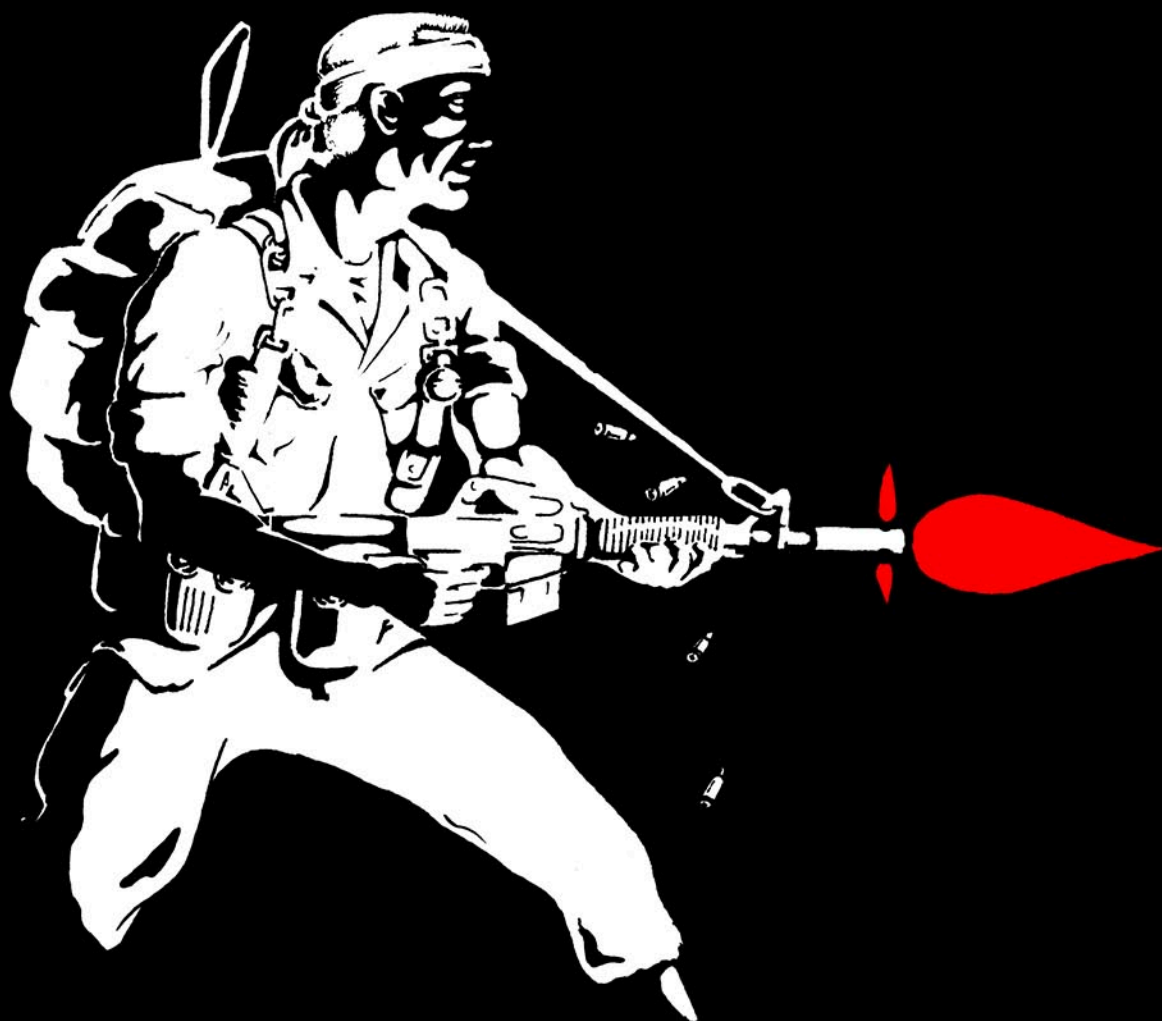


RECON™

The Roleplaying Game
of the Viet Nam War
MD's Screen



FIREFIGHT!

