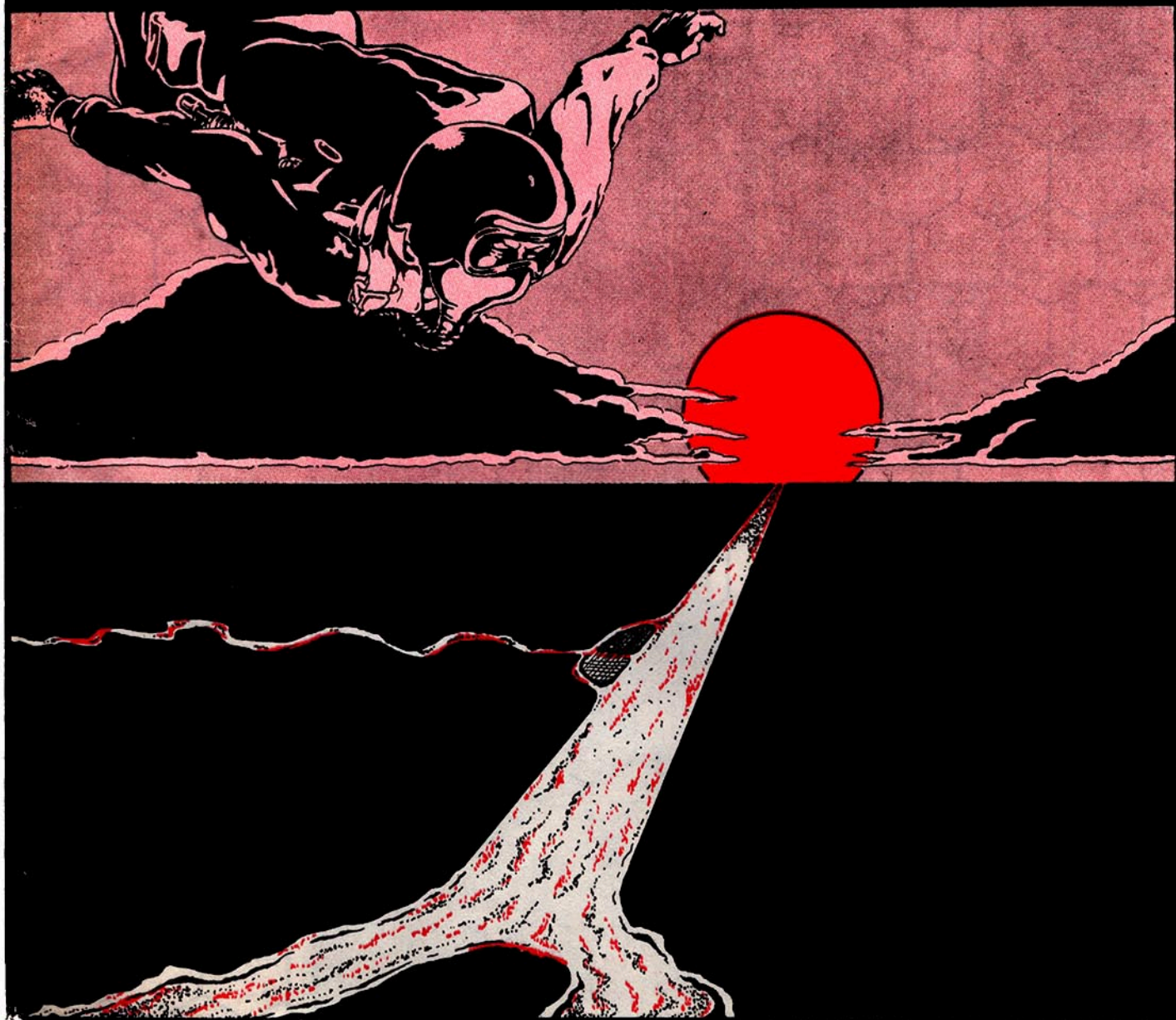


RECONTM

MODULE ONE

\$3.50

the **HAIPHONG**
A.A.L.O.
506 OPERATIONS
IN NORTH VIETNAM

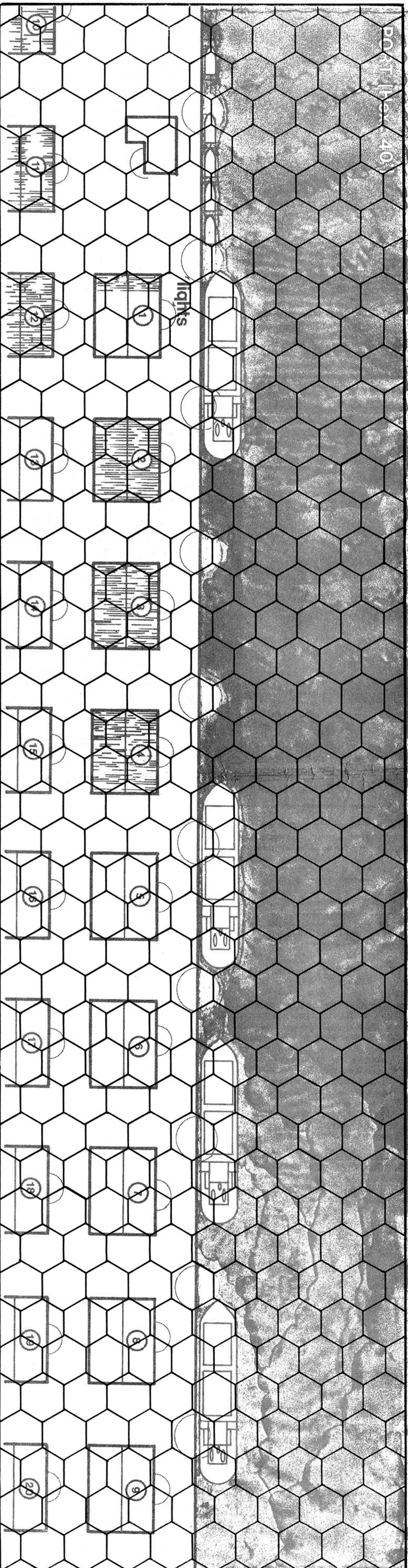
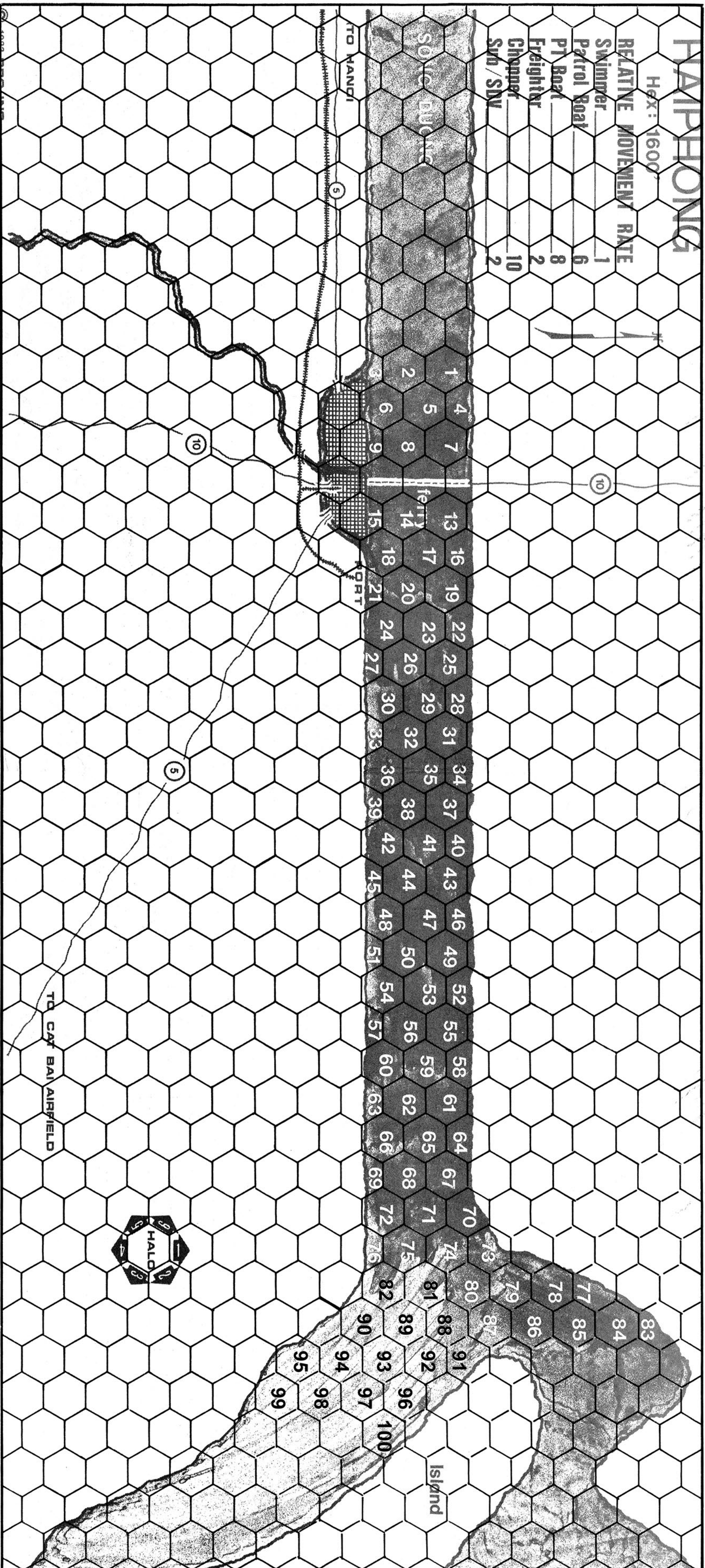


