CONTENTS

1.0 INTRODUCTION

FRONT TOWARD ENEMY, Vietnam Firefights is a Vietnam War tactical level game that puts each player in the role of a company commander, pitting a US Army infantry company against National Liberation Front (NLF) Viet Cong and North Vietnam Army (NVA) forces through a variety of missions in rural Vietnam. Each turn represents approximately five minutes of real time and each hex approximately 50 meters across. The missions (scenarios) are presented as Fragmentary Orders (FRAGOs) and take 1 – 3 hours to play. The American player has mobility and firepower while the Viet Cong/NVA player relies on stealth.

1.1 A description of the game

The playing pieces represent Infantry Units (Fire Teams, Weapons Teams, Leaders and other individuals), Vehicles and Helicopters. Additionally markers represent Civilians, Caches (rice, medical, and ammo), Bunkers, Foxholes, and Tunnel entrances. Units have a Troop Quality Rating and Combat Units have Firepower Ratings and Range. Vehicles and Helicopters also have a Defensive Modifier. Infantry Units have between one and four men, which affects helicopter and vehicle loading as well as casualties.

The engine of the game is a random Activation in which players activate Units and Leaders to perform Actions. Generally for each Activation, a player will pull an Activation Chit from an opaque container (we find an empty coffee cup works best). This chit will indicate which player may perform an Activation. The Activation Chit can be used to activate a Leader and any and all of the Units within his command range (2 hexes), or to activate all the units in a hex or a single unit. A player may also pass on his Activation, at which time the next chit is pulled.

1.2 Summary of major rules

- You will be using a ten–sided die throughout the game. The "0" is a ten. Unless specifically noted, a roll of ten always fails and a one always succeeds. A six-sided die will also be needed to determine direction on the map.

- Movement is standard hex-to-hex movement, with Units paying movement points to enter a new location based upon its terrain type, with the possibility of Opportunity Fire. All Units are divided into one of three Movement Classes (Infantry, Vehicle, and Helicopter), and the terrain costs for each class differs by terrain type.

- A hex's terrain is designated by the color of the dot in the center of each hex. If there is part of a dot, the hex is in play. If there is no dot in a hex, it cannot be entered, nor can LoS be traced through the hex.

- For Line of Sight (LoS) purposes, LoS is blocked if it is traced through a Blocking Terrain hex.

- Units may be either Concealed or Visible. Concealed Units are more difficult to attack. Concealed Units may lose their concealment when conducting Actions. Units may gain concealment at the end of each turn.

- Stacking per hex is unlimited for Infantry Units, but there is a fire modifier for each Unit beyond four in the hex. Vehicles are limited to two per hex and Helicopters are limited to one per hex.

- All modifiers on markers and terrain modifiers used for Fire Combat, and checking Troop Quality, modify the die rolls not the Fire Ratings or Troop Quality.

UNIT DETAILS

NVA Units

Fire Rating (yellow)

Troop Quality

Name

3 Troops

Reduced Strength

VC Units

Fire Rating (red)

Troop Quality (Leader)

American Units

Fire Rating (white)

Range

Defensive Modifier

4 Troops

- Troop Quality affects Possible Suppression, Stealthy Movement, Assaults, Opportunity Fire, Search, Booby Traps, Interrogation, and becoming Concealed. A successful Troop Quality Check is a roll less than or equal to the Unit's Troop Quality, modified by the status markers on the Unit, plus other possible modifiers.

- Combat results are Possible Suppression, Suppression, Broken, and Casualties (WIAs and KIAs).

- Controlling key terrain, causing casualties, evacuating WIAs and KIAs, and destroying caches determine Victory Points, which are used to find out who won the scenario.

2.0 HOW TO READ THE COUNTERS

Unit counters represent Infantry Units (Fire Teams, Weapons Teams, Leaders and other individuals), Civilians, Vehicles and Helicopters. A Unit with a Fire Rating is a Combat Unit.

The color of the box around the Fire Rating of a Combat Unit shows the Weapon Class: Red = Small Arms, Yellow = HE, White = Dual Purpose

A green box around the Troop Quality indicates the Unit is a Leader.

Some Units (Vehicles and Helicopters) also have a Defensive Modifier.

A white stripe across the Unit Type indicates the unit is reduced.

NVA units are brown, VC units and Civilians are gray, and American units are green. Note that while VC have their own Concealed markers, they use NVA markers for all other conditions.

