble.
- 96-00 Drunken Grunts: A group of 2 to 12 soldiers who have had too much to drink and are feeling no pain. They will be from some military unit hostile to that of the RECON team (for example, if the RECON team is Army, the drunks will be Marines). They will definitely make some insulting remark in passing.

Villages

Most encounters with non-combatants will take place in the villages. There are literally thousands of villages scattered all over 'Nam. The ones named on the map are

only the larger centers, they're described in the Map Key. The small villages will have huts, 4D10 women, 4D10 children and 2D10 men (mostly old men or disabled veterans) which is typical of most small villages. Small villages can be rolled up on the following table:

Random Village Encounter Table

- 01-05 Deserted Village: The village has been burned down and is now partially overgrown with vegetation. Local peasants will describe the place as, "Bad ghosts there. One, maybe two, year ago soldiers come. Very bad. All gone now. Maybe all dead now."
- 06-10 Burning Village: A few huts are all that remain of the village. It seems totally deserted. At most an old man or woman may remain (although they will stay hidden).
- 11-15 Recently Deserted Village: The place was abandoned not more than an hour before the group enters. Cooking fires are still burning and all signs indicate a speedy withdrawal. The people were somehow alarmed and decided to evacuate rather than risk being killed by the soldiers. Note that the villagers may have left because they suspected NVA, VC, ARVN or Stateside trouble. Just because they left doesn't mean they are VC, just that they're scared. All the villagers will be either in underground tunnels, hiding in the jungle, or taking shelter in crude spider holes or bunkers. There is a 30% chance that the village is filled with booby traps and mines.
- 16-20 Tribal Village: This is inhabited by people who are from a different ethnic group than the native 'Nam people. They speak their own language and have different customs. At least a few people will be able to speak French. They are loyal to Stateside Special Forces, friendly to Stateside soldiers, but will be hostile to any ARVN or native 'Nam people Roll 1D10 for type: 1 - Nung; 2, 3 or 4 - Montagnard; 5, 6 - Chinese; 7, 8 - Cao Hoa; 9 - Meo; 10 - Kharg.
- 21-25 Armed Loyalist Village: Surrounded by trenches and barbed wire, this village has an organized paramilitary organization for defense. They are violently anti-VC and will be extremely friendly towards Stateside troops.
- 26-35 Friendly Village: The people will seem friendly to the Stateside soldiers. They are actually loyal to the government and actively support the ARVN forces. They will offer information on local VC activities.
- 36-45 Hostile Village: The village is a mix of loyalties; some people support the VC and others support the government. They are hostile and unfriendly to avoid retribution by any side.
- 46-60 Friendly Village: A village of mixed loyalties. They are friendly because they don't want to look guilty of anything. They will make up stories if asked for information.
- 61-70 Neutral Village: The villagers are of mixed loyalties. They try to ignore any intruders and will be very reluctant to talk to any outsiders.
- 71-80 Neutral Village: This village is full of VC sympathizers. They don't want to appear hostile or friendly so they just ignore any Stateside visitors. They will claim to be ignorant of any VC activities in the area. Hidden weapons, booby trap components and VC documents can be found in a thorough search.
- 81-90 Hostile Village: A village that has recently thrown in with the VC. They will refuse to cooperate and will act very unfriendly. In a search nothing will be found.
- 91-95 Friendly Village: This is a VC hide-out and base. This is where VC come for help and support. A well-hidden armory (1-12 guns, 100-1200 rounds of ammunition and 12-120 grenades) is buried under



a pig-sty or other unlikely place. Villagers will be friendly and helpful, but will lie and attempt to direct soldiers into VC ambushes.

96-00 **Friendly Village:** Actually this village conceals the entrances to a major, VC, underground stronghold. Tunnel entrances are concealed throughout the various buildings. Villagers will be friendly and helpful, they will try not to lie and will actually reveal some true information in order to throw suspicion away from themselves.

Typical village activities include cooking meals, weaving baskets, squatting in doorways, woman nursing infant, mending clothes, sick child, gossiping at doorway, planting in garden or rice paddy, playing musical instruments, smoking pipes, gossiping, eating or sleeping. Children can be playing tag, asking for "chew gum," herding geese, riding water buffalo, reading (all the children gathered around the oldest who's doing the teaching), or helping an adult carry things.

In "friendly" villages people will smile and offer water, directions or food. People may ask for help for sick children, complain about the weather (is there a farmer anywhere in the world who doesn't complain about the weather?), or ask how things are going in the war. "Neutral" villages will just pretend that there are no visitors, they'll be polite, but distant when asked any questions. In a "hostile" village people will glare, curse or even spit at the soldiers, children will be yanked away and nobody will be willing to talk about anything.

Random Contact Table

Encounter Tables

Wandering through the jungle or highlands of 'Nam is always an adventure. The jungle grows so quickly,

streams change course, people construct buildings or move away. Maps and experience are no substitute for scouting such a changeable land. The following tables will help the MD provide encounters for the players.

Note that the tables below are for random encounters only. The MD is encouraged to map out and record all the potential encounters before the game begins. A group will generally have the chance of an encounter for every hour of travel.

Random Encounter Table

- 01-05 **Booby Trap Contact:** A booby trap or mine is in the area, roll for specifics.
- 01-10 Crossbow Type.
 - 11-20 Hand Grenade with trip wire.
 - 21-30 Antipersonnel Mine
 - 31-40 Claymore
 - 41-50 Antitank Mine
 - 51-60 Punji Stake Pit
 - 61-70 Wire Snare
 - 71-80 Drop Fall
 - 81-90 Hand Grenade with Stick
 - 91-00 Large Tiger Pit
- 06-10 **Possible Ambush Site:** Sometimes the characters will find ideal sites for ambush. This is useful for avoiding ambushes in the future and for preparing turkey shoots of their own. A good ambush site must have good cover, a clear view of the victims and a 'back door' in case things get to hot.
- 11-15 **Village:** See the Non-Combatant section for details
- 16-20 **Civilian or Allied Contact** (roll percentile again to determine contact type)
- 01-10 From 1 to 6 woodcutters are gathering wood and bundling it up to sell as firewood. They are usually making a lot of noise (whistling, singing, talking loudly) to avoid being mistaken for soldiers.
 - 11-20 From 2 to 20 refugees are travelling south with all their possessions. Usually frightened and unwilling to talk. The war was constantly forcing people to move.
 - 21-30 From 2 to 4 hunters armed with bolt-action, single shot rifles and machetes. They are obviously peasants, but can easily be mistaken for VC at a distance. There is a 50% chance that they'll be returning home carrying a slain hog on a bamboo pole.
 - 31-40 Black market smugglers, two armed with semi-automatic rifles (usually dressed in fancy city clothes) and from 10 to 20 porters. They will be carrying large bundles filled with a variety of Stateside supplies and equipment. The armed smugglers will be very friendly and will offer cigarettes, liquor, money or souvenirs.
 - 41-80 From 2 to 12 peasants travelling along path. A 20% chance that they'll be herding a water buffalo. They carry hoes and farming tools.
 - 81-83 From 1 to 6 Buddhist monks travelling silently.
 - 84-85 Christian missionaries from Stateside with from 2 to 12 children.
 - 86-90 A unit of from 6 to 60 ARVN.
 - 91-95 Special Forces team out on patrol with ethnic troops. From 1 to 6 Stateside soldiers and from 20 to 200 native soldiers armed with a variety of weapons.
 - 96-00 A team of from 7 to 12 Stateside soldiers out on a patrol. They will be coming from the other direction and will be

interested in trading information on local conditions.

- 21-25 VC Contact: See the VC Encounter Table that follows.
- 26-32 Animal Contact: Animals and insects were a constant threat to the average soldier. The jungle was filled with poisonous or dangerous creatures of all kinds. Roll percentile dice again: 1-60 non-dangerous animal(s). SEE the two specific animal tables and roll 1D10 to determine the type of animal.
- 33-40 False Alarm: A noise, smell or other disturbance that will alert the group and keep them on edge for a few minutes. Just birds, small animals or a freak change of wind.
- 41-00 All Quiet: The jungle is filled with its usual sounds and smells.

Non-Dangerous Animal Contact Table

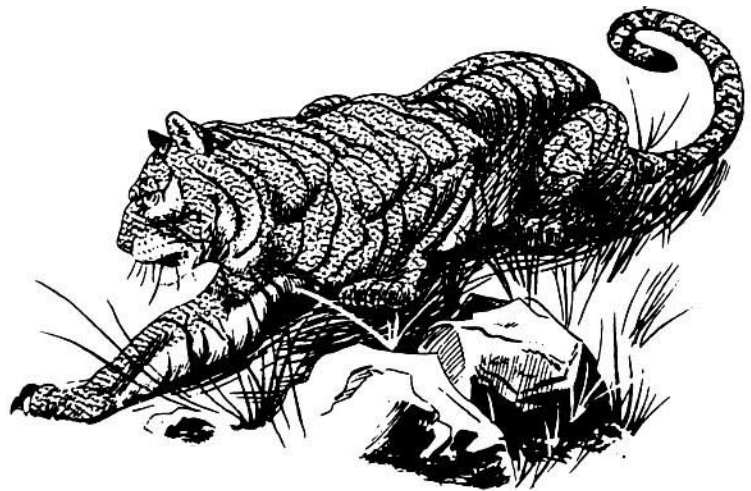
Roll 1D10	Contact
1	Monkeys
2	Flocks of Birds
3	Leeches Fall from Trees
4	Single Bird with Strange Call
5	Roll on Dangerous Animal Table
6	Large Plant Eater (elephant, water buffalo, etc.)
7	Small Rodents
8	Biting Flies
9	Non-Poisonous Snake
10	Lizards/Tree Frogs, Croaking

The team may hear a strange noise or a fleeting glimpse of something rather than coming face to face with the animals. This can be scary and/or startling. The MD should work in animal contact in such a way as to retain the element of surprise and/or tension. For example: rather than saying you see a monkey or water buffalo say, "you hear a rustling of branches only 20 feet away" (it's only a monkey, but the characters won't know that until they investigate further or shoot it). Another encounter could be, "you think you see something move 30 feet ahead. Yes, definitely; you see some movement in those bushes . . . large, dark . . . it rushes out suddenly!" It's really a frightened water buffalo that only wants to run away. However, we've just added a bit of tension to what could have been a blasé encounter. To add to things a startled or trigger happy character might shoot, which in turn may alert the NVA or VC guerrillas in the area.

Dangerous Animal Contact Table

Roll 1D10	Contact	Hit Points	Damage
1	Large Cat (Tiger, Jaguar)	6D10+5	3D10
2	Poisonous Snake	2D10	5D10
3	Poisonous Centipede/Scorpion	1D10	2D10
4	Poisonous Spider	1D10	1D10
5	Alligator/Crocodile in swamp or river only.	6D10+40	4D10
6	Wild Boar	6D10+5	2D10
7	Baboon	4D10+5	3D10
8	Ants or Bees (roll 2D10 for number which sting)	one each	special
9	Poisonous Snake	4D10	1D100
10	Wild Boar with Young	6D10+10	2D10+5

Using this table we will assume that these animals are hostile. That means that the character(s) has stumbled into a bad situation and is about to be attacked. Baboons, cats, and wild boars are especially deadly predators who will fight until it or its victim is killed. Feline predators and baboons are likely (60%) to back off if attacked by three or more men, but will go on a killing spree if wounded (30% chance of stalking the group). Wild boars will fight to the death regardless of the number of foes. Snakes strike out instinctively and are not likely to attack more than once unless threatened. Insects will usually bite a person repeatedly until the person brushes it off or kills it and/or leaves that area. Insects are usually not noticed until after its first bite/sting.



Alligators are astonishingly fast when they decide to attack, able to run on land at speeds up to 30mph for a short burst of about 100ft. A hungry gator will attack a man-sized animal (or bigger) without hesitation even if in a group.

Helicopter Combat Table

Helicopter Mishaps

Every time a chopper lands or flies low over a hostile area there's a chance of a problem. VC will often set up ambushes in the Insertion Landing Zone (LZ), fire at passing helicopters, or place mines at treetop level to knock out choppers. 'Slicks,' the troop carriers, were crewed by a Pilot, Co-Pilot, Crew Chief and Door Gunner (both of the last two handling door guns). They carried a maximum of eight soldiers with their equipment.

LZ Helicopter Mishaps Table

Roll Percentile Dice

- 01-03 Chopper Downed, heavily damaged: Heavy machine-gun fire or explosive does massive damage to the chopper. Everyone on board takes 4D10 of damage.
- 04-10 Chopper Downed, lightly damaged: Either a stray round takes out a vulnerable part (like the fuel line) or else there's a mechanical breakdown. It results in the chopper having to set down immediately in an unknown sector. No damage to personnel.
- 11-15 Chopper Personnel Injured: Small arms fire enters the chopper, no damage to the vehicle, but every soldier on board has a 10% chance of taking 2D10 damage. Usually from assault rifle fire.
- 16-20 Major Ambush: The VC wait until the choppers land and the first troops are jumping off. Then they open fire from two or more directions. Since a chopper is NOT cover (thin aluminum is not protective cover), the soldiers will have to get off right in the middle of the Ambush! Usually gunships flying cover will 'suppress' the enemy within a few Combat Rounds. Roll percentile for every NPC chopper, 0-20% means it gets blown up (killing all the crew), 21-30% means that it is disabled and the crew must join the RECON team on the ground.
- 21-24 Sniper: A lone VC sniper opens fire as soon as the choppers land. The choppers will be unaffected, but the RECON team will be subject to enemy fire.
- 25-00 All Clear: No problems.

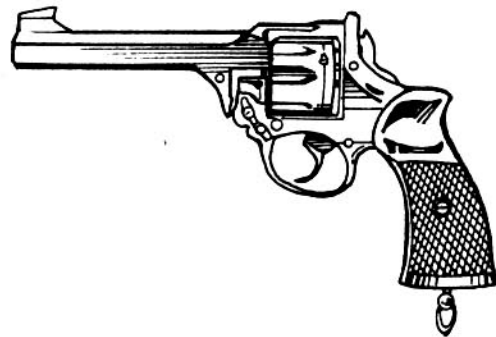
The Viet Cong

VC Encounter Table

Roll Percentile Dice

- 01-05 **VC Medical Team:** Unarmed team of from 1 to 10 medical doctors and nurses. There is a 50% chance that 1 to 6 wounded VC will also be with them (limping on crutches, bandaged or on stretchers). At most they will carry one or two bolt-action rifles.
- 06-09 **Propaganda Theatre Troup:** With musical instruments, theatrical props, costumes and baggage. From 2 to 12 VC non-combatants travel among different VC units to perform propaganda and entertainment plays and musicals.
- 10-15 **Tax Collector and Escort:** A tax collector with a pistol (10% efficiency) and a briefcase will be guarded by a single guerrilla specialist VC.
- 16-20 **Guards with Prisoner(s):** From 1 to 6 prisoners are being escorted by VC guards. The prisoners can be downed Stateside airmen, captured ARVN or loyalist 'Nam villagers. For each prisoner there are two guerrilla specialist VC.
- 21-35 **Porters:** From 3 to 18 VC porters are carrying large bundles of food and supplies. There is a 25% chance that they are walking bicycles laden with bundles (up to 300 pounds per bike). There is a 15% chance that they are guarded by a pair of guerrilla specialist VC.
- 36-40 **Local Force Sniper:** One man with a rifle could create an enormous commotion among Stateside forces. This will be someone with the VC Sniper MOS.
- 41-45 **Small Local Force Unit:** From 2 to 12 local force VC, usually old men, teenagers or women. All are armed with single shot or semi-automatic rifles and carry equipment for making booby traps. There is a 50% chance that the group is taking a break and are totally unaware of any danger. There is a 30% chance that the group will foolishly attack rather than escape.
- 46-50 **Large Local Force Unit:** From 10 to 100 soldiers with semi-automatic rifles and a few grenades. They will only attack if they totally outnumber the party.
- 51-60 **Main Force Sniper:** A highly trained sniper who also has an antitank rocket hidden nearby. He is waiting to take a shot at passing aircraft or ground vehicles. He will try to escape instead of fighting.
- 61-70 **Small Main Force Unit:** From 3 to 18 VC, well armed and on a mission to a nearby village or base. They will avoid fighting if possible.
- 71-80 **Main Force Mortar Squad:** From 6 to 12 VC with a mortar and extra rounds. They are either traveling to, or have already set up in, a place where they can shell a Stateside or ARVN base. They will attempt to escape rather than fight a pitched battle.
- 81-85 **Large Main Force Unit:** This is a unit of from 20 to 200 soldiers, well armed and prepared for a full battle. They will attack and attempt to stop any Stateside soldiers from escaping once they've been spotted.
- 86-95 **NVA Patrol:** From 3 to 18 NVA soldiers out on an extended reconnaissance. They will all be carrying assault rifles and grenades. There are extremely alert and will quickly fall back when faced with any resistance.

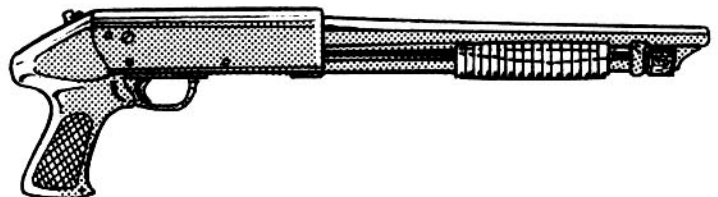
96-00 **NVA Strike Unit:** This is the most feared kind of encounter. 10 to 100 NVA soldiers in standard fatigues, boots, carrying assault rifles and grenades. For every ten men there will be a mortar or antitank rocket. There is a 5% chance that the unit is accompanied by one or more tanks. They will engage an Stateside forces in battle instantly.



Tunnel System

Roll 1D20 to describe

- 1 Dead end corridor (under construction)
- 2 Air vent, small vertical shaft
- 3 Shaft with bamboo ladder (up or down), probably no more than 3 levels total
- 4-5 Side corridor on left
- 6-7 Side corridor on right
- 8 T-intersection
- 9-10 Corridors on both left and right
- 11 Exit/entrance
- 12 Corridor increases in size
- 13 Corridor decreases in size
- 14 Corridor turns left
- 15 Corridor turns right
- 16 Contact (Roll 1D10):
 - 1 Single NVA coming toward you.
 - 2 Single NVA moving ahead of you.
 - 3 Single NVA coming up behind you.
 - 4 1D10/2 (1-5) NVA coming towards you.
 - 5 1D10/2 (1-5) NVA moving ahead of you.
 - 6 1D10/2 (1-5) NVA coming up behind you
 - 7 Punji pit.
 - 8 Booby trap.
 - 9 False floor/wall (requires AL to detect).
 - 10 Snakepit with cobra, attacks on 1-4 on 1D10, AG to avoid; if hits, 5D10 damage.
- 17-20 Room (Roll 1D20):
 - 1 Diesel powered electrical generator.
 - 2 Print Shop
 - 3 Infirmary
 - 4 Headquarters
 - 5 Radio room
 - 6 Documents stored in wooden crate filing cabinets.
 - 7 Prisoner
 - 8 Latrine (pit)
 - 9 Mess hall
 - 10 Arms factory/repair shop
 - 11-14 Food Storage
 - 15-17 Ammo storage
 - 18-20 Barracks



Hand to Hand Combat

Running hand to hand combat isn't all that difficult for the MD. The actions of the combatants are simply determined by a random roll. Of course you've got to carefully read the combat section so that you understand the rules perfectly.

The reaction table is set up to take into account the mood of the opponent. For example, a bar fighter defending the honor of the Marines is likely to be **Aggressive**. Likewise, VC who are attacking a Stateside position will be **Aggressive**.

Pragmatic is the mood of a combatant who's just trying to stay alive. Most fights will use the **Pragmatic** column for reactions.

Finally, an NPC who is interested primarily in escape, or who is frightened by the combat, will be **Timid**. Anytime this character feels his side is losing the battle, or when he's been badly injured, he'll be **Timid**.

In hand to hand combat the MD first lets the player declare his or her action. The next step is to roll the reaction of the enemy. Results will always apply to whatever technique the non-player character is currently using. If an NPC is using a bayonet and **Grapple** is rolled, just substitute **Buttstroke**.

Reaction Table (optional)

Roll 1D10	Aggressive	Pragmatic	Timid
1	Slash	Slash	Slash
2	Slash	Slash	Riposte
3	Stab	Riposte	Grapple
4	Stab	Riposte	Parry
5	Stab	Riposte	Parry
6	Stab	Grapple	Parry
7	Stab	Grapple	Evade
8	Riposte	Parry	Evade
9	Riposte	Evade	Evade
10	Evade	Evade	Evade

Distance between combatants is another consideration for the MD. Take a dime and hold at full arm's-length away. That's as big as a man looks from about 100 feet. A reasonable distance for a fire fight is 100 feet; that's close enough for each side to see each other clearly enough to make out small details. 100 feet is also the reasonable maximum for hitting anyone with a pistol. It's also about as far as a man can throw a grenade.

At 300 feet the combatants are relatively small targets but can still be accurately hit by a trained rifleman. This should be considered the maximum distance for an intensive fire fight. 300 feet is the maximum reasonable range for **submachine guns and shotguns**.

Between 300 and 500 feet the opponents can still hit each other with a fair degree of accuracy using rifles or **machineguns**. At that distance it's relatively easy for the enemy to break off contact and escape.

Any target beyond 500 feet should be the **Sniper's** responsibility. Characters with the Sniper MOS can hit targets ranging from 500 feet to the maximum distance of their weapons, but may require special optics. (see MER in the Hardware Section). Snipers shooting at distant targets 500 feet away can fire only once per Combat Round.

Fire Fights

By far the most dangerous situation that characters can get into is the receiving end of a Turkey Shoot. For that reason the MD has to exercise a certain amount of restraint when setting up fire fights. It's a good idea to avoid a lot of bad feelings by giving the players some kind of forewarning of the potential disaster. This can



range from providing a clue (gee, there are a lot of VC tracks around here!) or simply using the old divine intervention ploy (you've got a really bad feeling about something!).

As the MD, you're in charge of the two crucial factors in setting up fire fights; visibility and terrain. The best settings are put together to help create parts of an entire scenario. However, as an MD, there will be times when you just want to randomly roll the terrain and visibility conditions.

Tables

Visibility Table - Daytime

Roll Percentile

01-05	Heavy Fog, visibility is 30 feet.
06-10	Torrential Rains. In the tropics the rain sometimes seems to come down in buckets, visibility is 50ft.
11-20	Heavy Rain, a constant downpour, visibility is 100ft.
21-30	Light Rain, visibility is 200ft.
31-40	Drizzle and light haze, visibility is 300ft.
41-00	Clear, visibility is limited only by terrain.

Visibility Table - Nighttime

Roll Percentile

01-05	Heavy Fog; dark objects can be seen up to 10ft away, light sources can be seen up to 30ft away.
06-10	Torrential Rains, dark objects can be seen up to 15ft away, light sources can be seen up to 50ft away. Lightning flashes or flares will illuminate up to 30ft.
11-20	Heavy Rain; dark objects can be seen up to 20ft away, light sources can be seen up to 75ft away. Lightning flashes or flares will illuminate up to 60ft.
21-30	Light Rain; dark objects can be seen up to 25ft away, light sources can be seen up to 100ft away. Lightning flashes or flares will illuminate up to 100ft.
31-40	Drizzle; dark objects can be seen up to 30ft away light sources can be seen up to 300ft away. Lightning flashes or flares will illuminate up to 200ft.

- 41-60 Heavy Cloud Cover, dark objects can be seen up to 35ft away, light sources can be seen so long as they are not obscured by terrain. Lightning flashes or flares will illuminate up to 300ft.
- 61-70 Patchy, shifting clouds will vary visibility from 35 to 50ft. Light sources unobstructed by terrain will be clear. Flares will illuminate up to 300ft.
- 71-90 Clear and bright Starlight, visibility up to 100ft away. Light sources can be seen unlimited distance and flares will illuminate up to 300ft.
- 91-00 Clear and bright Moonlight, visibility up to 150ft, light sources can be seen unlimited distances. Flares will illuminate to 300ft.

Note: Substitute snow for rain when playing in an appropriate climate.

Terrain Table

Roll Percentile

- 01-10 Plains: Grassy plains or mud flats. Visibility is unlimited. The only cover are trenches (if there's time to dig them). Characters are vulnerable to fire from bordering villages, forest, jungle or any other source of enemy cover.
- 11-20 Rice Paddies: Rice is grown in mud covered by a foot or so of water. Visibility is unlimited. The only cover are earth ditches and mounds. Characters are vulnerable to fire from bordering villages, buildings, forest, jungle or any other source of enemy cover.
- 21-35 Swamp: Dense vegetation and mud that's many feet thick. Maximum visibility is 75ft. Quicksand is a frequent problem (quicksand makes a good natural booby trap). Insects and leeches are everywhere. Cover is plentiful, but unpleasant, just squish down into the mud behind a clump of plants.
- 36-50 Elephant Grass: Grass tall enough to hide elephants and thick enough to deflect light bullets. Maximum visibility is 20ft. Large animals and snakes are a constant problem. No natural cover other than keeping low and out of sight. Any attackers have the same problem.
- 51-80 Jungle: Thick plant growth. Visibility is limited to line of sight along cleared trails or 30ft through the vegetation. All kinds of dangerous insects and animals abound. Cover is plentiful, just jump behind trees and bushes. Hidden attackers are very difficult to see, especially if they're firing from prepared positions with trenches or spider holes.
- 81-95 Highland Forest: Dense forests with heavy canopies. Visibility is limited to 100ft during the day and 35ft at night (because the forest cover blocks out star and moonlight). Animals and some insects are a problem. Cover is plentiful; large trees and frequent gullies and hills are useful for hiding. Ambushes are usually made from high points.
- 96-00 Rocky Highlands: Clear, rugged terrain with lots of rocks, gullies, hills and valleys. Animals and insects are relatively rare. Visibility is unlimited. Excellent cover is usually available. Unfortunately, ambushers in these areas tend to pick two or more points for a cross-fire, making even victims under cover extremely vulnerable.

Weather Change Table

(Roll every 12 hours) (optional)

- 01-48 No change,
- 49-00 Weather Change - roll on weather table.

Highlands/Mountain Plateau Terrain (optional)

Roll 1D20	Terrain
1	Crest of Hill
2	Stream
3	Bend in Trail
4	Wide Spot in Trail
5	Gorge/Narrow Valley
6	Natural Clearing
7	Trail Intersection
8	Fork in Trail
9	Tree/Vines Across Trail
10	Dry Rice Field
11	Dense Underbrush
12	Abandoned Field
13	Bombed Clearing
14	River (40'+6D10' Wide)
15	Valley with Elephant (7' High Grass, 1D10 X 100 yards across)
16	Dense Bamboo Thicket
17	Marsh with Waist Deep Water/Mud (1D10 X 10 yards through)
18	Log Bridge Over Stream/Rope Bridge Over Gorge
19	Cliff (20'+1D10' High)
20	Small Cave Opening

Medium to Heavy vegetation would be predominant in these areas.

Low Lands/Piedmont Terrain (optional)

Roll 1D20	Terrain
1	Sand Dunes (1D10+2' High)
2	Pine Trees
3	Scrub Brush
4	Rice Paddies
5	Road
6	Path
7	Stream
8	Bombed Out Clearing
9	Bend in Trail
10	Forest
11	Marsh
12	Low Hill (1D10+10' High)
13	Tree Across Trail
14	Bamboo Thicket (1D10 X 10 yards through)
15	River (40'+6D10' Wide)
16	Mangrove Swamp (1D10 X 10 yards across)
17	Scrub Brush
18	Rice Paddies
19	Forest
20	Waist High Grass

Light to heavy vegetation would be predominant in these areas.

Mekong Delta Terrain (optional)

Roll 1D20	Terrain
1	Vines Across Trail
2	Tall Grass (7' High, 20'+3D10' through)
3	Rice Paddies
4	River (60'+4D10' Across)
5	Marsh (50'+1D100' Across)
6	Canal/Stream (10'+1D10' Across)
7	Path
8	River (40'+3D10' Across)
9	Marsh (30'+1D100' Across)
10	Rice Paddies
11	Canal/Stream (10'+1D10' Across)
12	Fork in Trail
13	Mangrove Swamp (30'+3D10' Across)
14	Marsh (40'+1D100' Across)
15	Tall Grass (7' High, 30'+1D100' through)
16	Mangrove Swamp (30'+3D10' Across)
17	River (30'+4D10' Across)

- 18 Bridge Across Stream
- 19 Clumps of Trees
- 20 Mud Flats (1-3ft deep, 10'+2D10' Across)

Medium to dense vegetation would be predominant in these areas.

Barbed Wire/Cyclone Fences

If a character wants to cut an opening through a metal fence or barbed wire, he first must have the necessary equipment (wire cutters). Two strands of barbed wire can be cut each combat round; to cut the strands quietly it requires one combat round per strand and a successful agility roll. Various booby traps and noise makers (usually tin cans) are sometimes rigged to barbed wire defenses, especially at base camp perimeters. To wiggle through wire without snagging or setting off these traps, the character must first detect the trap (detect booby trap skill or alertness roll) and second, roll against his agility to bypass/avoid.

A man-sized hole, large enough to crawl through, can be cut in a cyclone fence in five combat rounds, ten if it is done quietly (a successful agility roll must be made).

Guard Towers

The height of a guard tower determines observation over obstacles. Guard towers are generally made of wood and stand about twenty to thirty feet tall. The platform atop the tower would usually be surrounded by a three foot tall wall of sandbags, wood or even concrete. This restricts aimed fire against the guard's torso or above. Guards will be facing into the compound at P.O.W. camps or outward at a base. Roll on the Alertness Table, same as the sentry, to check for the alertness modifier.

Roving searchlights from a guard tower might spotlight a character in its beam, however, if the character is prone (lying flat) the sentry may be so bored that he overlooks him (roll against his alertness). If the character is standing or moving the sentry will automatically detect him. If an alarm has been sounded the sentry will detect all characters hit by a searchlight, even if prone. A searchlight will illuminate a six by six foot area.

Guard Dogs

Guard dogs are specially trained animals that will attack intruders. They will most likely be used at areas with sophisticated security systems, e.g., embassies, P.O.W. camps, missile sites, air bases, headquarters, or nuclear reactors and not jungle bases or encampments.

For each guard dog, roll to determine its alertness and strength. Guard dogs have a +10 bonus on alertness at all times due to their acute hearing and smell. A dog's damage capacity is equal to its strength minus ten; movement (running speed) is equal to twice its strength.

If a guard dog is aroused, roll percentile dice on the following table to determine its response:

- 01-75 Attacks the character detected (which is not necessarily the nearest person).
- 76-95 Growls a warning and barks, but does not attack; but will attack if it is attacked or if the character runs.
- 96-00 Does not respond.

If the dog is with a handler, it will attack on command or if the handler is attacked.

Guard dog attacks are a variation of hand-to-hand combat. See hand-to-hand combat section. Dogs are pack hunters. A single dog will attack until it is killed; a group, however, will retreat when two-thirds of them are killed. A dog bite does 1D10 damage per combat round.

Sentries

Sentry duty is so monotonous that a character's alertness (AL) is greatly reduced. Contrary to common belief, the length of time one spends on sentry duty, on guard or look-out has little effect on one's alertness. Sentry duty is generally so routine that boredom sets in quickly. We've all seen real life security guards, so desensitized by the routine of their job, curl up with a book or radio and be almost instantly distracted or even asleep 20 minutes after coming on duty. At different times during sentry duty the guard's alertness will peak and wane. This is influenced by boredom, fatigue, outside stimuli and general state of mind.

The table that follows reflects the random peaks and valleys of a sentry's alertness. A sentry should roll under his/her modified AL for each unusual sound or movement. A failed roll means the sentry has failed to notice anything unusual. A successful roll under his modified AL means he has spotted the source of sound or activity and can respond appropriately. Note: Using this table may not be appropriate under combat or tense situations when one's adrenaline is pumping like crazy.

Random Roll Per Noise or Suspicious Activity

	<u>Alertness</u>
1	Normal
2	-5
3	-10
4	-15
5	-20
6	-25
7	-30
8	-15
9	-10
10	Normal

If the modifier exceeds the character's alertness, he is asleep or completely oblivious to what's going on.

Radio Communications (optional)

PRC-25 "Prick 25" Backpack Radio

Weight: 15lbs

Range with Backpack Antenna: Line of Sight to 5 miles (8km).

Range on high point (hill/tower): 12 to 15 miles (20 to 24km).

Notes: The PRC-25 serves as a unit's main communication link. The radio was capable of 920 different frequencies. Because the RTO carrying this radio couldn't carry a regular backpack (although he often attached grenades and personal gear to the radio), other team members were assigned to carry his stuff. Smaller headset and hand-held portable radios were used earlier in the war, but abandoned because of limited range and constant enemy surveillance.

COMMUNICATIONS WITH RADIOS

Speaking on military radios requires learning to speak in a special way so that your messages will come through clearly. Normal speech can be distorted by static, enemy electronic counter-measures or just plain weak signals. The following words and phrases have a much better chance of being understood.

Letters and Numbers

'A' Alpha	'B' Bravo	'C' Charlie	'D' Delta
'E' Echo	'F' Foxtrot	'G' Golf	'H' Hotel
'I' India	'J' Juliett	'K' Kilo	'L' Lima
'M' Mike	'N' November	'O' Oscar	'P' Papa
'Q' Quebec	'R' Romeo	'S' Sierra	'T' Tango
'U' Uniform	'V' Victor	'W' Whiskey	'X' X-Ray
'Y' Yankee	'Z' Zulu		
'0' Ze-ro	'1' Wun	'2' Too	'3' Tree
'4' Fow-er	'5' Fife	'6' Six	'7' Sev-en
'8' Ait	'9' Nin-er		

Radio Jargon

Authenticate: A demand for a code word to make sure that the communication isn't by an enemy imposter. Response might be "I Authenticate Zulu Nin-er" or "I Authenticate 1977 Tiger Pitcher The Bird."

Break: Announcing the end of part of the message.

Correct: Confirms that a repetition matches the message sent out.

Correction: Announces that a previous message is to be sent out with corrections added.

Flash: Announces the beginning of an emergency message.

From: Announces the source of the message.

Green: Safe conditions.

Hotel Alpha: "Haul Ass" or "Get out quick!"

Hotel Echo: "High Explosive" warns of immediate incoming explosive rounds. A command to hit the dirt or find cover!

I Say Again: Announces the repetition of a message.