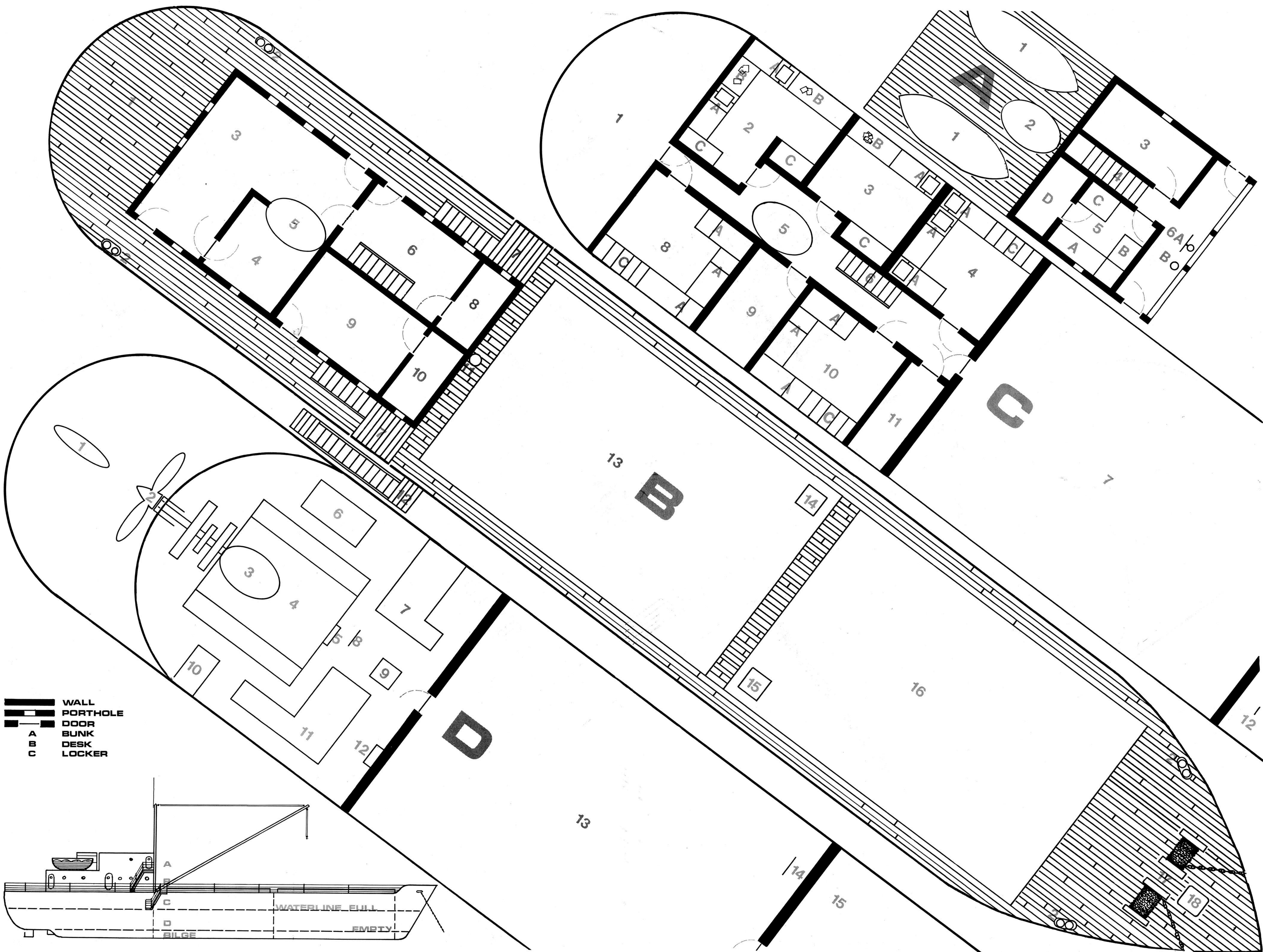
HAIPHONG

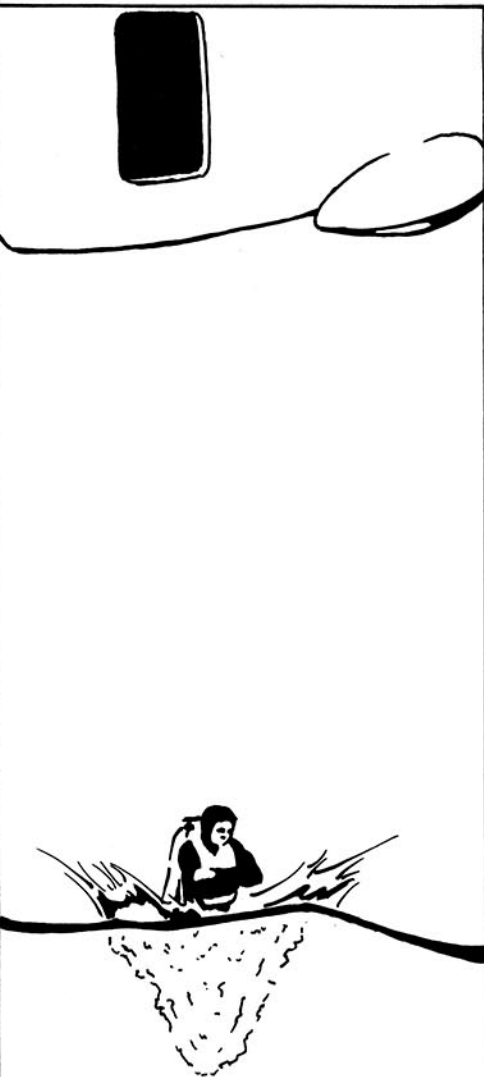
Hex: 1600

RELATIVE MOVEMENT RATE

Swimmer	1
Patrol Boat	6
PT Boat	8
Freighter	2
Chopper	10
Sub / Sub	2







Chopper Cast

OVERLAND MISSIONS
Insertion by chopper has only a 2% chance of encountering a hot LZ. There is a 10% chance that the insertion will be observed and NVA units assigned to track you down.

Insertion by IBS can be accomplished anywhere along the coast of NVN, and adds a new option to your Recon missions.

The overland contacts begin on a new terrain generation system which will allow you to describe terrain more effectively to the players. There are two tables: the Lowlands (approximately the East half of VN) and the Highlands (approximately the West half of VN). As in the conventional Recon Contact Tables, this basic table will lead you to other tables -- Civilians, Vehicles, Buildings, or Patrols. Animals have been deemphasized to those situations likely to indicate your presence to the villagers. As with the previous tables, you are free to add your own ideas or disregard the table. It is there for your convenience.

The following missions will allow you to operate your RT in areas of NVN outside the Haiphong harbor area.

Carry in supplies to the underground (mini-cameras, plastic explosives, assassination gear, etc.)
Get an underground or CIA agent out, make contact at the Catholic cathedral in the small village of _____.

Make contact with the underground to extract valuable intel on strategy, foreign aid, POWs and MIAs, etc.

Assassinate meeting of high ranking Chinese, NVN, and Soviet politicians to work out agreement.

Assassinate high ranking NVN military officer as he makes his way south to take command.

Assassinate NVN Secret Police officer responsible for the torture of captured U.S. pilots.

Assassinate POW camp commander as drives to Hanoi to report.

Kidnap any of the above.

Destroy vehicles in truck park on Ho Chi Minh Trail. Spectre gunships have been unable to locate.

Destroy convoy carrying SAM-7 shoulder fired Surface to Air Missiles (anti-aircraft) before they can be delivered South to harass U.S. aircraft and choppers.

Destroy Soviet/Chinese armor being moved for attack on Special Forces camp.

Destroy SAM-2 anti-aircraft missile base.

Steal guidance system from SAM-2

Steal radar component from new experimental Soviet system being tested in NVN.

Soviet film crew has footage of U.S. POWs and MIAs that can document previously unknown men. You must get the footage as they make documentary on the "glorious people's struggle" near training base.

POWs will be moving by truck convoy to a new camp closer to Hanoi.

A shipment of SAM-2s will be moving by rail from Haiphong.

The dam and hydroelectric power plant at _____ must be destroyed. It will limit NVN production of war materials and flood valuable rice fields.