MAXIMUM TARGET ACQUISITION RANGE TABLE

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

MAXIMUM RANGE IN MEDIUM VEGETATION —

MAXIMUM RANGE IN HEAVY VEGETATION ---

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

RATE OF FIRE

WEAPON	MAXIMUM ROUNDS/CR	
Pistol	3	Assault rifle
Submachinegun		Semi-auto 3
Semi-auto	3	Full auto 5
Full auto	7	Shotgun (semi-or pump) 3
Bolt-action rifle	2	Grenade launcher 1
Semi-automatic rifle	3	Machinegun 7

COMBAT EFFECTIVENESS TABLES

PISTOL/SUBMACHINEGUN

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

SHOTGUN

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

RIFLES

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

MACHINEGUN

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

HIT LOCATION

HIT LOCATION CHART

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

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

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

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

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

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

SUPPRESSED WEAPONS

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

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

DAMAGE

PISTOL

.22	2d10+5
7.62x25	3d10
.38 Special	3d10
9mm	3d10+5
.45 acp	4d10
.357 mag	4d10+5
.44 mag	5d10
9mm short (Makarov ¹)	3d10

MACHINE PISTOL/SUBMACHINEGUN

7.62x25	3d10
9mm	3d10+5
.45 acp	4d10
.30 Carbine	4d10

ASSAULT RIFLE

.30-'06 (M-1, BAR)	4d10+5
7.5mm (captured French MAS 49s)	4d10
7.62 x 39mm (AK, SKS)	4d10
7.62 x 54mm (SVD sniper rifle)	4d10+5
7.62 x 51mm (M-14, FN's)	4d10+5

Non-Vietnam Weapons

6.5	3d10+5
.303	4d10
5.45 (AK-74)	5d10

LIGHT MACHINEGUN

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

HEAVY MACHINEGUN

.50	2d100
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SHOTGUN

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

ASSAULT!

HAND-TO-HAND:

HAND-TO-HAND COMBAT TABLE

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

KNIFE THROWING

HAND-TO-HAND COMBAT

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

*KNIFE FIGHTING DAMAGE

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

GRENADES & BLOOKERS:

COMBAT EFFECTIVENESS TABLE: GRENADES

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

GRENADE DAMAGE TABLE

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

COMBAT EFFECTIVENESS TABLE: GRENADE LAUNCHERS

TARGET	RANGE (Yards)					
	0-75	76-120	121-165	166-210	211-255	256-300
Open area	-5	-10	-15	-20	-25	-30
Door-sized	-10	-15	-20	-25	-30	-35
Window-sized	-15	-20	-25	-30	-35	-40
Unseen	-20	-25	-30	-35	-40	-45
MARKSMAN						
Running	-40	-50	-70	-70	-80	-90

WP	(does damage for 3 CR)
1	2d100/2
2	2d100/3
3	2d100/4
4	2d100/5

LAW/RPG

COMBAT EFFECTIVENESS TABLE

VIEW	TARGET				
	Large (tank, house, tunnel, etc.)	Medium (jeep, car, pillbox)	Small cycle, door)		
Side (biggest target)	0	-5	-10		
Oblique (at angle)	-5	-10	-15		
Head on/Rear on (smallest target)	-10	-15	-20		
	RANGE (yards)				
	10-19	20-29	30-39	40-49	50-59
MARKSMAN					
Propped against something	0	-5	-10	-15	-20
Kneeling	-5	-10	-15	-20	-25
Standing	-10	-15	-20	-25	-30

TANK HIT LOCATION CHART

Roll 1d10 to determine damage

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

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

Roll 1d10

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

IN-COMING!