I Spell: Announces that the next piece of information will be spelled out letter by letter. "Flash! Call Penny Nickle Nickle. I Spell: Lima, Oscar, Papa, Sierra, India, November, Golf. Break" means "Call 155mm rounds on Loping." By spelling out a difficult word it eliminates the possibility of transmission garble.

Immediate: Announces the beginning of a priority message

Out: Announces the end of communication and an intention to hang up.

Over: Used at the end of every section when a reply is expected. If you're listening to someone you shouldn't say anything until you hear Over.

Radio Check: Just asking to see if there's still a connection.

Read Back: Read the message you just received back in order to confirm its correctness.

Red: A dangerous condition.

Roger: Used to acknowledge that a message has been received.

Routine: Announces a non-priority message.

Say Again: A request that the last message be repeated.

Silence - Silence - Silence: Tells everybody to stop transmitting, often because enemy eavesdropping is suspected or because the sound of the radio may alert an enemy close by.

Silence Lifted: It's okay to start talking again.

Six: Means "Leader" or "Chief."

Wait: Announces a pause, stand-by for a few seconds.

APPENDIX: MILITARY TIME

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

TIME:

Morning

- 1 a.m. 0100 ("oh, one hundred")
- 2 a.m. 0200 ("oh, two hundred")
- 3 a.m. 0300 ("oh, three hundred")
- 4 a.m. 0400 ("oh, four hundred")
- 5 a.m. 0500 ("oh, five hundred")
- 6 a.m. 0600 ("oh, six hundred")
- 7 a.m. 0700 ("oh, seven hundred")

- 8 a.m. 0800 ("oh, eight hundred")
- 9 a.m. 0900 ("oh, nine hundred")
- 10 a.m. 1000 ("ten hundred hours")
- 11 a.m. 1100 ("eleven hundred hours")
- 12 a.m. 1200 ("twelve hundred hours")

Noon

Evening

- 1 p.m. 1300 (thirteen hundred hours)
- 2 p.m. 1400
- 3 p.m. 1500
- 4 p.m. 1600
- 5 p.m. 1700
- 6 p.m. 1800
- 7 p.m. 1900
- 8 p.m. 2000 (twenty hundred)
- 9 p.m. 2100
- 10 p.m. 2200
- 11 p.m. 2300
- 12 p.m. 2400

Midnight

Time between hours is pronounced as follows

- 0135 (1:35 a.m.; is "oh, one, thirty-five")
- 0705 (7:05 a.m.) is "oh, seven, oh five"
- 1425 (2:25 p.m.) is "fourteen, twenty-five"

The U.S. Troops

ARMY ORGANIZATION IN 'NAM

Statesides's commitment to the war in 'Nam was immense. Hundreds of thousands of different troops from all branches of the service might be stationed in an area at any one time.

In order to clear up the confusion let's look at one soldier's view of the war. Here's Specialist Fourth Class, Bill "Red" Dukowski's tour of the war organization.

Hi! My name's Bill Dukowski, but you can call me Red. I'm a Corporal, otherwise known as a Specialist, 4th Class. In 'Nam we just say I'm a Spec-4, a rifleman or just plain 'hey you, Grunt!'

My assignment is to the 5th Squadron, 11th Cavalry, 2nd Brigade, 13th Division. Let me break that mouthful down into manageable pieces. The last thing I said, the 13th Division, is actually a name for a huge chunk of the Army.

13th Cavalry Division, Airmobile

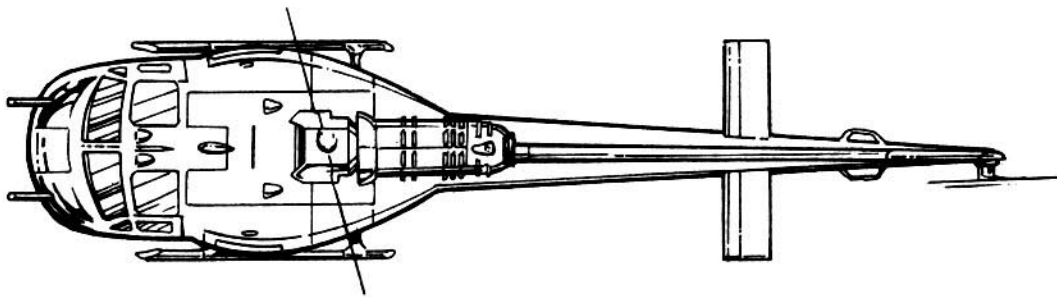
Major General Sam Rombly is a 2 star General. I never met the guy, but he sure looks impressive when we have parades and stuff. He commands a combined force of grunts, choppers, tanks, artillery and support units. I figure he's got something like 16,000 men under him. Of course, mostly he only sees his personal staff. His HQ (headquarters) a plush base in Thu Sang, has two Colonels four Majors and 150 lower ranking officers and enlisted men. The staff is responsible for coordination, intelligence and administrative duties for the entire 13th Division.

Aside from the 2nd Brigade (the one I'm in), General Rombly also commands the 1st and 3rd Brigades, and another dozen or so support battalions and companies. In other words, he runs an outfit big enough to fight a war all by itself.

Just under the 13th Division is the 2nd Brigade.

13th Division, 2nd Brigade, Aviation

Colonel Jim Yeager is our real combat leader. He's the guy who makes the real decisions about who to send where. Even though he reports to General Trombley, Yeager can pretty much do what he wants with all the other battalions under him. All the guys have a lot of respect



for Yeager because he's a real combat vet not a dumb armchair jockey.

5th Squadron, 11th Cavalry, Airmobile

This is my unit. That 11th Cavalry means that it was the 11th unit of cavalry ever formed. That happened way back in the Civil War. Even though the Army's not organized that way anymore we still use the same name. The 5th Squadron means we're the 5th small unit in the 11th Cav.

We're a real special unit. Ordinarily a rifle squad would report to a Lieutenant, and he'd report to a Captain, and he'd report to a Major, and then finally the Major would report to the Colonel. Whew! Our senior sergeant reports directly to Colonel Yeager 'cause we're a RECON unit; we do reconnaissance for the whole 2nd Brigade.

In our squad we've got Staff Sergeant Quincy Troy, Sergeant Saul Bernowitz (our Point Man), and two sergeant team leaders, Roy Livonia and Eric Royal. All the rest of us are Spec. 4s. There's Hunk Webber and Tommy Chung, they're both grenadiers, plus Iggy Harper, Paul Gerard, Charlie Washington, Vince Kline and myself.

For equipment we've got eight M-16 Assault Rifles, two M-79 Grenade Launchers, two .45 Automatic Pistols (for the grenadiers), and one PRC-77 Radio (carried by Paul, our RTO), and one PVS-2 Night Vision Sight (that's for Eric Royal, our Sniper).

Of course there's lots of other rifle squads. For example, there's the 15th Battalion.

15th Battalion, 27th Cavalry

Lieutenant Colonel Matt Walters is in charge of 3 Infantry Companies, a HQ Company, and a heavy weapon support Company.

Company "B" 27th Cavalry

Captain Rick Gabbin has got 5 Lieutenants and 158 Enlisted Men under him. These guys are almost like regular Army except they get inserted by chopper a lot. As far as equipment goes, here's a list:

Vehicles: 5 Jeeps

Weapons: Six M-60 Machineguns, 24 M-79 Grenade Launchers, 31 .45 Automatics, 140 M-16 Rifles, 18 5.62mm Rifles, three 81mm Mortars, and three 90mm Recoilless Rifles.

Other Equipment: 10 PRC-77 Radio Sets and 18 PVS-2 Night Vision Sights.

Altogether Gabbin's Company is divided up into an HQ, three rifle platoons and a mortar platoon. Each rifle platoon gets split up into three rifle squads kinda like ours except they've got more Privates and fewer NCOs. He's also got a heavy weapons squad for each platoon; they fire the machineguns and recoilless rifles.

Gabbin's guys are the ones who rescue our butts when we end up against a VC or NVA unit that's too big

to handle. If it's too big for them then we start calling in more units. When Gabbin runs out he starts calling up the other battalions.

16th Battalion, 27th Cavalry 2nd Battalion, 28th Cavalry

Lieutenant Colonel Johnny Mountain is in charge of the 16th, and Major Norman Easter has charge of the 2nd. They've each got three cavalry companies under them.

We wouldn't have much of a war if we couldn't get a ride out into the field. It's the Assault Helicopter units that get us out there and give us a little extra firepower when we need it.

519th Aviation Battalion, Assault Helicopter

Colonel Henry Dearborn is an idiot and everybody knows it. Fortunately he doesn't move much outside of his tent. He just pushes papers for all the guys in his 3 Companies.

121st Aviation Company, Assault Helicopters

Captain Wilbur Sanders has got 19 Officers, 20 Warrant Officers (mostly chopper pilots), and 219 Enlisted Men in his command. He really cares about us grunts out in the field. We know that 'cause more than once he's personally landed his chopper on a hot LZ to rescue wounded.

Here's a list of the equipment assigned to Captain Sanders' Company:

Aircraft: Four Cobra Gunships (armed with 7.62mm MG, 2.75" Rocket Launcher and 40mm Grenade Launcher), Four Huey Scouts (7.62mm MG, 2.75" Rocket Launcher), and 23 Huey Slicks (2 7.62mm door-mounted machineguns).

Ground Vehicles: Six 2.5-ton Fuel Trucks, One 2.5-ton Crane, One 2.5-ton Mechanics Van, Six 2.5-ton Trucks, 12 .75-ton Trucks, One Jeep, and One Forklift.

Weapons: Two M-60 Machineguns, 219 M-16 Rifles, and 68 .38 Revolvers.

520th Aviation Company, General Support

Not all aviation units are for combat. Major Jack Morgan's Company has a bunch of planes and choppers that are used mostly for shipping freight around. Every once in awhile they'll parachute drop some spare ammo or extra equipment.

Okay, so much for the birds. Let's get on to the heavy stuff.

2nd Squadron, 11th Armored Cavalry

You know in those old western movies, when they talk about being rescued by the cavalry? Well for RECON units, or anybody in major trouble, there's nothing like a bunch of tanks and armored personnel carriers to cheer you up. Major Eathan Wiltmere has 5 Lieutenants and 192 Enlisted Men in his command. Mainly he's got lots of tanks.

Vehicles: Nine M-48 Tanks with 90mm Gun, three M-125 APCs with 81mm Mortar, 21 M-113 Personnel Carriers, One M-88 Recovery Vehicle, One 2.5-ton Truck, one .75-ton Truck, and three jeeps.

Weapons: 29 M-79 Grenade Launchers, one .50-cal. Machinegun, 42 M-60 Machineguns, 123 M-16 Rifles, and 74 .45 Automatics.

Tanks are great when they can get in somewhere. Unfortunately in 'Nam we usually are in mud up to our eyeballs or jungle that's so thick you can't walk a bicycle through it. In those cases we call for Arty, 'cause artillery shells don't worry about terrain.

1st Battalion, 21st Artillery, 105mm
1st Battalion, 30th Artillery 155mm

Lieutenant Colonel Oscar Calswell is in charge of three 105mm Batteries and Major Don Amberson is in charge of three 155mm Batteries. Just in case you were wondering why they call artillery companies batteries, all these guns can fire for miles around their fire bases.

Battery 'M' 155mm Towed Howitzer Battery

Captain Terrance Boom, with 5 Lieutenants and 119 Enlisted Men, run this artillery unit. Calling in artillery fire makes any grunt nervous. A few misplaced 155mm 100-pound shells can ruin your whole day. Captain Boom is one of the few guys we really trust to put the shots where we tell him to. He's all right.

Here's a list of their equipment:

Vehicles: Ten 5-ton Trucks, three 2.5-ton Trucks, four .75-ton Trucks, and five Jeeps.

Artillery: Six M-114 Towed 155mm Howitzers, and eight M-79 40mm Grenade Launchers.

Weapons: Eight M-60 7.62mm Machineguns, eight M-14 Rifles, 100 M-16 Rifles, and 17 .45 Automatic Pistols.

214th Engineer Battalion

Inside this Battalion are companies that specialize in building bridges, constructing defensive positions, demolitions, construction and repair, map making, and utilities (electrical generation). In addition mine-laying and mine clearing are a primary job of the engineers. Major William Corey is in charge.

371st Army Security Agency Company

These are the intelligence guys. The commander is Major Alex Tierney, an evil character if I ever met one. He'd torture his own mother if he thought it would get him a promotion. All the local translators and scouts are under the control of this company. I have no idea how many guys, official or unofficial, are working for this bunch of Sneaky Petes.

545th Military Police Company

The MPs are responsible for traffic control, maintaining order and guarding prisoners. Mostly these guys are a pain in the neck. After a couple of weeks fighting VC in the bush we don't need some fancy pants MP telling us our ties are crooked.

Okay! That explains the whole 2nd Brigade. Of course, the 1st and 3rd Brigades are set up pretty much the same way.

Now let me tell you about some of the other guys we sometimes run into.

In our patrol area we sometimes run into some of the squads from Company "F" of the 31st Infantry Division. These guys are LRRPs, Long Range Reconnaissance Patrol. They do the same kind of thing we do in the 5th squad except they've got to walk to work. Give me a

helicopter any day! Captain Jack Finch is their Company CO and two of their crack squad leaders are Sgt. Greg Miller and Sgt. Andy Lione.

Another group of tough guys are the 4th Pathfinders. This is a platoon of guys who check out landing zones (LZs) by parachuting or walking into 'em at night. Scary stuff. They've got this 2nd Lieutenant, "Axe" O'Hanlon, who's too weird to get promoted. The guy is just plain kill-crazy!

Down the river, right where the Mu Tau meets the Song Tau, there's a unit of river-boats. It's all Stateside Navy with Captain Norman Hudson in command. They've got a couple of dozen PBRs, six ATCs (Armored Troop Carriers) and some other armed boats. They also have some SEALs stationed there.

Special Forces, or Green Berets, has a few units up in the mountains. They're mostly scattered in with the native Montagnards. The B-83 Detachment has only got about 100 guys, but they're leading a good couple of thousand Montagnards. They've got a RECON unit, call **Mean Green Team** that is made up of Captain Paul Heitzman, Sergeant Joe Groski, Sergeant Bob Smith and a dozen of these weird natives called Khargs. Those guys are just about invisible in the jungle, I'm just glad they're on our side.

Finally, we've got some foreign guys fighting on our side. The only ones in our area are a bunch of Aussie maniacs. They're in something called the 12th Royal Highland Regiment. I don't know what that means, but these guys march around in kilts and play bagpipes that scare the bejesus out of the VC. They also seem to be pretty good jungle night fighters.

Oh Yeah! We've also got some native 'Nam people fighting on our side. It's easy to forget 'cause they always manage to be somewhere else when the fighting breaks out. They've got the whole 11th Infantry NV stationed just north of us. There's also a unit of special forces, they're the 5th Ranger Group; they are mean fighters, but are so cruel to the local tribesmen that they do more harm than good.

The enemy doesn't have any problem with guts. These guys are fanatics! I figure there's something like 3,000 VC spread out among the 60,000 or so native 'Nam people in the area. Rumor has it that three NVA units are infiltrating into our area also. The 49th Sappers are tunnel diggers and mine layers. At least 4 squads of regular infantry from their 301st Infantry Division have been spotted. The thing that causes the most worry is that we found some identification on a body that said the guy belonged to the NVA 576-B Artillery Battery, that could mean anything from 81mm Mortars to a 130mm Field Gun. Dangerous Stuff!

'Nam Game Population

Officers and Administrators

Combat soldiers learn to kill for a living. They either learn how to fight and survive, or else they die. Officers, whether they know anything or not, have the power to order combat soldiers around.

One way or another every RECON team will have to deal with officers. Some will be experienced combat veterans who can discuss field tactics intelligently. Most officers will be experienced enough to keep from interfering with combat soldiers who are getting the job done. Every so often an officer comes along who doesn't know his own ignorance.

Ever wonder why officers are occasionally killed by their own men?

Example: The RECON team has just been assigned Lieutenant George Fresno as their commanding officer; George is the result of a midwestern college ROTC program. He's been in 'Nam for all of two weeks and he thinks he's going to win the war sin-

gle handed. According to him, he'll be returning Stateside as a General. Needless to say he won't listen to reason.

George insisted on coming along on a routine reconnaissance mission up into the highlands around Nong Ben. Already some of the men are ready to frag him 'cause he makes a lot of noise, talks loudly and complains constantly about the rain.

Suddenly Saul Bernowitz, the Point Man, appears out of the jungle. He starts motioning silently for everyone to back up along the trail. Everyone immediately tenses, all weapons are checked and loaded.

Lt. George speaks up in a normal tone of voice, "What's going on Sergeant Bernowitz? Do we have contact with the enemy?"

Whispering, Saul replies, "Shh! I followed some tracks up ahead and spotted an NVA Sniper. We gotta' get outa' here before they realize where we are."

Lt. George, now excited and speaking even louder, "What makes you so sure they were Northern Regulars?"

"Sir, we gotta' get outa' here!" Saul continued in a worried whisper, looking nervously back up the trail, "I figure there's at least a dozen of 'em, with a good sized mortar and plenty of ammo! Plus, they have been in that area for at least a couple of hours!" All the other men get even more nervous. They spread out and start looking for cover.

"Sergeant! How do you know they're NVA troops? The man you spotted, what was he wearing?"

"He had on black PJs and tennis shoes. What difference does it make? We're standing in their fire zone! We gotta' go!"

"I'm surprised at you! NVA wear fatigues and helmets, just like ARVN. Obviously the man you saw was just a Viet Cong guerrilla. They're probably just hiding a few sacks of rice. We should move in and take a few prisoners as our orders specify."

Nuff said!

Specialty Personnel Available for Temporary Assignment

There are often times when it's better to recruit an NPC specialist than have the players create new characters. Here are a selection from the 13th Infantry Division.

Staff Sergeant Quincy Troy

Specialty: Team Leader

Description: Sgt. Troy is the perfect NCO for breaking in a team of fresh recruits. He is always ultra careful and can usually smell an ambush miles away. Rather than getting angry he tends to resort to dry, satirical comments when soldiers make mistakes (after a bunch of wild shots), he might say, "Now that you've cleared your weapon, maybe you'd like to take a shot at that VC?" His Primary MOS is Pigman. Secondary MOS is Point.

Alignment: Opportunist

ST: 56 AL: 93 AG: 53

Skills: Pistol (6 grades with .45 Automatic, 91%), Assault Rifle (4 grades with M-16, 78%), Machinegun (3 grades with M-60, 40%), Bayonet, Garrote, Unarmed Combat (5 grades), Jungle Survival, Night Fighting, Basic Tracking, Estimate Weapons, Estimate Distance, Basic Communications and a smattering of French Language.

Equipment: Usually carries an M-16 (with 10 extra clips), a .45 Automatic Pistol (with two extra clips), and a variety of smoke and fragmentation grenades.



Sergeant Roy Livonia

Specialty: Intelligence Officer

Description: Roy is a friendly, likable guy. Even the natives automatically seem to trust him. Just the opposite of most Intel MOS people. He has an excellent memory and can repeat conversations word for word. He also is very good with maps and has a Secondary MOS as RTO.

Alignment: Idealistic

ST: 22 AL: 57 AG: 51

Skills: Perfectly fluent in both the 'Nam city dialects and country slang. He can carry on conversations in French, German or Spanish. Although not as extensively skilled, he can make himself understood in Chinese, Russian and most of the languages of the 'Nam hill people. Pistol (2 grades in .45 Automatic, 77% to hit), Assault Rifle (4 grades in M-16, 61% to hit), Interrogation 88%, Lock-picking 82%, Land Navigation 78%, Basic Tracking 60%, Estimate Weapons 66%, Basic Communications 70%, Scramblers 58%, Forward Observer 70%, and Forward Air Controller 71%.

Equipment: Carries lock pick set, notebook and pen. Generally armed with .45 Automatic Pistol and several grenades. He prefers not to carry an Assault Rifle (too heavy) and will not volunteer to carry any extra group equipment.

Corporal Tommy Chung

Specialty: Sniper and/or Demolitions

Description: Tommy Chung is a dangerous guy to have around. He will stop at nothing to kill the enemy. If he has an opportunity to pick off a VC or two he'll do it, even if it might endanger the mission. He's also pretty crazy as a demolitions man. Primary MOS is Sniper, Secondary MOS is Demolitions.

Alignment: Malignant-Psychotic

ST: 74 AL: 34 AG: 94

Skills: Semi-Automatic Rifle (8 grades with M-14, 94% to hit), Demolitions (5 grades of skill, 85%), Bayonet, Garrote, Knife Fighting, Suppressors/Silencers, Silent Movement 63%, Night Fighting 70%, and Detect Ambush 56%.

Equipment: He lives with his specially modified M-14 Sniper Rifle. It has a hair trigger, special sights, a telescopic sight, a starlight scope and a barrel modified so that a flash suppressor can be attached. Otherwise he likes to carry nothing other than ammunition (12 extra clips), his demolition gear and the bare essentials of survival gear.

Sergeant Saul Bernowitz

Specialty: Point Man

Description: Sgt. Saul is something more than human when he's on Point. His supernatural Alertness keys him into every movement, every smell, every sound in the area. However, once the enemy is found he feels that his job is over! He will not endanger himself once the fighting starts. Since he believes that the muzzle flash from a weapon is dangerous, he won't even fire his rifle. A Point Man Deluxe, he has no Secondary MOS.

Alignment: Malignant.

ST: 56 AL: 98 AG: 97

Skills: Assault Rifle with flash suppressor (7th grade with M-16, 92% to hit), Garrote, Unarmed Combat, Find Food and Water 42%, Detect Ambush 77%, Detect Booby Trap 85%, Night Fighting 80%, Silent Movement 86%, and Basic Airborne Parachuting 60%.

Equipment: Carries an M-16 with three extra clips.

Corporal Joseph "Hunk" Webber

Specialty: Grenadier

Description: Hunk is a typical grunt, a good soldier, but not very enthusiastic. He'd much rather pump a few rounds into a hut than investigate it personally. Although he mainly just wants to get out of the war alive, he also tries to do his bit to help. His Primary MOS is Grenadier, Secondary MOS is Point.

Alignment: Idealistic

ST: 40 AL: 41 AG: 83

Skills: Pistol (2 grades with .45 Automatic, 42% to hit), Assault Rifle (3 grades with M-16, 45% to hit), Grenade Launcher (3 grades with M-79, 55% to hit), Garrote, Unarmed Combat, Silent Movement 50%, Detect Ambushes 35%, Detect Booby Traps 39%, and Estimate Distance.

Equipment: He usually carries a .45 Automatic, an M-79 Grenade Launcher, and two bandoleers of 40mm grenades. On his "utility" bandoleer he has four smoke grenades (2 white, a green and a yellow), a parachute flare and a buckshot (anti-personnel). The "weapon" bandoleer has 5 High Explosive and 1 buckshot. He'll get as many people in the group as possible to carry extra bandoleers (2 'weapon' for every 1 'utility').

Corporal Red Dukowski

Specialty: None

Description: Red is a good all-around asset to any team. He is honest and dependable, and he'll risk his life to save another soldier (but he won't necessarily risk his life to accomplish the mission). He has plenty of combat experience and he knows enough to avoid really dangerous assignments. His Primary MOS is Point, Secondary MOS is Demolitions.

Alignment: Idealistic

ST: 91 AL: 82 AG: 79

Skills: Pistol (24% to hit), Assault Rifle (4 grades with M-16, 68% to hit), Grenade Throwing, Garrote, Unarmed Combat (3 grades), Demolitions (5 grades of skill, 86%), Bomb Disposal (3 grades of skill, 70%), Detect Ambush 50%, and Detect Booby Traps 57%.

Equipment: See "Inside Red Dukowski's Backpack," the later list is appropriate.

Corporal Charlie Washington

Specialty: Medic

Description: Charlie has an attitude problem. At least his superiors think it's an attitude problem. He seems to feel that he can grant or refuse treatment to anyone he likes. If he's already working on a wounded child and one of the soldiers gets hit, that's too bad. The soldier will just have to wait. He treats everyone equally, even if they're wounded VC prisoners. He'll also get mad at anybody who messes with his workmanship. If a guy gets hit who was previously fixed up by Washington, then it's entirely possible that Washington will charge out to kill whoever did it. His Primary MOS is Medic, Secondary MOS is Intel.

Alignment: Opportunist-Karmic

ST: 88 AL: 18 AG: 47

Skills: Fairly fluent in the language 73%, Assault Rifle (58% to hit), Medic (5 grades of skill, 80%), Detect Ambushes 36%, Detect Booby Traps 42%, and Lock-picking 34%.

Equipment: Medical Kit, M-16, and all the bandoleers of extra ammo that he can carry.



Corporal Vince Kline

Specialty: Pigman and/or Heavy Weapons

Description: Vince is pretty easy going. So easy going that he often falls asleep. In fact, Vince is one of the only guys around who can fall asleep in the middle of a fire-fight. He lets no opportunity for a nap pass him by. He never complains, never objects, and always carries more than his share of supplies and ammunition. He used to be a chopper door gunner, but the noise of the engine kept him awake too much. Primary MOS is Pigman, Secondary MOS is Heavy Weapons.

Alignment: Idealistic

ST: 86 AL: 43 AG: 58

Skills: Assault Rifle (M-16, 35% to hit), Light Machinegun (5 grades on M-60, 80% to hit), Antitank Weapon (2 grades on LAW, 40% to hit), Flamethrower (5 grades, 32% to hit), Heavy Machinegun (7 grades on .50 cal. 84% to hit), and 60mm Mortar (4 grades, 52% to hit).

Equipment: Usually carries just an M-60 and a lot of ammo bandoleers.

Glossary

AA: Anti-Aircraft.
AAA: Anti-Aircraft Artillery.
AAR: After-Action Report.
AG: Adjutant General.
AH: Assault Helicopter.
A-I-K: Assistance In Kind (generally money).
Airborne: Personnel or equipment dropped by parachute.
Air Mattress: Nickname for 3rd Brigade, 82nd Airborne.
Airmobile: Personnel or equipment inserted by helicopter.
AIT: Advanced Individual Training.
AMTRAC: Marine Corps amphibious transport.
AO: Area of Operations.
APC: Armored Personnel Carrier.
Ap: Vietnamese word for 'hamlet' - Ap Tan Sin meant Secure Hamlet.
AP: Anti-Personnel or Armor Piercing.
APC: Armored Personnel Carrier.
APO: Army Post Office.
AR: Automatic Rifle or Army Reserve.
Arc Light: B-52 bomber strike.
ARLO: Army Liaison Officer.
Arty: Artillery.
ARVN: South Vietnamese Regular Army.
ASAP: As Soon As Possible.
ASH: Assault Support Helicopter.
ATC: Air Traffic Control.
ATGM: Anti-Tank Guided Missile.
ATFV or ATFG: Australian Task Force, Vietnam.
AWACS: Airborne Warning and Control System.
AWOL: Absent Without Leave.
BAR: Browning Automatic Rifle (.30 caliber used by U.S. in W.W. II and Korea).
Barrage: A set of artillery rounds, fired from each gun in the unit.
Base Camp: Main fortified camp for a RECON unit.
Baseball: Baseball-shaped grenade about 2½" in diameter (M67, M68 or CN1).
Basic: Basic Training.
Battalion: Military unit of from 600 to 1,000 men. U.S. Battalions commanded by a Lieutenant Colonel. There are 3 to 5 Companies in a Battalion.
Battery: Artillery or heavy weapons unit roughly equal to a Company. Most Batteries had from 100 to 150 men. Weapons could be 6 155mm howitzers, a combination of HAWK missiles and 3.5 inch rocket launchers, or 24 .50 caliber machineguns.
Believer: Slang term for a dead soldier.
B-52: Strategic high-altitude bomber used in conventional drops in 'Nam.
B-40: Enemy anti-tank rocket.
Big Red One: Nickname for 1st Infantry Division, also "Big Dead One" and "Bloody One."
Boonies: The boondocks, jungle, remote area, or anyplace uncivilized (i.e., all of 'Nam).
Bouncing Betty: A land mine that throws a 60mm mortar round up to waist level before detonating.
Brigade: Military unit with roughly 3,000 men. U.S. Brigades are commanded by a Colonel. There are 2 to 4 Battalions in each Brigade.
BS: Border Surveillance
C&C: Charley-Charley; Command and Control helicopter, a chopper that would stay above the action and relay communications and orders to the troops below.
C and S: Cordon and Search operation for sealing off and checking out a village.
CA: Combat Assault or Civil Affairs.
Cache: A hidden supply of weapons, ammo or food.
Charlie, Charles, Chuck: All slang for VC.
Charlie Rats: Slang term for C-rations.
Cherry: Slang for new replacement.
Chicom: Chinese Communist.

Chieu Hoi (Choo Hoy): Amnesty program. Enemy wanting to surrender would shout this before coming out.
Chinook: C-47 cargo helicopter.
Chogie: Slang for 'Move out quickly.'
Chopper: Helicopter.
CIA: Central Intelligence Agency, or 'The Company.'
CIB: Combat Infantryman's Badge; Army medal.
CIDG (Sidgee): Civilian Irregular Defense Group.
CINCPAC: Commander-in-Chief Pacific.
Claymore, claymore mine: An explosive charge that can be set as a mine, but is usually detonated by a hidden observer.
Close Air Support: Air strike on immediate enemy targets.
CMH: Congressional Medal of Honor.
CO: Commanding Officer.
Co: Company.
Cobra: AH-1G attack helicopter.
Commo: 'Communications.'
Company: A military unit of roughly 150 men. U.S. Companies are commanded by a Captain. There are 3 to 4 Platoons in each Company.
Crispie Critter: Soldier or victim killed or wounded by burning or napalm.
Crunchies: Slang for infantrymen.
CS Gas: Riot control gas agent.
Cu Chi National Guard: Nickname of 25th Infantry Division.
Dac Cong: VC special forces.
Dai-uy (die-wee): Vietnamese term for chief or anybody in charge.
Dead Space: Area not covered by fire.
Deep Serious: Radio or slang term for the worst possible situation. Usually it implied a team overrun or about to be driven back by the enemy.
Defcon: Defensive contact artillery fire. 'Ringing the perimeter with steel!'
Delta Tango, DT: Radio term for Defensive Targets.
DEROS: Date of Expected Return from Overseas.
Det-Cord: Detonating cord for explosives.
DH-5, DH-10: VC claymore mines.
Didi: Vietnamese/French term, 'di,' meaning 'to leave' or 'to go.'
Didi Mow: Vietnamese term for 'go quickly.'
Dime Nickle: 105mm Howitzer.
Dink: Derogatory term for Vietnamese.
Division: Military organization of from 12,000 to 18,000 men. U.S. Divisions are commanded by a Major General and are made of 3 Brigades.
DMZ: Demilitarized Zone. The no-man's land found on the border of two nations at war.
Dong: Vietnamese money; one piaster.
Doughnut Dollies: Slang for Red Cross Women.
Dud: Failed explosive.
Dust-off: Medical evacuation by helicopter, 'medivac.'
DZ: Drop Zone. An area where airborne supplies or paratroopers are dropped.
ECM: Electronic Countermeasures.
Elephant Grass: Tropical grass that grows 8-15ft tall, with razor edge.
Eleven Bush: Radio term for Infantry Man (form code 11B).
E-Nine: Sergeant major, the highest enlisted rank.
EOD: Explosive Ordnance Disposal, bomb disposal unit.
EPW: Enemy Prisoner of War.
Evac'd: Evacuated.
Extraction: Whatever way a RECON unit is returned from their mission site.
50-cal: .50 caliber machinegun.
51-cal: Enemy machine gun.
FA: Field Artillery.
FAC: Forward Air Controller.
FF: Fast Frigate (Navy).
Fire Base: Remote artillery base.
Firefight: An encounter with the enemy where everybody starts shooting.
Flechette: Dart-shaped explosive projectile. Beehives were filled with deadly flechettes.

Concertina Wire: Coiled barbed wire.
CONUS: continental U.S.
FNG: Most common name for a new guy . . . a F***n' New Guy.
FO: Forward Observer.
FOB: Forward Operating Base.
Freak: Slang for 'Radio frequency.'
Free fire zone or free strike zone: Area where everybody is assumed hostile targets. Artillery can fire into this kind of zone without coordination.
Ghost: Slang for 'Taking Off,' or shirking duty.
GL: Grenade Launcher.
Gook: Derogatory term for any Vietnamese.
Gooney Bird: C-47 aircraft.
Green: Slang term for 'safe.'
Green Berets: Nickname for elite Special Forces. "We don't wear hats, we wear berets!"
Ground Pounder: Infantryman.
Gunship: A helicopter outfitted with armaments and used for air strike support.
GVN: Government of Vietnam.
GZ: Ground Zero - artillery term for impact point of barrage.
H & I: Harassment and Interdiction, random artillery fire meant to unbalance the enemy.
Hand Frags: Hand fragmentation grenade.
HE: High Explosive rounds.
HEAP: High-Explosive Armor Piercing.
Heavy Stuff: Heavy artillery from big guns or offshore fire.
Hooch: Slang term for Vietnamese village huts.
Horse Pills: Chloroquine Primaquine malaria prophylaxis tablet. A pill taken weekly to prevent malaria.
Hot: Slang for any active combat situation. "That LZ is too hot for a landing," meant there was too much enemy fire.
Immersion Foot: After a few days of constant slogging in mud and water, a soldier's foot would start to rot. Some of the more exotic fungus and virus infections still bother veterans twenty years later.
Incoming: Receiving enemy mortar or rocket fire; 'Hit the dirt!'
Iron Triangle: VC held area between Thi Tinh and Saigon rivers next to Cu Chi district. Scene of much of the worst fighting in Vietnam.
Jump CP: Temporary command post.
Jungle-busting: Using tanks or vehicles to cut trails through thick underbrush.
K-Fifty: Communist 7.62mm sub-machinegun.
KHA: Killed in Hostile Action. Since Vietnam wasn't a declared war this term was sometimes used instead of KIA.
KIA: Killed In Action.
Killer Team: Marine Mobile ambush team.
Kit Carson Scout: Ex-VC/NVA soldiers used as friendly scouts.
Klick: Short for Kilometer.
Lao Dong Party: Vietnamese Workers' Party, a communist organization.
LAW: Light Antitank Weapon, The M72 LAW was a shoulder fired 66mm rocket.
Lifer: Someone planning a life-time career in the military.
Lightning Bug: Helicopter equipped with searchlights.
LP: Listening Post.
LRRP: or 'Lurps' Long Range Reconnaissance Patrol.
Lt: Lieutenant.
LZ: Landing Zone.
MAAG: Military Assistance Advisory Group.
MAB: Marine Amphibious Brigade.
Mad Minute: Concentrated fire of all weapons used to disrupt the enemy.
Main Force: Viet Cong and North Vietnamese military units.
MAW: Marine Air Wing.