A "smart bomb" (TV guided) has been recovered relatively intact and is being moved by truck to Haiphong for shipment to the USSR.

Opium in the Highlands is being sold to bring in hard currency to finance the war. Close this down by ambushing shipments, destroying storehouses of this year's crop, and takeout the opium lord at his villa.

A heroin refinery is converting opium to heroin to sell to U.S. troops in the South. It is camouflaged as a rice mill.

The railroad bridge at _____ is a choke point for shipments of troops, supplies, and industrial goods to this area.

Eliminate any of the following important (and highly guarded) individuals at their villas on the edge of Haiphong/Hanoi: Secret Police commander, general, bureaucrat, Soviet/Chinese advisors, war

PT Cast



PT Retrieval



profiteer (selling Hanoi secrets from contacts with RVN officials), gold merchant, KGB interrogation specialist sent to train NVN interrogators.
Kidnap any of the above officials.

HAIPHONG AREA (SEALs/Force Recon ops)

Attach limpet mines to freighters in anchorage.

Steal Soviet code book from radio shack of ship, photograph, and return.

Plant warnings in captains safe and crew's quarters aboard all ships in harbor, unseen.

Release Soviet double agent from brig of ship before transport back to USSR for trial.

Set fake channel lights during monsoon to cause freighters to run aground.

Place cutting charges on anchor chains of all ships in anchorage to set adrift.

Destroy all patrol boats docked near harbor-masters (SAN SUCCI #107).

Climb into hold to photograph, bol bean, steal, or destroy: new Soviet chemical shells being sent to use against Khe Sanh, new Air-to-Air missile, new SAMs, radar, tank sights, ammo shipment, ECM gear to counter U.S. aircraft Electronic Counter Measures gear.

Destroy captured U.S. gear before it can be shipped to the USSR for study: ECM gear, radar, smart bomb, aircraft engine, air to air missile, 20mm cannon, minigun, etc.

INSERTION

Operations in the Hanoi-Haiphong area will require transportation to the AO (area of operations) by either aircraft or ship.

Aircraft will depart from the Republic of Viet Nam and fly over the Gulf of Tonkin, turning landward at Haiphong and approaching from an altitude of at least 30,000 feet to minimize NVN aircover by MiGs out of Cat Bi airfield or SAM-2 missiles. Jumpers will HALO (High Altitude Low Opening) requiring bottled oxygen.

Rotary wing aircraft (helicopters) can fly Nap of the Earth (NOE) at just above wave crest to avoid radar detection. Typically a SH-3 "Sea King" would be deployed from the helipad on a destroyer, which minimized the fleet craft assigned to the mission. The RT would drop from the chopper as it hovered at less than 30' from the surface, orient, and begin the swim or inflate an IBS (inflatable boat, small--rubber raft).