The number of figures on the counter is the number of troops the Unit represents. This is important for Loading Units (see 6.9)

3.0 SET-UP AND SEQUENCE OF PLAY (SOP)

To start the game the players select a scenario, and determine sides. The scenario is set-up based on the instructions given on the scenario card. Any Special Rules in the scenario take priority over the rules presented here. For each turn of a scenario, the following SoP is followed:

a. **Place Reinforcements (see 4.0)**

b. **Activation Phase (see 5.0)**

c. **Execute Fire Missions (see 16.0)**

d. **Check Casualties (see 17.0)**

e. **Check for Concealment (see 18.0)**

f. **End of Turn (see 20.0)**

4.0 PLACE REINFORCEMENTS

Reinforcements are placed in any hex on the designated map edge as described in the scenario. The Units may not be overstacked (see 6.2 for stacking limits). They can be activated normally on the turn that they are placed.

Helicopters and Vehicles may be loaded or unloaded. Helicopters may enter the map at either Treetop or High Level.

A UH-1 Slick may, after unloading American reinforcements that arrive by Helicopter, only conduct Move Actions and must leave the map the following turn.

Additional Activation Chits are added to the cup during this step if the scenario instructs you to add additional chits.

5.0 ACTIVATION PHASE
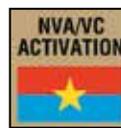
The scenario instructions will state how may Activation Chits each side gets, and which side starts as the Active Player for the first Activation each turn. The Activation Chits are all put in a cup and the Active Player starts with his first Activation as defined by the scenario. After this first Activation, a player will pull an Activation Chit from the cup. This chit will indicate which player is the Active Player and may perform an Activation. Once the Activation is complete, the next chit is pulled from the cup. Remember to include the Random Event Chit in the cup each turn unless the scenario states not to include it.

During a turn, each Unit may be activated only once. Players may use the Activation Complete markers to indicate which Units have already completed their Activation.

Activated Infantry Units may perform one Action during their Activation.

Activated Vehicles may perform two different Actions during their Activation.

Activated Helicopters may perform two Actions during their Activation, one of which must be a Move Action. The Helicopter may remain in its current hex for its required Move Action, but is still subject to Opportunity Fire.

After the Activation is complete, remove any Op Fired markers from Units and draw the next Activation Chit. The Activation Phase ends when there are no more chits available in the cup.

5.1 Activating Units

When an Activation Chit is pulled (or if it is the first Activation of the turn, which does not require a chit), the Active Player may do one of the following:

Activate a Leader and any or all friendly Infantry Units within two hexes. VC and NVA Leaders may only activate their own units and/or any Civilians (i.e. a VC Leader can only activate VC Units, an NVA Leader can only activate NVA Units). A Broken Leader may only activate himself for a Recover Action or Move Action. A Suppressed Leader may only activate units within his own hex.

Activate any number of Units in a hex.

The Active Player may pass and the next chit is drawn.

When a Helicopter is picked to activate, the Activation Chit is placed back in the cup (unless it's the first Activation of the turn, in which case there is no chit to return). Helicopters may only be activated individually, not by Leader Activation or with any other Units. As an exception to this rule, multiple Helicopters that are adjacent to each other may be activated together to perform Move, Load, and Unload Actions. When activated together, the Helicopters must perform the same Actions, one Helicopter at a time.

Generally, Vehicles may only be activated individually. When a Vehicle is loaded with a Leader, the loaded Leader allows the Vehicle to act as a Leader and activate other Vehicles within 4 hexes.

Infantry Units or Vehicles activated together do not need to perform the same Actions. Active Units may perform Action in any order.

Activated Infantry Units may perform one of the following Actions:

a. Move
b. Fire
c. Assault
d. Search
e. Recover
f. Destroy Cache (American only)
g. Request Medevac (American Leaders only)
h. Request Fire Mission (NVA and American Leaders and Forward Observers only)

Activated Vehicles and Helicopters may perform two of the following Actions:

a. Move
b. Fire
c. Load
d. Unload
e. Assault (Vehicles only)
f. Recover

For Vehicles, the two Actions must be different.

Activation Example

In the situation to the right, an American Activation Chit has just been drawn. The American player has options as to which units he activates.

He could activate the Leader in hex 23.23. By doing so he would activate the Leader which may activate the two Fire Teams in hexes 22.22 and 22.23, and the Broken Leader in 23.22. The MG team in 21.23 would not be activated as it is already under an Activation Complete marker, so it cannot be activated again this turn. The two Units in 20.24 would not be activated with the Leader, as they are more than 2 hexes from the Leader.