MEDCAP: Medical civic action program. Starting in fall 1965 medical corpsmen would be escorted by armed squads to give medical service to remote villages.
Medevac: Medical evacuation by helicopter.
MG: Machinegun.
MGF: Mobile Guerrilla Force lead by Green Berets.
MI: Military Intelligence.
MIA: Missing In Action.
Midnight Requisition: Slang term for stealing supplies.
Mighty Mike: Air blower used to force smoke and gas through tunnel systems.
Million-dollar wound: A wound serious enough to get return orders but not serious enough to cripple or maim.
Mission ready: Helicopter or other equipment ready for use.
Montagnard: Ethnic mountain people of Vietnam often recruited by Special Forces.
MP: Military Police.
MUST: Medicat Unit, Self-contained, Transportable; inflatable rubber medical ward that could be moved easily to different battle zones.
Napalm: Jellied gasoline used as anti-personnel weapon. Public opinion in the U.S. kept it from being used widely later in the war.
Native Sport: Slang for a mission of hunting VC.
NBC: Nuclear, Biological and Chemical.
NCO: Non-Commissioned Officer. Enlisted men with a rank of Corporal or Sergeant.
Neutralize: Wipe out an enemy.
NFL, NLF: National Liberation Front of South Vietnam. The formal name for Viet Cong organization.
Number 1: Slang for 'the best.'
Number 10: Slang for 'the worst.'
Number Ten-Thou: Incredibly bad, the worst of the worst.
Number Sixty: M60 Machinegun.
Nungs: Tribal Chinese who provided special troops to the Green Berets.
NVA: North Vietnamese Army.
OJT: On the Job Training.
105: 105mm Howitzer.
One-oh-worst: Nickname for 101st Airborne Division.
Out-country: Anyplace outside of 'Nam, but still part of the war, such as Laos, Cambodia or Thailand.
P (piaster): Vietnamese money.
Paramilitary: Refers to informal military units. In Vietnam some regional areas had paramilitary units defending them. Most of the different factions in Lebanon could be described as Paramilitary.
Patrol: A Ranger unit of 6 men lead by an NCO.
PAVN (Pavin): People's Army of Vietnam. The term was officially changed later to NVA for propaganda reasons.
PBR: Patrol Boat, River.
Penny Nickle Nickel: Radio slang for 155mm Howitzer.
PFC: Private First Class.
Phougas (foo-gas): Jellied gasoline set out in drums around a camp. If the enemy tried infiltrating, explosive charges would scatter burning gas over the enemy.
Piaster: 'Nam money, worth about a penny apiece.
Piss tube: Slang for mortar.
Platoon: Military unit of 25 to 50 men. U.S. Platoons were generally commanded by a Lieutenant and broken up into squads (an infantry rifle squad would have 10 enlisted men with M79 and M16 weapons) or Patrols (usually Rangers had eight 6 man Patrols in each Platoon).
Point Man: Lead man in a patrol.
Poison Ivy: Nickname for 4th Infantry Division.
Pony soldiers: Nickname for LRRPs or cavalry grunts.
POW: P.W., Prisoner of War.
Prep: Blasting a field with heavy fire prior to insertion. "We prepped the area with howitzer, mortar and rocket fire. It should be safe for insertion now."
P-38: Can opener for C-rations.
Puff, Puff the Magic Dragon: C-47 aircraft used for massive ground fire.

Punji stake: Sharpened bamboo stick used in booby traps. Rarely fatal, but definitely effective since a guy with a punji stake wound in the foot would be out of action for awhile. Punji stake traps could be found that were left around since W.W. II.

Purple Heart: U.S. medal awarded to anyone suffering a wound in combat.

PX: Store located on a military base.

PZ: Pickup Zone.

RA: Regular Army.

Ramp Alert: Warning for aircraft to take-off in fifteen minutes.

Ranch Hand: Defoliation and anticrop missions.

R & R: Rest & Relaxation, a leave period that was basically a vacation from the war. From Vietnam many men took R&R in Hong Kong, Japan, Taiwan or Thailand.

Recon: Reconnaissance.

Reconnaissance in Force: RIF, Sweep to find enemy.

Red ball: System for getting supplies quickly.

Redleg: Nickname for artillery soldier.

Retrograde: Any rear or retreat movement - 'backup!'

RL: Rocket Launcher.

Rock 'n' roll: Firing rifles on full automatic.

ROKs: Rocks, Soldiers from the Republic of Korea stationed as U.S. allies in Vietnam. There were up to 50,000 of these tough, respected troopers every year.

Rolling Thunder: A sustained bombing.

ROTC: Reserve Officer Training Corps.

RPG, RPG-7: Russian rocket propelled antitank grenade.

RPV: Remotely Piloted Vehicle. Small, remote-controlled airplane used for surveillance.

RTO: Radio Telephone Operator.

Ruck, rucksack: Slang term for a grunt's backpack.

Ruf-puffs: Slang term for South Vietnamese Regional and Popular Forces, local paramilitary forces.

RVN: Abbreviation for Republic of Vietnam.

Salty Dog: Slang term for an item destroyed or lost to the enemy. Whenever an aircraft or truck was blown up the supply clerks would claim huge 'Salty Dog' losses to cover up previous shortages.

SAM: Surface-to-Air Missile.

Same same: Slang for 'the same' or 'likewise.'

Satchel charge: A number of blocks or explosives taped together, usually about 15 pounds, arranged for easy carrying or attaching.

Scared horses: Nickname for 11th Armored Cavalry Regiment.

Science Fiction: Nickname for U.S. Army Special Forces.

Screaming Chickens: Nickname for 101st Airborne Division.

SeaBees: Navy construction engineers.

SEALS: Sea, Air and Land Navy special warfare units.

Search and destroy: A mission to find any enemy, engage in battle and eliminate them.

Shortimer, short: Someone close to the time for leaving Vietnam.

Shotgun, Shotgunner: The door gunner on a helicopter or the armed guard on a vehicle.

Shrapnel: The metal chunks that flew out from an explosive device. A large percentage of casualties are caused by shrapnel.

Silver Star: U.S. medal.

Six: Radio jargon for 'leader' or 'commander.' A senior nurse would be a "Doughnut Dollie Six," or a VC commander was called "Mister Charlie Six."

Sky pilot: Slang for chaplain.

Slick: Helicopter used as a troop carrier.

Slope: Another derogatory name for Vietnamese.

Sortie: A mission for a single aircraft.

Smokey Bear: Nickname for a helicopter-mounted smoke generator.

Snake: Nickname for the Huey Cobra Gunship.

Sneak Petes: Slang for Special Forces guys way out in the bush, also used to describe Intelligence units.

Snoop 'n poop: Slang term for a marine search and destroy mission.

SOP: Standard Operating Procedure.

Spectre: AC-130 armed with miniguns, machineguns and 105mm howitzer.

Spider hole: A small, round, enemy foxhole. Often it was an entrance to a complex tunnel system.

Squad: Unit of less than 10 men usually lead by an NCO (generally a sergeant).

Stand down: Term for a rest period.

Starlight scope: An electronic light amplifier, used as a rifle sight or viewfinder to see clearly at night.

Strip alert: A warning that aircraft should be ready to take off in five minutes.

Sugar reports: Slang term for letters from wives or girlfriends back home.

Tac air: Tactical air support. Usually referring to air strikes, air command and communications, or insertion/extraction by chopper.

Tail-end Charlie: Last man in the line on a patrol.

Titi: Vietnamese slang for 'a little.'

Tet: A Vietnamese national holiday, the Buddhist lunar New Year.

Tet Offensive: A massive Viet Cong/NVA surprise attack in January of 1968. Although not decisive militarily it served to undermine public support for the war and made a lie out of claims that a quick victory was possible.

The Herd: Nickname for 173rd Airborne Brigade.

Thump-gun, thumper: Nickname for the M-79 40mm grenade launcher.

TNT: Chemical explosive similar to dynamite.

Tracer round: An incendiary round used at night for sighting. Every few rounds an incendiary that would glow and create a visible track for sighting.

Tracks: Nickname for tanks, APCs and other tracked vehicles.

Tunnel rat: Soldiers assigned to VC tunnel infiltration mission.

UGS: Unattended Ground Sensor. An electronic monitoring device designed to detect the passage of VC in restricted areas.

USAF: United States Air Force.

VC, Victor, Victor Charlie, Mr. Charles, Chuck: These and many other words were used as slang to describe the Viet Cong.

Ville: Slang word for Vietnamese village.

Waste: Slang word for 'kill.'

WIA: Wounded In Action.

Willy Pete/WP: White phosphorus, the active ingredient in incendiary grenades.

World, the: Slang for the U.S., Stateside.

Xin Loi: Vietnamese language phrase meaning, 'sorry about that.'

XO: Executive Officer, the commanding officer of a unit.

Zap: Slang for kill or hit. "He got zapped" means "He got hit."

Zippo raids: An assignment calling for the complete destruction (usually burning) of a village.

PALLADIUM MODIFICATIONS TO RECON (optional)

Using Heroes Unlimited or T.M.N.T.

If you're a regular player or game master using some other Palladium game such as Teenage Mutant Ninja Turtles (Mutant Animals), Heroes Unlimited (comic heroes) Mechanoids (science fiction), or the Palladium Role-Playing Game (medieval fantasy), then you may want to adapt RECON to work with the other game systems.

First, let's look at the major difference between

RECON and other Palladium role-playing games. RECON is designed as a somewhat more realistic high-mortality game where characters are fairly easy to create. On the other hand, most Palladium games are designed so that creating characters is a lengthy process and survivability is very high.

In other words, in RECON character's are expendable and die readily. In Palladium characters are valuable and are harder to kill.

The modifications listed here turn RECON into a game where characters survive longer and can be developed more completely. GMs/Players should be able to interchange elements from Heroes Unlimited/TMNT and the RECON system easily. Thus, you might have a Heroes Unlimited game with RECON fire fight combat or RECON with superbeings.

Attributes: Use the standard Palladium attributes of I.Q., M.E., M.A., P.S., P.E., P.P., and Spd. Do NOT roll ST, AG, or AL. See Heroes Unlimited pgs. 4 and 5.

Carry Capacity: Unchanged from Heroes Unlimited, depends on P.S.; multiply the P.S. by 10 to give equivalent carrying capacity. See Heroes Unlimited pg. 5.

Movement: Depends on Spd. Using the movement table assume that each point of Speed represents 5 points of ST by RECON standards. NOTE: This is for speed/quick-ness at running and NOT additional ST points.

Agility Rolls: Depends on P.P.. For all agility rolls, attempt to roll under P.P. on twenty-sided.

Alertness Rolls: Depends on M.E.. For all alertness rolls, attempt to roll under M.E. on twenty-sided.

Hit Points: Standard: See Heroes Unlimited pgs. 5&6 (and S.D.C.). An optional possibility, if using RECON weapons and damage, is to multiply the P.E. by 4 times for hit points (plus S.D.C.).

Weapons Skills: Every other grade of skill in a weapon gives the character a +1 bonus to hit.

Non-Weapon Skills: RECON skills operate normally, with 5% per grade level of skill per level of experience. Or players may wish to substitute the RECON skill/point/purchase system and add Heroes Unlimited or T.M.N.T. skills as optional or additional skills which can be purchased later.

S.D.C.: Use normal S.D.C. values for all characters and artifacts. **Basic Training** adds 30 points to a character's physical S.D.C. Additional physical training such as high school boxing, swimming, body building, etc. increase the person's S.D.C. even more.

Note: Acrobatics, and gymnastics should not be available as high school or military skills.

A.R.: All normal characters are considered to have an A.R. of 4. When characters are wearing armor their A.R. may be higher.

Initial Skills and MOS for RECON Characters: All military RECON characters are considered to have a High School Education (take 5 secondary and 5 High School Skills). The **Military Training** is the ten skills gained from selecting an MOS as it's explained in the **Revised RECON book**. Skills such as Hand to Hand Expert, Hand to Hand Martial arts, cryptography, criminal science investigative, surveillance systems and espionage may be considered as special training skills.

Mercenaries: "May" have a higher or different educational or military background. Roll on the following table (a modified version of the one in Heroes Unlimited, but specifically for mercs). Roll 1D10.

01-02 **Survivalist:** Hand to Hand: Basic, W.P. (any), 4 Mercenary (Recon), Non-Weapon Skills, 5 Secondary Skills, 5 High School Skills.

03-05 **X-Military RECON:** Hand to Hand: Basic, 5 W.P. (any), 8 military (RECON), non-weapon skills, 5 second-

dary (or more RECON skills), 5 high school.

06-08 **Military Specialist:** Hand to Hand: Expert or Martial arts, 4 W.P. (any), 4 espionage skills (H.U.), or 4 intelligence MOS skills (RECON), 6 military (RECON) non-weapon skills, 7 secondary (or more RECON skills) and 5 high school.

09-10 **Mercenary Specialist:** Hand to Hand: Expert or Assassin (if evil), 4 W.P. (any), 4 military (RECON) non-weapon skills, 6 secondary (or Merc RECON skills), 3 high school, 6 college skills (2 to 4 years college).

Note: The Heroes Unlimited **Physical Training**, **Special Training** and **Hardware** characters can be easily translated into Mercenaries. The game master and players may want to include the RECON mercenary skills as secondary skill choices of skills for the major area of expertise (or both). Furthermore, one could extrapolate to include Bionics, Robotics, Mutants, Psionics and super powered beings to create a sort of super A-TEAM or mercenary group. YOU can combine these games to take things as far as you would like. Just be creative and reasonable.

Experience

Experience can be handled like most of our games using the standard system of experience points and levels. Or you may opt to use the RECON system of points and purchases.

Levels of Experience For RECON Characters

1	0 - 1,800
2	1,801 - 3,600
3	3,601 - 7,500
4	7,501 - 14,500
5	14,501 - 24,000
6	24,001 - 34,000
7	34,001 - 54,000
8	54,001 - 70,000
9	70,001 - 95,000
10	95,001 - 135,000
11	135,001 - 185,000
12	185,001 - 235,000
13	235,001 - 285,000

Combat

Hand to Hand Combat

Substitute the familiar Palladium combat system. Unarmed combat becomes the equivalent of **Hand to Hand Basic**. Knife fighting and bayonet becomes **fencing**. Hand to Hand expert and Hand to Hand martial arts can be considered additional skills which can be learned/purchased at later levels of experience.

Fire Fights

There are NO modifiers to hit with weapons in the Palladium adaptation of the system. There are, however, A.R. modifiers for different situations.

Turkey Shoot: The ambushers all have an extra +4 to strike for the duration of the combat. The victims of the ambush return fire at -4 to strike.

Under Cover: When shooting at somebody who is under cover, the attacker is -3 to strike. Note that this means an ambusher who is also under cover has a -3 to strike/hit his attacker.

Note: The GM or Players could substitute either the Heroes Unlimited/T.M.N.T. system or the RECON system into the other. Both work well. Use the one that works best for you.

Equipment, Weapons and Armor: All RECON weapons do equivalent damage in any other Palladium games. Equipment is exactly the same. Certain kinds of armor, especially ancient armor, is totally ineffective against modern weapons.

The Original RECON Miniature Rules

These rules are designed to give those groups who feel comfortable with using miniature figures, a more exact combat system. **As originally written**, RECON was a game with only a miniature-based system for combat. I can highly recommend this system as an extremely playable and fun way to play. RPG players may be surprised at how visual and entertaining miniatures can be. Miniatures add a certain flair to a role playing game which is otherwise overlooked.

To utilize this system a table-top space of about 3 by 4 feet is needed. Also required are various "props" to represent terrain, buildings, and the combatants. These props can be actual miniatures or handy items found in most homes. To represent Foliage, colored lichen, irregular pieces of construction paper, or pieces of cloth can be used. Rivers and Ponds can be represented by strips of cloth or paper. Contour lines for hills can be indicated by string, yarn, or thin strips of tape. Characters and other combatants are normally represented by the rather wide variety of metal or plastic figurines. If figures are not available coins or pieces of cardboard can be used in their place.

Buildings are indicated by using paper rectangles, common 3x5 index cards can easily be used to represent these. Windows and doors should be indicated on these cards. For large buildings with interior walls, the floorplans can be **drawn** directly on the card or paper. Obviously once these buildings are made they should be kept for future use.

Depending on the amount of space available to lay out the terrain, and to a lesser extent the size of the figures, the scale used will vary. **The scale** of a miniature game is the relationship between the measurements on your playing field and real life measurements. **For Example:** A common scale used in model building is $\frac{1}{2}$; this means that 1 foot on the model represents 72 feet in real life. **For game purposes**, a convenient scale to use is one half inch on the playing area equals one yard in real life ($\frac{1}{2}$ inch = 3ft). A slightly smaller scale would be one centimeter equals one yard; slightly larger would be one inch equals one yard. Scale is likely to depend on the availability of playing space.

After the mission director decides on what scale he will be using in his game he needs to make a series of *grids*, each measuring ten squares by ten squares. Two of these grids will be needed, one where each square equals five yards across. Although these grids can be made of paper or cardboard it would be even better if they are made using transparent plastic and marker. All art supply stores will stock large and small sheets of plastic, sheets of plastic acetate and mylar as well as grid paper (ask for the **large** individual sheets), and markers that can write on plastic and be washed off. Each square then needs to be numbered, starting from one in the upper left corner, across to the right, and finally ending with one hundred in the lower right corner. The center of the grid should be marked as well. See example.

These grids are used to determine where artillery strikes, inaccurately thrown grenades, and paratroopers land among other things.

MEASURING/SCALE AND RANGES

The mission director will also need some sort of measuring tool, such as a yardstick or tape measure. A standard wooden yardstick is probably the easiest to use in that it also doubles as a pointer. Although the mission director may wish to have several rulers for the players to use, he should prevent them from measuring ranges to potential targets until they have stated just what they are aiming at.

SETTING UP TERRAIN

When preparing the playing field, first set up the major terrain features such as rivers, roads, hills or buildings. Then randomly scatter your foliage around, making sure not to put the bushes in the middle of the river or on top of buildings. Jungle trails can be indicated by moving your foliage around somewhat to make clear paths. Logs and fallen trees can be indicated by using stick.

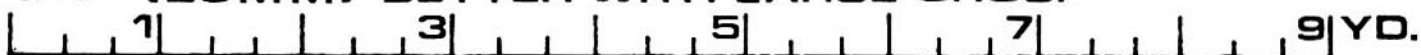
When running the game, it is much easier to set up the actual playing field when a specific contact is made. Have the playing field when a specific contact is made. Have the players set up their line of march (see mobile overwatch) and then change the terrain around them as needed. You will find this sort of system to be easier to use than moving all of the players' figures around. Of course, the players can to alter their figures' positions at any time.

SCALES

1/35TH



1/4" (20MM) BETTER WITH LARGE GROUP



1/72ND (20MM) MORE REALISTIC



The Combat System

WEAPON CHECKS

There are two basic ways to keep tabs on the player's (and non-player characters') ammo during a firefight. Since no weapon has an unlimited capacity magazine there may be situations where the firer's weapon runs out.

The first way would be to have everyone keep track of how many shots his character has fired. Once the number of shots fired equals the capacity of his weapon's magazine, he must stop and reload. **It takes one combat round to change magazines.**

The second way eliminates the need for keeping track of the number of shots fired. At any time during a firefight the mission director can announce a "weapon check". At this time all characters (and their enemies too) must roll against their alertness. If they fail this roll they are assumed to not have paid attention to how many rounds they fired and are out of ammo; they must change magazines. If a character has not fired at all, his weapon is assumed to have jammed and he must clear it. *In either case it requires one combat round.*

Combat in RECON is considered to be simultaneous. This means that no one character shoots or moves before the others. Each player states what his character is doing in the current combat round and then the action is resolved. While the action is simultaneous, the mission director should work out an order of play or turns to avoid chaos during play.



FIRING BLIND

In a situation where an enemy target is not clearly visible, i.e., behind a clump of bushes in the distance or beyond the effective range due to environmental conditions, treat all fire as blind fire. In these situations there is only a one percent chance of hitting the enemy.

DAMAGE MODIFIERS

The terrain a human target is in can reduce the damage taken when hit. These special situations are listed on the **Terrain Damage Modifier Table**. These modifiers are applied if the target is completely within such terrain. For Example: If the target is inside a wooden building and is hit by small arms fire it would take reduced or 1/2 damage. However, if the target was in a window of a wooden building and was hit directly, it would take full damage.

1/72 ND

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

TO FIRE AT A TARGET

The first step in conducting fire against a target is to measure the range between it and the firer. If the target is beyond the maximum effective range as given on the table it can still be fired on, but by using *blind fire*.

The second step is to cross index the target range on **both the Target Posture Table** and the **Marksman Posture Table**. These tables will give a modifier to the firer's effectiveness with his weapon. Subtract (or add) these modifiers from his effectiveness to give the number which must be equaled or rolled under on percentile dice in order to hit the target.

The third step is to roll percentile dice to determine if the target is hit or not.

The fourth step is to roll on the **Hit Location Table** (assuming the target is a person and it has indeed been hit).

The fifth and last step is to roll damage and subtract it from the target's damage capacity.

Example: Fred Krueger fires his M-16 at a VC guerrilla who is 32 yards away. Environmental conditions are day with a misty rain, so he is well within range. Krueger's effectiveness with his M-16 is 71. Cross indexing the range with Krueger's and the VC's postures gives a total modifier of -35 (-15 for the VC and -20 for Krueger). This gives him a 36% chance of hitting the VC ($71 - 35 = 36$). Krueger rolls a 35 so he hits (a roll of 37 to 100 would indicate a miss). **A second roll** on the **Hit Location Table** of 40 indicates the target has been hit in the chest. A check on the **Damage Table** reveals that a M-16 round does 4D10 points of damage. Krueger rolls a 27, a pretty serious wound.

Hit Location Table

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

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

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

Upper Body Hit Location Table

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

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

Truck Hit Location Table

Roll 1D10 to determine damage.

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

PARTIALLY HIDDEN TARGETS

If a target is partially hidden behind an object; behind a boulder, standing in a window, etc.; use the **prone/behind object** category on the **Target Posture Table**. In addition, if such a target is hit, roll on **Upper Body Hit Location Table**.

EFFECTIVE RANGE

Although nearly every modern weapon can shoot at targets which are extremely far away, the *effective range* of a weapon depends on the firer being able to *see* his target. **Environmental conditions** are the sole factor in determining the maximum effective range of a weapon in combat. Naturally one can see farther on a clear day than during a heavy rain. The *maximum effective range table* will give these figures based on environmental conditions.



Posture Tables

PISTOL/SUBMACHINE GUN

Range in Yards

0-5 6-10 11-15 16-20 21-25 26-30

TARGET POSTURE

Standing	0	-5	-10	-15	-20	-25
Kneeling	-5	-10	-15	-20	-25	-30
Running	-10	-15	-20	-25	-30	-35
Prone/Behind Obj.	-15	-20	-25	-30	-35	-40

MARKSMAN POSTURE

Prone/Braced	0	-5	-10	-15	-20	-25
Kneeling	-5	-10	-15	-20	-25	-30
Standing	-10	-15	-20	-25	-30	-35
Running	-20	-25	-30	-35	-40	-45
Full Auto	-20	-25	-30	-35	-40	-45

SHOTGUN

Range in Yards

0-5 6-10 11-15 16-20

TARGET POSTURE

Standing	+5	0	-5	-10
Kneeling	0	-5	-10	-15
Running	-5	-10	-15	-20
Prone/Behind Obj.	-10	-15	-20	-25

MARKSMAN POSTURE

Prone/Braced	+5	0	-5	-10
Kneeling	0	-5	-10	-15
Standing	-5	-10	-15	-20
Running	-10	-15	-20	-25

RIFLES

Range in Yards

0-10 11-25 26-50 51-100 100-500 +

TARGET POSTURE

Standing	0	-5	-10	-15	-20
Kneeling	-5	-10	-15	-20	-25
Running	-20	-25	-30	-35	-40
Prone/Behind Obj.	-20	-25	-30	-35	-40

MARKSMAN POSTURE

Prone/Braced	0	0	0	-5	-10
Kneeling	-5	-10	-15	-20	-25
Standing	-10	-15	-20	-25	-30
Running	-15	-20	-25	-30	-35
Full Auto	-20	-25	-30	-35	-40

MACHINEGUN

Range in Yards

0-10 11-25 26-50 51-100 100-500 +

TARGET POSTURE

Standing	-5	-10	-15	-20	-25
Kneeling	-10	-15	-20	-25	-30
Running	-25	-30	-35	-40	-45
Prone/Behind Obj.	-25	-30	-35	-40	-45

MARKSMAN POSTURE

Prone/Braced	0	0	-5	-10	-15
Kneeling	-10	-15	-20	-25	-30
Standing	-15	-20	-25	-30 - 35	
Running	-20	-25	-30	-35 - 40	
Full Auto	-20	-25	-30	-35	-40

Suppressed Weapons

Maximum Range

Suppressed Weapons To Roll React

.22 Pistol	15 feet
9mm, Pistol/SMG	30 feet
5.56mm (M-16s)	30 feet
7.62mm (M-14s)	45 feet

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

Maximum Effective Range Table (In Yards)

Precipitation	Day	Night (Phase of the Moon)			
		Full*	Half	Qtr.	New
None (no cloud cover)	600	300	200	120	60
None (25% cloud cover)	600	250	160	100	50
None (50% cloud cover)	600	200	130	80	40
None (100% cloud cover)	600	150	100	60	30
Misty Rain	450	100	50	40	25
Light Rain (showers) or Snow	300	75	40	30	20
Medium Rain or Snow	150	50	25	20	15
Heavy Rain or Snow	50	25	15	10	5
Torrential Rain/Blizzard	30	15	10	6	5
Heavy Fog	15	10	8	6	5

Maximum Range in Medium Vegetation —

Maximum Range in Heavy Vegetation ----- to observe the enemy.

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

Combat Effectiveness Table: Speargun

	Range in Yards		
	1-5	6-10	11-15
Top or Bottom	0	-5	-10
Side	-5	-10	-15
Head or Rear	-10	-15	-20

Roll 2D100 against your modified effectiveness with the speargun. If you hit, roll damage; 3D10 for a normal spearhead, 5D10 for a powerhead. If you missed, you just lost that spear.

CHOPPER EXTRACTION

Often the "STABO" Rig was used to lift people out. It takes 3 combat rounds to lower the STABO Rig and the characters to mount it. It will then take 3 combat rounds to raise the rig, during which the characters will be exposed to enemy fire. Treat them as prone targets for incoming fire and running marksmen for their fire.

Damage Table

Weapon	Damage
PISTOL	
.22	2D10 + 5
7.62 × 25	3D10
.38 Special	3D10
9mm	3D10 + 5
.45 ACP	4D10
.357 Magnum	4D10 + 5
.44 Magnum	5D10
9mm short (Makarov)	3D10
MACHINE PISTOL/SUBMACHINE GUN	
7.62 × 25	3D10
9mm	3D10 + 5
.45 ACP	4D10
.30 Carbine	4D10
ASSAULT RIFLE	
.30-06 (M-1)	4D10 + 5
7.5mm (Captured French MAS 49s)	4D10
7.62 × 39mm (AK, SKS)	4D10
7.62 × 54mm (SVD Sniper Rifle)	4D10 + 5
7.62mm × 51mm (M-14)	4D10 + 5
7.62mm × 51mm (M-16)	4D10 + 5
Non-Vietnam Weapons	
6.5	3D10 + 5
.303	4D10
5.45 (AK-74)	5D10
LIGHT MACHINEGUNS	
7.62 × 39mm (RPK mag. fed MG)	4D10
7.62 × 54mm (PKS belt fed MG)	4D10 + 5
7.62 × 51mm (NATO, M-60, Bren)	4D10 + 5
.223/5.56mm (Stoner)	5D10
HEAVY MACHINE GUN	
.50	2D100

SHOTGUNS

Range (yards)	00 Buckshot	Flechette or M-79 AP
1-5	2D100	2D100 + 10
6-10	2D100 - 20	2D100 - 10
11-15	2D100 - 30	2D100 - 20
16-20	2D100 - 40	2D100 - 30

Knife Throwing

Hand to Hand Combat
Knife Throwing

	Range in Feet		
Target	10	15	20
Standing	0	-5	-10
Kneeling	-5	-10	-15
Prone/Behind Obj.	-10	-15	-20
Running	-15	-20	-25
Thrower			
Moving	-15	-20	-25

Damage Range

4D10	10
3D10	15
3D10	20

RATE OF FIRE

A maximum rate of fire per combat round for a weapon is listed on the **Rate of Fire Table**. Note that some weapons can fire at either full or semi-automatic. Firing at full automatic gives more shots, but *reduces* the chance of any specific round hitting the target. The "full auto" category on the **Marksman Posture Table** takes precedence over any other posture. This means that if the character is running and firing at full auto, *only* the full auto modifier is applied **not** both it and the running modifier.

Players may elect to fire all of their rounds at a single target or at several targets *if* those targets are no more than ten yards apart.

SHOTGUN FIRE

When firing at a group of targets within four yards of each other, the player has the option to roll to hit any or all of the targets. This is due to the spread of the buckshot of these weapons.

Weapon	Maximum Rounds/CR
Pistol	3
Submachine Gun	
Semi-Auto	3
Full Auto	7
Bolt-Action Rifle	2
Semi-Automatic Rifle	3
Assault Rifle:	
Semi-Auto	3
Full Auto	5
Shotgun (semi or pump)	3
Grenade Launcher	1
Machinegun	7



ROCKETS, MORTARS, GRENADES

The use of these weapons is similar to small arms and machinegun fire in that range, target size, and firing posture affect the character's chance to hit.

The main difference with these sort of weapons is that if the target is missed, a determination of just where the round landed must be made. To determine where the round landed, center the 10×10 yard grid over the target and roll percentile dice. The square corresponding to the roll is where the round landed. Targets in or near this square would take damage as if they were the intended target.

ARTILLERY AND AIRSTRIKES

The artillery and tactical air strike rules are treated in a similar fashion as grenades and mortars. When an initial artillery strike is called in, center the 50×50 yard grid over the target. A percentile roll then determines where the initial rounds land. When corrected by the forward observer, the smaller 10×10 grid is used to determine where the rounds fall. This smaller grid is used for all subsequent artillery rounds called in by the forward observer.

There is a three combat round delay from the time the forward observer calls in the artillery request (or fire correction) and the impact of the rounds.

Bomb and rocket fire from aircraft is treated like artillery strikes with the following exceptions. The first run of an aircraft uses the 50×50 yard grid to determine where the rounds land. If a character is acting as a forward air controller and has planted a smoke grenade near the intended target, he is able to radio corrections from the smoke area. This is represented by using the 10×10 yard grid to determine where the rounds land. If no one is acting as the forward air controller, all rounds land as determined by the 50×50 grid. Rockets are fired in salvos of 2 or 4 per strafing run; each rocket has its location rolled separately.

Strafing runs and napalm strikes are treated as follows: Using the 50×50 grid, roll twice to determine a beginning and ending square for the run. Connect these two squares with a straight edge. Rounds will land in a 10 yard wide path, 5 yards on either side of the line. If the aircraft is using **machineguns**, 5 rounds of fire will land in each square of the run. Any troops (friendly or enemy) are subject to this fire. There is a 10% chance (roll for each of the 5 rounds) of a round hitting someone in that square. If there is more than one person in that square, determine who gets hit randomly. Hits by machineguns do 1D100 points of damage. **If strafing with 20mm cannon**, 2 rounds will land in each square. There is a 5% chance of someone getting hit by a 20mm round. If a hit is scored, determine who is hit randomly, if there is more than one target. A 20mm round hit is automatically fatal.

Napalm Effects: All squares along the 10 yard strip are equally hit. Any people in these squares take 1D100+20 points of damage.

In light terrain where the pilot could see the enemy troops, the player who's character called in the airstrike is allowed to pick the starting and ending squares of the strafing run. After this, follow the other rules normally for determining if a target is hit.

HELICOPTER ATTACKS

Due to their slower speed, helicopter attacks can be called in more accurately than airstrikes. For rockets, the forward air controller may use the 10×10 yard grid to determine the accuracy of the rounds. For **machineguns**, the forward air controller may choose the beginning and ending squares for the helicopter's strafing run. If the helicopter is strafing with a **grenade launcher**, two rounds are assumed to land in each of the five yard squares (use the 50×50 yard grid for all strafing runs). All personnel take 1D100 damage if they occupy one of these squares.

Certain helicopters carried a special type of machinegun called a **mini-gun**. These weapons are capable of tremendous fire power and are subject to these rules. Determine the starting and ending squares of a strafing run as for the normal helicopter machinegun rules. All targets in the squares along the target line are killed.

If a helicopter is hovering over an area and firing onto the ground below (as opposed to flying by the target area). The machineguns, grenade launchers, and mini-guns can cover only five squares per combat round. Each strafing run line must be completed before another can be started.

COLLATERAL DAMAGE FROM EXPLOSIVES

Whenever an explosive device (grenades, artillery shell, rockets) detonates, nearby targets may take collateral damage from that explosion. This damage is determined mainly by distance from the explosion and the normal terrain modifiers. See the **Explosion Collateral Damage Table**.

LAW/RPG

Combat Effectiveness Table

View	Target		
	Large (tank, house, tunnel, etc.)	Medium Jeep, car, pillbox)	Small cycle, door)
Side (biggest target)	0	-5	-10
Obliques (at angle)	-5	-10	-15
Head On/Rear On	-10	-15	-20

Range in Yards

Marksman	10-19	20-29	30-39	40-49	50-59
Propped					
against something	0	-5	-10	-15	-20
Kneeling	-5	-10	-15	-20	-25
Standing	-10	-15	-20	-25	-30

Rocket/RPG Hits

Tank Hit Location Chart

Roll 1D10 to determine damage.

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

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

Truck Hit Location Table

Roll 1D10 to determine damage.