Swimmers can be deployed by either fast surface craft such as the PTF (which still resembles the older World War II PT boats) and swim or use the IBS, or they can deploy from fleet submarines (either the USS Tunney or USS Perch), locking out from the underwater escape hatch and swimming or using SDV (Swimmer Delivery Vehicles) small two to four man wet subs carried "piggy back" on the larger sub. Submarines can surface to allow the inflation of an IBS, then submerge to launch the rubber raft and RT.

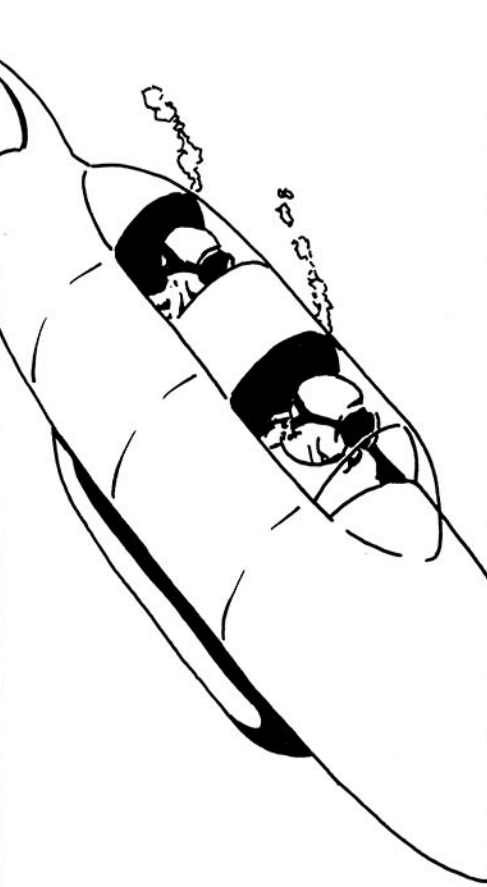
Fixed winged aircraft/HALO has the advantage of inserting the team inland, away from the more closely watched coastal defenses, and allows the team to swim down river with the current. All other means of insertion run the risks of detection by merchant ships, patrol craft, fishing boats, radar, and shore-based sentries.

EXTRACTION

Upon completion of its mission, the RT can be extracted by reversing its original means of insertion (except HALO). Skyhook is not a suitable alternative to extraction since it requires one aircraft or pass per PC, which increases the risk of detection to unacceptable levels (more info on Skyhook is available under Special Rules).

Coordination may allow the RT to be inserted by one technique and extracted using another option. The more complex an op, the more probable a foul-up will occur. In reality follow the KISS principle, "Keep It Simple, Stupid." In gaming, you may want to try anything.

SDV



HALO

All basic rules for HALO insertion from Recon apply to this module. PCs intending to use this form of insertion should have the following airborne skills: Basic, HALO, Night, and Water Landings. At the MD's discretion, a character may select additional skills necessary for any mission for which he does not possess the necessary "experience" (in effect going into "debt" on his experience). This should be limited to those skills actually necessary for a character on a particular mission to avoid PCs racking up great debts to develop great characters. These debts must be worked off before any additional skills can be added or additional debts made.

Printed on the harbor map is a hex system. When inserting by parachute, the team will pick a target hex. Due to the different layers of air with winds from different directions and speeds, the jumpers will be deflected from their intended target hex. All measurements begin from the target hex, later deflections are measured from the current impact site (current PC hex).

There will be 1d10/2 or from 1-5 layers of air. To determine the direction and speed of the air, roll 1d10 for direction. On the map is a hex with the number 1 to 6 around it. The jumper will be off-course in the direction, 1-6. On rolls of 7, 8, you will need to reroll a number from 1-6 and DOUBLE the distance rolled. On rolls of 9, 10 the air layer is fairly calm and the jumper is not deflected in that layer.

To determine how far the jumper is deflected, roll 1d10 for the number of hexes the jumpers will be deflected in the direction indicated on the first roll.

JALO chutes can be controlled or guided by pulling on toggles (handles) with lines to a vent or opening in the chute; this helps control the direction that air is released from the chute and steers the chute.

To control the chute add a PC's AI + Ag and divide by 2; to this score, add +5 for parachute Basic AND for HALO (possible +10). For each hex deflected, the PC may make a roll against this total. A PC is only deflected from the target hex by the number of rolls he misses. EXAMPLE: the deflection rolled was "5" or 5 hexes. Recon Jablonski successfully made 3 of the 5 rolls; so, he is only deflected 2 hexes. Recon Henderson made all 5 rolls, he is not deflected; he manages to perfectly adjust his chute.

As you can see, the team may be scattered and each recon may land in a different hex. For each layer, roll once for the direction and once for the distance; then have each PC make his rolls to determine how far he is off course. After the first layer, each PC may be coming down in a different hex; from then on determine his change in target hex from his current target hex. You still only roll once per layer for direction and distance, which applies to all members of the team as they pass through that layer.

CHOPPER CAST & RETRIEVAL

As mentioned elsewhere, choppers can be used to insert swimmers. The swimmers simply jump from a hovering chopper into the water, and then don their masks and flippers.

For retrieval, an amphibious chopper such as the SH-3 can land directly on the surface of the water to extract the swimmers. The swimmers can signal their situation using a waterproof light, a flare, or the AN/PQC-1 to a chopper with a submerged microphone.

No special rolls are required for cast or retrieval, however, there may be a 1d10 minute delay before the chopper arrives on-station.

Choppers speeds are already reduced to represent a slower maximum for searching, slowing to a hover, and acceleration.



AN/PQS-1B



PT CAST & RETRIEVAL

PT (Patrol Torpedo) boats can be used to insert and extract swimmers. For insertion an IBS is tied to the side of the PT boat as it moves rapidly into the Area of Operations. Swimmers climb down into the IBS and roll (NOT jump) off of the IBS into the water; this makes the impact at high speed less jarring. This high speed insertion is called "casting".

Retrieval (pickup) requires the swimmers to be spread out about 30 yards apart in a line. The PT boat returns with a swimmer in the IBS with a large loop in his hands. Each swimmer slips the crook of his elbow into the loop and is hauled out of the water and into the IBS; then the loop is prepared for the next swimmer in line as the boat progresses.

Retrieval requires an Ag roll. If the swimmer fails the Ag roll, the boat will continue to pick up all the other swimmers before returning for a second attempt at him. (No sweat, as long as there isn't an enemy Patrol Boat barreling down on you.)

Due to the high speed of the PT boat, during casting the PCs will be spaced out about 20 yards apart.

The PT boat can be informed you are ready for pickup by either pre-arranged time, a waterproof light flashed in their direction, a flare (which is likely to alert the enemy to your location), or the use of the AN/PQC-1 as a homing device. There will be a 1d10 minute delay from signal to arrival.

The PT boat will only be moving at one-half its maximum movement during cast and retrieval.