If the American player activated the Broken Leader in 23.22, only he would be activated as he is broken.

The American player could activate the two Units in hex 20.24. This would not activate any other Units for this Activation.

Finally, he could chose to activate the Vehicle in hex 23.24, which would activate on its own.

For Helicopters, at least one of the two Actions must be a Move Action. The Helicopter may remain in its hex (hover) for this Move Action, but it is still subject to Opportunity Fire. A Helicopter may conduct two Move actions.

When a Leader suffers a KIA or WIA (see 7.4), immediately and permanently remove 1 Activation Chit of the Leader's side from the cup. If there are none remaining in the cup, remove 1 from the pool of Activation Chits for the remainder of the scenario.

6.0   ACTION: MOVE

6.1 General Notes on Move Actions

Movement is standard wargame hex-to-hex, paying movement points to enter a new hex based on the terrain type of the hex. Each Unit belongs to one of three Movement Classes; Infantry, Vehicle, or Helicopter. The class of movement governs the terrain costs.

Generally, Units may not leave the map unless evacuating KIA/WIA, or if specifically allowed by the scenario Special Rules.

At any time during a unit's movement, when a Unit enters a new hex, the opposing player may attempt Opportunity Fire at the Unit in this new hex. A Unit may attempt Opportunity Fire once during each Activation by the Active Player (see 21.0).

A Concealed Unit loses its concealment at any point when it moves within LoS of a Visible Enemy Unit. For a moving Unit, concealment loss and LoS is based on the new hex being entered. An exception to this are Infantry Units that use Stealthy Movement (see 6.7).

Each activated Unit moves either individually, or as a stack. If moving as a stack, the Units must all perform the exact same movement (no dropping off units, or moving into different hexes).

TERRAIN EFFECTS CHART

Terrain		Concealment Modifier	Fire Modifier	Infantry Movement	Vehicle Movement	Helicopter High/Treetop[e]	Helicopter Ground
Clear		+1	0	1	2	1	1
Hamlet		-2	+2	1	3	1	P
Grass		-1	+1	1	3	1	1
Rice Paddy		0	+1	1½	P	1	1
Jungle		-2	+2[b]	2	P	1	P
Slope		0	0	+2	+4	N/A	N/A
Stream		0	0	+1	+5	N/A	N/A
Trail		Other Terrain	-1[a]	1[d]	1[c,d]	N/A	N/A
Road		Other Terrain	-1[a]	½[d]	1[d]	N/A	N/A

Red text is Blocking Terrain. LOS traced through 3 or more Rice Paddy hexes blocks LOS.

P: Prohibited to enter.   N/A: Not Applicable

a. Opportunity Fire against unit using a Trail or a Road receives a -1 Fire Modifier in addition to other terrain Fire Modifiers
b. For Jungle terrain the Fire Modifier is N/A for HE fire.
c. Vehicles may not use a Trail through a Jungle hex.
d. Trail and Road negates movement point cost of other terrain except Slope. Trail and Road cost are from one connected Trail or Road hex to another.
e. Fire Modifier is ignored for Helicopters at High or Treetop levels

6.2 Stacking

Stacking per hex is unlimited for Infantry Units. Additionally, a hex may also contain up to two Vehicles or one Helicopter (Destroyed Helicopters do not count towards the stacking limit of a hex).

A Civilians marker may never be stacked with a NVA/VC Infantry Unit.

A Unit may not enter a hex that contains any enemy Unit (unless the only Unit in the hex is a Medic, see 17.1), even if the enemy Units are Concealed.

The stacking restrictions apply at all times.

There is a +1 Fire Attack die roll modifier (+1 DRM) for each Unit, of any type, beyond four in a hex.

6.3 Movement Allowance.

An Infantry Unit has a movement allowance of five (5) movement points.

An Infantry Unit may choose to perform Double Time Movement (6.6) or Stealthy Movement (6.7).

Each Vehicle Unit has fifteen (15) movement points.

Each Helicopter has twenty (20) movement points at High or Treetop Level and two (2) at Ground Level.

Each Movement Class pays different movement costs on the Terrain Effects Chart.

6.4 How to Move Units

Units move from hex to adjacent hex spending the necessary movement points listed on the Terrain Effects Chart to enter hexes and cross hexsides.