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

Collateral Damage Table

Weapon	1	2	3	4	5	6	7	8
Grenade	1D100	/2	/3	/4	/5	—	—	—
WP Grenade (does damage for 3 rounds)	1D100/2	1D100/3	1D100/4	1D100/5	—	—	—	—
Demo Charge	Fatal	1D100	/2	/3	/4	/5	—	—
Rocket Launcher/ LAW/RPG	1D100 + 20	/2	/3	/4	/5	—	—	—
60mm Mortar	1D100	/2	/3	/4	/5	—	—	—
81mm Mortar	Fatal	1D100	/2	/3	/4	/5	—	—
105 Howitzer (aircraft rockets)	Fatal	1D100 + 10	/2	/3	/4	/5	—	—
155 Howitzer	Fatal	Fatal	1D100 + 20	/2	/3	/4	/5	—
8" Howitzer (aircraft bomb)	Fatal	Fatal	Fatal	1D100 + 30	/2	/3	/4	/5

GRENADES & BLOOKERS

Combat Effectiveness Table: Grenades

Targets	1-20	21-25	26-30	31-35	36-40	41-45
Open area (clear target)	0	-5	-10	-15	-20	-25
Door-Sized Space	-5	-10	-15	-20	-25	-30
Window-Sized Space	-10	-15	-20	-25	-30	-35
Gunslit	-15	-20	-25	-30	-35	-40
Unseen (exp. over a wall)	-10	-15	-20	-25	-30	-35

Combat Effectiveness Table: Grenade Launchers

Targets	0-75	76-120	121-165	166-210	211-255	256-300
Open area	-5	-10	-15	-20	-25	-30
Door-Sized Space	-10	-15	-20	-25	-30	-35
Window-Sized Space	-15	-20	-25	-30	-35	-40
Unseen	-10	-15	-20	-25	-30	-35
Marksman Running	-40	-50	-70	-70	-80	-90

Artillery Effects on Structures Table — Direct Hit

	Bamboo	Wood	Brick	Concrete
Bomb, 8", 155	D	D	D	D
105, Rocket	D	D	D	R
20mm, 81mm, Napalm	D	D	R	R
60mm, Grenades	D	R	R	R

D — Indicates the structure is destroyed.

R — Indicates the structure is NOT destroyed, and the occupants will take REDUCED or less than full damage.

S.C.U.B.A.

Underwater Navigation Table

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

Terrain Damage Modifier Table

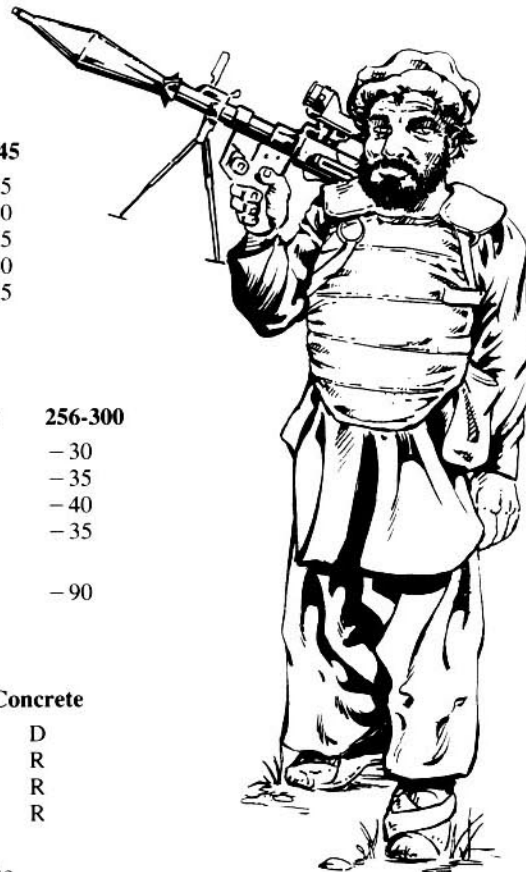
	Small Arms .50 MG	Grenades	L.A.W./RPG	60 mm Mortar	81mm Mortar	105mm Howitzer	155mm Howitzer	8" Howitzer	AIR STRIKE	2.75" Rockets	Bombs	Napalm	20mm Cannon
Brush, Elephant grass	R	F	F	R	F	R	F	F	F	F	F	F	R
Tree, less than one foot in diameter	N	N	R	R	R	R	R	R	F	F	F	F	R
Tree, greater than one foot in dia.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

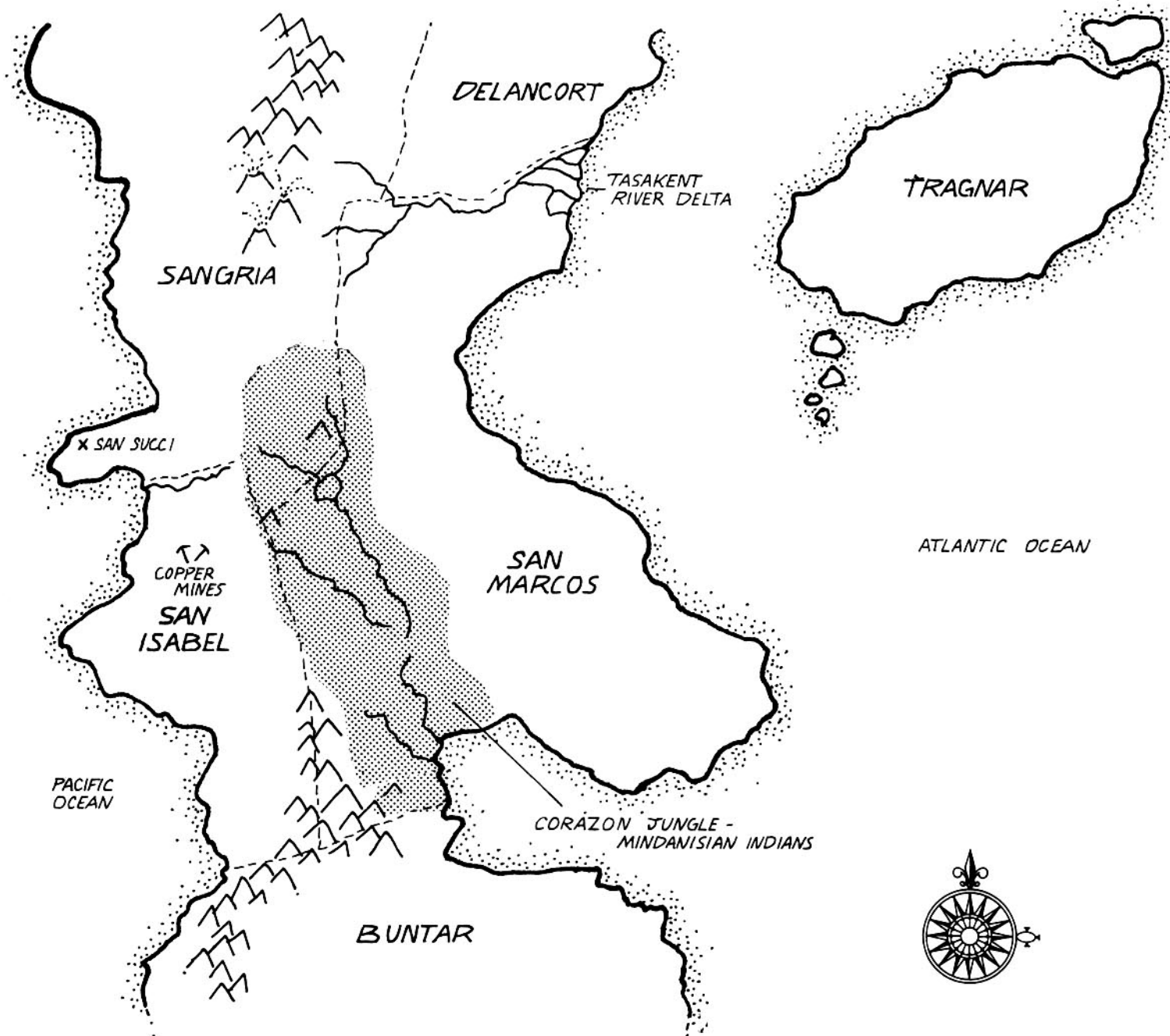
F - Full damage, the normal damage roll for that weapon

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

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

N - No damage





PLAYER BACKGROUND

The World According To RECON

The map of the world in RECON is totally fictitious. We've done this to avoid dating the game with current events and to avoid any political antagonism that might be linked to real world people and places. However, you will find many parallels to common and existing conditions of the real world. Of course, players who wish to play in real world places can do so with a little research. Here's a briefing on the various nations and their political problems as they exist in our fictitious, Palladium, modern world.

BUNTAR

Population: 2 Million Spanish Speaking

Government: Military Dictatorship

Military Forces:

Army: 12,000, 16 Tanks, 28 APCs, 14 Trucks.

Navy: 1 Destroyer, 9 Coastal Patrol Boats.

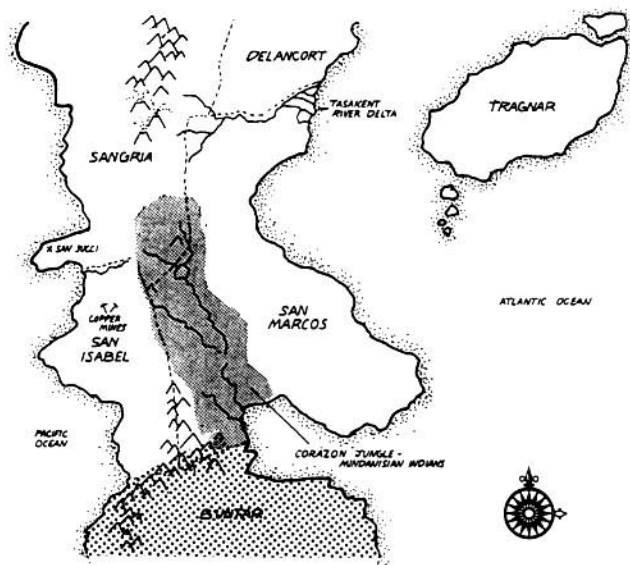
Air Force: 10 Jet Fighters, 34 Combat Helicopters.

Paramilitary Forces: 8,000 Guardia Civil

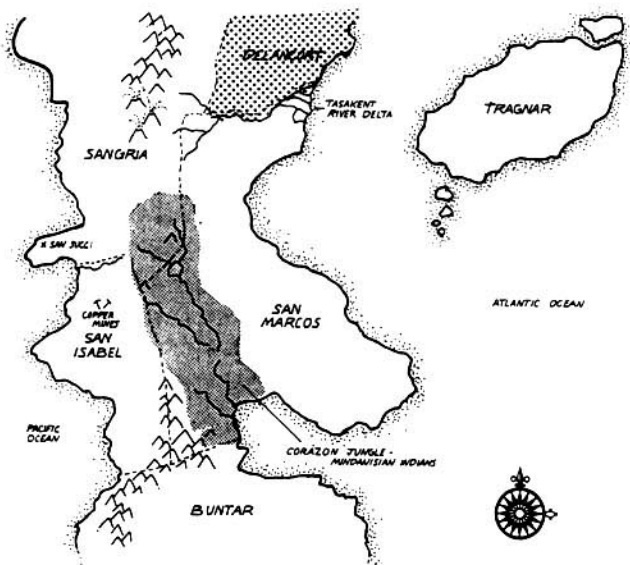
Note: Buntar's army, though small, is highly trained and closely monitored by Stateside military advisors. On the other hand, the Guardia Civil is little more than a pack of goons armed with submachine guns.

Economy: Bananas, pineapples, beef, and sugar. Literacy: 70%, Currency: 1 Balboa = 80¢ U.S.

History: Buntar gained its independence from Coluzia in 1937. Since then it has kept a highly professional army alert to any attack from the south. Seven years ago the Socialist government resigned over a disagreement with the labor unions. General Iso Hanrhedi stepped into the power vacuum.



Allies: Buntar is a major ally of the States and follows Stateside policy whenever possible. It is highly aggressive militarily but frustrated by geography. To the south is the huge Coluzia, to the northeast the powerful, Marxist, San Marcos. Finally, little San Isabel; the only possible conquest is another ally of the States and therefore forbidden. Buntar is hostile toward Tragnar, San Marcos and Big Red. They are neutral toward Sangria and Delancort. San Isabel is afraid of Buntar.



DELANCORT

Population: .2 Million

Government: Parliamentary Democracy

Military Forces:

Army: 1,300, 8 Tanks, 15 Amphibious Landing Craft.

Navy: 8 PBRs, 3 Coastal Patrol Boats.

Air Force: 5 Combat Helicopters

Military Advisors: 65 British Commandos

Irregular Forces: Roughly 6,000 Yintua Indians

Guerrilla Forces: 3,000 San Marcos Rebels.

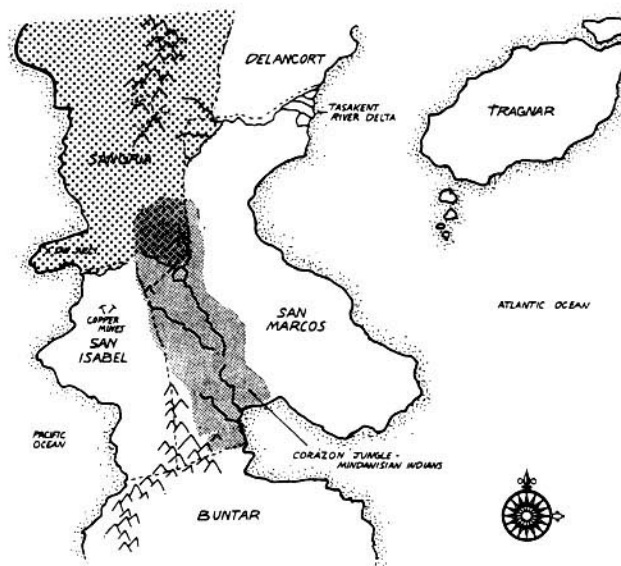
Note: The British advisors keep the Delancort military in top-notch condition. The main problem is that the country simply isn't rich enough to afford a large army. The Yintua Indians have an excellent relationship with the central government and would help in any fighting.

Economy: Sugar, oranges, limes, and fish. Literacy: 80%.

Currency: 1 Sterling = 1.85 U.S.

History: Britain had to just about force Delancort to accept independence. The country is not wealthy but very comfortable. Since the 1400s there has been no change in the local economy. The Parliament and Prime Minister Malcolm Douglas are a mere formality since the well-oiled civil service (based on the British model) really runs the country.

Allies: Britain is Delancort's primary ally and trading partner. They are trying to make the country more independent militarily but are having a hard time recruiting soldiers into the Delancort army. San Marcos and Sangria are both completely uninterested in Delancort, but that would change rapidly if the country ever discovered any valuable assets. The main problem is that right-wing rebels fighting the San Marcos government are using Delancort as a base. A beefed-up river patrol was meant to stop the rebels, but Sangria is allowing them to cross through Sangria, around the Tashkent River, and into Delancort.



SANGRIA

Population: .1 Million Spanish speaking Caucasians, 5 Million Spanish speaking Mestizos, .5 Million Mindanisian Indians.

Government: Military Oligarchy

Military Forces:

Army: 40,000, 15 Tanks, 10 APCs

Navy: 10 Coastal Patrol Boats, 2 PBRs.

Air Force: 15 Jet Fighters, 28 Combat Helicopters.

Paramilitary: 85,000 Guardia Civil

Foreign Troops: 500 Stateside Advisors

12,000 Mindanisian Indian Irregulars.

6,500 San Marcos-backed Rebels

Note: Without Stateside support Sangria could not keep their military machine alive. Their pilots and officers are hopelessly inadequate since only the ruling class (caucasians) are allowed in leadership positions. A simmering war between Mindanisian Indian troops, led by Stateside and Mercenary advisors, and the San Marcos-backed leftists rages through the Corazon Jungle.

Economy: Coffee, cotton, corn, beef and pork. Literacy: 35%. 1 Colon = 40¢ U.S.

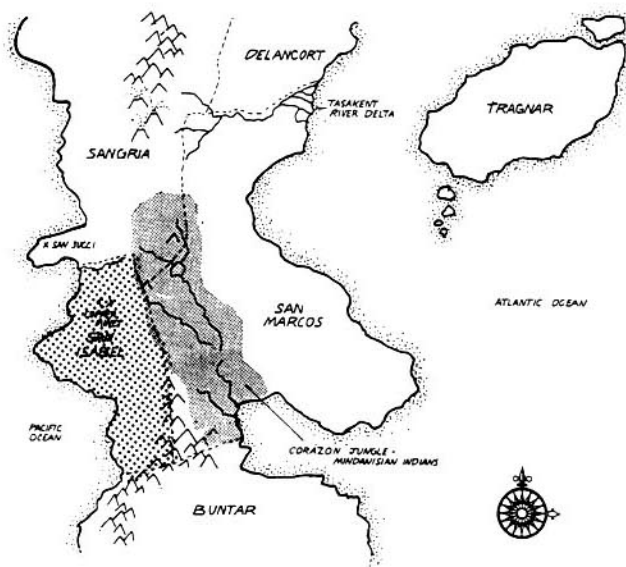
History: Sangria was discovered by the Spanish in 1502. It remained a colony until the revolution of 1821. Temporary membership in the Central American Republic was followed by a tumultuous attempt to found an independent state. Border disputes with neighbors have yet to be settled.

The Depression of 1931 led to political and social unrest which prompted a U.S. Marine Expeditionary Force and relative stability for the next 20 years. The election

of a leftist popular president, whose policy of land reform threatened the extensive holdings of Consolidated Produce, again brought Stateside involvement through a CIA-backed coup to overthrow this duly elected leader.

For the last 30 years the transition of power has been through a succession of military coups which established various military juntas and dictatorships. Each has remained in power by oppressive use of the army and secret police. Needless to say this has not endeared the U.S. to the average Sangrian.

Allies: In spite of the average Sangrian's hostility, Stateside is still Sangria's number one ally and trading partner. San Marcos is not officially at war, but relationships are tense. Sangria also has a habit of threatening its smaller neighbors, San Isabel and Delancort.



SAN ISABEL

Population: 1 Million

Government: Constitutional Republic

Military Forces:

Army: 7,000, 6 APCs.

Navy: 4 "Swift" Coastal Patrol Boats, 3 PBRs.

Air Force: 3 Jet Fighters, 6 Combat Helicopters.

Allied Forces: 600 Stateside Advisors.

9,000 Mindanisian Irregulars

Economy: Copper, cement, fiberglass, fertilizer, coffee, cocoa, hemp, salt, iron and beef. Literacy: 90%. 1 Peso = 55¢ U.S.

History: Independence from Spain came in 1821. Since that time San Isabel has slavishly followed the lead of Stateside in every internal and external policy move. President Alexander Valdez is popular and is expected to continue winning elections so long as the country itself is not actually invaded.

Allies: Tied to Stateside and completely dependent on them. The country is threatened by Buntar to the south and Sangria to the north. Unfortunately, Stateside is pushing San Isabel to participate in moves against San Marcos, a traditional friend.

GRUGASHAN

Population: 79 Million

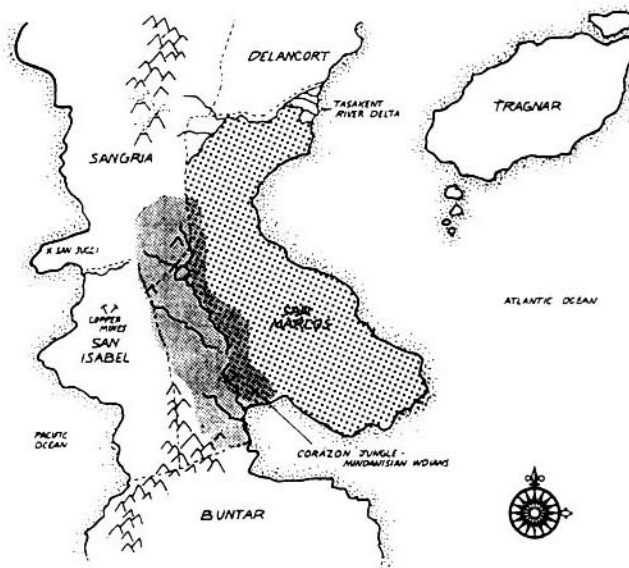
Government: Islamic Fundamentalist Dictatorship

Military Forces:

Army: 120,00, 132 Tanks, 106 APCs and 58 105mm Howitzers.

Navy: 1 Destroyer, 6 Frigates, 2 Guided Missile Cruisers, 14 Coastal Patrol Boats, 14 Amphibious Assault Craft, 13 PBRs.

Air Force: 26 Jet Fighter Aircraft, 80 Combat Helicopters.



SAN MARCOS

Population: 3.2 Million Spanish Speaking, .6 Million Midanisian Indians

Government: Constitutional Socialism.

Military Forces:

Army: 75,000, 23 Soviet T-55 Tanks, 18 PT-76 Soviet Amphibious Tanks, 20 APCs, 30 Military Transports.

Navy: 5 Coastal Patrol Boats.

Air Force: 10 Combat Helicopters.

Secret Forces: 40,000 volunteer Guerrillas

6,000 Tragnar Advisors

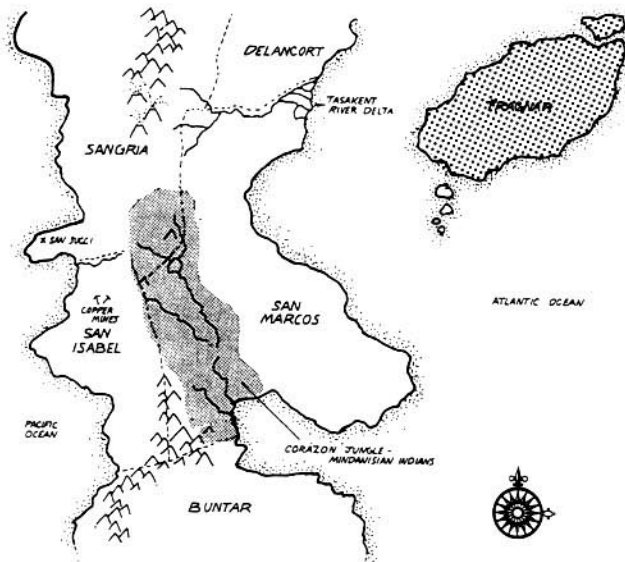
Anti-Government Forces: 3,500 Mindanisian Guerrillas
800 Sangria-backed Guerrillas.

Note: All of the San Marcos modern weapons are newly acquired. So new that no San Marcos soldier really knows how to use them. Tragnar pilots, drivers and technical specialists are still needed. In spite of their technical ignorance, San Marcos' troops are well versed in guerrilla warfare, many are seasoned veterans and they are highly motivated.

Economy: Textiles, bananas, cotton, coffee, corn, beans, sesame, tungsten and silver. Literacy: 87%. Currency: 1 Cordoba = 9¢ U.S.

History: Conquered by Spain in the 1500s, it became an independent republic in 1844. In 1929 the U.S. Marines occupied the capitol after a union strike threatened to evict Consolidated Produce. Before they left, General Tomaso Coraz was made de facto head of state. He and his family managed to bleed the country of every available Cordoba right up until his ouster in 1978. Since then Doctor Garvay Alasquez and his Hubris Socialist Party has ruled.

Allies: Tragnar has contributed advisors and Big Red is steadily shipping arms and supplies. The States are covertly moving arms through Sangria and Buntar to antigovernment rebels in the Corazon Jungle. San Marcos is countering by supporting left-wing rebels in Sangria. San Isabel, in spite of political differences, is a traditional friend.



TRAGNAR

Population: 6 Million

Government: Communist Dictatorship

Military Forces:

Army: 26,000, 11 Tanks, 45 Military Transport Trucks

Navy: 8 Guided Missile Cruisers, 15 Coastal Patrol Boats.

Air Force: 18 Mig Fighters, 20 Soviet Combat Helicopters.

Guerrilla Forces: 7,000 are stationed in San Marcos.
4,000 are stationed in Chandracia (Africa).

Note: Tragnar's forces are well-trained by Big Red. In exchange for massive military aid the country loans out guerrilla 'advisors' to various, weak, leftist governments. Tragnar troops are some of the bloodiest, most determined killers in the world.

Economy: Coffee, cotton, bananas, rice and copper. A tropical paradise, tourism for Big Red elite is a growing industry. Literacy: 43%. **Currency:** 1 Giver = 20¢ U.S.

History: Formerly a French colony, their revolt in 1906 was one of the bloodiest anywhere. The French still haven't forgotten about the massacre. A repressive regime of terror by former President-for-Life Michael Bovoit (now retired in the States) was overthrown by the communists in 1959 after a 20 year struggle. General Anastacio Grazar, age 87, still rules the country. One of the most likely successors is Colonel Francois Quisan, a firebrand who often smuggles himself onto the front lines of the various guerrilla wars.

Allies: Big Red is Tragnar's biggest ally, customer and supporter. Tragnar also befriends most other socialist countries, San Marcos and Chandracia in particular. One commie country they are NOT friendly with is Iswandah. Tragnar figures that if they can back Chandracia against Iswandah then they'll have a permanent, cheap supply of oil. Tragnar also tries to cozy up with Dakali and Delancort whenever possible.

STATESIDE (U.S.)

Population: 250 Million

Government: Constitutional Republic

Military Forces ('Nam war forces only):

Army: Approximately 350,000 to 500,000 stationed in 'Nam.

Navy: Major contingent of Aircraft Carriers, Battleships, Cruisers, Guided Missile Cruisers, Destroyers, Submarines, River Boats, Hovercraft, Amphibious Assault Craft, Hospital Ships and Freighters.

Allies: Average 45,000 South Koreans

6,000 Australians

5,000 Thailand

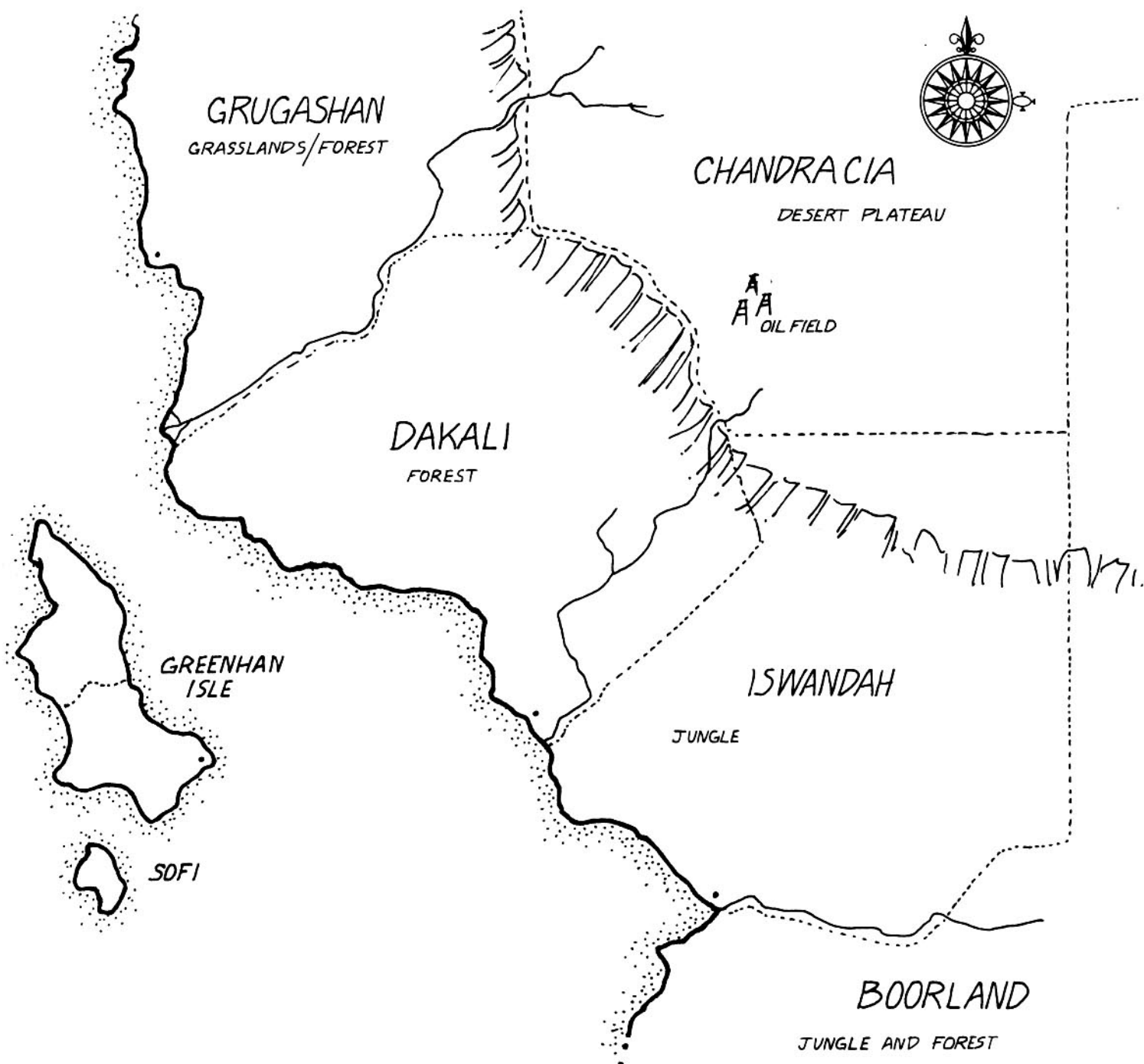
1,500 Filipino

500 New Zealand

10,000 or more multinational Mercenaries

Economy: A strong, vital and diversified economy with global interests. Quite capable of spending several billion dollars a year on the war effort. **Currency:** U.S. Dollar





BOORLAND

Population: 36 Million; 1.8 Million Whites, 7 Million Color-eds (Mixed Race), .2 Million Oriental, 27 Million Blacks.

Government: Parliament System with Only Whites able to vote.

Military Forces:

Army: 200,000; 3,500 tanks, APCs, and artillery pieces.

Navy: 1 Helicopter/Aircraft Carrier, 5 Submarines, 11 Frigates, 6 Guided Missile Patrol Boats, 6 Coastal Patrol Boats, 14 Minesweepers, 40 PBRs.

Air Force: 450 Jet Fighters, Bombers, and Combat Helicopters.

Other Forces: 15,000 Secret Police.

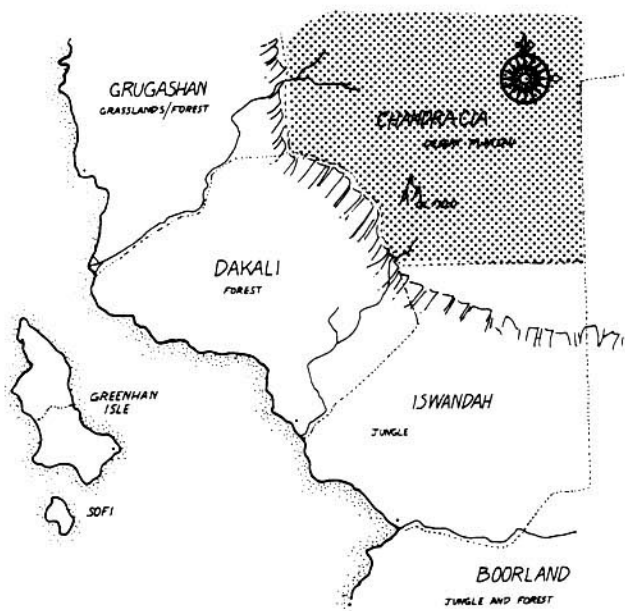
Economy: Steel, tires, military hardware, motors, plastics, dairy products, grain, fruit, grapes, gold, chromium, anti-

mony, nickel, uranium, gem diamonds, platinum, vanadium, wool and beef. **Currency:** 1 Rant = 97¢ U.S.

History: Boorland separated from British rule in 1960. Since then they have created a White-ruled state and grown wealthy by prohibiting Black unions and political movements. Prime Minister Hubert Reich is trying to simply keep things as they are, speaking of negotiations but stalling for time.

Meanwhile, the moderate political groups are losing support. The Black Hand of Kentaggi, a terrorist group, is starting to arm Blacks throughout Boorland. Arms and munitions come from both communist and Al Muktah sources.

Allies: Close ties with Stateside. Boorland is hostile toward all its neighbors. They back some guerrilla groups in Chandracia.



CHANDRACIA

Population: 1.8 Million Total. 33% Loyalist Moslems, 28% Al Muktah Moslems, 15% Christian Marianists, 11% Huberni Pagans, 9% German Protestant (Lutheran), 4% Jewish.

Government: Revolutionary Council

Military Forces:

Army: 14,000, 100 Armored Dune Buggies with 7.62 Machineguns, 16 Tanks, 18 WWII German Half-tracks, 20 Trucks.

Tragnar Advisors: 8,000

Air Force: 24 Mig Fighters, 30 Combat Helicopters.

Anti-Government Forces: 11,000 Al Muktah Guerrillas.
6,000 Loyalists
3,500 Christian Marianists.
23,000 Huberni Tribesmen.

Note: The Chandracian Air Force is staffed almost entirely by Tragnar pilots.

Economy: A desert wasteland dotted with a few oases, Chandracia didn't have much more than figs, dates, and purebred horses to offer the world. Suddenly they've got the world's second largest oil reserve. Literacy: 58%.

Currency: 1 Mark = 2.57 U.S.

History: The worst thing that ever happened to Chandracia was the discovery of some of the world's richest oil domes. Had the former rulers even suspected that the oil was there they never would have sold the exploration rights to InterOilCo. Prior to the recent revolution the royal family of Chandracia had ruled since the word of Islam arrived in the country (roughly 840 A.D.). It was a peaceful land with only occasional bloodletting in family feuds.

The ruling family of Sheik Aha-Be-Yawel only entered into one international alliance, with the Germans in World War I. They broke off the relationship during the Nazi years (the Sheik's mother had a dream about Hitler eating pork with his left hand) but immediately resumed their casual alliance after W.W. II with BOTH East and West Germany.

As soon as the new oil money started entering the country in the form of communications and transportation systems, everyone started to realize that the guys on the next oasis were DIFFERENT. Religious warfare, ethnic warfare and political warfare went on a rampage. Just two years ago a Revolutionary Coalition led by Akmed Samii managed to seize power. They're grasp on the country is tenuous to say the least.

The Sheik, still a healthy 43, personally leads the Loyalist Moslems in any battles. This makes things difficult all around because nobody is willing to let him get

killed. The other moslems (even Al Muktah) suspect he may be the only true descendant of Mohammed. The revolutionaries know that his death would cause a bloodbath and the Marianists believe that his mother cast some kind of protective demon into him.