PATROL BOATS

There are 10 harbor patrol boats in the port. Roll 1d10 to determine how many are out on routine patrol at this time. To determine present location, roll 2d100 for each. The boat will be in the hex with that number in it. Unassigned or boats undergoing repair will be docked at the harbor master's building (the L-shaped building on the Port portion of the map).

A patrol boat has a 3-man crew. It possesses a radio, small searchlight, RPD belt-fed MG, two AKM folding stock AK-47s. The probability of a patrol boat actually having grenades is low, but the MD may wish to allow them as anti-SCUBA "depth charges" (system already explained in RECON rules). Use PBR deckplan from RECON for patrol boats.

The direction of a patrol boat can be randomly determined by rolling a second 2d100 number for the hex it is heading toward. When cruising on a routine patrol, the patrol craft will be moving at only two hexes per 10 minute period.

SUBMARINES/SDVs

Large diesel fleet submarines can deliver the team to their Area of Operations. They will enter, submerged from the East, and will not go into the numbered hexes. The relative speed of the sub is due to its reduced speed in the shallow water of the channels and bays that make up the Haiphong area.

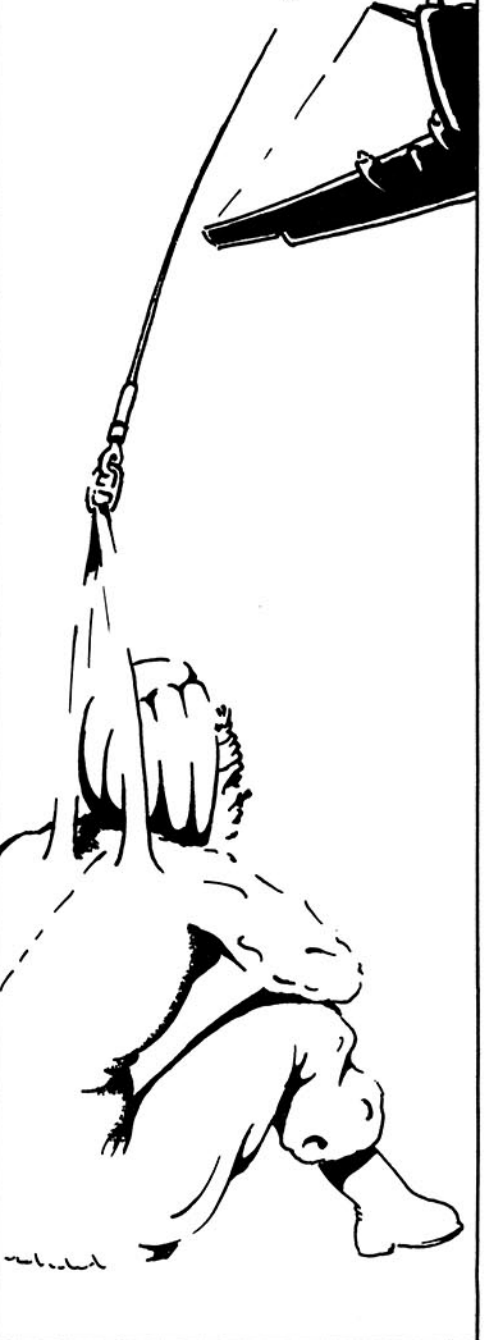
Once at the AO, the swimmers can don their SCUBA gear and "lock out" of the emergency escape hatch in pairs. The compartment is flooded and the divers exit, close the hatch, and allow the sub to blow the water out with compressed air so other swimmers can enter the compartment.

Once outside, the swimmers can head for shore or detach strapped down SDVs on the hull of the submarine.

An SDV (Swimmer Delivery Vehicle) is a two man wet sub. That is, water is inside the small sub and the divers must use SCUBA gear to breathe. This is not a James Bond device of multiple spear-guns, ink clouds, and other secret weapons. It is simply a functional tool for getting to and from your destination.

When returning to the sub for extraction, the swimmers can use their AN/PQC-1 or AN/PQS-1B to make contact with the sub. They can also use a simple pair of metal rods banged together (Calypso sticks) to notify the sub's sonar that they are near.

Skyhook



SKYHOOK

A skyhook is a magical device that you can attach to the sky and climb up or hook things to and suspend from the air. In military parlance, a skyhook is an extraction system. If you saw the James Bond film "Thunderball", you have already seen Skyhook at work.

The skyhook system is primarily utilized as a rescue system. A downed pilot is dropped a canister containing a reinforced set of overalls that he slips on, attaches a long cable, and snaps the other end of the cable to a blimp-shaped balloon, which he then inflates. The rescue plane has a V-shaped guide on the nose that will guide the cable into a lock, and jerk the pilot into the air. Then, the cable is winched into the back of the aircraft, which brings the pilot up into the cargo hold.

Small pennant flags on the cable indicate to the pilot of the rescue aircraft where to snag the cable. Properly done, the jolt is not too great; but with varying wind conditions or hostile ground fire, the time for careful aim on the cable may be limited.

There is also the possibility of the cable breaking or being cut, once the man is in the air, this is *soyona*. To minimize this, there are wires from the guide to the wingtips of the aircraft that will slide the cable away from the wing and engines to prevent a snagging where the man cannot be retrieved.

This system is time consuming, and the entire RT cannot be extracted by Skyhook. Injured PCs, members of the underground, or captured enemy might be extracted by Skyhook, while the RT makes its way to a more conventional means of extraction.

There is a Skyhook table to cover the pickup. This should be at a prearranged location and time. If the team requests an unscheduled pickup, the delay to lay-on an aircraft will be 1d10 HOURS. An aircraft will have two sets of gear (in case one is defective or something goes wrong).

SWIMMERS

Throughout this module you will find the term swimmer used. This doesn't necessarily imply a surface swimmer. The Navy (and, therefore, the Marine Corps) use the term "swimmer" to include SCUBA divers. Diver and swimmer are used interchangeably throughout this module.

SEAWARD APPROACHES

When making an approach or insertion from the sea, there is a 10% chance of being observed or detected. This is not as serious as it may first sound since the majority of detections will not be acted upon immediately by the enemy.

On a roll of 1-10 on 2d100 your insertion is observed:

MOVEMENT

The movement rate printed on the Haiphong map is the highest rate or maximum for game purposes. Rather than involve measurements or conversions, the speeds for various systems is given relative to each other.

For game purposes, assume that a physically fit and well trained swimmer can cover one 1600' hex in 10 minutes. In that same 10 minute interval the vehicles can cover their movement rate in hexes. Much of the action will therefore occur within one hex when contact is made (played off board).

Rather than have HAIPHONG HALO become a boardgame, the delivery systems have been deemphasized. The Underwater(UW) Contact tables will emphasize the roleplaying aspects. RECON is a personal, man-to-man confrontation, rather than a science fiction technological slugfest of weapon versus weapon. Men make the decisions, the vehicles are simply there to get you to your objective.