A unit may not move into a hex if it does not have sufficient movement points.

6.5 Terrain and Movement

See the Terrain Effects Chart for movement costs.

Exiting the map costs 1 MP.

6.6 Double Time Movement

Before an Infantry Unit begins moving, the Active Player can declare the Unit is using Double Time Movement. The Unit's movement points are increased from 5 to 9 and an Exhausted marker is placed on it at the end of the Activation. A unit with an Exhausted marker may not use Double Time Movement.

Exhausted units have their Fire and Troop Quality die rolls modified by +1, in addition to any other modifier they may have.

Exhausted markers are removed by performing a Recover Action.

Movement Example

In the situation to the right, the Unit in hex 19.17 moves into hex 19.18 for a cost of 1 MP as it is able to use the Trail movement cost instead of the Jungle movement cost (which would have been 2 MP). It then can enter 19.19 for 1 MP, again using the Trail, and finally into 20.19. The movement into 20.19 costs 3 MP, 1 for using the Trail, +2 for the Slope. At this point the Unit has used all 5 MP.

The Unit in 21.17 is not on a Trail, and will have to pay the full movement cost to enter another hex. In order to get to hex 23.20, the player declares that it will use Double Time movement (increasing the number of MP it has to 9, but an Exhausted marker will be placed on it at the end of the Activation. The Unit moves to hex 22.17 for 4 MP (2 to enter a Jungle hex and +2 for the Slope), and then into hex 23.18 for 1½ MP. It then moves into hex 23.19 for 1½ MP, and finally into 23.20 for 1 MP. At this point the Unit has spent 8 of its 9 MP. It could move into hex 22.20 for 1 MP, but it cannot move into hex 23.21, as this would cost 1½ MP.
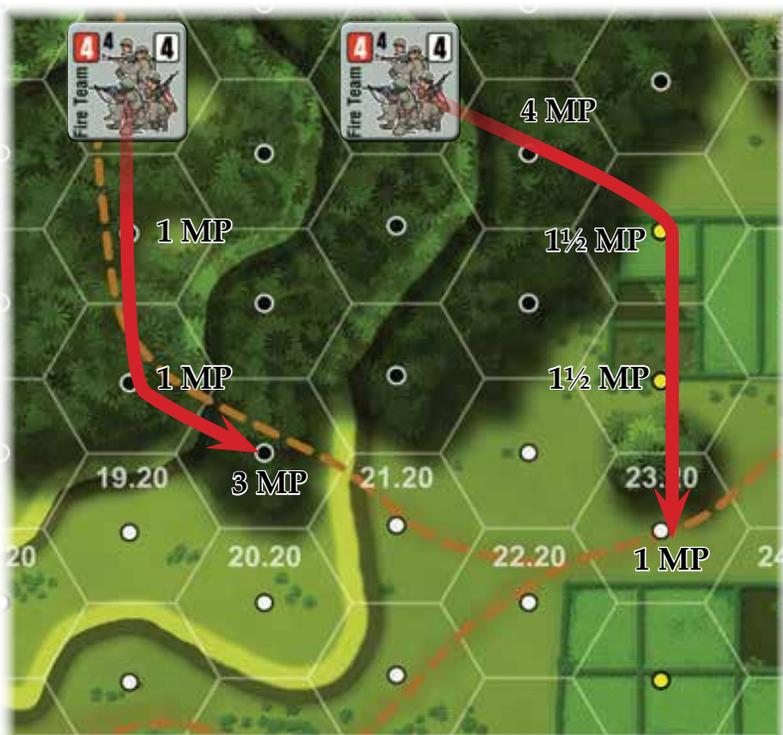
6.7 Stealthy Movement

Before an Infantry Unit begins moving, the Active Player can declare the unit is using Stealthy Movement.

The Unit may only move one hex. If it is Concealed, it makes a Troop Quality Check. This Troop Quality Check is modified by the terrain concealment modifier of the hex being entered and any status markers on the Unit. If it passes this check, it keeps its Concealed marker and moves into the adjacent hex. If it fails, the Unit loses its Concealed marker and then moves into the adjacent hex.

Opportunity Fire against a Unit using Stealthy Movement receives a +1 modifier (+1 DRM). This modifier is in addition to any other modifiers that exist (i.e. +2 DRM for being Concealed).

6.8 Helicopter Movement.

Helicopters are always at one of three altitudes levels; High, Treetop, or Ground. Helicopters may enter the map at either Treetop or High Level.