Allies: The closest ally of the Revolutionary Front is Tragnar. Iswandah makes no secret of wanting to annex Chandracia; they are courting the Christian Marianists and the Huberni Tribesmen for support. Grugashan refuses to accept a non-moslem version of Chandracia and is supporting the Al Muktah revolutionary movement. The States and Germany are smuggling arms (and mercenaries?) in to the Loyalists in hopes of bringing back the old sheikdom. Dakali, with too many of its own problems, is the only local country with decent relations. Dakali and Chandracia are now collaborating on building a railroad to transport the oil to the coast.



DAKALI

Population: 9 Million

Government: One Party Dictatorship

Military Forces:

Army: 12,500 Regulars, 18 Tanks, 12 APCs, 14 105mm SP Howitzers, 6 AA Tanks, 40 Trucks.

Navy: 2 Destroyers, 2 Coastal Patrol Boats, 6 PBRs

Air Force: 18 Fighter-Bombers, 10 Combat Helicopters

Paramilitary Forces: 5,000 Internal Security Police.

Note: All of the Dakali air force and most of the navy came from the French. Since ties were cut, just about all this technological hardware is unusable. In case of emergency they'd be lucky to get a third of the air force off the ground. The destroyers have been in dry dock for over 6 years.

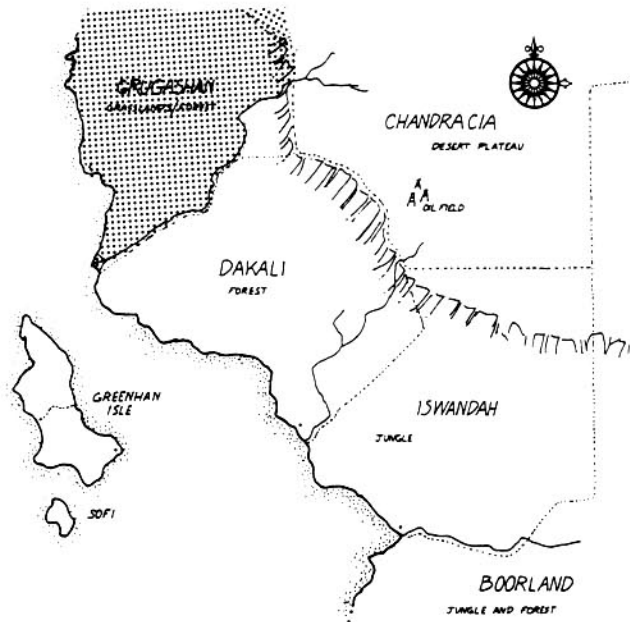
Economy: Aluminum mines and processing, palm products, cocoa, coffee. Literacy 34%. **Currency:** 1 Dak = 3¢ U.S.

History: Although unsteady, the government has retained power ever since they gained independence from France 30 years ago. The Presidency of Dakali has alternated between Doctor Istanda Bokala, backed by the Utara Tribe, and Nuncio Entre, backed by corporate interests. For the last 8 years Bokala has been in power and has been carrying on a running feud with the French.

NOTE: Greenham Isle is officially a protectorate of Dakali. In actuality Greenham is a state divided. The agricultural north of the island is primarily Al Muktah and is supported by Grugashan. The south of Greenham is mostly swamp and thick jungle inhabited by the Durja Tribe. Unfortunately, the Durja are as much at war with each other as with the north. 'Advisors' from Iswandah,

Tragnar and the States have each formed guerrilla armies. Complicating the whole situation is a Stateside naval base on the otherwise deserted Sofi Island.

Allies: Both Grugashan and Iswandah claim to be Dakali allies. They are constantly threatening to 'protect' Dakali from invasion. Dakali is a 'neutral' country; it votes in the U.N. with either the States or Big Red, depending on who sent the largest aid package.



ISWANDAH

Population: 27.5 Million

Government: Communist Dictatorship.

Military Forces:

Army: 196,000, 180 Soviet T-55 Tanks, 120 PT-76 Soviet Amphibious Tanks, 300 APCs, 260 130mm M-46 Field Guns.

Navy: 2 Frigates, 4 Missile Launcher Patrol Boats, 18 PBRs.

Air Force: 30 Mig Fighters, 45 Combat Helicopters.

Allied Forces: 780 Soviet Advisors

Rebel Forces: 18,000 Al Muktah Guerrillas

7,000 Boorland-backed Guerrillas.

Note: After fifteen years of steady combat Iswandah's military is superior; well qualified to handle all their advanced weaponry. However, they are still a third world power compared to the giant Boorland to the south.

Economy: Iron, diamonds, manganese, sulphur, sweet potatoes, beans, palm oil and textiles. Literacy: 25%. 1 Kwanz = 6¢ U.S.

History: A Portuguese colony until just 10 years ago, the new Iswandah government has still not completely consolidated power. Premier Rhemis Herrari is absolute ruler of all the civilized north. The Southeastern highlands contain a number of warring tribes, factions and foreign backed guerrillas.

Allies: Big Red is a close ally and supporter, however Iswandah badly wants to annex Chandracia (all that oil!). To further things along, Iswandah is supporting rebel groups and is waiting for an opportunity to intervene. Iswandah also loudly claims to be an ally of Dakali against the aggression of Grugashan. Were it not for the threat of Boorland to the south, Iswandah would simply walk over all their neighbors.

GRUGASHAN

Population: 79 Million

Government: Islamic Fundamentalist Dictatorship

Military Forces:

Army: 120,00, 132 Tanks, 106 APCs and 58 105mm Howitzers.

Navy: 1 Destroyer, 6 Frigates, 2 Guided Missile Cruisers, 14 Coastal Patrol Boats, 14 Amphibious Assault Craft, 13 PBRs.

Air Force: 26 Jet Fighter Aircraft, 80 Combat Helicopters.

Paramilitary Forces: 224,000 Al Muktah Special Forces.

Note: The Al Muktah police every aspect of life in Grugashan; immorality and crime is punished by immediate execution.

Economy: Food processing, light manufacturing, tobacco, peanuts, soybeans, gas, coal, iron, limestone, rubber and fish. Literacy: 28%. **Currency:** 1 Naran = 1.24 U.S.

History: Portuguese and British slavers fought over Grugashan in the 1600s. Eventually it became a British colony. Independence was granted in 1958.

Two years later the northeastern region seceded, proclaiming itself the Republic of Ephor. The resulting war eventually destabilized all of the status quo. Within fifteen years several tribes (as many as 3,000,000 people) were exterminated and an extremist military group, the Al Muktah, took power. President Ishmael Muhammed conducts a hate-filled campaign against any internal opposition.

Allies: Grugashan has accepted aid from everyone at one time or another but Ishmael's erratic behavior eventually caused a break-down in all diplomatic relations. Chandracia and Dakali are both the victims of Grugashan's primary export, terrorism.





SOUTHERN 'NAM

Population: 18 Million

Government: Unstable; alternating between military and civilian dictatorships.

Military Forces:

Army: Approximately 150,000 ARVN (regular army)
300,000 Regional Irregulars
100,000 Ethnic Paramilitary

Navy: 17 Frigates (formerly State's), 1 Minesweeper,
4 Coastal Patrol Boats, 107 "Swift" Patrol
Boats, 84 Assault Support Patrol Boats, 290
PBRs, 100 Armored Troop Carriers, 22 Moni-
tors, 45 Amphibious Landers.

Economy: Largely agricultural, products include rice, rub-
ber, and coal. Pre-war economy was much more divers-
ified. **Currency:** One Piastre = 1¢ U.S.

History: Held as vassal state by China from 111 B.C. un-
til 939 A.D. Defeated the army of Jublai Khan in 1288.
French controlled from 1850s until after World War II.
After the war, while the French were fighting People's
'Nam, a republican government took power. A variety of
military coups followed until the corrupt government of
General Hai seized power. Hai, with some 6,000 elite
troops as bodyguards, continues to rule in spite of the
threat of a military junta.

Allies: Stateside and Stateside's friends.

PEOPLE'S 'NAM

Population: 30 Million

Government: Communist Dictatorship; **Form:** Political
Parties & Factions; **Ideology:**

Military Forces (Northern 'Nam forces only):

Army: Approximately 30,000 Viet Cong
20,000 NVA's disguised as VC
90,000 NVA Regulars
Approximately 50,000 Porters carrying sup-
plies south.

Navy: 10 Frigates, 30 Coastal Patrol Boats, 16 Pa-
trol Torpedo Boats, 5 Amphibious Landers.

Economy: Same as southern 'Nam only with more indus-
trial/manufacturing potential. **Currency:** 1 Dong = 4¢ U.S.

History: Early history the same as Southern 'Nam. After
World War II, the hero of the resistance against the
Japanese fought against the French when they attempted
to return to power. Eventually he and his generals de-
feated the French and negotiated a settlement that called
for a temporary partition of the country and a timetable
for elections. The States and Southern 'Nam pointed out
that they had not signed and refused to hold the reunifi-
cation elections. People's 'Nam announced the formation
of the National Liberation Front, the Viet Cong. Follow-
ing the death of 'Nam's greatest hero, President Tong
continues the war effort.

Allies: Big Red is the main ally, responsible for supply-
ing most of the advanced weapons and a variety of sup-
plies. They accept aid from People's China but are sus-
picious of their giant, northern 'ally.'

LAO

Population: 3 Million

Government: A coalition of 3 factions headed by the
monarchy.

Military Forces:

Army: Approximately 53,000 Royal Troops
29,000 CIA Backed Militia
50,000 People's 'Nam backed
Guerrillas

Navy: None, the country is completely land locked.

Economy: Largely agricultural, products include rice, opi-
um, teakwood, shellac, coffee and citrus fruits. **Currency:**
1 Kip = 10¢ U.S.

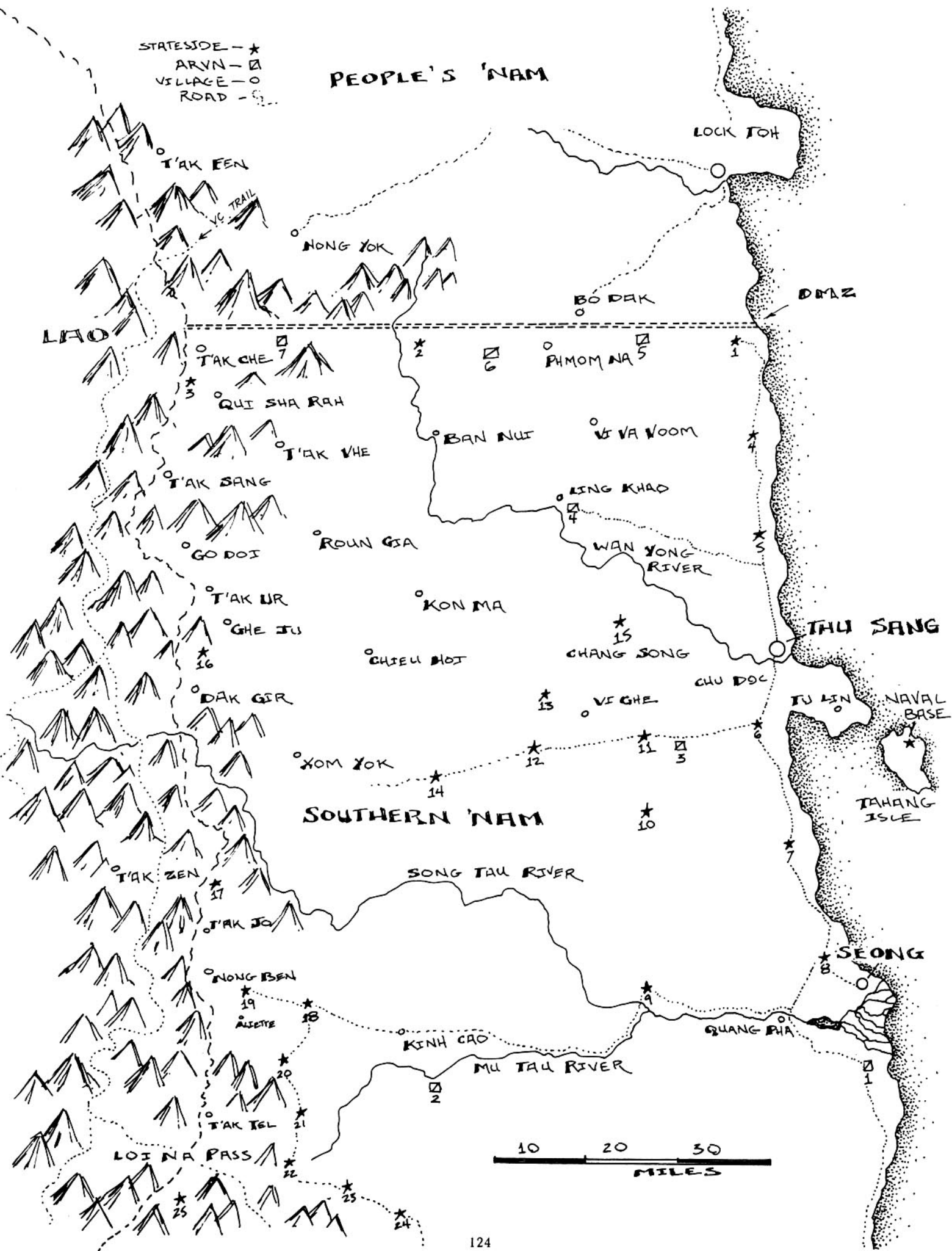
History: Became a constitutional monarchy under King
Visavan Song in 1942. Current King is Sri Vavang Sat-
thana. The country is currently ruled by a coalition of
the Neutral Royalists (lead by Prince Souma), the U.S.-
backed Geala Party, and the Communist Ata Lao. Fight-
ing has broken out and the country lacks the power to
prevent the 'Nam war from spilling over the border.

Allies: A strange neutrality means that everyone is offi-
cially an ally. However, just about everybody is also try-
ing to overthrow the government in favor of their own
puppets.

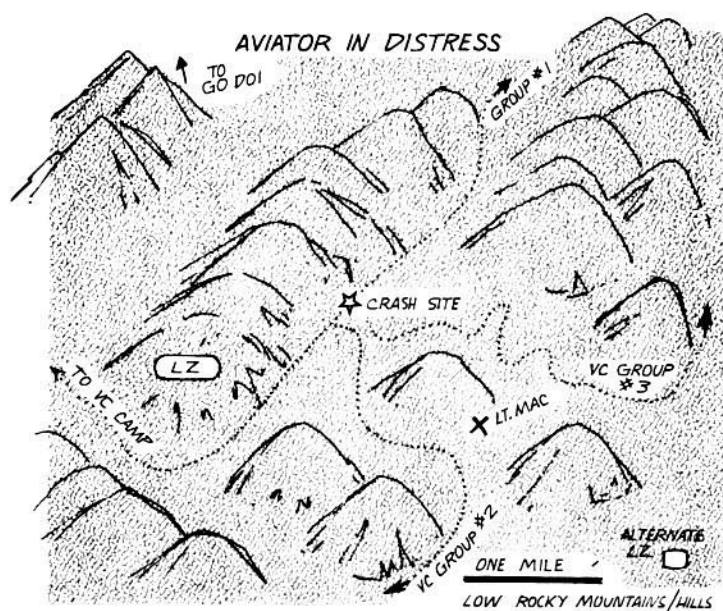


STATE/DOE - ★
 ARVN - □
 VILLAGE - ○
 ROAD - —

PEOPLE'S 'NAM



Recon Adventures



AVIATOR IN DISTRESS ('NAM)

Optimum RECON Team Requirements: A team of at least 8 characters. Assign NPCs as necessary.

- (1) Point Man and backup.
- (1) RTO and backup.
- (1) Pigman and backup.
- (1) Intel with knowledge of the local language.
- (1) Grenadier and backup.
- (1) Medic and backup.
- (1) Sniper, Optional.
- (1) Heavy Weapons, Optional.
- (1) Demolitions, Optional.

Note: Backup can be one of the other MOSs with a secondary MOS in that particular area.

Mission Briefing

"A Navy Fighter-Bomber has gone down somewhere around the village of Go Doi up in the mountains. This is a heavily forested area and aerial surveillance has failed to turn up any clues as to the whereabouts of the plane or its crew. A pilot, Capt. Harris, and bombardier, Lt. McDonald. Your mission is to find and retrieve them."

1. **Method of Insertion:** Two slicks with two gunships as support.
2. **Fire Support Availability:** The area is out of range of any artillery fire. Gunship support is available if you can call it in. Unfortunately the mountains will probably put you out of communication from time to time. If radio contact is available it will take approximately 25 minutes for a gunship to arrive in the area.
3. **Enemy Movement Information:** VC activity is known to be heavy. There is also the possibility of some NVA movement in the area.
4. **Terrain and Weather Report:** We expect heavy rains over the next few days. The terrain in the Go Dai area is extremely rugged, a mix of dense, forested hills and rocky, barren valleys. At least a dozen tiny villages are in the area in addition to Go Dai itself.

5. **Mission Objectives:** First, find the crash site and investigate. Then find the pilot and bombardier and get them out.

6. **Special Rules:** Take all precautions to keep the Navy flight personnel alive. Any armed natives should be considered hostiles. Fire at your own discretion.

7. **Method of Extraction:** Although you can call for choppers at any time, your main problem will be finding an area for them to set down. Even then it will take about 30 minutes for an extraction team to arrive.

Encounters

The crashed jet is hidden in the forest, easy to see from the ground. The wreck has obviously been searched, so has the body of the pilot. Tracks indicate that between 4 and 10 men were checking out the area. They then split up and took off in different directions, 3 or 4 to a group.

VC: The Viet Cong in the area were quick to spot the exact location of the downed plane. They moved in on the area, but discovered that the Pilot was dead and the Bombardier had already fled. There are now the following three VC units combing the area. Each VC carries one grenade and all are low on ammunition (a clip in the gun and one extra clip).

Group #1: Commissar Yan

Armed with 7.62mm Pistol (48% to hit).
ST: 40 AL: 61 AG: 93

Guerrilla Chi

Armed with AK-47 (78% to hit)
ST: 92 AL: 65 AG: 27

Guerrilla Jak

Armed with MAT-49 (91% to hit)
ST: 87 AL: 15 AG: 40

Guerrilla Ben

Armed with AK-47 (27% to hit)
ST: 97 AL: 22 AG: 88

Group #2: Sniper Hong

Armed with 7.62mm SVD (75% to hit)
ST: 35 AL: 30 AG: 45

Guerrilla Huong

Armed with AK-47 (45% to hit)
ST: 20 AL: 43 AG: 66

Guerrilla Phuong

Armed with AK-47 (13% to hit)
ST: 15 AL: 83 AG: 91

Group #3: Guerrilla Gir

Armed with 7.2mm Pistol (29% to hit)
ST: 85 AL: 70 AG: 71

Guerrilla Ling

Armed with VC Thompson (43% to hit)
ST: 81 AL: 10 AG: 80

Guerrilla Yo-ung

Armed with AK-47 (69% to hit)
ST: 43 AL: 37 AG: 42

NVA: Just a rumor. There are no NVA in the area.

Go Doi: The village is strongly VC and hostile to all others. Extensive booby traps around the village.

Booby Traps, mines and dangerous animals are non-existent.

Non-Player Characters

Lieutenant Phil McDonald

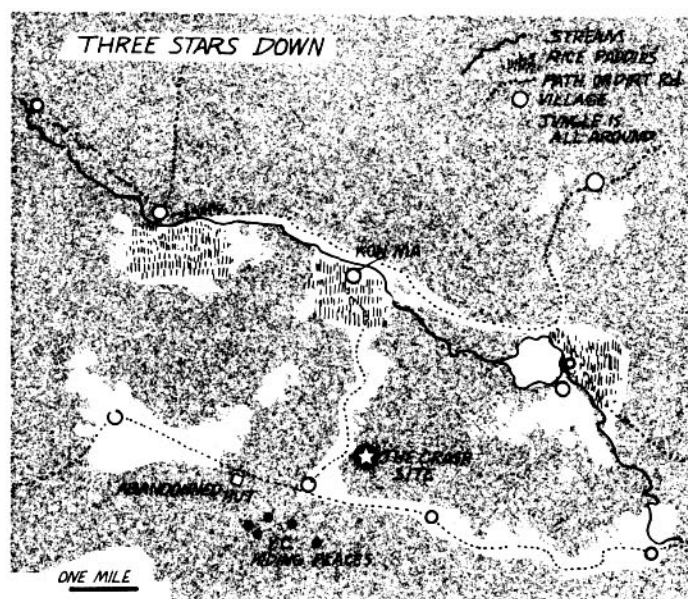
Description: A Navy bombardier, he is a big, healthy fighter. In spite of the broken arm he suffered in the crash he managed to escape before the VC came upon the wreck. He is, above all, a survivor.

Alignment: Malignant

ST: 84 AL: 11 AG: 85

Skills: Aircraft bombardment and gunnery expert. He also has Basic Infantry Training and an Effectiveness of 76% with .38 Pistol.

Equipment: Basic survival kit consisting of .38 pistol, 18 rounds of ammunition, 2 water bottles, 3 days emergency food, first aid kit, lighter and flashlight. Every few hours he will use his emergency radio - it has a range of 5 miles.



THREE STARS DOWN ('NAM)

Optimum RECON Team Requirements: No minimum number; if none of the P.C.s speak the native language they should have at least one ARVN translator along to negotiate with the locals.

- (1) Point Man and at least one backup.
- (1) RTO and at least one backup.
- (1) Intel, Required, with knowledge of the language.
- (1) Medic, Required.
- (1) Sniper, Required, with at least one backup.

Mission Briefing

"This will come as something of a shock to you men, but it seems we've lost one of our generals. We lost radio contact with one of our Command and Control Helicopters at around 7:00 this morning. On board was Lieutenant General (3 star) William Halberdstram. The downed chopper was spotted from the air about 30 minutes ago, but there was no sign of personnel. It's up to you to get him back or confirm his death. Since the area he was checking out around Kon Ma was supposedly under our control we want none of this leaked out. You will gather your equipment and leave immediately.

1. **Method of Insertion:** Two slicks and two gunship escorts will insert you to a jungle clearing south of Kon Ma.

2. **Fire Support Availability:** The artillery attached to the 18th Marines at Hawaii Base, 13 miles south, can provide fire support if necessary. Be sure to give them a five minute warning before calling in strikes. In addition, four gunships and two slicks will be standing by at Kentucky Base should you need direct air support. Allow 15 minutes for their arrival.

3. **Enemy Movement Information:** There are no reports of VC in the vicinity of Kon Ma, the area is classified as loyalist. Just about the only problem we've had there is with smugglers.

4. **Terrain and Weather Report:** The area is a mix of light jungle, rice paddies and vegetable gardens. Within

three miles of Kon Ma there are at least 8 smaller villages. We expect clear skies throughout this afternoon and tonight, 60% chance of rainstorm tomorrow morning.

5. **Mission Objectives:** Find the downed helicopter, General Halberdstram, his aide, Captain Wilbur Stanley, and the crew, Captain Ian Trainor (Pilot), Warrant Officer Bob Wilcox (Co-Pilot), Crew Chief Eddie Hammell and Door Gunner Frank Spitz. Identify Chopper location and retrieve personnel.

6. **Special Rules:** This is a friendly region, any mistreatment of the indigenous population could endanger our popularity. You are prohibited from firing on anyone without specific radio clearance.

7. **Method of Extraction:** Slicks will be standing by to evacuate you when necessary.

Encounters

The RECON team will encounter no opposition at the Landing Zone or on the way to the crash site. At the crash site they will find six bodies, all apparently dead from wounds and burns sustained in the crash. The chopper itself is badly burned.

Hints of Foul Play

If the team continues to investigate they'll discover something unusual; the chopper blew up from the inside! Near the downed chopper are signs of a struggle. A character with tracking may notice tracks that have been covered in an attempt to cover a trail (at least 4 men). In the surrounding jungle there are a few small signs of recent passage.

Close Inspection of the General's corpse will reveal the following:

1. Although burned beyond recognition the General's jacket and dog tags are clearly distinguishable. However, closer inspection will reveal the boots and other clothing is standard G.I. issue and not officer dress.

2. A sharp observer will notice the corpse's hands appear to be at least 20 years younger than the General's.

3. A medic examining the body will find that the body is that of a 20 year old and has been dead for at least 2 days. So if this isn't the General, where is he?

4. Further examination of the area will show occasional tracks and disturbed underbrush leading to the neighboring village. A stake-out may reveal VC. 38% per hour.

Note: None of these clues will be discovered unless a character(s) actually takes the time to examine the body. Intelligence officers (1st and 2ndary MOS) should roll under their intelligence/observation skill. All others must roll under their AL.

Sooner or later, when the bodies are taken back to base for identification, it would be realized that the corpse wearing the General's insignia is not really him.

Hostile Forces: A Main Force Unit, headed by Commissar Jang Khao, has been planning this operation for some time. Through spies on the base they had planted a small, radio-controlled bomb aboard the Command and Control chopper. They had planned on taking just a high-ranking Stateside officer, the General was a pleasant surprise beyond their wildest dreams!

After killing the rest of the crew they substituted the burned-up body of a previously killed Stateside soldier for the General. The body would be hard to identify in any case; setting fire to a little gasoline on the General's jacket would make it impossible.

By the time the RECON team arrives on the scene the Commissar will have the General drugged and hidden in a shallow pit under an abandoned hut. Anyone doing a complete search of the hut will discover quite a few poisonous snakes. They'll have to remove the (snake-infested) bamboo floor before they can find the pit. Jang

and his men are still in the area, hiding in the jungle and waiting for nightfall to retrieve the General and take him west.

Booby Trap Areas: There are only a few, old, Punji Stake pits in the area.

Other Encounters: Part of Commissar Khao's plan is to have Stateside personnel persecute and accuse the local people of Kon Ma. Since they know absolutely nothing about his operation this will serve to shake their loyalist faith and make them easier to convert to VC propaganda.

Special Note: A successful completion of this mission will guarantee a promotion and some sort of medal. The General will award the medal (probably a Bronze Star) personally.

Non-Player Characters

General William Halberdstram

Description: A highly volatile and angry man. He will not be especially appreciative of rescue, more embarrassed at having been found in a compromising situation. Later, after a few days of civilization, he will be grateful to his "gallant men who supported him when he single-handedly defeated the commie insurgents."

Alignment: Malignant

ST: Currently 08, Usually 46 **AL:** 60 **AG:** 37

Skills: No battlefield skills, but highly talented in book-keeping, creative writing and bureaucratic red tape. In a pinch he could fire a weapon with a base 5% of hitting the enemy and a 10% chance of hitting an ally.

Equipment: None

Commissar Jang Khao

Description: A shrewd and capable planner; if his group is discovered he will remain hidden. He has hidden his gun and VC documents nearby his hiding place. Should he be discovered he will throw his hands up and say, "No VC! No VC! I Dong Dong! Farm Farm! Rice Rice!" He'll claim that he was hiding from the other VC.

Alignment: Idealistic

ST: 80 **AL:** 39 **AG:** 44

Skills: He can speak some English (35%), knows interrogation and most intelligence skills.

Equipment: .357 Magnum Pistol (91% to hit, has only 9 rounds), Rather crude backpack radio transmitter (28lbs).

Other VC: Guerrilla Chan

Armed with MAT-49 (40% to hit, 3 clips)
ST: 85 **AL:** 40 **AG:** 96

Guerrilla An-Hoa

Armed with MAT-49 (55% to hit, 2 clips)
ST: 83 **AL:** 98 **AG:** 52

Guerrilla Den

Armed with MAT-49 (41% to hit, 6 clips)
ST: 98 **AL:** 56 **AG:** 16

Sniper Yuong

Armed with 7.62mm SVD (64% to hit, 4 clips)
ST: 20 **AL:** 79 **AG:** 89

KILLERS BY NIGHT ('NAM)

Optimum RECOM Team Requirements: The smaller the team, the better for this mission. A four or five man team would be just fine so long as a Point Man, Intel, and Sniper were included. A good mission for SEALs.

- (1) Point Man, Required.
- (1) RTO, could be secondary MOS.
- (1) Intel, Required
- (1) Sniper, Required.

- (1) Heavy Weapons, Optional.
- (1) Demolitions, Optional.
- (1) Grenadier, Optional.
- (1) Medic, Optional.
- (1) Pigman, Optional.

Mission Briefing

"Plei Gir Song, the province political officer, has been identified as a secret VC supporter. He lives in the village of Ban Nui and you are to eliminate him at night. This should be done quietly to avoid terrorizing the villagers."

1. **Method of Insertion:** A PBR will take you 2 miles south of the village. From there you will paddle upstream in rubber rafts.

2. **Fire Support Availability:** The Marine artillery at Alabama Base could provide fire, but it would require turning their guns around (usually they cover the DMZ), allow 30 minutes. gunships could be dispatched to arrive within 15 minutes from Kentucky Base. In either event it's very unlikely that the team will need fire support.

3. **Enemy Movement Information:** Although VC are known to be operating in the area, there have been no reports of troop movements.

4. **Terrain and Weather Report:** The area is flat jungle and rice paddies. The weather will be overcast, but with only a 10% chance of rain.

5. **Mission Objective:** Identify and kill Plei Gir Song.

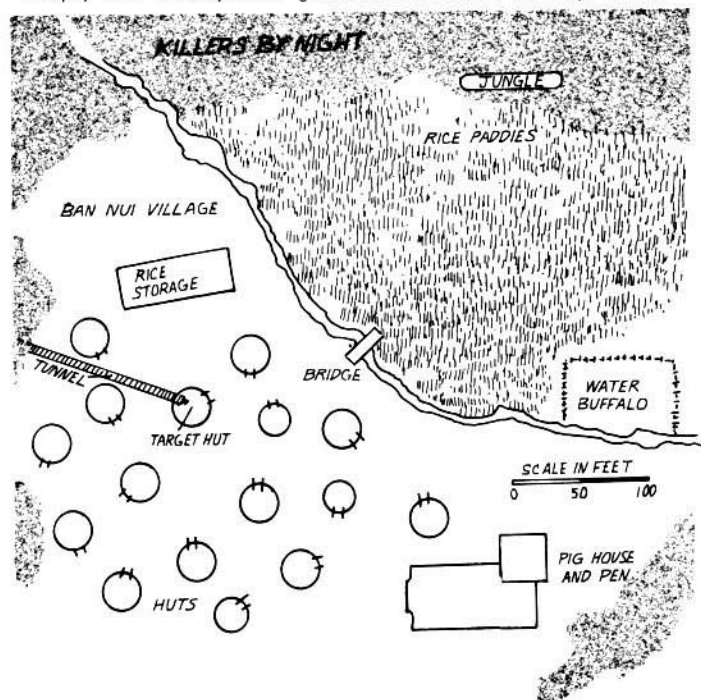
6. **Special Rules:** You will go in without unit insignia and will attempt to remain unseen and unobserved. If necessary, you have permission to liquidate any witnesses. However, do not kill anyone other than Plei Gir Song unless absolutely necessary.

7. **Method of Extraction:** Take your rubber rafts downstream 4 miles and meet up with the PBR. The patrol boat will wait, but your mission requires you to be out before dawn to avoid detection.

Encounters

Hostile Forces: No VC or NVA are active in the area.

Booby Trap Areas: Nothing along the river or in the village. An area northwest of the village has been extensively trapped with Punji Stake Pits, Drop Falls, Crossbow Traps, and a couple of grenades attached to trip wires.



By-Standers: The entire village will take a "see no evil, hear no evil," approach to any intruders, even covering their eyes when confronted. They don't care who the assassin team is, knowing too much about that kind of operation is fatal. Ignorance is much safer.

Non-Player Characters

Plei Gir Song

Description: Plei, 46 years old, suspects that someone may have informed on him. He has made a few small precautions to avoid being killed. First, every night he sets up tripwires attached to bells at the doorway of his hut. Secondly, he has a small, very loud, mongrel dog that yaps at any strangers. A tunnel dug from the center of the hut to the inside of the Rice Storage Shed. In the jungle his phenomenal Alertness may help him escape. He will also attempt to lead any pursuers into booby trapped areas.

Alignment: Malignant

ST: 67 **AL:** 99 **AG:** 50

Skills: Booby trap engineering, knife fighting (no extra grades), and farming.

Equipment: His only weapon is a pair of knives.

Note: Because of Plei Gir Song's incredible alertness (AL 99) and his noise-making tripwires and dog, it will be almost impossible to sneak up on him. At the slightest hint of trouble Song will duck down his secret tunnel and hide-out in the jungle. Track him down, make a positive identification and kill him. Song will be most concerned with escape rather than killing his pursuers but will lure them into booby traps and attack with knives if necessary. There are no VC or NVA in the area.

Encounters

Finding the theatre group in the early evening should be fairly easy. They perform in the open air with a few oil lamps for illumination. Their voices and music can be heard for at least a mile away. At the performance will be 85 peasants and 9 performers.

The only difficulty is making sure that none of the actors or singers escape. They can quickly move into the jungle and hide. One person who will have to be dragged away is Jina Sing Phung. She's already decided that her ticket to Hollywood will be with a Stateside soldier.

Two problems stand in her way; they are senior VC commissars who have orders to kill Jina rather than see her captured. She will struggle, call out and otherwise do everything she can to stay alive and get together with the soldiers.

There are no booby traps or other encounters in the immediate area. Other than Jina, who wants to be captured, the other eight performers are armed with pistols (and one extra ammo clip; average effectiveness is 44%), and a total of 3 frag grenades and two U.S. smoke grenades.

Non-Player Characters

Jina Sing Phung

Description: This young woman (20 years old) is a stunning beauty, obviously movie-star quality. She has already decided that she wants to defect. Her goal is Stateside and Hollywood. She is a bit dizzy and will have a strong influence on the soldiers. She does not want to be turned over to the ARVN authorities. Given a chance at any high-level Stateside personnel (Captain or above) she'll quickly get what she wants.

Alignment: Idealistic

ST: 41 **AL:** 66 **AG:** 19

Viet Cong: Commissar Jak Oa

Armed with 9mm Pistol (6% to hit)

ST: 45 **AL:** 29 **AG:** 20

Commissar Lin Wan

Armed with 7.62mm Pistol (84% to hit)

ST: 47 **AL:** 74 **AG:** 42

VC STARS OF STAGE AND SCREEN

Optimum RECON Team Requirements: Any combination of group MOSs will work. It's helpful to have at least one or two characters who speak the native language.

Mission Briefing

"A VC propaganda unit (travelling theatrical group) has been reported operating in Uing Dao Bong. They must be captured and interrogated. As with most groups of this kind they will be only lightly armed, with a couple of pistols and a few grenades. It will be much more dangerous if they're travelling with an escort of Main Force VC."

1. **Method of Insertion:** Choppers, two slicks and two gunships, will land just west of Uing Dao Bong.