<div>TABLES</div>	<div>OBSERVATION (01-10 on 2d100 only): 01 Radar contact, will dispatch patrol boat* 02-04 Patrol boat (will attempt radio contact, or searchlight sweep as moves to investigate) 05-09 Fishing boat, will report when docks 1d10 hours later 10 Merchant ship radios report* *If sub, SDV, or swimmers assume sonar contact by by random patrol boat or merchant ship.</div>	<div>UNDERWATER CONTACTS TABLE (2d100): 01-40 Mud bottom (fairly flat) 41-45 Trough 46-50 Sand bar/mud bank (UW "hill") 51-55 Seagrass on bottom 56-60 Sandy bottom 61-65 Thermocline (layer of cold or warm water) Detritus (bottom debris) 66 55 gallon oil drum (empty) 67 Old wire cable 68 Paint cans (lids off) 69 Cast iron pipe 70 Hawser (thick rope) 71 Tarp 72 Wooden crate 73 Empty food cans and bottles 74 Sunken sampan 75 Sunken MiG-21 aircraft with pilot 76 Old fishing net 77 Buoy concrete anchor and cable 78 Unexploded bomb (5% risk if moved) 79 Old French landing craft or patrol boat 80 Waterlogged tree trunk</div> <div>Animals 81 Flounder scoots off out of bottom silt 82 Manta ray swims past 83 Turtle 84 Worm tracks cover mud 85 Clicking of shrimp 86 School of small fish 87 School of small fish dart by (pursuer?) 88 School of non-poisonous jellyfish 89 Something large (dolphin) circles at edge edge of vision (flippers move up and down) 90 Small eels in holes in bottom 91 Numerous crabs scurrying along bottom 92 Clam bed 93 Phosphorescent fish (1d10), see glow first 94 Layer of plankton suspended in water 95 Shark! On 01-02 on 2d100 will attack for 1d10 attacks (St 20+5d10, Ag 2d100) use Hand to hand table for attack, slash does 2d10, stab does 2d10+5.</div> <div>Surface craft 96 Deep "chump-chump" of freighter 97 Patrol boat cruising above 98 Junk hull appears 99 Sampan hull appears, may have outboard 100 Sampan with fishing lines, requires AI to detect, Ag to avoid; hook does 1d10/2 for damage, must roll Ag with knife to cut line.</div>	<div>SURF (Beach only), swimmers or IBS, 1d10: 01-05 Gentle (No Ag roll required) 06-07 20+1d20 08-09 30+1d20 SURF Ag MODIFIERS 10 40+1d20 SWIMMER: Make individual Ag roll minus surf or knocked around by surf and lose some gear. IBS: Figure team average Ag minus surf. If fail roll, IBS overturns and each man will lose some gear. LOST GEAR TABLE (1d10): 1 Frags, Claymore, or LAW 2 Knife or bayonet 3 Pistol (or all ammo except mag in pistol) 4 Main weapon 5 One-half ammo (increase "weapons checks") 6 Canteens 7 Food or pop-up flare 8 Map/compass 9 Radio/Demo/Medic kit or other special gear 10 Hat or bandana/headband BEACH CONTACTS (1d10): 01 Patrol (1d10/2) pushing bikes in sand with rifles slung, smoking and talking 02 Fishermen (1d10+2) working beach seine in in surf, fire on beach 03 Young lovers on beach 04 Lone thinker 05-10 No Contacts</div>
<div>SHIP ACTIVITY (1d20, roll for each ship in port): At Wharf 01-02 Loading new cargo 03-04 Unloading cargo 05 Waiting to unload 06 Waiting to load At Anchor in Ship's Channel 07-12 Waiting to unload 13-17 Waiting tide to leave Moving 18 To anchor 19 To wharf 20 From wharf (with new cargo)</div>	<div>CURRENTS (affect swimmers, SDV, or IBS): Roll Direction, 1d10, 1-5 left, 6-10 right (river is always downstream) Roll Strength of current, 2d100 (SDV, St=80) IBS: Figure team average St, if greater than current, remain on course; if less than current, moved with current the DIFFERENCE in yards for 1d20 CRs (Difference x 1d20 = yards). SWIMMERS: Swimming alone, calculate by the individual St's; using Budweiser (buddy) line, use team average St. IF DRIFT WITH CURRENT WITHOUT PADDLING OR SWIMMING AGAINST, drift currents St x the number of CRs.</div>		

CONTACTS

REVISION (Weapon Damage)
7.62 x 39mm (AK, RPK-mag fed MG, SKS) 4d10
7.62 x 54mm (SVD sniper rifle, PKS belt fed MG) 4d10+5
7.62 x 51mm (M-14, M-60, FN's) 4d10+5

LOWLANDS TERRAIN TABLE (1d20):

1 Sand dunes (1d10+2' high)
2 Pine trees
3 Scrub brush
4 Rice paddies
5 Road
6 Path
7 Stream
8 ROLL ON Building Table
9 ROLL ON Patrol Table
10 Forest
11 Marsh (mud)
12 ROLL ON Civilian Table
13 ROLL ON Vehicle Table
14 Bamboo thicket
15 River
16 Mangrove swamp
17 Scrub brush
18 Rice paddies
19 Forest
20 Waist high grass

CIVILIANS:
Paths, paddy berms (dikes), or porch of house:
1 Old woman (mid-wife to/from delivering baby)
2 Old man smoking pipe
3 Young man
4 Young woman
5 Old woman and girl
6 Young couple
7 Young couple with child
8 Two old women (talking), old man (silent)
9 1d10/2 men
10 1d10/2 women
Near water:
1 Sampan moving
2 Beached sampan, haggling with farmers
3 Beached sampan, family eating or sleeping
4 Young lovers walking by river
5 1d10/2 men frog gigging
6 1d10+4 children/women gathering clams
7 1d10+4 men mending nets on beach
8 1d10/2 men casting nets
9 1d10/2 men fishing from boat with poles
10 1d10 boats working nets, torch in bow

ANIMALS:

1 Dog barking at nearby house
2 Waterbuffalo snorts in nearby pool
3 Flush bird near foot
4 Goats bleat in thicket
5 Pigs squeal in pen near house

Someone will come out of house to investigate the noisy contacts on "one" on 1d10.