ARTILLERY EFFECTS ON STRUCTURES TABLE

DIRECT HITS

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

D - indicates the structure is destroyed

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

ARTILLERY/AIR STRIKE ANTI-PERSONNEL EFFECTS BY TERRAIN

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

ARTILLERY AND AIR SUPPORT DAMAGE TABLES

ARTILLERY

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

*Slash (/) indicates "divided by"

AIRCRAFT

3 Bombs

DAMAGE

Equal to 8" Howitzer

or

1 Napalm

Treat like strafing run, any troops take

2d100+20

12 Rockets

Equal to 105mm Howitzer

3 MG strafing runs

2d100

or

1 20mm Stafing Run

2d100+20

HELICOPTER GUNSHIP (Cobra)

Up to 38 rockets

Equal to 105mm Howitzer

3 MG Strafing Runs

2d100

1 Grenade Lancher Run

Treat as grenade,

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

APPENDICES

APPENDIX: MILITARY ALPHABET

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

A = Alfa	N = November
B = Bravo	O = Oscar
C = Charlie	P = Papa
D = Delta	Q = Quebec
E = Echo	R = Romeo
F = Foxtrot	S = Sierra
G = Golf	T = Tango
H = Hotel	U = Uniform
I = India	V = Victor
J = Juliett	W = Whiskey
K = Kilo	X = X-ray
L = Lima	Y = Yankee
M = Mike	Z = Zulu

APPENDIX: MILITARY TIME

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

TIME:

Morning

- 1 a.m. 0100 ("oh, one hundred")
- 2 a.m. 0200 ("oh, two hundred")
- 3 a.m. 0300 ("oh, three hundred")

- 4 a.m. 0400 ("oh, four hundred")
- 5 a.m. 0500 ("oh, five hundred")
- 6 a.m. 0600 ("oh, six hundred")
- 7 a.m. 0700 ("oh, seven hundred")
- 8 a.m. 0800 ("oh, eight hundred")
- 9 a.m. 0900 ("oh, nine hundred")
- 10 a.m. 1000 (ten hundred hours)
- 11 a.m. 1100 (eleven hundred)
- 12 a.m. 1200 (twelve hundred)

Noon

Evening

- 1 p.m. 1300 (thirteen hundred)
- 2 p.m. 1400
- 3 p.m. 1500
- 4 p.m. 1600
- 5 p.m. 1700
- 6 p.m. 1800
- 7 p.m. 1900
- 8 p.m. 2000 (twenty hundred)
- 9 p.m. 2100
- 10 p.m. 2200
- 11 p.m. 2300
- 12 p.m. 2400

Midnight

Time between hours is pronounced as follows:

- 0135 (1:35 a.m.; is "oh, one, thirty-five")
- 0705 (7:05 a.m.) is "oh, seven, oh five"
- 1425 (2:25 p.m.) is "fourteen, twenty-five"

APPENDIX: VIETNAMESE NAMES

- A - Ao, An, Ap
- B - Ban, Ben, Bi, Bo, Bong
- C - Cao, Chong, Chu, Con, Cu
- D - Dak, Dao, Deo, Dai, Dong, Duc, Do
- F - Fong, Fvan, Fimnon
- G - Gia, Gir, Ghe, Giong
- H - Hai, Hong, Hu, Huong, Ho
- J - Jak, Jang, Ju
- K - Khao, Kinh, Ko, Kon
- L - Lang, Linh, Ling, Loi, Long
- M - Ma, Mat, Mot, Mang, Me
- N - Na, Nong, Nui, Nin
- O - Oi
- P - Pha, Phnom, Phu, Plei
- W - Quang, Quet, Qui
- R - Ro, Ron, Roun, Rah
- S - Sha, Son, Song, Sop
- T - Tai, Tau, Taung, Tou
- U - Uay, Uing, Uyen
- V - Vong, Va, Vi, Van, Vinh
- W - Wan
- X - Xom, Xuan, Xim, Xuong
- Y - Yok, Ya, Yang, Yen