2. **Fire Support Availability:** Artillery or air support fire is prohibited on this mission because of possible civilian casualties.

3. **Enemy Movement Information:** No other VC activity has been reported in the area. However, since theatre groups are often protected by Main Force Units it would be best to be cautious.

4. **Terrain and Weather Report:** The area is mostly rice paddies, vegetable gardens and patches of jungle. Weather is expected to remain clear and sunny for the next three days.

5. **Mission Objectives:** Identify and capture the VC Propaganda operatives.

6. **Special Rules:** The area is potentially friendly, no action should be taken against any citizens. One further note, we have an unconfirmed report that Jina Sing Phung may be one of the VC. If this is true then act with extreme caution; she is incredibly popular throughout 'Nam and would make a dangerous martyr.

7. **Method of Extraction:** Choppers on request.

RESCUE AT PHMUM NA

Optimum RECON Team Requirements: At least two Point Men will be needed for the mission. One or more Intel soldiers with language skills will also be useful.

Mission Briefing

"A few days ago RECON Team Texas was ambushed and wiped out by a VC Main Force Unit. All members of the team had been presumed dead. However, we've just received a report that two Stateside soldiers were exhibited as prisoners in a small village near the DMZ. It's vital that someone rescue these two soldiers before they get across the border into Northern 'Nam.

1. **Method of Insertion:** Choppers, 2 slicks and 2 gunships, will insert the team just south of the village of Phnum Na, about 6 miles south of the DMZ.

2. **Fire Support Availability:** Although extensive artillery and air support could be used, the brass have decided that the border is too sensitive. No fire support unless cleared by the administrators at Thu Sang HQ (in other words, not until about half the group are casualties).

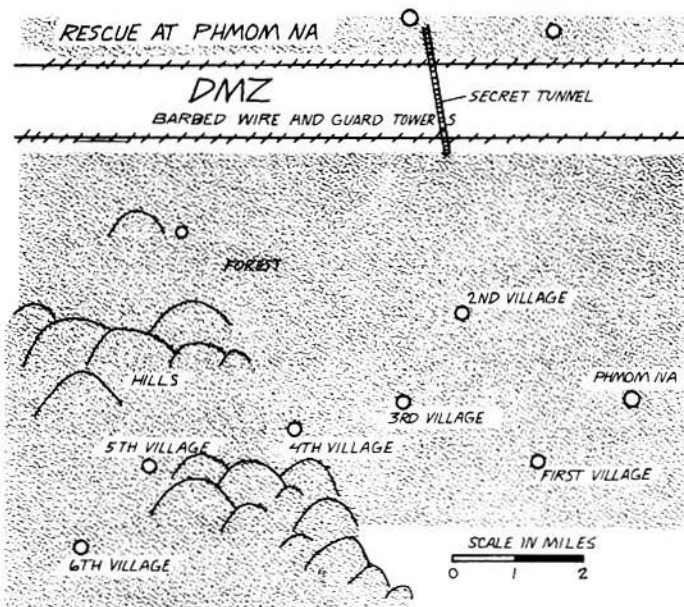
3. **Enemy Movement Information:** Although there are plenty of VC sympathizers, there are very few actual VC soldiers operating in the area.

4. **Terrain and Weather Report:** This is rugged country, mixed forest, hills and plains. The weather should be

clear for the next two days, after that expect heavy thunder-storms.

5. Mission Objectives: Find the soldiers and rescue them. Eliminate any opposition.

6. Special Rules: No team member is to enter the DMZ. Anyone carrying a weapon in the area can be considered a legitimate enemy target.



7. Method of Extraction: Slicks and gunships will be available within 15 minutes of calling for evacuation.

Encounters

If it weren't for Commissar Hua Yong these prisoners would have been over the border and into a POW camp days ago. Luckily for the RECON team, Yong has decided to boost his sagging prestige in the area by putting the prisoners on the road as if they were some kind of carnival act.

The first three villages the trails are cold, no tracks are left. However, some of the locals could be persuaded to talk (either from threats or bribes). From the next two villages the trail becomes clear, tracks, bits of trash and occasional blood spots will show which way the prisoners are being taken.

Meanwhile, the Commissar is spending a day of rest in the 5th village. If he hears reports of any shooting he will immediately gather up the prisoners and head for the border. Otherwise, the next day he will continue to the neighboring village.

Booby Trap Areas: There will be at least one encounter with a mine or booby trap in travelling between any two villages. Usually the traps will be tripwires attached to grenades or antipersonnel mines. This will not alert Commissar Hua Yong to the teams presence.

Non-Player Characters

Commissar Hua Yong

Description: A bloated (very large and very fat for 'Nam) and self-important politician. You'd think he was running for office the way he makes speeches and pushes people around. He is not a trained soldier.

Alignment: Opportunist

ST: 98 AL: 07 AG: 68

Skills: Mostly speech making and paper pushing.

Equipment: He carries a 9mm Automatic Pistol that he has never fired (5% to hit).

Viet Cong: Sniper Cong Phuong

Armed with SVD Rifle (49% to hit)

ST: 75 AL: 74 AG: 16

Guerrilla Tran Quit

Armed with AK-47 (11% to hit)

ST: 54 AL: 12 AG: 46

Guerrilla Cuoc Quot

Armed with AK-47 (63% to hit)

ST: 44 AL: 07 AG: 08

Sgt. Ronald Patterson

Description: Primary MOS is Point, Secondary is Medic. He is relatively unhurt and will take a chance at grabbing a weapon during a rescue attempt. His hands are kept bound together in front of him.

Alignment: Malignant

ST: 37 AL: 56 AG: 93

Skills: Assault Rifle, he has a 48% to hit with an AK-47, 68% with an M-16.

Sgt. Leon Murphy

Description: Primary MOS is Point, Secondary is Intel. He has been badly wounded in the gut and passes out from the pain frequently. He will be no help in any fighting and can barely walk by himself.

Alignment: Opportunist

ST: Currently 09, Usually 86 AL: 28 AG: 33

FINDING MAMA'S FAVORITE ('NAM)

Optimum RECON Team Requirements: Any mix of characters MOSs will be sufficient. At least one Intel MOS who knows the language is recommended.

Mission Briefing

"We have definite information that Tai Ro Xuong, the regional Main Force leader, is returning to see his family in Chu Doc. We need to snatch Xuong and bring him in for interrogation. Although local resistance is not expected it is possible that he has an armed escort somewhere in the neighborhood."

1. Method of Insertion: The team has a choice of taking a jeep (the road runs straight to Chu Doc from Thu Sang), being inserted by chopper, or walking in. (Note: No RECON team worth their salt is going to pass up the opportunity to get into Thu Sang, even if only for a few hours!)



2. Fire Support Availability: Extensive artillery and air support could blanket the area. However, because of Chu Doc's proximity to Thu Sang, no heavy fire is allowed for the mission!

3. Enemy Movement Information: Chu Doc has mixed loyalties, but all the locals like and respect Tai Ro Xuong and his mother, Maria Tai. No one will betray either of them, especially since he is visiting his sick mother.

4. Terrain and Weather Report: The area is mostly cleared fields, rice paddies, vegetable gardens, villages and large estates. The forecast calls for heavy rain and occasional thunder-storms.

5. Mission Objectives: Get Tai Ro Xuong without hurting any of the other villagers. He must be kept alive for questioning. Capture or eliminate any bodyguards he may have brought along.

6. Special Rules: Heavy weapon fire, even firing assault rifles on full automatic, is prohibited. This is a potentially friendly village, try to keep it that way!

7. Method of Extraction: Group may call for choppers (up to 4 slicks and 2 gunships) or they can call for a truck or jeep from Thu Sang.

Encounters

Unless the group somehow alerts the village (by setting off a land mine or by driving a vehicle right into the center of town) they should be able to find the Tai hut with no problem. Inside they'll find Tai Ro Xuong, Maria Tai, Juk Phong, an old woman attendant and 6 small children (from 3 to 8 years old). See character descriptions for more details.

When the soldiers first question the villagers they will be told that "Maria son gone! VC all gone! Just old woman! Very, very sick! Go 'way!" If they press the point or attempt to take anyone away, the old woman will point her finger at Juk Phong (really Tai Ro Xuong) saying, "He is VC. My son VC. Not right! Not hurt him, but make him see VC very bad!" All this will be accompanied by various crying and wailing.

If there is any advance warning, or if an opportunity comes up, Tai Xuong (disguised as Juk Phong) will sneak off to join his bodyguards. He will leave as soon as possible.

Hostile Forces: Tai Ro Xuong's bodyguards are waiting in a VC sympathetic village about 6 miles west of Chu Doc. There are 2 Snipers (each with 7.62mm SVD Rifles) and 6 guerrilla specialists (each with AK-47s). They will not come to rescue Tai, but will wait for him up to three hours after hearing gunshots.

Booby Trap Areas: There are no booby traps in the area. However, at night the road to Thu Sang is planted with antitank mines.

Other Encounters: The peasants in the area will not interfere in the operation in any way.

Non-Player Characters

Tai Ro Xuong

Description: Although an important VC officer, Tai looks pretty much like any other middle-aged farmer. He is wearing worn peasant clothing and carries no weapons or VC documents. He will pretend to understand no English at all. No matter what happens he will claim to be Juk Phong. The only thing that gives him away is his hands, they are calloused like a bureaucrat, not like a farmer. Note to MD: Don't describe the hands unless the players specifically ask about them.

Alignment: Idealistic

ST: 61 AL: 56 AG: 81

Skills: Tai Xuong is an experienced guerrilla specialist and he has 8th grade in all skills. With pistol he needs a 73% to hit, with assault rifle a 67% to hit.

Equipment: His 7.62mm pistol, assault rifle and grenades are all with his bodyguards. In Chu Doc he carries only papers showing that he is a loyalist.

Maria Tai

Description: Even though she's 82 years old and suffering from terminal cancer, Maria Tai is still feared and respected by the local people. She is known as a witch woman and can heal with herbs and potions as well as most Medics. She is also very clever! At her insistence Tai Xuong and Juk Phong have traded their identification documents. She has also coached the children to go along with her little "game" of calling them by their wrong names.

Alignment: Opportunist

ST: 02 AL: 71 AG: 45

Juk Phong

Description: Juk is just another middle-aged farmer. He owes Maria some big favors so he's going along with the pretense. They've also planted 4 rounds of AK-47 ammunition in his pocket (that will really surprise him!) He also has some friends in high places who will release him after the "mistake" is discovered. He speaks absolutely no English or French. Mostly he'll just look confused and indignant.

Alignment: Opportunist

ST: 67 AL: 33 AG: 72

JUNGLE BUSTER ('NAM)

Optimum RECON Team Requirements: Mostly heavy hitters are needed for this mission. No wimps need apply. Weapon and combat skills are all that's important. A large group is unnecessary since the fighting will be taking place in confined spaces.

Mission Briefing

"Before we get to the main briefing we have to describe the latest piece of equipment that's been provided from Stateside. It's called an amphibious tactical tree crusher, the AMTAC. This huge vehicle looks more like a lumber mill or a factory complex than something that actually moves. It's five stories (63') tall, 72' wide (each roller is 35' long and 11' in diameter), and the distance from the front of the extended saw blade to the rear exhaust pipe is 115'.

"Apparently this is some bright boy's idea for a quick way of cutting down jungle. They also designed it for war. There are no guns attached, but the whole thing is armor plated. Even the windows are 3 inches of bullet-proof plexi-glass.

"The problem is that a pack of VC terrorists have managed to shoot their way into the control tower of the AMTAC. They have been in there for ten minutes now. Five minutes ago, just as we were planning a careful assault, the machine started moving. It turned directly towards the Wan Vong River.

"At that point some bright boy in the armored cavalry decided to block that thing with an M-60 tank. Fortunately neither the AMTAC or the tank were seriously hurt. All we've got to do now is dig the tank out. Under the 250 tons of the AMTAC it sank 18' into the mud.

"The AMTAC doesn't move very fast. Currently it's chuggin' along at about 7 miles an hour. Even so, it'll flatten a village in another 45 minutes. And 10 minutes after that it'll topple over a 400' embankment and smash into the rocks.

"We can't afford to buy 'Nam that much scrap metal. Somebody has to get on-board, take on some suicidal VC, and stop the behemoth!"

1. Method of Insertion: Dropped by jeep just ahead of the AMTAC. Covering small arms fire will be supplied by MPs. The team will then run up to the vehicle and climb in.

2. Fire Support Availability: None. The AMTAC is too valuable to risk.

3. Enemy Movement Information: According to witnesses, four terrorist VC entered the AMTAC. They were carrying rifles, grenades and pistols. Of course, others may have entered unseen.

4. Terrain and Weather Report: The machine is headed in a straight line for the Wan Vong River. The only thing in the way is a village that we're already evacuating. Weather is overcast but dry, irrelevant to the mission.

5. Mission Objectives: Get on board, kill or capture the VC terrorists and stop the AMTAC before it topples over the cliff.

6. Special Rules: Whatever you do, don't damage the AMTAC! The thing is worth more than money, it's worth the careers of several staff officers. And they'll pin the blame on YOU rather than take any blame themselves!

7. Method of Extraction: Stop the machine and get out. Ground transportation will be available.

Encounters

There are exactly four VC aboard the AMTAC. Two are in the top-floor control room, one is at the bottom of the stairwell, and the last one is crawling around in the space between the hull and the engine.

The stairwell is in plain sight of both the access hatches of the AMTAC. That way the VC at the bottom of the stairwell can fire at either entrance. He's suicidal and has no practical cover, but he should be able to do a fair amount of damage before the player characters eliminate him.

Going up the stairway is more difficult. The two VC at the top have good cover and are going to fire down with MAT-49s at frequent intervals. Effectively the players are in an Ambush!

If the players get to the second level and the VC on top are still alive there's going to be an even more serious problem. The second floor has been outfitted with a claymore mine (after all, the VC don't care if AMTAC gets hurt!) They will trigger it when two or more of the Stateside soldiers reach that point.

Naturally, the RECON team will take the control room of the AMTAC. They'll have to overcome heavy resistance, but it shouldn't be too much of a problem. Until they discover that the controls in the control room have been disconnected. It seems that the VC had carefully studied the plans for AMTAC, they knew enough to cut all the electrical and mechanical linkages once the vehicle was headed in the right direction.

So is there any way to stop the AMTAC? Sure, all the group has to do is shut down the engines. They can do this the direct way by shooting at them, but they're not supposed to damage the machine. If they radio for instructions (just in case they didn't bring an RTO, there is a radio in the control room), they'll be instructed to "Get down to the back of the first floor! There's a whole series of red release switches for emergency shut-down procedures."

Then the second big problem will crop up. VC #4 is already hiding in the area. He's got a MAT-49 and lots of extra clips. He's also in excellent cover and can Ambush anybody who enters the area.

Non-Player Characters

Viet Cong: Guerrilla Do Minh

Armed with AK-47 (47% to hit)
ST: 58 AL: 91 AG: 34

Guerrilla Cuoc Phong

Armed with MAT-49 (50% to hit)
ST: 17 AL: 54 AG: 89

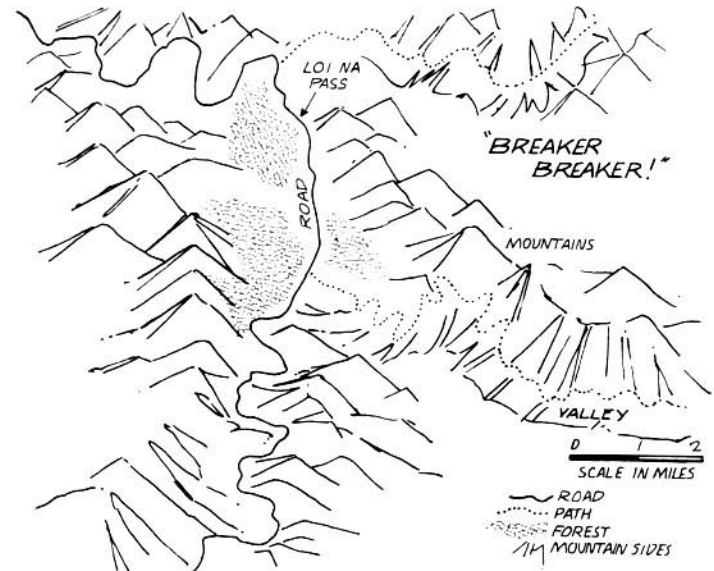
Guerrilla Nguyen Chinh

Armed with MAT-49 (23% to hit)
ST: 64 AL: 47 AG: 74

Guerrilla Vo Lap

Armed with MAT-49 (67% to hit)
ST: 68 AL: 22 AG: 36

Note: This scenario is based on an actual vehicle designed by the Frenchman, LeTourneau. It was 74 feet long, 22 feet wide, 19 feet high and weighed roughly 300,000 pounds. In Vietnam it was used to clear jungle. Four acres of 4' thick trees could be turned to flat plain within an hour.



BREAKER! BREAKER! STOP THAT CONVOY!

Optimum RECON Team Requirements: A well-balanced team with at least two members skilled in RTO.

Mission Briefing

"The VC have been using the Loi Na pass for their supply convoys for years. Lately we've been letting their walking convoys slip by on purpose. That's because we're waiting for the really big game, a VC truck convoy!"

"We've gone to some trouble for this little operation. The Georgia Fire Base with its 105mm Artillery Battery has been moved 8 miles southwest so that it can target the pass."

"What we need the team to do is infiltrate the pass area, set up an observation post, and avoid being discovered by any VC scouts. Then, when the trucks are in the pass, call 'smoke in on 'em!'"

1. Method of Insertion: The team will have to walk from Georgia Base's new position in to the Loi Na pass. It's about a two day trip over rugged terrain.

2. Fire Support Availability: The mission is designed for 105mm howitzers to hit the pass. Gunships and TACAIR are also available on 10 minute notice.

3. Enemy Movement Information: The whole area is lousy with VC patrols and snipers. The team must be very careful not to be observed.

4. Terrain and Weather Report: A rough area covered with barren hills, sparse forests and jagged mountain

peaks. Weather reports call for heavy fog gradually lifting over the next three days.

5. Mission Objective: Infiltrate the Loi Na Pass, place it under observation and call in artillery so as to destroy the maximum number of VC trucks and supplies.

6. Special Rules: None

7. Method of Extraction: Once the mission is complete choppers and gunships will move in for evacuation and mopping up any final resistance.

Encounters

From the time that the group arrives in the Loi Na Pass they will have a four day wait until the truck convoy arrives. In the meantime they'll have to avoid the following encounters. Discovery by any VC will mean the whole mission fails.

Sunset Day 2: A convoy of 16 VC wheeling bicycles through the pass. Each bike is loaded with from 200 to 300 pounds of material and is walked by a single porter. Four VC Guerrillas armed with AK-47s act as scouts and escorts. They will do only a casual check of the area before passing through.

Mid-day, Day 3: In preparation for the big truck convoy the VC send in three of their best scouts. The three carry sniper rifles and will spend about an hour carefully searching the pass for any signs of intruders. If they meet any resistance they'll withdraw to the closest exit out of the pass. If the team is discovered or the 3 snipers do not return, 8 VC with AK-47s and MAT-49 submachine guns will return at night-fall to clean out the area. If they do not return the convoy will be delayed a day and a group of 15 to 20 NVA will cautiously investigate. They will be armed with AK-47s, one Soviet RPG-7 rocket launcher, and one 7.62mm machinegun.

Sunset Day 4: A 6-man group of armed NVA (1 with machinegun, the rest with AK-47s) will drive into the pass in an old 1930s car. They'll stop for a quick 10 minute check of the area and then continue on their way.

Midnight Day 4 (or Day 5 if delayed): The truck convoy finally arrives. It consists of 17 trucks travelling at about 35 miles an hour. For maximum effectiveness the strike shouldn't be called until the first truck is halfway down the pass. After the artillery strike resistance will be minimal, mostly the VC will be trying to escape. Approximately 23 VC will survive the artillery strike.

Booby Trap Area: No traps in the area.

VIET CONG RESCUE ('NAM)

Optimum RECON Team Requirements: A heavily armed, well organized team is needed for this assignment. Every MOS could be needed at one point or another with the exception of Heavy Weapons and Demolitions.

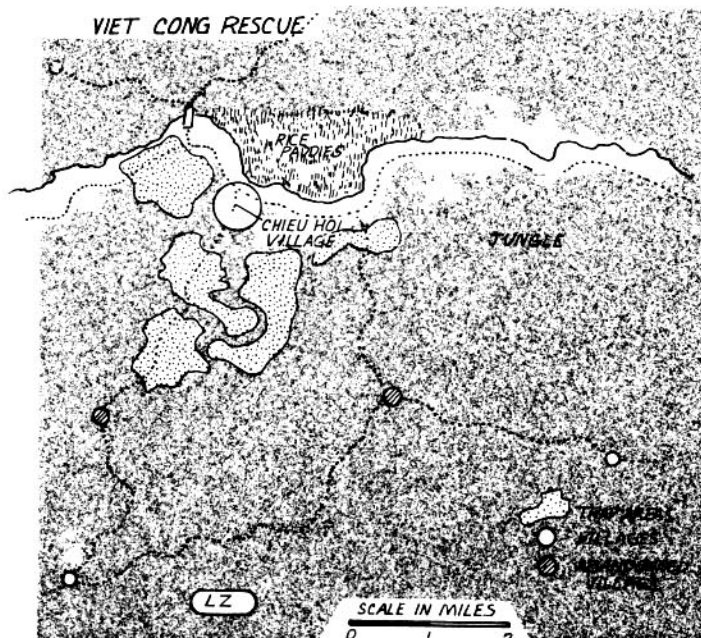
Mission Briefing

"Tou Van Lang, a prominent Main Force VC leader, has been acting as a double agent for many years. Unfortunately he has not been heard from for the last two weeks. Just recently we discovered that an "infamous traitor" is to be executed in Chieu Hoi. Since that village is known as a VC stronghold it's going to take a heavily armed team to get in, get Lang, and get out again."

1. Method of Insertion: From 2 to 8 slicks (depending on team size) and 2 gunships will insert the team 4 miles south of the village.

2. Fire Support Availability: Marine artillery from California, Hawaii or Dakota base is standing by. They have been alerted and rounds can appear within 1 minute of target identification. Helicopter gunships and TACAIR are also available. Because of political considerations the village itself cannot be bombed; any strikes called on that set of coordinates will be ignored.

3. Enemy Movement Information: Be prepared to meet heavy VC or NVA resistance in the area. Booby traps and mines are also commonplace.



4. Terrain and Weather Report: The terrain in this area is solid jungle, interrupted by only a few rice paddies and several villages with vegetable gardens. Weather report calls for partially cloudy skies and no precipitation for the next two days.

5. Mission Objectives: Place forces around the village to prevent the escape of the subject (Tou Van Lang). Move force into the village of Chieu Hoi and destroy any resistance. Recover the subject and capture as many VC as possible. Should major enemy forces be engaged the team is to remain in contact and summon back-up forces.

6. Special Rules: The village is NOT to be burned. Loss of life is to be minimized. Any food-stocks or animals are to be destroyed. Confiscate any papers, weapons or tools.

7. Method of Extraction: Choppers will be standing by for extraction. Allow 15 minutes for evacuation team to arrive.

Encounters

Hostile Forces: Stationed in the village itself are 28 Local Force VC armed with semi-automatic SKS 7.62mm rifle. They will not attack unless cornered and would prefer to withdraw into the jungle. Guarding the bridge to the northwest of the village are two VC armed with AK-47s. Patrolling along the east path is a team of 4 VC with AK-47s.

Booby Trap Areas: Except for the east and west paths leading out of the Chieu Hoi all the other areas have been extensively trapped. All paths have frequent anti-personnel mines, drop falls, pits and grenades. The jungle itself has been planted with numerous traps, at least one every 30 feet. Since these traps are all moved frequently following footprints is not safe.

Other Encounters: Tou Van Lang is imprisoned in a hut and guarded by two teenage Local Force VC. They will not shoot him (in spite of the propaganda campaign against him) and will drop their weapons and run away if the village is attacked.

Non-Player Characters

Tou Van Lang

Description: This man is an extreme pacifist, he does not believe in the killing being done by the VC and feels that only the Southern government can stop it. He will not fight, even to save himself.

Alignment: Idealist-Pacifist

ST: 33 **AL:** 66 **AG:** 64

STOP THE HIT MEN! ('NAM)

Optimum RECON Team Requirements: Since Jan Chong Ya specifically requests the player's team that's exactly who should go. The regular group, however they are set up, should be sufficient.

Mission Briefing

"Jan Chong Ya, the loyal village chief of Roun Gia, has appealed to the government for protection. He claims that he has been targeted by a VC terrorist squad. Ordinarily this would be an ARVN job, but the guy has friends in high places and he insists on being protected by an elite Stateside team. In other words, you lucky guys get to spend a week or two living it up in some old plantation mansion while the rest of us have to keep fighting the war."

1. **Method of Insertion:** Ground transportation (a M-113 troop transport carrier, a 5-ton truck and a jeep) will be provided to transport the team and their gear to Roun Gia.

2. **Fire Support Availability:** Out of range of any artillery. Gunship fire is available, but not recommended because of possible damage to friendly civilians.

3. **Enemy Movement Information:** There are no reports of any VC or NVA in the area.

4. **Terrain and Weather Report:** Dense jungle area with only occasional clearings. At least 7 villages are located around Roun Gia. Overcast and light rain conditions expected for the next 3 weeks.

5. **Mission Objectives:** Move yourselves into Jan Chong Ya's mansion and set up defensive procedures. You are to accompany him at all times and make sure that he is safe from attack.

6. **Special Rules:** Keep Jan Chong Ya happy. Don't hurt any of the local people.

7. **Method of Extraction:** Same as insertion.

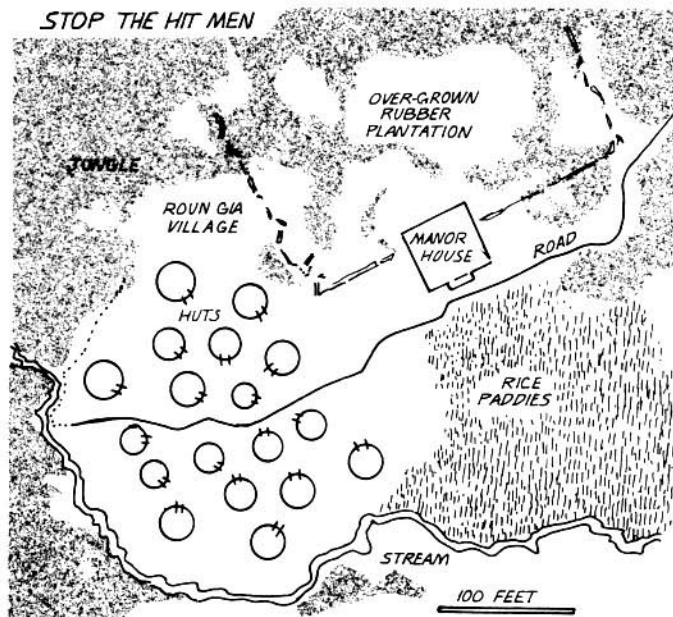
Encounters

Jan Chong Ya's mansion is an old, run-down French building. Originally built around the turn of the century, it has definitely seen better days. It is a two story mansion with 20 rooms on the first floor and 8 bedrooms on the second floor. There are two stairways to each floor. No basement. The players should decide for themselves how they're going to place themselves and Jan.

Jan will not leave the area because he owns it. All the peasants are basically his serfs. He visits each rice paddy, garden, pig-pen and chicken coop every day to make sure that no one is stealing from him.

Hostile Forces: Other than the Assassination teams there will be no opposition. All the other VC will stay out of sight until the RECON team leaves.

Booby Trap Areas: When the team first moves into the area there will be no booby traps. However, the VC among the local population will not be idle. Everytime a soldier is observed doing something on a regular basis (every morning Benny walks down to the stream to try catching some 'Nam fish) there will eventually be a trap set (the fourth morning Benny stepped right into a Punji Stake trap - funny, it wasn't there the first four times!).



Non-Player Characters

Jan Chong Ya

Description: Jan Ya is one domineering, pushy old man! He orders everyone around as if they were slaves and he'll make no exception for the Stateside soldiers. The only time he gets friendly is when he's drunk, and that happens every night after dinner. When drunk he'll offer people pitiful sums of money and talk endlessly about how unlucky he is. Everyone in the area can be suspected of helping the VC killers because everyone hates Jan.

Alignment: Opportunist-Righteous

ST: 21 **AL:** 62 **AG:** 80

Assassination Team #1: A bumbling group who are attempting to assassinate someone for the first time. They'll first try the "delivery man" approach. A VC will show up to deliver a large package. Not surprisingly it will turn out to be a bomb. If captured the VC will tell all - that a VC assassination team is out to kill Jan, that they are hidden in the jungle, etc. The only thing that will be useful is the location of the hit team. The location is out of date because the VC have already moved. But if the group moves fast they may be able to track the VC to their new location.

If Team #1 isn't attacked after the package bomb they'll try a **second time**. It will be a direct nighttime assault on the mansion. Unless the RECON team has really messed up with their preparations it'll be just a Turkey Shoot.

Hua: **ST:** 71 **AL:** 83 **AG:** 88
78% to hit with AK-47

Nung: ST: 81 AL: 38 AG: 16
 24% to hit with 7.62mm Pistol
 Qua: ST: 24 AL: 66 AG: 35
 91% to hit with AK-47
 Yang: ST: 20 AL: 08 AG: 22 (the delivery boy)
 16% to hit with Semi-Automatic

Assassination Team #2: These guys are a little more polished than the first team. They'll try an infiltration scheme, pretending to be workers in a rice paddy frequently visited by Jan. There will only be two in the field, they'll pull pistols when Jan is close enough. The other two will have set up a machinegun in the bordering jungle and will open fire after the pistols go off.

Kow: ST: 81 AL: 52 AG: 65
 78% to hit with AK-47,
 54% with Soviet RPK Machinegun.
 Kao: ST: 40 AL: 89 AG: 56
 No weapon skill, will feed the ammo belt to the RPK
 Xuam: ST: 39 AL: 94 AG: 80
 91% to hit with 7.62mm Pistol
 Yang: ST: 23 AL: 68 AG: 49
 38% to hit with 7.62mm Pistol

Assassination Team #3: If the first two groups fail, then Team #3 will show up. These heavy hitters will show up disguised as ARVN officers. From their mirror sunglasses to their neatly pressed uniforms and their gov-

ernment-issue jeep they will appear to be the genuine article. They will come right out and accuse Jan of tax fraud and treason against the Southern 'Nam government. No matter how much he protests they will insist on driving him back to Thu Sang for "interrogation and trial." For effect they will be incredibly arrogant, even slapping Jan in the face if he protests too much. They will also have genuine-looking documents (all in 'Nameese).

Since the characters haven't been notified of this recent development, they should radio back to HQ before releasing Jan. If they stall for more than an hour the two 'Nam "officers" will storm out shouting threats. They won't be back.

If the VC actually manage to take Jan away, the last thing that the group will ever hear of any of them will be a distant pistol shot.

Captain Ghe Song Ven

Hung: ST: 65 AL: 96 AG: 24; Trained as a VC Sniper
 83% to hit with Soviet SVD,
 15% to hit with ARVD .45 Pistol.

Lt. Francois Loi Nung

APBO: ST: 27 AL: 37 AG: 62;
 Trained as VC Guerrilla Specialist.
 48% to hit with AK-47,
 23% to hit with ARVN .45 Pistol.



BRIDGE OVER SONG TAU



BRIDGE OVER THE RIVER SONG TAU

Optimum RECON Team Requirements: At least two Demolitions experts should be assigned to this team. Snipers, Pigmen, Grenadiers and RTO are also useful.

Mission Briefing

"We know that the VC are moving truck convoys through the mountains in Lao. One vulnerable point is the Song Tau River chasm. Even though we have never seen it, we know that the VC must be crossing a bridge somewhere along there. We want you to go into the area and blow up the bridge."

1. **Method of Insertion:** Since the bridge is actually in Lao the choppers will drop the team off just east of the border. From there it's a difficult 3 mile hump over rugged mountain trails.
2. **Fire Support Availability:** None. The mountains prevent accurate artillery and Stateside aircraft are not allowed to operate in Lao.
3. **Enemy Movement Information:** The NVA and VC use the bridge for their convoys of weapons and munitions. Unfortunately no one has ever seen the bridge. Expect heavily armed NVA to defend the area.
4. **Terrain and Weather Report:** The entire area is mountainous. Cliff walls ranging from 60' to 210' border the canyon of the upper Song Tau River.
5. **Mission Objectives:** Destroy the bridge and stop any convoys.
6. **Special Rules:** This is a clandestine operation. Team members are not to be captured or left in Lao. If anyone should die their bodies must be brought back over the border.
7. **Method of Extraction:** Walk back into 'Nam and get picked up by choppers.

Encounters

Hostile Forces: An 8-member NVA team regularly patrols the area around the bridge. Each NVA has an AK-47 (average 35% to hit), and an average ST of 40. They will be surprised by the presence of any RECON teams in the area.

Booby Trap Areas: No booby traps in the area.

THE RIVER SONG TAU, Part Two

This is a follow-up mission to the destruction of the Song Tau River bridge. Somehow the VC are getting their convoys through again. The RECON team is to return and make sure the job was done right.

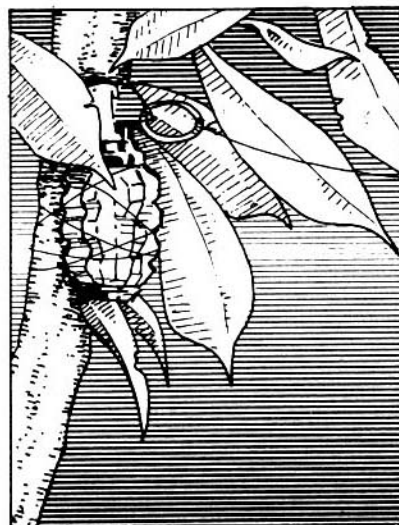
Upon investigation the players will discover that the bridge is really destroyed. If they manage to stay unobserved at night they will find that a portable bridge, made of four pieces and loaded into four flatbed trucks, is constructed every night when a convoy is expected. The bridge is always disassembled by morning.

Since a night attack is very dangerous (the VC are waiting for another attack, they've set up enough snipers on high points to make any attack into an Ambush!) the ideal thing is to follow the portable bridge. It's stored in a cave that's 4 miles north of the abyss. Daytime guards at the cave are limited to nine VC armed with AK-47s.