PATROL TABLE:

1 Foot patrol (1d10+4) coming toward
2 moving away
3 crossing line of march
4 eating
5 sleeping
6 Bridge guard(s), road checkpoint (1d10/2)
7 Railroad bridge guard
8 Building guard (1d10/2)
9 Patrol on/pushing bicycles (1d10/2) towards
10 away
11 across line of march
12 eating
13 sleeping
14 Ambush, talking
15 Ambush, sleeping
16 Ambush, fishing (stream or river)
17 "Jeeps" (UAZ-69) with 1d10+4 men parked
18 eating
19 sleeping
20 Militia in village "saddling up" for patrol

WHARF CONTACTS (1d10 quiet area, 1d20 busy):
1 Sentry with SKS (old man)
2 Customs official on bicycle to inspect shil
3 Cyclo (pedal cab) with two sailors/officers
4 Truck convoy arrives to load nearby
5 Ships officers heading into Haiphong
6 Sailors (1d10/2), singing as return to ship
7 Drunken sailor passed out on wharf
8 Truck driving down wharf
9 Forklift drives by with load
10 10+1d10 Stevedores arriving/leaving shift
11 Stevedores (1d10/2) stacking crates
12 drums
13 sacks
14 eating
15 1d10+6 crates
16 drums
17 sacks
18 Truck with 1d10+4 soldiers (AKs) to guard cargo
19 Workers finish and move to another site
20 U.S. aircraft detected, lights switched off

AEROSPACE RESCUE AND RECOVERY SERVICE
Another elite unit of the Vietnam War was the Aerospace Rescue and Recovery Service, whose mission was to rescue downed pilots. The men of the maroon beret were trained in airborne skills (including tree and water landings), SCUBA, medic, survival, and small arms (primarily the .38 pistol and the M-16/CAR-15). (An ARRS man would make a great NPC/PC to be rescued as a POW and run by a player who had lost his regular character on a mission.)

With the number of U.S. aircraft shot down over North Viet Nam, the ARRS had to develop a rapid means of suppressing enemy troops in the area and extracting the pilots and crews. For game purposes we will simplify the support aircraft for suppression fire by using only the HH-53B Super Jolly Green Giant helicopter. The HH-53B was equipped with three mini-guns, one on each side and one on the rear boarding ramp. These three mini-guns will offer tremendous firepower using the following system.

For mini-guns, you will need the large sheet you have, probably, already prepared for artillery and airstrikes. In terrain such as jungle canopy, where the enemy cannot be seen clearly, the path of the MG sweeps will be rolled randomly, roll two numbers on 2d100 for the beginning and end in squares. The MG will follow a course between those two squares killing anything and everything in a large square path. It can cover five large squares per CR, and must complete one path before starting a new one. THERE WILL BE THREE MGs WITH THEIR OWN PATHS OPERATING AT ONE TIME ON DIFFERENT SIDES OF THE CHOPPER! USE THE LARGE GRID SEPARATELY FOR EACH.

If the terrain permits the gunners to see their targets, the players can select the beginning and ending squares.

While all this is happening and the chopper is hovering above your team, a Jungle Penetrator is being lowered. This metal anchor-like device has three fold down bars for seats. It will take 3 CRs to lower and men to mount it. It will then take 3 CRs to raise it; the men will be exposed to VC small arms fire (treat them as "prone" due to their seated posture and movement). They can return fire as "marksman running" due to their precarious position and movement.

For game purposes, an unscheduled ARRS pickup can be on station hovering above you in 1d10+4 minutes. Your RTO should guide them in on final approach. Additional aircraft can be requested for suppression, but this will complicate matters.

SKYHOOK EXTRACTION TABLE (2d100):
If plane is taking evasive action to avoid small arms groundfire, subtract 15 from roll; for negative #s, roll 1d10 on table.

01-02 Cable snaps and man falls to death
03-04 Cable snaps, man takes 2d10+5 damage, & balloon is lost
05-08 Plane misses on first pass, must circle
09-10 Balloon defective and won't inflate (or gets shot down by pursuers)
11-40 Very rough pickup, man takes 2d10+5
41-70 Rough pickup, man takes 1d10+5 damage
71-100 Uneventful pickup

THE SHIP - Haiphong is a shallow water port and all large oceangoing freighters had to be offloaded at anchor (hexes 70-100). Smaller freighters such as this could make their way upriver, and save the extra expense. These smaller ships tended to be older ships, manned by the dregs of any port, and owned by companies with little interest in the ship or crew. NPC character crew can be from almost any nation, and should be the most rascally down and outers you can create (drinking, gambling, and whoring are not hobbies, but careers).

DECK WATCH - There will always be at least one Able Bodied Seaman on the main deck. His AI will probably be fairly low. Roll 1d20 and use the numbers on the main deck (B) to find the feature he is by. The ABS on a merchant ship is generally not armed, except for a personal knife.

HATCHES & WATERTIGHT DOORS. The watertight doors to Holds 1 and 2 will normally be dogged shut; there are 6 dogs (levers) requiring Ag rolls to open quietly.

Watertight doors to stairs on B and C decks are normally undogged, it will take 2 CR to dog or 4 to dog quietly. Something must be wedged against the dogs to lock them.

All hatches are normally closed, requiring 1 CR to open, 2 CRs quietly (and an Ag roll).

PORTHOLES - All are too small for anyone to climb through; 85% open to listen at or fire thru.

COMPANIONWAY (Halls). There's a 5% chance that there will be someone in any companionway.

ENTRY - There are three ways for swimmers to gain entry to the ship: coming up the accommodation ladder, climbing the anchor chain, or throwing a grappling hook over the main deck railing and climbing up (this cannot be done quietly and will attract the deck watch if he is on that half of the deck).

Climbing the anchor chain requires six AI rolls to prevent slipping, with an Ag "saving throw" to prevent falling. A seventh roll, an Ag roll is necessary to heave your PC over the metal spray shield at the bow above the anchor chain. All unnecessary gear should be removed BEFORE the attempt to climb and strapped to the anchor chain; if this is not stated, subtract 15 from Ag rolls of the PC.

The deckplans for the merchant freighter do NOT have to be cut out. The following descriptions will keep enough details from the players to allow them to see the deckplans. As SEALs and Recon Marines, their characters should be familiar with ships and know the general layout.

The following information is based on four deckplans, labelled A-D, with "A" being the bridge or uppermost part of the superstructure and D being the lowest deck. On each of these deckplans is a numbered series of features which are described in the following sections.

DECKPLAN A: BRIDGE/PILOTHOUSE
1 - LIFEBOATS. These are covered with tied down canvas tarps. It will take 3 CRs to quietly untie the rope, and another to climb in for concealment. It will only take 1 CR to cut the rope, and another to climb in. If no alert is out, it is unlikely that an NPC will notice the loosened tarp (5%), during an alert if an NPC is sent up to this level to look for an intruder it will take a normal Alertness roll to notice.
2 - SMOKESTACK. A PC can climb down the smokestack by bracing his hands against the the walls (wearing gloves). The only exit is right above the engine on D deck. It will take at least 3 CR to climb, with a 15 percent chance of carbon monoxide poisoning each CR (unless the player specifically states his character is holding his breath, or is using air from his diving tank.
3 - RADIO SHACK / CHARTROOM. Even in port there should always be a "sparks", radio operator on duty in this room (unarmed) unless the captain has issued weapons after someone has spotted intruders on the ship). The team RTO can use the ship's radio to make contact with headquarters or the extraction vehicle.
4 - COMPANION LADDER. Stairs down from pilothouse to B deck.
5 - CAPTAIN'S QUARTERS. There's an 80% chance the captain will be in his cabin at night, even while in port. Features include (A) Bunk, (B) Desk, (C) Locker, and (D) his own private head/bathroom.
6 - BRIDGE. When moving, there will always be an officer and a helmsman on the bridge. At anchor, one of the ship's officers will be on duty alone (probably drinking coffee). (A) is the helm (steering wheel), (B) is the ship's radar.