High   Treetop   Ground

During a Move Action, a Helicopter may change its altitude level by one at the start or end of the Move Action, i.e. High to Treetop, Treetop to Ground, Ground to Treetop, or Treetop to High. A Helicopter may not be at Ground Level in a Jungle or Hamlet hex.

The Helicopter movement point cost for each hex is one (1). Each Helicopter has twenty (20) movement points at High or Treetop Level and two (2) at Ground Level.

When calculating the range between a hex and a Helicopter at High altitude, double the number of hexes counted between the starting hex and the hex containing the Helicopter.

6.9 Transporting Infantry Units

Infantry Units loaded on a Vehicle or UH-1 "Slick" Helicopter are being transported and move with the Vehicle or Helicopter.

A UH-1 "Slick" Helicopter may transport up to 7 troops. A Vehicle may transport up to 8 troops. To determine how many troops a counter represents, count the number of figures on each counter. Each KIA/WIA or Injury marker is considered 1 troop for transport.

Loaded Infantry Units being transported may not be activated or targeted by Fire Attacks/Opportunity Fire, nor may they perform Opportunity Fire.

6.10 Immobilized Vehicles

Immobilized vehicles can be Abandoned by a Move Action.

Place a Suppressed reduced Fire Team in the same hex as the vehicle with an Activation Complete marker on the Fire Team (so the Suppressed Fire Team may not be activated the turn it abandons its vehicle). Any loaded Units and WIA/KIA markers being carried by the Vehicle are then placed in the hex and marked Activation Complete. Remove the Vehicle from the map.

7.0   ACTION: FIRE (FIRE COMBAT)

Each Unit activated for a Fire Action may fire individually or combine with other activated units for a Fire Action to target an enemy Unit.

All firing units must have a LoS (see 7.3) to the target hex except Observed Mortar Fire (see 7.2). Friendly Infantry Units, Vehicles, and Helicopters at Ground Level block LoS for Fire attacks except in a Fire attack from Mortars.

A Unit activated to Fire loses its Concealed marker if within LoS of a Visible Enemy Unit.

Broken units may not be activated for Fire Combat.

Mortar and Artillery attacks cannot be performed against Helicopters at High Level.

7.1 Fire Procedures

1. For each Fire attack, designate a Target Unit. If there are multiple units in a hex, the Fire attack only targets the designated unit.

2. Designate a Firing Unit or Units. For multiple units combining fire, designate a Primary Firing Unit.

3. To determine if the Fire attack hits, roll against the Fire Rating of the Primary Firing Unit to hit. The die roll is modified by target terrain (with possible Trail or Road modifier), target Defensive Modifiers, status of the Primary Firing Unit, range from the Primary Firing Unit, and additional firing units.

   For the Primary Firing Unit, firing beyond its Range, up to double: +1 die roll modifier.

   For the Primary Firing Unit, firing into an adjacent hex: -1 die roll modifier. This applies to Assault Fire Combat as well. This does not apply to HE fires.

   A Concealed Primary Firing Unit that successfully conducts Opportunity Fire receives a -1 die roll modifier.

   For each additional Combat Unit attacking the target, firing at up to double its printed Range, there is a -1 die roll modifier.

   For each Unit in the target hex, beyond four units, there is a -1 die roll modifier (e.g. -1 for 5 Units, -2 for 6 Units).

HE firing types ignore concealment and Jungle terrain die roll modifiers. Helicopters receive no terrain die roll modifiers unless at Ground Level.

A roll less than or equal to the unit's Fire Rating is a hit. A roll of 1 always hits. A roll of 10 always misses.

4. If the Fire attack hits, determine the effect from the Fire attack by rolling on the Target Effects Table based on the Primary Firing Unit's Fire Rating class.

7.2 Observed Mortar Fire

A Mortar Team may conduct a Fire attack against a target that it does not have a LoS to providing there is a friendly non-Broken or Suppressed Leader that has a LoS to the Target. The Leader does not have to be activated. This Fire attack has a +1 die roll modifier (+1 DRM) for the To Hit roll.

7.3 Line of Sight (LoS)

In order for a Unit to conduct Fire attacks, to attempt Opportunity Fire, or to influence checks against enemy Units becoming Concealed, a Unit must have a Line of Sight (LoS) to the Target Unit. An exception is a Mortar Team conducting Observed Mortar Fire.

Line of Sight may be freely checked at any time.