Encounters

Hostile Forces: After the first attack the area will receive a 24-man garrison. 18 are armed with AK-47s (average 40% to hit), 2 carry RPK-7 rocket launchers, and a 4-man team operates an 81mm mortar that can hit most positions around the chasm.

Booby Trap Areas: Between the first and second attacks the NVA will set up rock falls and grenade traps on the main paths in the area. No matter what route is taken the RECON team will run into at least three traps.



THE TAX MAN COMETH ('NAM)

Optimum RECON Team Requirements: Any group of five or more should be able to handle this assignment. Success will be more a matter of the cleverness of the players than of any combination of character skills.

Mission Briefing

"Nguyen Bi Fong is the province tax collector for the VC. His movements have been carefully followed. We can now predict accurately where he will be at any time for the next couple of weeks. Killing or capturing him would be too simple.

"Frankly, getting rid of yet another VC tax

collector is counterproductive. Every time we eliminate one another one shows up a few days later. This time we'd like to try discrediting Nguyen. Ideally this will be done in such a way that the VC sympathizers will believe that their taxes are being misspent. Better yet, if the VC high command becomes suspicious enough they may even execute him themselves.

"Even better, the VC commanders may start investigating all their tax collectors. Which would be a wonderful waste of their time and manpower. A good jog with this one tax collector could do serious damage to their entire tax collection network.

"No matter how or what you decide to do, you should snatch Fong three days from now as he leaves the village of Ling Khao, just after dark. Be sure to return him outside of the village before day break."

1. Method of Insertion: Troop transport or truck.

2. Fire Support Availability: Several ARVN artillery heavy mortar, 105mm and 155mm batteries at Golpher Base could provide fire support. However, they are manned exclusively by ARVN officers, considered by everyone to be very poor shots. Chopper Gunships won't fly in the area because the ARVN keep shooting at 'em by mistake. In other words, forget about fire support unless you're already doomed.

3. Enemy Movement Information: VC patrols and lone snipers are spotted just about everywhere in the region.

4. Terrain and Weather Report: Jungle, rice paddies and swamp near the river. Hot dry weather is expected, everyone and everything will get covered with clouds of red dust.

5. Mission Objectives: Patrol the area and attempt to locate the VC tax collectors. Take at least one prisoner and try not let any escape.

6. Special Rules: ARVN troops are swarming over the whole area, try not to get in their way.

7. Method of Extraction: Call for ground vehicle transport.

Encounters

Just consider the possibilities! The group could capture Fong and take pictures of him in various stages of undress surrounded by scantily clad women. Even worse, they could all be Stateside women! Better yet, Fong should be found by his superiors or NVA officer in such a compromising situation (after all, photos can be just propaganda). Or Fong could be left with heavy evidence of Stateside luxury items or appear to be working/paying Stateside, etc. Anything that makes him look really bad is a good idea.

Getting Fong is easy, likewise putting him back is easy. The hard part is figuring out a good scheme for incriminating him.

One last note, the characters can get drivers, photographers, printers or just about any other service just by requesting them for this assignment.

Non-Player Characters

Nguyen Bi Fong

Description: Fong is a self-important bureaucrat who orders people around and yells a lot. He'll try threats, he'll try bribes, he'll try anything but he won't shut up.

Alignment: Malignant

ST: 19 AL: 23 AG: 76



TUNNEL RATS: THE UNDERGROUND ELITE (Nam Scenario Base)

"In 1966 the Viet Cong managed to steal an M-48 tank from an ARVN unit north of Lai Khe, an event which caused understandable consternation on the government side. Three years later the Americans found it - in a tunnel. It had been buried about six feet down and tunnels had been dug around it. The tank itself was used by the VC as a command center; the batteries, the lights, and the radio were still working."

The Tunnels of Cu Chi

Combat Spelunkers, otherwise known as 'Tunnel Rats', are a combat specialty in 'Nam. Special units were created, mostly made up of small, tough, fearless soldiers who could explore the incredible tunnels of the VC. It's recommended that the players specifically roll up characters for tunnel rat games. Everything is the same except for height (roll 1D10+47 for inches) and weight (roll 2D10+110 for pounds). Demolition MOS is recommended.

Tunnel Rats travel alone or in pairs. They trail a telephone cord behind them and often have a rope tied to themselves as well. Typically they carried only a pistol (silencers and caliber are a matter of personal taste) and a knife. Either a miner's hat or a flashlight provided illumination.

Incidentally the official slogan of the Tunnel Rats (in the real 'Nam) was *Non Gratum Anun Rodentum*. That translates from the Latin into "Not worth a Rat's Ass."

Living in the tunnels are the VC. For each tunnel complex there will be the following number of residents.

- 2D10 Nurses
- 1D10 Doctors
- 1D10 VC High Command Officers
- 1D10 NVA Visitors
- 4D10 Local Force VC
- 2D10 Main Force VC
- 6D10 Support Force VC

Ambushes in tunnels were generally done from above. A VC would wait until the Tunnel Rat stuck his head up into a room or tunnel. Then the VC would attack with garrote or other weapon.

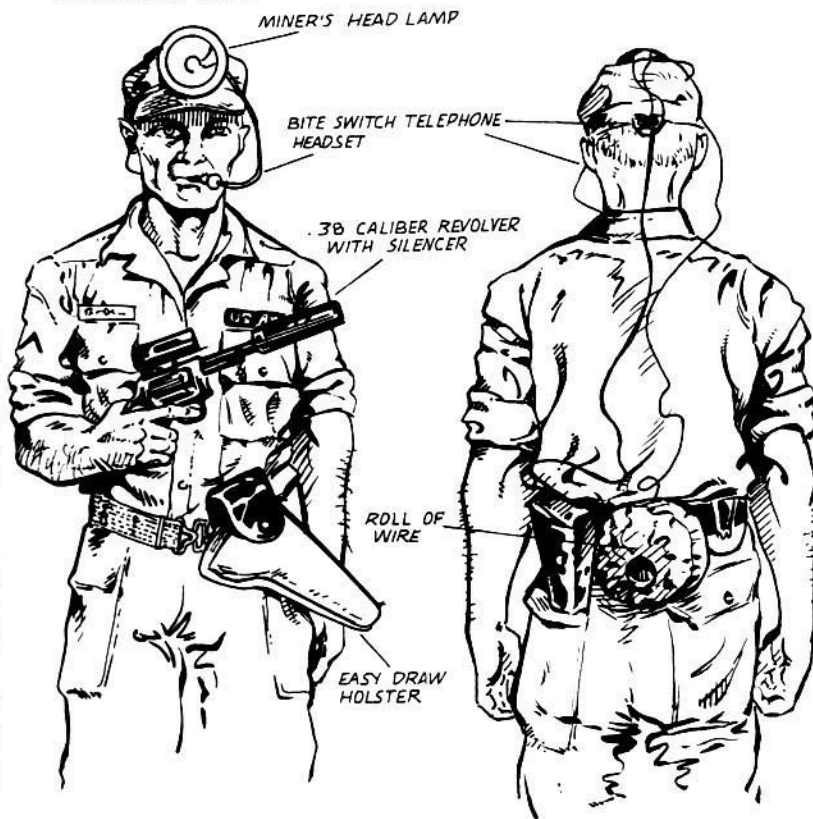
Tunnel Encounter Tables

MDs can use the following table to create a spontaneous tunnel complex/adventure. If the result doesn't make sense then ignore it and roll again.

Tunnel Complex (roll percentile dice for each section)

- 01-05 Turn to the Left and 20' extension.
- 06-10 Turn to the Right and 20' extension.
- 11-20 Tunnel Branches Right and Left. Roll again for each of the two branches.
- 21-25 Tunnel Branches Straight and Up. Roll again for each of the two branches.
- 26-30 Tunnel Branches Straight and Down. Roll again for each of the two branches.
- 31-40 Deadends in a Door. These are waterproof, gas-proof seals, more like corks in a bottle than conventional doors. Roll again on this table to see what's on the other side.
- 41-45 Blind alley dead end. Roll once on the Underground Hazard Table.
- 46-50 Ends in narrow Ventilation Shaft. This is a small hole that lets air in from the surface. Roll once on the Underground Hazard Table.
- 51-55 Narrows down into a Connecting Tunnel to some other complex. This will be a tiny crawl tunnel that may go on for miles. Eventually (roll 1D10

TUNNEL RAT GEAR



- for miles) it will connect with another tunnel complex.
- 56-90 Opens into a room. Roll on Tunnel Contents Table
- 91-00 Trap! Roll on Underground Hazard Table. The tunnel continues.

Tunnel Contents Table

- 01-05 Underground Latrine: Made up of stone pots. There is a 5% chance that a VC is surprised while performing his fertilizer duties. When filled they'd be capped and buried or emptied outside. Note: The smell is so bad throughout the entire tunnel complex that it's hard to tell the difference in the latrine.
- 06-10 Cleaning Area: Several water barrels and a sink have been set up so that people and things can be washed. 10% chance of finding this room occupied.
- 11-20 Spider Hole: Whew! Outside at last! This is the VC version of a bunker, a small pit in the ground used for cover during fire-fights and bombings. The tunnel enters the spider hole from the bottom.
- 21-25 Firing Post: This is a large bunker up near the surface. It's usually covered with planks and sandbags, sometimes even with a whole hut. A VC can stand up and fire out of horizontal slits that are just a few inches above the ground outside. This is not an exit. The firing posts are usually designed so they cover a clear area or path. 20% chance of finding a machinegun mounted here. 20% chance of it being occupied.
- 26-30 Medical Aid Station: Basically a hospital room. 25% chance of being occupied by wounded, 5% chance of finding a nurse (roll twice). Medicines, bandages, cots and surgical equipment. Sometimes the patients are given grenades so they can blow themselves (and the RECON soldier) up to avoid capture.
- 31-35 Sleeping Chamber: Hammocks are strung from wall to wall in this area. Personal possessions are either

in sealed boxes or in bags hanging from the ceiling. 26% chance of finding an armed VC in this room.

- 36-45 Conference Chamber: This room is designed for planning meetings. Usually it's filled with maps or paperwork. A 5% chance of finding an unarmed clerk. The room is up near the surface (like the firing post) and has good ventilation.
- 46-50 Kitchen: Specially designed so that all the gas and smoke is vented up to the surface. 5% chance of finding a cook preparing food.
- 51-60 Storage Chamber: Usually sacks of rice and other food. Occasionally it may also include some ammunition or tools.
- 61-70 Air Raid Shelter: This is immediately recognizable by its shape. The floor is rough and the wall slants inward to form a conical shape. The whole thing is braced with heavy bamboo, timber or metal. These rooms are designed to survive in spite of massive bombing and vibration.
- 71-75 Theatre: A large room specially designed for performances of propaganda plays or musical presentations. Contains a variety of sets, props (costumes and disguises) and musical instruments.
- 76-80 Printing Press: Can range from a mimeograph machine to a full-scale movable type press. This is where VC propaganda and bureaucratic documents are produced.
- 81-85 Workshop: Actually a mini factory. Tools ranged from simple hammers and pliers to precision power machines. Usually only grenades (made from explosive, pieces of metal, and a soda pop can) and booby traps were made. 30% chance of finding 1D10 workers armed with knives and blunt (clubs/pipes/hammers) instruments. More elaborate workshops (10% chance) were capable of producing a variety of weapons.
- 86-90 Major armament cache: This is an ammo dump with the following contents (if the result is negative then none of that item is present).
 - 4D10 - 5 AK-47 Assault Rifle
 - 2D10 - 10 M-16 Assault Rifles (4 Extra Clips each)
 - 5D10 - 10 7.62mm SVD Sniper Rifle
 - 5D10 RPK-7 Rocket Launcher
 - 3D10 - 10 RPK Machineguns
 - 4D10 7.62mm Automatic Pistols
 - 2D10 - 5 60mm Mortars
 - 2D10 - 5 81mm Mortars

For every weapon there will be 1D100 rounds of ammunition. For example, checking for AK-47s you roll 4D10 ...an 18, minus 5, leaves 13 AK-47s. Now roll 1D100 ... an 80. So there are 13 times 80, or 1,040 rounds of 7.62mm rifle ammunition.

- 91-95 Well Shaft: A deep shaft that goes all the way down to an underground water source. Usually a rope is attached to the wall nearby which leads all the way down to a bucket.
- 96-00 Vacant Room: Either abandoned or deliberately set up as a trap room. Roll on the Underground Hazard Table.

Underground Hazard Table

Crawling through pitch-black tunnels on hands and knees (the tunnels were NEVER large enough to stand up in) was nerve-racking all by itself. Add to that the constant threat of enemy ambush or booby traps and the situation was nearly unbearable. All it took was a room filled with rats or spiders to push a Tunnel Rat over the edge into panic or fear.

- 01-10 Rats: all the tunnels were infested. Roll 2D10 for number.
- 11-15 Scorpions: used as a trap, 3D10 scorpions would be put in a box attached to a tripwire. Bites were poisonous.

- 16-25 VC, armed with 9mm pistol.
- 26-35 Spiders: Only 25% were poisonous, but they could appear in incredible quantity. 1D100.
- 36-40 Fire Ants: A dangerous encounter, 1D100 would bite 1D10 times. Poisonous.
- 41-45 VC armed with knife.
- 46-50 Bats: 3D10 bats, they were more frightening than dangerous. Occasionally a rabid bat will bite (5% chance).
- 51-55 Snakes: The VC would set up snakes as traps. They were held in place by wires tied around their necks and attached to the walls. A few feet away the the VC could pull on the wire pinning the snake to the wall. Eventually it would wiggle free and be ready to threaten the next intruder. **Poisonous!**
- 56-60 VC: armed and ready, a second VC waits around the next turn (back-up). Armed with pistols.
- 61-65 Snakes: 2D10 snakes that just naturally moved underground. Only a 30% chance of poison. Sometimes these could be boa constrictors up to 6 feet long.
- 66-70 Punji Stake Trap: A pit concealed in a tunnel or room. Someone crawling along on hands and knees would push a foot or hand right into the stakes.
- 71-80 Cave-In Trap: Designed to collapse the tunnel on an intruder. Fatal unless the Tunnel Rat has a rope attached to him.
- 81-90 Booby Trap Grenade: A tripwire or similar trigger is set to explode a grenade or mine.
- 91-00 Constricted Tunnel: Sometimes a Tunnel Rat would simply get caught in a space too small to crawl out of. It would happen when turning a corner or just when the tunnel narrows. It takes 2D10 Combat Rounds to get free.

A Recon Campaign

NONG BEN: A LONG-TERM ASSIGNMENT

Optimum RECON Team Requirements: All of the missions in this region will be performed by the same RECON team. This sequence of scenarios is recommended for an introductory campaign. The team should be well-balanced, able to cope with a variety of missions.

- (1) Point Man, with at least one backup.
- (2) RTO, with at least one backup.
- (1) Pigman, optional.
- (1) Intel, recommended.
- (1) Grenadier, with at least one backup.
- (1) Medic, with at least one backup.
- (1) Sniper, optional.
- (1) Heavy Weapons, optional.
- (1) Demolitions, optional.

Mission Briefing

1. Method of Insertion: Choppers will be used for all missions.

2. Fire Support Availability: Captain Terrance Boom can and will deliver precise 155mm fire support anywhere in the Nong Ben area. Shells will start landing within 1 minute of the call. In addition, gunship support is available from Texas Base, allow 10 minutes for take-off and transit.

3. Enemy Movement Information: Although VC movement and local VC support are widespread, it is unknown exactly which villages are involved. Quite a few local families also have volunteers in the ARVN.

4. Terrain and Weather Report: Jungles cover most of the area. Rice paddies, a few gardens and the hills are the only interruption to the jungle.



5. Mission Objectives: Patrol the area on a regular basis identify VC and VC strongholds, try to win trust and support from the local people.

6. Special Rules: Use extreme caution.

7. Method of Extraction: Return to Oregon Base on foot and take ground transportation back to Texas Base, or arrange for a chopper pickup in the field.

Missions

The group should be assigned to the Nong Ben area as a regular patrol and reconnaissance team. In other words, the group will patrol the area once a week or so over a couple of months. In the beginning the soldiers will be strangers in the area, villagers will fear and mistrust them. Depending on how they treat the natives, they will either become friendly (locals will warn them of danger) or start to really hate them (then the locals will set booby traps and arrange for VC ambushes).

Mission #1

Recommended as the first mission in the area. Somebody in intelligence has decided that the VC are hiding a major weapons cache somewhere in the area.

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

1. Mission Information: We suspect that a VC supply dump is located somewhere in this area. For the next week you are to investigate each village and each hill in the area. Spend you overnights at Oregon Base.

2. Weather Report: Steady drizzle and light rain is expected over the entire week.

Mission #2

During the team's patrol a VC tax collector and his two guards will also be touring the area. Unless the group operates by night, they'll be unlikely to find the VC. The VC will not fight, but will run if possible, or surrender if cornered. If the group has made friends with villagers there is a 15% chance that they may receive a tip-off.

1. Mission Information: Go on a routine patrol of the Nong Ben area. Try to check out as much as you can in two days. Report anything unusual.

2. Weather Report: Clear and sunny.

Viet Cong: Commissar Ving Von Jim

Armed with 7.62mm Pistol (31% to hit)
ST: 74 AL: 31 AG: 33

Guerrilla Nong

Armed with AK-47 (13% to hit)
ST: 25 AL: 30 AG: 87

Guerrilla Jak

Armed with SVD Rifle (70% to hit)
ST: 70 AL: 18 AG: 60

Mission #3

A terrorist VC squad is being sent to eliminate Pha Linh Kim, the popular village school teacher in Nok Son. IF the soldiers have made friends in the area they will definitely be warned about the upcoming hit.

1. Mission Information: Make a routine patrol of the Nong Ben area. Report anything unusual and report back

in four days.

2. Weather Report: Cloudy with 40% chance of showers.

Viet Cong: Sniper Xuong Qui

Armed with 7.62mm SVD Rifle (71% to hit)
ST: 54 AL: 11 AG: 97

Guerrilla Mot Mang

Armed with AK-47 (28% to hit)
ST: 25 AL: 40 AG: 46

Mission #4

Hai Fong Tai, a Combined Studies Group (CIA) agent, has been discovered and will be removed from the village of Havarti. Three VC are holding her in hiding and will take her north for questioning. The RECON team will arrive after the VC squad has left, at that point they should pursue and attempt to recover the agent. The VC are Local Force types and not very experienced in jungle movement; they'll leave a clear trail.

1. Mission Information: In the small village of Havarti, one of our agents, a woman called Hai Fong Tai, is missing. Do a night reconnaissance of the area and attempt to recover the woman.

2. Weather Report: Clear, bright moonlight.

Viet Cong: Commissar Ko Fong

Armed with 9mm Pistol (39% to hit)
ST: 72 AL: 09 AG: 87

Guerrilla Me Uyen

Armed with AK-47 (35% to hit)
ST: 77 AL: 44 AG: 58

Guerrilla Lang Nui

Armed with AK-47 (14% to hit)
ST: 17 AL: 28 AG: 98

Mission #5

Nong Ben's community vehicle, a rag-tag bus, is the property of the village's only driver, Ralf Kram Den, now known to be a VC agent. He lives with his wife, mother, grandmother, wife's mother, and 12 kids in one of the village huts. He's easily discovered at home, but arresting such a popular figure (who will take all the area residents to the market with him gone?) surrounded by grieving relatives is sure to make the soldiers unpopular.

1. Mission Information: The bus driver in Nung Ben has been identified as a VC agent. Leave at once to capture him and bring him back for interrogation. Avoid disrupting the village community.

2. Weather Report: Cold wet weather with occasional thunder-storms.

Mission #6

A camouflaged underground tunnel complex has been built directly under the Mansion at Loren's Rubber Plantation. After being discovered the tunnel was collapsed so the only way to find it is with a thorough search.

1. Mission Information: Just last night we discovered a tunnel entrance in the middle of Oregon Base! Obviously the Captain is pretty upset. We figure that one of the local villages, either Brick, Colby, Nok Son, Aliette or Havarti, is where the tunnel started. Find the entrance and blow it up!

2. Weather Report: Constant rain and fog throughout the area.

Mission #7

A wounded tiger has turned man-eater and is stalking the various villages. It strikes every four or five days, usually attacking a water buffalo or cow, but occasionally (20% of the time) attacking people. Its track is noticeable because of a limp and a claw that hangs loose from its left hind paw. The animal is a monster, ST: 148, AL: 96, AG: 92, 10' long and able to slash with 3D10 damage four times per Combat Round. Natural camouflage means that any weapon will be fired with a -60 modifier, unless attacking or within 20ft. The tiger usually sleeps near the west side of Hill 233.

1. Mission Information: Aside from your usual patrol for VC we'd also like you to keep an eye out for a wounded tiger. We have reports that it may be attacking local villagers. Killing the tiger would endear the RECON team to several of the villages.

2. Weather Report: For the first three days drizzle and light rain, followed by a night of thunder-storms. After that the weather will turn clear and dry.

Mission #8

A VC Main Force unit will be "recruiting" all of the healthy teenagers they can find. They'll travel along the main paths, hitting the villages of Cheddar, Munster, Fromage, Colby, Nong Ben and Green in sequence. If the RECON team has any kind of popularity they will be warned when the VC show up to start their collection.

1. Mission Information: Quite a few of the local teenagers in Dak Gir showed up missing last week. We have reason to believe that the VC are kidnaping them to use as porters. For the next two weeks we'd like you to patrol the Nong Ben area and see that the same thing does not happen here.

2. Weather Report: Hot and dry with red dust sticking to everything and everybody.

Viet Cong: Commissar Kwan Dok No

Armed with 7.62mm Pistol (43% to hit)
ST: 42 AL: 96 AG: 55

Guerrilla Yang Du Kim

Armed with AK-47 (91% to hit)
ST: 35 AL: 07 AG: 69

Sniper Quan Puk

Armed with SVD Rifle (70% to hit)
ST: 98 AL: 54 AG: 73

Guerrilla Ho Diem

Armed with AK-47 (8% to hit)
ST: 76 AL: 40 AG: 93

Guerrilla Chi Ping

Armed with US Shotgun (46% to hit)
and pistol (82% to hit)
ST: 58 AL: 43 AG: 38

Non-Player Characters

Rolling up typical peasants:

Old Men and Women

ST: Roll 2D10 AL: Roll 1D100 AG: Roll 6D10
Age: Roll 3D10+50

Teenagers

ST: Roll 4D10 AL: Roll 1D100 AG: Roll 1D100
Age: Roll 1D10+8

Women

ST: Roll 6D10 AL: Roll 1D100 AG: Roll 1D100
Age: Roll 3D10+20

Small Children

ST: Roll 2D10 AL: Roll 4D10 AG: Roll 6D10
Age: Roll 1D10



Names: In the Nong Ben area just about everybody is related. Roll once for family name, then again for first name. Roll a third time on either table for a middle name.

<u>Roll 1D10</u>	<u>Family Name</u>	<u>First Name</u>
1	Fong	Bong
2	Kinh	Cao
3	Long	Ju
4	Mai	Nugen
5	Plei	Nin
6	Sop	Phnom
7	Taung	Quang
8	Tu	Shai
9	Uyen	Vihn
10	Yang	Wan

Map Key For Nong Ben Area

Oregon Fire Base: This is a fortified position held by Battery 'M' of the 30th Artillery, 13th Infantry. Captain Boom has arranged his guns in pairs, each placed in a fortified bunker surrounded by sandbag cells. In each fire pit there are ammo racks, a crew ready room, crew quarters, and powder pit (different amounts of powder are used according to the range of the shot, whatever is left-over goes into the pit).

In the center of the base are a few buildings including the command post, observation tower with attached communication center, cookhouse, storage huts, tents, personnel bunkers, and defensive machinegun bunkers. Everything, including the helicopter landing pad and the vehicle parking area, were included in a 260ft in diameter circle.

The whole area is enclosed by a fence of barbed wire. An outer circle, (500ft in diameter) is also defined by barbed wire. These barbed wire fences are actually three separate coils, two on the bottom supporting a top coil. Between the barbed wire is a 'no man's land' with phougas drums, disguised claymores, trip flares, mines and cleared for easy spraying with machineguns. Only one entry area, the main gate, is safe for entry.

Nong Ben: Twenty-Seven (27) huts, a run-down 3-story hotel, two bars, a country store (a large brick building with everything from candy to farm tools), 5 rice store-houses, and a large barn for water buffalo. There are 16 old men, 17 old women, 11 teenage boys, 9 teenage girls, 14 women, 10 adult men, and 39 small children in the village. This is a VC major stronghold with six armed caches, a small tunnel complex and an underground shop for making grenades from soda pop cans.

Nok Son: Pha Linh Kim is a government schoolteacher and runs a schoolhouse for all the area children. Eleven (11) huts, 5 old men, 5 teenage girls, 9 women, and 12 small children. The village is solidly loyal to the government and will be friendly to Stateside soldiers. 70 chickens, 6 pigs, 8 water buffalo, and a large rice paddy.

Alette: The village is typical except that it also houses a christian missionary's house and garden. Father Frank Gumwall teaches classes to the younger children and tries to help the local people. They are rebuilding the church (bombed out during a raid a couple of years before) and conduct open air services. Twelve (12) huts, 6 old men, 6 old women, 5 teenagers (1boy and 4 girls), 6 women, and 10 small children. The villagers have mixed loyalties and are cautious about strangers. They grow rice, sweet potatoes, quinine, tobacco and coffee. 15 chickens, 83 pigs, 15 cows, and 7 water buffalo.

T'ak Jo: The Montagnards of this village live in 9 wooden long houses. They are not full-time farmers like other

'Nam people, but live as hunters. They do have small patches of tobacco and pepper. They also have a herd of 87 cattle. In the village are 15 old men, 14 old women, 4 teenagers (2 boys and 2 girls), 15 women, 2 veterans (Kwan lost a leg in the fighting and Phred is deaf in one ear), and 13 small children. The 16 adult males of the village are part of a Special Forces team and will be visiting about 30% of the time. The village is friendly to Statesiders, but very hostile to any native 'Nam people.

Que Tang: Even sleazier and more corrupt than Thu Sang. It is overrun with bandits, black marketeers and petty thieves. The whole city is off-limits to stateside personnel, but at least a thousand are there at any time. This is also known as a gambler's paradise; the corrupt local government makes no attempt to close down casinos or stop the trade in illegal drugs and weapons. Population is roughly 69,000.

Go Doi: The area is mostly rugged and forested. There are at least 34 tiny villages located in this area.

Loyalties: Mixed between VC and government.

Principle Products: Rice, Sweet Potatoes, and Quinine.

Note: This area is frequently used by the VC to set up anti-aircraft guns and missiles.

Kon Ma: Flat jungle and rice paddies. This is a heavily populated area, one of the main food production centers. Villages tend to be quite large (from 20 to 60 huts).

Loyalties: Mixed between VC and government.

Principle Products: Rice, Tea and Water Buffalo.

Ban Nui: The area is a mix of jungle, swamp and cultivated land.

Loyalties: Strong VC with tunnel networks and underground workshops.

Principle Products: Sugar Cane, Rice, Sweet Potatoes and Coffee.

Chu Doc: Flat plains, elephant grass and occasional swamp. The area is more sophisticated with a brick school and government buildings, stores and small industries.

Loyalties: Mixed between VC and government.

Principle Products: Chickens, Pigs, Rice and Fish (from Wang Vong River).

Chieu Hoi: Flat elephant grass, jungles and rice paddies. There are quite a few streams and ponds in the area.

Loyalties: VC stronghold. Extensive underground tunnel complex and Main Force activity.

Principle Products: Fish (carp), Rice, Pigs, Pepper Plants, and Elephants.

Vi Ghe: Elephant country! Lots of elephant grass, jungle and flat plains. This is also a fairly dry area.

Loyalties: Mixed between VC and government.

Principle Products: Sweet Potatoes, Pigs, and Tobacco.

Roun Gia: A beautiful area with many waterfalls, ponds and patches of forest. More like northern Stateside than 'Nam.

Loyalties: Mixed between VC and government.

Principle Products: Chickens, Rice and Rice Wine.

Ling Khao: Low, wet land with plenty of rice paddies, swamp and marsh. Villages tend to be larger, but more spread out.

Loyalties: Strong VC supporters, but not very active in the fighting.

Principle Products: Fish (from Wan Vong River), Rice and Sweet Potatoes.

Uing Dao Bong: Area is mostly jungle and rice paddies.

Loyalties: Strong VC, but without tunnels or workshops.

Principle Products: Rice, Tea and Pigs.

Nong Ben: Mostly jungle and sparsely populated.

Loyalties: Mixed between VC and government, but definitely leaning toward the VC.

Principle Products: Chickens, Pigs and Rice.

Phnom Na: Many of the villages have been forcibly evacuated by the government. Those that remain are strongly VC. Quite a few tunnels have been dug all the way across the DMZ.

Loyalties: Major VC area, extensive bunkers, underground tunnels, weapon and ammo dumps. Often used by NVA forces.

Principle Products: Rubber Trees, Woven mats, hats and baskets and Sugar Cane.

Xom Yok: Dense jungle. Quicksand area!

Loyalties: A VC stronghold area. Most villages have booby traps and quite a few have tunnels.

Principle Products: Quinine, Water Buffalo and Rice.

Chang Song: Fairly dry grasslands and jungle. Good elephant country.

Loyalties: Mixed between VC and government, but most villagers are VC.

Principle Products: Chickens, Sweet Potatoes and Quinine.

Rah Sop: Jungles, swamp and grassland.

Loyalties: Mostly government loyalists with a few VC villages.

Principle Products: Tobacco, Sugar Cane, and Rice.

Vi Va Voom: Flat, dry area with short grass and very few streams.

Loyalties: A major VC stronghold. All the villages in the area contribute to an underground weapon factory producing mortars, grenades and a few imitation AK-47s and Thompson submachine guns.

Principle Products: Cattle, Sugar Cane, Pepper Plants, and Quinine.

Quang Pha: This is delta country, very wet with mud everywhere, swamps, wet jungles and rice paddies.

Loyalties: Open warfare sometimes breaks out between the loyalists and the VC in this area. Major VC weapon and ammo dumps are hidden in the VC villages.

Principle Products: Rice.

Kinh Cao: Flat land with elephant grass and scattered patches of jungle.

Loyalties: This is a strongly christian region, very supportive of the government. They receive quite a bit of overseas assistance.

Principle Products: Extensive Cattle production plus Sweet Potatoes, Pepper Plants, and Quinine on Plantations.

Dak Gir: A large valley in the mountains. The people speak a slightly different dialect and try to stay out of national politics.

Loyalties: Neutral.

Principle Products: Chickens and Rice.

Qui Sha Rah: Mountains spotted with small valleys, perfect for rice paddies and plateau-style farming.

Loyalties: Mixed between VC and government.

Principle Products: Rubber Tree Plantation, Sweet Potatoes, and Rice.

Ghe Ju: Fairly rugged area with dense forests.

Loyalties: Strong VC supporters.

Principle Products: Old Rubber Plantation, Sugar Cane and abandoned coal mine.

Gustafe Loren's Rubber Plantation: Old man Loren, now 87 years old, still lives in the run-down mansion. He is a VC sympathizer and often shelters guerrillas. Three families live in huts on his land. They act as servants and overseers for the plantation.

Brick: Five (5) huts, 2 old men, 4 teenage boys, 16 women, and 13 small children. The village has mixed loyalties with all the adult males being equally split between ARVN soldiers and VC Main Force. A grove of pepper plants is the village's primary cash crop. They also have 90 chickens and 38 pigs. Because of their proximity to

Oregon Base a large bar has been constructed and a few bar girls have been imported.

Havarti: Eight (8) huts, 6 old men, 11 teenage boys, 23 women, 10 small children. They try to be friendly to all sides, some of their men are ARVN, others are VC Main Force volunteers. One of the women, Hai Fong Tai is a government CIA agent/informer. Their main cash crop is rice, they tend a large rice paddy. 58 chickens, 23 pigs and 2 water buffalo.

Colby: Six (6) huts, 1 old man, 10 teenage boys, 12 women, 8 small children. This village has been bombed three times over the last 18 months. Six burnt-out huts and 28 fresh grave markers are testimony to the cost of the war. They no longer have any particular loyalties, they just want the war to end. They have a large field of pepper plants, but much is going to waste because they don't have enough farm hands. 40 chickens and 58 pigs.

Green: Three (3) huts, 3 old men, 3 old women and 13 small children. A few years ago the government took away all the adult men and women of the village. Since then the old people have been trying to raise the children. They have no politics and are suspicious of foreigners. Over time they may come to trust anyone who treats the children well. The rice paddy is small because they don't have enough hands to work all the land. There is also a small patch of tea plants, 33 chickens, 55 pigs and 1 water buffalo.

Chedder: Nine (9) huts, 2 old men, 5 old women, 13 women, 9 teenage boys, 11 teenage girls and 15 small children. This village has recently made a firm pact with the VC. They will treat government forces with hostility. They have a large rice paddy, 24 chickens, 9 pigs, and 2 water buffalo.

Fromage: Nine (9) huts, 5 old men, 4 old women, 16 women, 8 teenage boys, 2 teenage girls, 11 small children. The village is split between loyalist and VC local force people. They tend a large rice paddy, 44 chickens, 30 pigs, and 5 water buffalo.

Munster: Eight (8) huts, 3 old men, 4 old women, 3 women and 7 small children. This is a dying village. . . . The rice paddy has not been tended properly and they have only 4 chickens and 18 pigs.

Swiss: Two (2) huts, 2 old men and 6 old women. The old people keep the village going so that it can continue as a VC supply dump and hiding place. The rice paddy is small, but well cared for. 68 chickens, 12 pigs and 4 water buffalo.

Edam: Seven (7) huts, 3 old men, 6 old women, 4 teenage boys, 6 teenage girls, 13 women, and 12 small children. The village is solidly behind the VC and will be cold toward any Stateside or ARVN intruders. They maintain a small underground tunnel network that usually houses from 2 to 8 VC guests (mostly nurses and Local Force travellers). The rice paddy is also used for raising fish (carp). They have 52 chickens, 28 pigs, and 3 water buffalo.



Mercenary Adventures



Mercenary adventures are generally longer and more involved than 'Nam-style missions. The Mercs must do their own reconnaissance, train their own support troops, provide their own insertion, extraction and fire support, and pay for all the equipment they need.