MAIN DECK: B
1 - FANTAIL. There's a 5% chance that there is an off-duty sailor staring over the rail as he smokes a cigarette or the galley helper comes to dump the garbage overboard.
2 - BITT. Ropes (hawser) are "secured" to this and to the bollards on the docks to hold the ship in place.
3 - GALLEY. The crew and any passengers will eat here in shifts. At night there's a 15% chance there will be someone in the galley. If present, roll 1d10:

1 Chess or checkers players (2)
2 Man writing letter
3 Man reading
4 Man playing musical instrument
5 Man sleeping in chair
6 Man listening to radio or records
7 Men in bull session (5+1d10/2)
8 Four men playing cards
9 Galley steward mopping linoleum
10 Off watch eating (1d10+2)

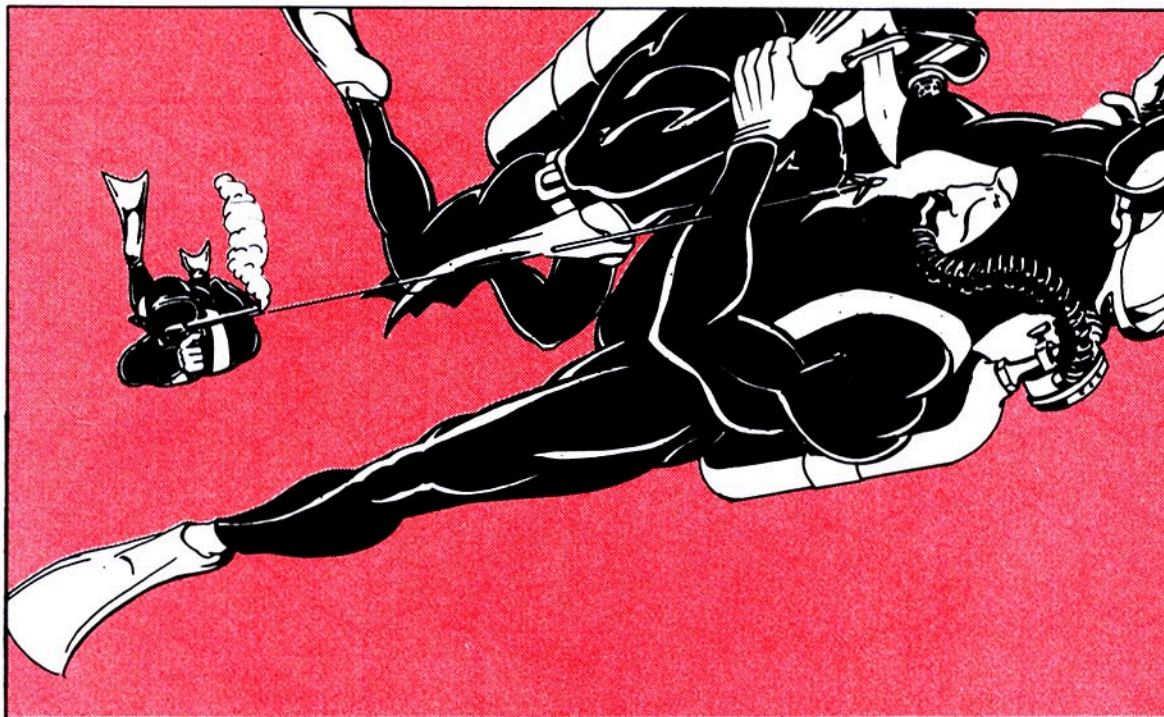
4 - KITCHEN. Galley steward may be making coffee and sandwiches for the watch.
5 - SMOKESTACK (from engine)
6 - STAIRS. All stairs, ladders are located in in this general area; so, this can indicate the stairs to the bridge or the stairs below that to the middle deck.
7 - FLYING BRIDGE. At A (bridge) deck level. Officer on watch may be here for breeze.
8 - ARMS ROOM/VAULT. Soviet ships are particularly reluctant to have weapons on board for fear of losing a ship. As a vault the purser and captain would have the combination or keys.

9 - PASSENGER'S ROOM / SICKBAY. If the ship is carrying passengers, they will stay here, or it can be the sickbay for sick or injured crewmen.
10 - HEAD. Restroom for passengers/patients.
11 - BOOM. Mast from which ship's booms are used to load and unload cargo.
12 - ACCOMODATION LADDER. Ladder to boats in the water, while in port.
13 - HOLD #2. Cargo is stored here. It can be reached by the inspection hatch (14), hatches on the middle and lower decks, and ladders and hatches through #18 and Hold #1.
14 - INSPECTION HATCH. Allows cargo to be inspected without removing entire hatch cover. There is a ladder underneath.
15 - INSPECTION HATCH. Same as 14.
16 - HOLD #1. Same as 13.
17 - WINCHES. Used to raise anchors.
18 - HATCH. Forward access to Hold #1

MIDDLE DECK: C
1 - STORES. Food storage. Can be freezer.
2 - OFFICER'S QUARTERS. Purser and second mate's room. 50% chance one is present, 25% both are present, in harbor. Locker may contain small safe for ship's funds.
3 - FIRST MATE'S CABIN. 34% chance in room.
4 - CREW'S QUARTERS. 34% chance all 6 in room. 85% asleep. (Roll separately).
5 - SMOKESTACK
6 - STAIRS. Ladder below to deck D.
7 - HOLD #2.
8 - CREW'S QUARTERS. See #4 above.
9 - HEAD. Latrine, showers, etc. 10% chance in use.
10 - CREW'S QUARTERS. See #4 above.
11 - STOWAGE. Miscellaneous ships items.
12 - HOLD #1. Watertight door connects.

LOWER DECK: D*
1 - RUDDER
2 - SCREW. Propeller. Can only be damaged with explosives.
3 - SMOKESTACK. Hatch over engine opens forward.
4 - ENGINE.
5 - ENGINE CONTROLS. Can operate engine and steer ship from here.
6 - BILGE PUMP. Pumps out water in crawlspace below deck D.
7 - MACHINE SHOP. Tools and equipment for ship's repairs. Cutting torch will take 5 min to cut man-sized crawl hole through wall or door.
8 - LADDER. Up to deck C.
9 - BILGE ACCESS HATCH. In deck (floor).
10 - EMERGENCY POWER. Battery backup.
11 - GENERATOR. Supplies all ship electricity. Radios, radar, lights, pumps, winches.
12 - ELECTRIC CONTROL PANEL. Switches and fuses for all ship's systems.
13 - HOLD #2. Watertight door.
14 - LADDER. From inspection hatch.
15 - HOLD #1.

*Engine room watch - There will always be at least one man making repairs or standing watch in the engine room.



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