7.3.1 Tracing Line of Sight

LoS is traced from the center dot of one hex to the center dot of another hex and can be of an unlimited length. The terrain type of these two hexes has no impact on LoS determination.

LoS is blocked if it passes:

- through any portion of a Blocking Terrain hex.

- along a hexside and there is a Blocking Terrain hex on both sides of the hexside.

- through 3 or more Rice Paddy hexes.

LoS is always clear between two adjacent hexes.

7.3.2 Blocking Terrain

Blocking Terrain hexes are Hamlet, Jungle, and Grass. Three or more Rice Paddy hexes along a LoS also form Blocking Terrain.

Slopes are designated by a shaded line along a hexside. The dark shaded side is "Down Slope" or lower ground. The lighter shaded side is "Up Slope" or the higher ground. The Slopes graphics do not rigidly follow the hexsides to allow for a more natural looking map. Remember, trace LoS from hex center dot to center dot and if it crosses all of the Slope graphic, the Slope LoS rules apply.

LoS Example

In the situation to the right, the Unit in hex 20.20 has a LoS into hex 20.19 (there is always a LoS between two adjacent hexes). There is also a LoS into hex 19.19 (tracing along a hexside of a single hex of Blocking Terrain does not block, note that if 19.20 was Blocking Terrain then the LoS would be blocked).

There is no LoS from 20.20 to 22.18 as the LOS passes through a Blocking Terrain hex (21.19).
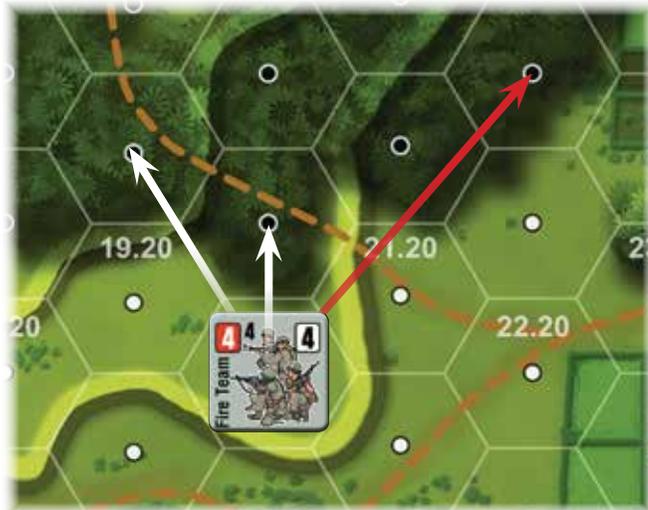
In the situation to the left, the Unit in hex 62.19 does have a LoS to hex 60.18 as the Slope is part of the hexside of the higher hex. There is no LoS between the Unit and hex 59.19 as the Slope is not part of the hexside of the higher hex.

If a Unit was in hex 60.20, it would have a LoS to hexes 59.20 and 60.19, but it would not have a LoS to hexes 59.19 and 60.18 as the Slope is not part of the hexside of the higher hex.

- LoS is blocked if it passes through any Slope at a higher elevation ("Up Slope") than either the firing unit or the target unit.

- If the firer and target units are at different elevations, LoS is blocked if it passes through a Slope at the same elevation as the highest unit (target or firer), and this Slope is not part of the hexside of the higher unit.

Friendly Infantry Units, Vehicles, and Helicopters at Ground Level block LoS as if they were Blocking Terrain for Fire attacks except from Mortars (including Observed Mortar Fire). Enemy Units and Civilians do not block LoS.

7.3.3 LoS to and from Helicopters

Helicopters represent a special type for LoS, as the Helicopter can be at different altitudes.

LoS to and from Helicopters flying at High Level is only blocked if the LoS is traced through Blocking Terrain adjacent to the ground unit.

Line of Sight to and from Helicopters flying at Treetop Level is only blocked if the LoS is traced through Blocking Terrain adjacent to the ground Unit or the Helicopter.

LoS to and from Helicopters at Ground Level is treated the same as for ground Units for LoS determination.

7.4 Fire Effects:

TARGET EFFECTS TABLE

Die Roll	Small Arms (red)	Dual Purpose (white)	HE (yellow)
1	KIA	KIA	KIA
2	WIA	KIA	KIA
3	WIA	WIA	WIA
4	B	WIA	WIA
5	B	B	WIA
6	S	B	B
7	S	S	B
8	S	S	S
9	S?	S	S
10	S?	S?	S

KIA: Killed in Action   WIA: Wounded in Action

B: Break   S: Suppression

S?: Possible Suppression

Fire Example

In the situation to the right, the American Leader has been activated, and he activates the two American Units (the Fire Team and the Mortar Unit) to perform a Fire Action. There are several ways the Fire Action can be performed.