Adventure briefings are actually given by the mercenaries' prospective employer. It's a run down of all the important information the mercenaries need to evaluate the job. Unfortunately, either because of poor intelligence gathering, or because of an outright lie, much of the briefing information is suspect. All too often mercenaries only see the true picture when they arrive "in-country."

If the MD prefers running a mercenary game with 'Nam-style mission assignments then it should be set up so that the characters are working for a mercenary organization that takes care of all the dirty work (intelligence gathering, ordnance, supply and transportation).

Here is a sample mercenary adventure. The sections describing the Nations of the RECON World should provide inspiration for dozens more.

LONG-TERM CONTRACT IN SANGRIA

This scenario is designed to be run as a mercenary campaign. Playing out the entire scenario will take many sessions of play.

Optimum Mercenary Team Requirements: A well-balanced group of mercenaries with a good cross-section of specialties is needed. Depending on how the team approaches the contract they may or may not want a number of other specialists.

Mission Briefing

1. **Employer:** Overtly, the government of Sangria is worried about the security of its border north of the Corazon Jungle and is hiring mercenaries. Hernando Huarez, Minister of the Interior will negotiate directly with the group. He will describe the contract to the characters as follows.

"We are seeking a group of experienced soldiers to take command of a remote portion of Sangria. If you accept, you will be given total authority over our regular military forces in the District of Garcia, a region that borders Delancort to the east and San Marcos to the southwest. This will not be an easy task, nor will it be short. You will have complete control over the military affairs in the region for a period of, we hope, at least five years. You must recruit and train soldiers, organize local defenses, patrol the borders, put down local insurrections, wipe out guerrilla bases and possibly, even deal with bandits or rebellious indian tribes. Your contract will be yearly, renewable annually, and is indefinite. Payment in local funds will be made monthly, payment in U.S. dollars will be deposited directly to your Stateside banks."

As soon as the mercenaries accept the contract from Sangria, they will be contacted by James Retheral, Agent of Multinational Manipulation Services (MMS), a covert agency of the Stateside government. Should the mercenaries reject the Sangrian offer, Retheral will turn up to "convince" them that accepting the contract is 1) necessary, 2) in the interests of Stateside national security, and 3) advantageous since they will receive additional resources and payment from the MMS.

2. Assigned Objectives: Set up camp in the town of Garcia and begin forming a local defense coalition. Huarez will describe the process as follows:

"After arriving in San Succi, the capitol of Sangria, you will be issued whatever weapons and equipment are available that you desire. By riverboat you will proceed up the Rio Verdi, past the mountains, up to the provincial center, the city of Garcia. There you will meet the local representatives of the Army of Sangria. They will take you cross-country to Gomez, to your assigned Garrison."

"Once established in Gomez you are to evaluate the current state of the military and take whatever actions are necessary to create a modern fighting unit. You will have full command over all military actions in the district. Except, of course, you are not to interfere in the workings of the Civil Government, the Guardia Civil, the church or of any private enterprise or company."

"You will be immediately responsible for the security of the region. In the long term, once you have reorganized the local army, you will also be required to neutralize many of the threats to our control in the region, particularly the San Marcos and Delancort rebel camps."

3. Enemy Information: The threats to the Garcia district are many and varied. Rebel groups seeking to overthrow the government of San Marcos are based inside the Sangrian border. Both Juaartzek and Mindanesian Indian groups have independence movements. San Marcos and Tragnar infiltrators are supporting and training local communist rebels. The left-wing movement is already starting to subvert the populace. Occasional raids by bandits and outlaw indian groups keep the area in a continual state of fear. They're even fearful of the Sangrian government. Over the past couple of years right-wing death squads have kidnapped or killed several of the Garcia district leaders.

4. Terrain Report: The area is a mix of jungle, mountains, grassland and cleared fields. The weather tends towards mists, light rain and only occasional (25%), sunny days.

5. Available Personnel and Equipment: Huarez will report that most personnel and equipment will be available in San Succi, and that anything not currently available can be purchased within 30 days. He will also say that reports on the exact status of the army in the Garcia region are unavailable. However, he will emphasize that

the mercenaries do have the power of recruitment, that they can draft or hire (within the limits of their budget) any additional soldiers.

Retheral of the MMS will inform the mercenaries that the amount of military equipment and supplies in Sangria is "pathetic" and that they shouldn't count on getting anything they request in under a year. On the brighter side he will inform them that his agency is empowered to supply them with up to \$250,000 in equipment initially and up to \$50,000 each month thereafter.

6. Special Restrictions: The only special requirement put on the mercenaries will come from Retheral of the MMS. He will make the condition that they must assist any Special Forces or Stateside advisors in the area and that they must obey any commands issued by his agency, even if they conflict with Sangrian orders.

7. Method of Payment: The group as a whole will receive an initial payment of 300,000 Colons upon their arrival in San Succi. Beyond that they will receive, as a group, delivered to their commanding officer, an additional 35,000 Colons every month.

Payment in \$U.S. will vary according to the rank and specialty of the individual mercenaries. The following payments will be made directly to the Stateside banks of the player characters:

\$500 per month for PFC, SP/4, or SP/5
\$600 per month for higher ranking NCOs
\$750 per month for Lieutenants and Captains
\$850 per month for higher ranking officers

Bonus money:

\$500 per month extra for aircraft pilots
\$250 per month extra for artillery officers
\$350 per month extra for track vehicle commanders

Plus special bonuses for outstanding performance.

Garcia District Political and Military Organizations

Sangria Guardia Civil

This is the strong-arm of the national government in the region. Even though it is heavily funded and supported by the national government it remains hopelessly cruel and corrupt. Most actions involve arresting, torturing and executing visible civilian protestors, particularly students and labor organizers. As an organization, they are opposed to the Army and will do everything they can to frustrate the mercenaries' attempts.

The Guardia Civil also works as an underground; wearing masks at night and kidnapping or killing dissenters or just for pleasure. Since President Tazeal is the former leader of the Guardia Civil he will do nothing to stop their excesses.

Capitano Pablo Otello

Commander of the Garcia Guardia Civil Garrison

Description: This is the most hated and feared man in the district. He terrorizes everyone and accepts pay-offs from anybody. Killing him would make the mercenaries incredibly popular with the locals, but would create big problems with the national government.

Alignment: Malignant-Psychotic

ST: 62 **AL:** 88 **AG:** 21

Skills: Pistol (75% to hit), submachine gun (40% to hit)

Equipment: He wears a fancy uniform with 16 medals, brightly polished brass and carries a .45 Automatic Pistol.

Average Guardia Civil Soldier

Description: Usually recruited from the Mestizos peasant class, they tend to be uneducated, barely literate and greedy for money and advanced positions. They have little or no regard for the average citizen. Roughly one in ten are sergeants with some form of advanced military training (Demolitions, Pigman or RTO).

Alignment: Usually Opportunist or Malignant

Skills: Submachine gun (40% to hit), Semi-Automatic Rifle (25% to hit).

Equipment: Assigned a uniform, Ingram M-10 Submachine gun, bandoleer, canteen and helmet.

Corazon Liberation Front (CLF)

A Mindanesian Indian splinter group that's backed, trained and supported by MMS Stateside advisors. Although they claim to be merely seeking the "liberation of their brothers in San Marcos," they actually have a secret agenda of creating a separate Indian nation in the Corazon Jungle.

Rodriguez Quito

Description: Quito is the war leader of the Mindanesian Indians. He is a shrewd jungle fighter, battle experienced and unwilling to lose too many lives. Right now he is biding his time, accepting Stateside aid and trying to avoid getting into any fights that he can't easily win.

Alignment: Opportunist

ST: 44 AL: 81 AG: 29

Skills: Most military and jungle skills with at least 5 grades. (average effectiveness 65%). Select a total of 18 skills (at least 4 jungle type).

Equipment: Wears army camouflage fatigues and carries a M-14 sniper rifle with starlight scope.

Average Mindanesian Indian Soldier

ST: 44 AL: 81 AG: 29

Skills: All of them are the equivalent of the VC booby trap engineers with good night movement skills and 2nd level assault rifle skill (40% to hit).

Equipment: Uniforms vary from camouflage fatigues to traditional indian clothing. Most are armed with a 5.56mm Colt Commando Assault Rifle and carry at least two extra clips of ammo.

La Fuego Primer: "The First Fire"

A dangerous group lead by former military officers of San Marcos. This group is funded and supplied by State-side to attempt an overthrow of the San Marcos government. They have three guerrilla bases inside of the Garcia District, one near Agua, one near Quez and another farther south, near the San Isabel border. The Sangria government officially ignores their existence.

The organization has failed to dent the strong army of San Marcos and is currently experiencing a wave of desertions. They have over a hundred capable and qualified officers, but their 8,000 troops are under-trained and poorly motivated.

Daniel De Snabria

Description: He believes that only a strong ruler can solve the problems of the region. Frustrated in his attempt to seize power in San Marcos, he's currently looking at the situation in Sangria.

Since that war has not been going particularly well, Snabria has started thinking about establishing his own nation. And Presidente of Garcia would fit his plans very well. The district is isolated, fairly easy to defend from the outside, and currently lacking in any real defenses. He has been talking this idea over with Capitano Orello to get support from the local Guardia Civil. For this reason he will attempt to neutralize the mercenaries before they really get established in Gomez.

Alignment: Idealistic

ST: 21 AL: 67 AG: 80

Skills: Most military skills, including helicopter pilot, track commander, and PBR captain, at 4 grades of expertise.

Equipment: Wears camouflage fatigues and carries a 5.56mm Colt Commando Assault Rifle along with several grenades.

Terremoto: "Earthquake"

A bandit group that specializes in exacting "tolls" from anyone travelling on the Camino Muerto. They have roughly 20 members who are based up in the mountains north of Ojos de Deos. Their hidden camp is protected by booby traps and guards equipped with telescopes (although not with starlight scopes). Each man is trained in Semi-Automatic Rifle (M-14, 60% to hit) and knows mountain climbing, basic tracking, night fighting and demolitions.

Jose Vargas

Description: A flamboyant leader who likes to act the gallant gentleman-thief. He fancies himself as a local "governor" and intends to continue his hold on the Camino indefinitely. Heavily armed parties, especially tank or artillery convoys, will be threatened with "Oh Senor! There are dangerous rock slides in this area! You must hire one of our scouts or you will surely be crushed or fall off a cliff!"

Alignment: Opportunist

ST: 55 AL: 68 AG: 63

Skills: Semi-Automatic Rifle (60% to hit), Rappelling (77%); Tracking, basic (80%)

Los Muchachos De Plata: "The Silver Boys"

This is an out-and-out gang of banditos. They operate throughout the district, occasionally saying revolutionary things, but mostly just stealing from banks and travellers. The group will have 1D10+4 members on any job and they will try to escape any serious confrontation. Although they have a small shack with weapons and equipment outside of Pato, the individual gang members return to their homes throughout the region.

The group operates wearing black hooded masks with massive silver crucifixes. Each carries an assault rifle (55% to hit), a pistol (48% to hit) and two grenades. They each have skill in night fighting, knife fighting and detect ambush.

Juan Zayas

Description: Since his family was killed by the Guardia Civil he will do anything to strike back at them. This includes robbing the Guardia Civil payroll, banks, and wealthy plantation owners.

Alignment: Opportunist-Karmic

ST: 95 AL: 65 AG: 98

Skills: Same as most gang members, but also including demolitions (80%), lock-picking (86%) and safecracking (54%).

Equipment: A Colt Commando Assault Rifle, two knives, plastique and detonators.

Other Non-Player Characters

Manuel Serrate

Description: Leader of the Gaucho Ranchers' Organization and by far the richest and most powerful landowner in the province.

Alignment: Malignant-Psychotic

ST: 88 AL: 23 AG: 96

Skills: An expert with semi-automatic or single-action rifle (89% to hit) and very capable with Pistol (54% to hit) and bolo (65% to hit).

Hernando Huarez, Minister of the Interior

Description: Although a powerful man in the Tazeal government, he is opposed by many in his plan to fortify the Garcia District. His enemies will seek to frustrate him and his mercenaries in a variety of ways, primarily by delaying the shipments of payment and supplies (2D10 weeks every time).

Alignment: Opportunist

ST: 83 AL: 35 AG: 49

Garcia District

Population: 5,700 Spanish, 140,000 Mestizos, 130,000 Mindanesian Indians (estimated), 3,000 Huaartzek Indians (estimated), and 1,560 Foreign Nationals (mostly Statesiders).

Governor Ferdinand Dominica

Description: The head of the civil government in Garcia, he administrates a bureaucracy of roughly 85 employees all based in the city. He tries to hold on to his position by claiming that "everything is just fine," whenever someone from the capitol asks. The mercenaries will find dealing with Dominica and his bureaucracy to be a maddeningly slow process.

Alignment: Malignant

ST: 56 AL: 96 AG: 37

Garcia Economics

Most of the economy of the Garcia District is controlled by several, wealthy, land-owning families of Spanish descent. They use Mestizos (mixed Spanish/Indian blood) or indians as tenant farmers or laborers. The whole area is in dire need of extensive land reform.

Typical Wages:

- 12 Colons per week for Manual Labor
- 5 Colons per week for Maid Service
- 35 Colons per week for Guardia Civil

Commodities:

- 1 Colon for a good meal with beer.
- 2 Colons for a suckling pig.
- 1 Colon for a chicken
- 5 Colons for a bushel of corn
- 8 Colons for straw and rubber sandals.
- 10 Colons for a cotton shirt.
- 15 Colons for a pair of cotton pants.
- 40 Colons for a Stateside T-Shirt (with logo)
- 65 Colons for blue jean pants.
- 50 Colons for a machete.
- 75 Colons for a high quality knife.
- 4 Colons per week for family housing, usually a single large room in a white-washed, adobe building.

Imports, especially items produced Stateside, will tend to be priced from 60 to 100% higher than normal.

Black Market Items:

- 2500 Colons for a M-16 Rifle
- 50 Colons for a clip of ammunition
- 500 Colons for a land mine

Banco National De Sangria

This is a privately owned monopoly - not only a bank, but also the post office, government registry, tax collection agency, land office, and telephone/telegraph office. There is a bank in every town in Sangria.

Solaro Oil Company

All distribution and sales of gas and oil is under a monopoly. Residents in the Garcia District are careful to fill up their vehicles whenever possible, because of frequent fuel shortages and just because there are very few gas stations.

Corazon Jungle

Dense, tropical and infested with countless quicksand pools, poisonous snakes and insects. It makes the 'Nam jungles look like a picnic. The only people comfortable here are the Mindanesian Indians and they are very skilled at booby traps.

Rio Verdi

The river is the main route into the Garcia District. Up to Gruz it's wide and deep enough for most riverboats and all PBRs. This is the safest place in the district and two PBRs from the Sangrian Navy patrol once a month or so. "BUENAVENTURA," an ancient steamboat with paddle wheels on the side, is the main commercial carrier for the river. The natives use canoes, rafts or small boats for local travel.

Camino Muerto

It's not called the "Road of Death" for nothing! First off, there are the murderous twists and bends, with no guard rails and "pavement" (actually chiselled rock) that can narrow to less than 4ft wide. And, if the physical hazards aren't daunting, there's the local banditos. They exact a "toll" on any travellers, using their knowledge of ambush sites and rock-falls to extort just about anything they want. Track vehicles and any quantity of artillery will HAVE to be brought in on this roadway.

Ciudad Garcia "The City of Garcia"

Population: 3,100 Spanish, 42,000 Mestizos, and 400 Statesiders.

Products & Resources: The area surrounding the city is mostly forest and a healthy logging industry is just starting up.



Description: This is the regional center and has a fairly prosperous economy. The only high school in the district is here along with the main cathedral, the main government offices, and most of the stores and professional people (doctors, lawyers, etc.) for the district.

Miguel

Population: 500 Spanish, 4,200 Mestizos, and 800 Mindanesian Indians.

Products & Resources: Forest

Description: One of the oldest cities in the region, the old mission church is a minor tourist attraction and cared for by the nuns of Saint Rosa. There are over two dozen shops, and several, small, wood-working establishments turning tourist items for export.

Marti

Population: 60 Spanish and 8,200 Mestizos

Products & Resources: Corn, sugar and pigs.

Description: The town is built on a small hill and has a church, a market square, two stores and a bank.

Anna

Population: 10 Spanish and 4,200 Mestizos

Products & Resources: Forest.

Description: This small town has a church, a general store, and several old, decaying plantations.

Pato

Population: 10 Spanish and 4,800 Mestizos

Products & Resources: Cotton

Description: Just a church and a bank that serve two cotton plantations.

Mate

Population: 10 Spanish and 400 Mestizos

Products & Resources: Coffee

Description: The Matequez family owns the coffee plantation and everything else in the area. The town has a church, a bank and a general store (owned by the family).

Telacaibo

Population: 20 Spanish and 10,000 Mindanesian Indians

Products & Resources: Pigs and corn

Description: A small white-washed village with a church, a bank, a market square and several grand houses.

Quez

Population: 30 Spanish, 3,000 Mestizos and 6,400 Mindanesian Indians.

Products & Resources: Corn and pigs

Description: This town is the main border connection with Delancort. A small garrison of 8 customs officials operate the gate that blocks the border road. They live in local houses and the hotel. There are also two general stores, a church, a gas station, the bank and two bars. Randolph, the town across the border is even smaller with only a single building housing the customs officers, inn and store.

Tqak

Population: 5 Spanish, 100 Mestizos, 28,800 Mindanesian Indians.

Products & Resources: Sugar-cane

Description: This small village serves the local sugar-cane plantation (owned by the Juarez family) and several Indian villages. It has a catholic church, a general store, a restaurant and a bank. A catholic nunnery with 55 nuns operates a small hospital and center for San Marcos refugees.

Aqua

Population: 36,000 Mindanesian Indians

Products & Resources: Jungle

Description: A small trading town with two bars, an inn,

Rio Pequena

Population: 10 Spanish, 410 Mestizos, and 16,300 Mindanesian Indians.

Products & Resources: Forest

Description: Basically a remote trading post; nothing more than a store, a bank and a bunch of shacks. Mindanesian Indian villages are all around.

Dorado

Population: 35 Spanish, 8,700 Mestizos, 2,200 Mindanesian Indians and 320 Statesiders.

Products & Resources: Old silver mines.

Description: These silver mines have been in operation for over 100 years with relatively little change. Recently Stateside engineers and prospectors have started exploring the area for other kinds of minerals. In the town there's a hotel, four bars, a grand cathedral, one specialty store (mining and prospecting supplies), three general stores, a gas station and the bank. Although there are a dozen mansions, most of the residents live in shanties.

Ojos De Deos

Population: 5 Spanish, 800 Mestizos, 300 Mindanesian Indians and 110 Statesiders.

Products & Resources: Silver

Description: The silver mines are owned by the Suarez family and they use Stateside experts in their operation. The town itself consists of a combination store-gas station, a mission church, a bank, two bars (one for Spanish and Statesiders, the other for Mestizos, no Indians allowed in either) and barracks buildings that house the miners and the kitchens.

Diablo

Population: 400 Mestizos, 620 Mindanesian Indians and 130 Statesiders.

Products & Resources: Potential for chromium.

Description: This remote mountain mining town is only two years old. The latest geological studies of the land have indicated that chromium deposits may exist in the area. As a result, prospectors are found up to 10 miles away. This is a boomtown with 6 taverns, a hotel, 2 stores, a gas station, a bank and rows of tents and primitive huts.

Cartera

Population: 35 Spanish and 160 Mestizos

Products & Resources: Forest

Description: A sleepy little town with a bank, a small church and a single country store.



GARCIA DISTRICT MAP

EAST SANGRIA

MAP CODE KEY

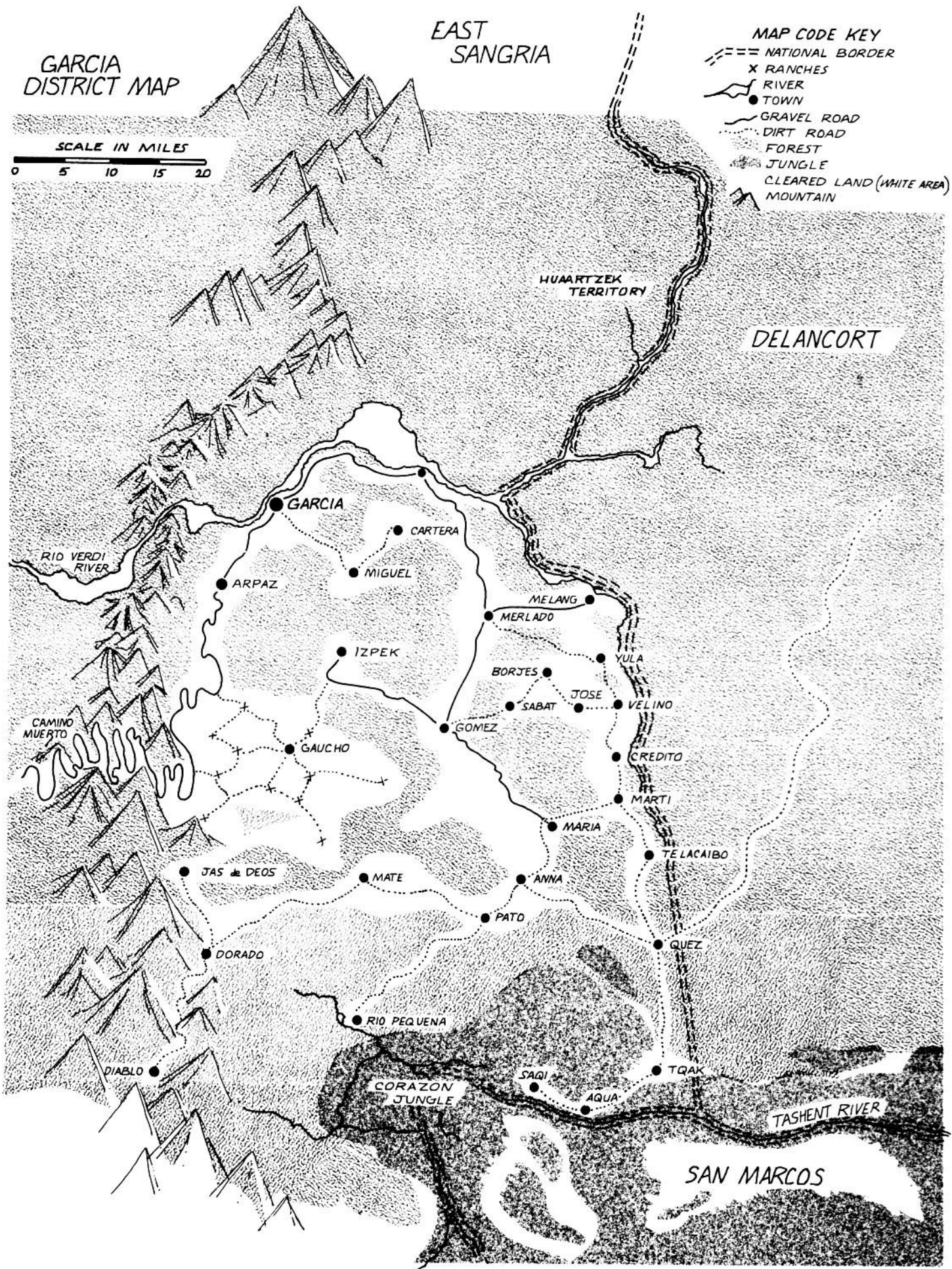
- == NATIONAL BORDER
- x RANCHES
- ~ RIVER
- TOWN
- GRAVEL ROAD
- - - DIRT ROAD
- FOREST
- JUNGLE
- CLEARED LAND (WHITE AREA)
- MOUNTAIN

SCALE IN MILES

0 5 10 15 20

HUARTZEK TERRITORY

DELANCORT



Appaz

Population: 340 Spanish and 1,300 Mestizos

Products & Resources: Corn and cotton crops.

Description: Several plantations surround this town of one church, one gas station, a country store and a bank.

Guacho

Population: 900 Spanish, 8,000 Mestizos, and 190 State-siders

Products & Resources: Cattle

Description: This is the center for the cattle barons of the region. Most of the residents are tough 'Gauchos,' cowboys trained in the use of horses, guns and bolos. Each ranch is a family affair, but they are much fairer with their workers than the plantation owners. If good relations are established with the cattle barons they may offer to help fight the local bandits with mounted posses of up to 500 gauchos. The small size of the ranches is deceptive; in reality the cattle range as far east as Maria, as far north as Garcia, and as far south as Rio Pequena. The main town has a gas station, a church, two stores, a hotel, and eight bars and a large bank.

Izpek

Population: 80 Spanish, 430 Mestizos, and 1,760 Huaartzek Indians.

Products & Resources: Corn and pigs.

Description: Some old plantations and several Huaartzek Indian villages. In town there's a general store, a mission church and a bank.

Gruz

Population: 400 Spanish, 1,700 Mestizos, 580 Mindanesian Indians, and 1,200 Huaartzek Indians.

Products & Resources: Forest.

Description: The great wild area to the north of the Rio Verdi is inhabited exclusively by an estimated 30,000 Huaartzek Indians. Gruz is their main trading post and connection with the Sangrian government. There are two aging steamers that serve as ferry-boats across the channel. The town has seven bars, a hotel, three general stores, a church, a gas station and a bank.

Mercado

Population: 600 Spanish and 2,000 Mestizos

Products & Resources: Coffee plantations.

Description: This town has two textile factories and a canning plant along with ten stores, a huge open air market, a gas station, a hotel, four bars, a cathedral and a bank.

Gomez

Population: 25 Spanish and 6,400 Mestizos

Products & Resources: Forest

Description: The main garrison of the Garcian Division of the Army of Sangria. The garrison is a 19th century fortress, built on a hill, surrounded by a stone wall. Inside the wall there is a large commandant's house, a combination kitchen/mess hall, an officers' building (3 stories with 8 large bedrooms, club-room, briefing room, officers' mess), an armory, a huge horse barn, and four 2 story barracks buildings. Below the fort, the town itself has a church, a gas station, a general store, a hotel, a church, a bank and three bars (now closed, but they'll open when soldiers start living here).

Melang

Population: 45 Spanish, 4,000 Mestizos and 500 Mindanesian Indians.

Products & Resources: Corn and pork.

Description: The six local plantations are served by a

general store, a mission church and a bank.

Yuca

Population: 20 Spanish and 2,000 Mestizos

Products & Resources: Corn

Description: This tiny village has nothing but a bank and an open air chapel.

Borjes

Population: 80 Spanish and 4,000 Mestizos

Products & Resources: Corn and Pork.

Description: A church, a bank and a bar.

Jose

Population: 30 Spanish and 8,300 Mestizos

Products & Resources: Corn and Pork.

Description: A little hilltop town with an inn and a bank.

Sabat

Population: 100 Spanish and 10,300 Mestizos.

Products & Resources: Corn.

Description: A major catholic compound complete with elementary school, monastery, cathedral and chapel. There are 37 priests and monks in the town. Also in town are a general store, two bars and a bank.

Velino

Population: 100 Spanish and 17,000 Mestizos

Products & Resources: Corn

Description: A general store, a small church, and a bank.

Credito

Population: 40 Spanish and 5,800 Mestizos

Products & Resources: Corn, pigs and cotton.

Description: Another sleepy little town with a mission church, a general store, a bank and dozens of white-washed row houses.

Assignment of Territory and Troop Training

San Succ: Upon their arrival in the capitol of Sangria they will be escorted to the presidential palace. The mercenaries will then be formally introduced to the President of Sangria, Miguel Tazeal. He will warmly greet them, treat them to a long, boring speech about "defending the noble borders of our noble democracy," and (finally) award them each with officers' commissions in the Army of Sangria. The mercenary commander becomes a general, former colonels or majors become colonels, former captains and lieutenants become majors, former sergeants become captains, and everyone else is given the rank of lieutenant. This is followed by a formal dinner (with fancy dress uniforms provided) and a few days of pleasant tours of the city.

After that, the authorities in San Succ will be less than helpful. The latest news from Garcia indicates that the last army garrison captain was assassinated six weeks earlier. Huarez will arrange for the transfer of funds, but the only military equipment available will be the following:

- (50) M-16 Rifles with 7,800 rounds of ammunition
- (40) M-14 Rifles with 28,000 rounds of ammunition
- (275) M-1 Rifles with 54,000 rounds of ammunition
- (5) M-60 Machineguns with 6,900 rounds of ammunition
- (17) .45 Automatic Pistols with 4,100 rounds of ammunition.
- (12) M-79 Grenade Launchers with:
 - 760 rounds of HE Ammo
 - 950 rounds Smoke Ammo
 - 720 rounds CS Ammo
 - 20 rounds Parachute Flares
- (144) M-67 Hand Grenades
- (6) PRC-25 Backpack Radios

(2) W.W. II vintage Jeeps

(1) 5-ton Truck

(1) Towed 105mm Howitzer with 155 rounds of ammunition

Unlimited quantities of formal uniforms (sorry, no fatigues), belts, canteens, boots.

Transportation in the form of a rickety old steamboat will be immediately available. It's capable of hauling up to 6 large vehicles and 10 tons of supplies.

The Town of Garcia: Upon reaching Garcia by steamboat they'll find that no one is expecting them at all. Inquiries with local officials will be met with a universal "I don't know!" There is very little local transportation available. Every few days a bus (usually filled with peasants, chickens and pigs) travels to Cruz, Mercado, Melang, (back to Mercado), Gomez, Izpek, (back to Gomez), Maria, Gomez, Mercado, Gruz, Garcia and Arpaz. If the governor is approached directly he will be very apologetic and will arrange for the Guardia Civil to convey the mercenaries to Gomez by truck. The Guardia Civil will be very uncooperative.

The Town of Gomez: The garrison makes up the largest collection of buildings in the town. Currently it is occupied by exactly one soldier, Pedro Vagez, a 48-year-old clerk. The rest of the complex is deserted except for the odd chicken, pig or rat. The armory has been thoroughly looted; all that remains are 56 rusty M-1 rifles, 30 cases of rotting .30 caliber rifle ammunition, 18 barrels of old-fashioned powder and a few dozen cannon balls.

From this point on it's up to the player characters to start recruiting and creating an army from scratch. If they try drafting soldiers they'll find that almost everybody has a deferment (or else they would have been drafted and sent to more important regions). Because of widespread poverty it's much easier to recruit soldiers with decent salaries. The number of recruits available depends on how much is offered.

Anything less than 5 Colons per week will mean no one will be interested. Payment of under 20 Colons will be unsatisfactory and will result in many desertions. The quality of recruits will be very low until the pay exceeds that of the Guardia Civil (35 Colons per week).

How big an army should they put together? Considering the amount of border they've got to patrol and the size of the guerrilla armies, they should have a minimum of 2,000 men, but 15,000 wouldn't be too large.

The MMS: Retheral will contact the mercenaries during the first week of their stay in San Succi. At that point he'll take their first order and arrange for a code system and mail drop for any further orders. The Stateside equipment will arrive either by helicopter airlift to Gomez (small arms, light equipment and ammunition), by shipment to Garcia (heavier stuff) or for pick-up at San Succi (very large shipments, tanks, artillery, and aircraft). There is a 10% chance that something will go wrong with any shipment, usually resulting in shipping an incorrect item. The error will be discovered and corrected (with another shipment) within 1-10 weeks of the original delivery.

Missions

It's up to the MD how long the players will be allowed for organization before trouble starts. Possible missions are listed according to the level of difficulty.

Mission #1

A report of a missing aircraft results in an assignment to the north, across the Rio Verdi and into Huartzek Indian country. This is an extreme wilderness, very few outsiders have ever been in the area. The mission will not result in any actual fighting (unless the group does something to rile up the natives), but should be a good shake-down for seasoning their new army. Leftist

guerrillas may be encountered.

Mission #2

A messenger from the nunnery at Tquak runs up to the garrison. He reports that a group of soldiers have been sighted approaching the refugee camp. Apparently guerrilla forces are planning on striking the undefended camp as "retaliation" against the San Marcos government.

By the time the mercenaries show up, they will see that the Republica Central guerrillas are shooting from the jungle into the mission grounds. The terrorists will continue to fire at the soldiers for only a short time, then they'll try to escape into the jungle.

La Republica Central

This revolutionary organization is more a bunch of terrorists than a guerrilla army. They believe in the unification of San Marcos, Sangria, Delancort and San Isabel. Although technically marxist, they are violently against both the San Marcos and Tragnar governments. The group is poorly armed but fanatical in their devotion to their leader, Antonio Campeche.

All of the 30 followers are trained in Semi-Automatic Rifle only (18% to hit) and have a variety of .30 caliber and 7.62mm rifles.

Antonio Campeche

Description: Somehow, Campeche seems to think that he only lacks publicity for his grand schemes. He will try any kind of wacko action that could generate press coverage. He sees himself as a charismatic leader and believes that people will swarm to his banner as soon as they hear his golden words.

Alignment: Opportunist

ST: 91 **AL:** 66 **AG:** 25

Skills: Hopelessly inadequate as a soldier, a bare 5% chance to hit with rifle or pistol.

Mission #3

This mission is assigned by the MMS. Orders are to cross the border into neutral Delancort, due east of Yuca. The Progreso guerrilla training base must be destroyed. The Delancortians are terrified of the growing power of the guerrillas, but do not want to make an open breach with the guerrillas training in their country.

Yo Progreso! Literally translates into "I am progressive!"

This is a Delancort liberation movement. They are backed mostly by Tragnar (although much of their equipment comes through San Marcos). In a few scattered bases they are training guerrillas for an eventual attempt at overthrowing the Delancort government. Eduardo Martinaz is their figurehead leader.

The particular base to be raided by the mercenaries has about 80 untrained but enthusiastic students (likely to attack screaming, but with only a 5% chance to hit), 12 Progreso veterans (40% to hit, likely to withdraw into the woods and escape), and 6 tough Tragnar soldiers (2 Point, 2 Pigmen, 1 Demo and 1 Heavy Weapons MOS, all with at least 3 grades of skill in assault rifle and most specialties). The Tragnar soldiers will withdraw, but at the same time, attempt to lure any pursuers into booby traps or ambushes.

Further Missions

The next priority of the mercenaries should be wiping out the two bandito groups listed above. Then the guerrilla camps throughout the region must be eliminated; border security requires clamping down on smugglers and banditos. In the long run, if the mercenaries create an effective military force, they may end up involved in central government military coups or civil war.

The MMS will also be asking the mercenaries for small "favors" - usually involving illegal raids on San Marcos army units and guerrilla camps in Delancort and San Isabel.



Cat. No. 610
I.S.B.N. 0-916211-19-3

\$14.95

PETER
LAIRD