1. Both units can attack separately. The Fire Team will need to roll a 3 to hit (Fire Rating 4, +2 DRM for the Jungle, -1 DRM for being adjacent), and the Mortar Unit will also need to roll a 3 to hit (Fire Rating 4, no modifier for the Jungle as the Unit is firing HE, and -1 DRM for using a friendly Leader as an observer).

2. The two Units can combine their Fire for a single attack. If the Fire Team is Primary Firing Unit, the To Hit roll becomes a 4 (an additional -1 DRM for the Mortar supporting the Fire Action). Or if the Mortar is the Primary Firing Unit, the To Hit roll is again a 4 (an additional -1 DRM for the Fire Team supporting the Fire Action).

The American player opts for the first option, making two Fire Attacks. First he fires with the Fire Team, rolling a "5", which is a miss.

He then rolls for the Mortar, and rolls a "3", which is a Hit. He then rolls again for the effect and rolls a "1", a KIA result. The NVA Unit is flipped to its reduced side, a KIA marker is placed on the NVA Unit, and the American Units are all marked with Activation Complete. The final situation is shown to the right. The American player gains 3 VP.

For Opportunity Fire, any result on the Target Effects Table (KIA, WIA, B, S, or S? that becomes an S) ends the target unit's Activation.

Results:

KIA:

- **Infantry/Civilians** - Remove the Concealed marker. Flip a four or three man Unit to its reduced side and place a KIA marker on the Unit. If it is a two or one man Unit, remove it from play and replace it with a KIA marker.

  If the Unit is a Leader, also immediately remove 1 Activation Chit of the Leader's side from the cup. It is out of play for the rest of the scenario. If there are none remaining in the cup, remove one from the pool for the remainder of the scenario.

  If the Unit is a Civilians marker, remove the Civilians marker, but do not place a KIA marker.

- **Vehicle** - Destroyed. Remove from play and place a KIA marker to represent crew casualties. Any transported Infantry Units and/or WIA/KIA/Injury markers remain on the map. For each transported Infantry Unit, roll on the Dual Purpose column of the Target Effects Table and apply the result. Victory Points are awarded for destroyed Vehicles and for any Infantry casualties.

- **Helicopter** - Destroyed. Replace the Helicopter with a Destroyed Helicopter marker and remove any transported Infantry Units and WIA/KIA/Injury markers. Place a KIA marker and award Victory Points for each transported Infantry Unit as well as awarding Victory Points for a destroyed Helicopter.

WIA:

- **Infantry/Civilians** - Remove the Concealed marker. Flip a four or three man Unit to its reduced side and place a WIA marker. If it is a two or one man Unit, remove it from play and replace it with a WIA marker.

  If the Unit is a Leader, also immediately remove 1 Activation Chit of the Leader's side from the cup. It is out of play for the rest of the scenario. If there are none remaining in the cup, remove one from the pool for the remainder of the scenario.

  If the Unit is a Civilians marker, remove the Civilians marker, but do not place a WIA marker.

- **Vehicle** – Immobilized. Flip the Vehicle to its Immobilized side. Any transported Infantry Units and/or WIA/KIA markers remain on the Vehicle. The Vehicle may activate normally to Fire, Load, and Unload but may not Assault and may only conduct Move Actions to abandon the Vehicle. If the Vehicle already possesses an Immobilized marker, it is destroyed. Treat this as a KIA (Destroyed) result.

- **Helicopter** – Downed. Place WIA marker on the Helicopter and the owning player places the Helicopter at Ground Level within three hexes of its current location if at High Level, within one hex if at Treetop Level, or in it's current hex if at Ground Level. Any transported Infantry Units and/or WIA/KIA markers remain on the Helicopter. If it cannot be placed at Ground Level in a valid hex (i.e. not a Jungle or Hamlet hex), it is destroyed – Treat this as a KIA (Destroyed) result.

  A Downed Helicopter with a WIA marker may only be activated to Unload. Once all Units and WIA/KIA markers are unloaded, remove the Helicopter marker or replace it with a Destroyed Helicopter counter if you like the visual effect.

B - Broken:

- **Infantry/Civilians** – Remove the Concealed marker. Place a Broken marker on the Unit (and if the Unit was already Suppressed remove the Suppresed marker), retreat two hexes away from Primary Firing/Assaulting Unit and then place an Activation Complete marker on the Unit. This movement is subject to Opportunity Fire, even from the Unit that caused the retreating Unit to break. A Unit that is already marked with an Op Fired marker may attempt Opportunity Fire again, once, during the Broken Unit's retreat. If already Broken, retreat two hexes as per above. If the Broken Unit cannot retreat two hexes, it is eliminated. Award Victory Points as a KIA. Place a KIA marker in the hex. Any KIA/WIA being carried by a Broken unit that cannot retreat two hexes remains in the hex.

  If the Broken result is from a Fire Mission, the Broken Unit remains in place; ignore the retreat requirement and its potential consequences.

  The **only** Actions a Broken Unit may take are a Recover Action or Move Action.

  If the Unit is a Civilians marker, remove the Civilians marker.

- **Vehicle** - Place a Broken marker and an Activation Complete marker. Additional Broken results have no effect.

The **only** Actions a Broken Vehicle may take are a Recover Action or Move Action.

- **Helicopter** - Place a Broken marker on the Helicopter and an Activation Complete marker. The Helicopter may only conduct Move Actions to exit the map. A second Broken result is treated as WIA.

S - Suppressed:

- **Infantry/Civilians** - Remove the Concealed marker. Place a Suppressed marker on the Unit. If already Suppressed, replace the Suppressed marker with a Broken marker and retreat two hexes as per a Broken result. If already Broken, retreat two hexes as per a Broken result (there is no additional effect). Mark it with an Activation Complete marker.

    If the Unit is a Civilians marker, remove the Civilians marker.

- **Vehicle** - Place a Suppressed marker on the Vehicle. If already Suppressed or Broken, there is no additional effect.

- **Helicopter** - Place a Suppressed marker on the unit. If already Suppressed or Broken, there is no additional effect

S? – Possible Suppression:

- **Infantry/Civilians** - Perform a Troop Quality Check, modified only by the Unit's status markers. If the Unit fails the check, it becomes Suppressed (see above), otherwise No Effect.

- **Vehicle** - Perform a Troop Quality Check, modified only by the Unit's status markers . If the Unit fails the check, it become Suppressed (see above), otherwise No Effect.

- **Helicopter** - Perform a Troop Quality Check, modified by only the Unit's status markers . If the Unit fails the check, it becomes Suppressed (see above), otherwise no effect.

7.5 Killed in Action (KIA) & Wounded In Action (WIA)

A key element for both sides was the recovery and evacuation of KIAs and WIAs. A player gains Victory Points for causing KIAs and WIAs. These are offset by a player gaining Victory Points for evacuating his KIAs and WIAs.

7.5.1 Combat Losses

Combat losses are represented by KIA/WIA results on the Target Effects Table. An Infantry Unit that suffers a KIA/WIA result is reduced (flipped to its reduced side or is removed from play) and a KIA/WIA marker is placed.

When a three or four man Infantry Unit suffers a KIA/WIA result, flip the counter over to its reduced side and place a KIA/WIA marker in the hex.

When a one or two man Infantry Unit or a reduced Infantry Unit suffers a KIA/WIA result, remove it from play and replace with a KIA/WIA marker.

An Injury is treated as a WIA for carrying and evacuation.

7.5.2 Carrying KIA and WIAs

KIA/WIA markers may not move on their own. They must be transported on Vehicles or Helicopter, or be "Carried" by Infantry Units.

KIA/WIAs may be loaded, unloaded, and transported by Vehicles and Helicopters the same as an Infantry Unit, but remember the KIA/WIA marker must be carried by an Infantry Unit in order to be loaded (see 14.0 and 15.0). Each KIA/WIA marker is considered 1 troop for transport.

KIA and WIA markers may be "Carried" by Infantry Units. A four man Infantry Unit may carry two KIA/WIAs, a three man Infantry Unit may carry one KIA/WIA, and a one or two man Unit may not carry KIA/WIAs.

During a Recovery Action (see 10.0), an Infantry Unit may pick-up a KIA/WIA alone in a hex or transfer a KIA/WIA to another Infantry Unit in the hex. The receiving unit need not be activated and may have already completed its Activation.

When a KIA/WIA is created, it may immediately be "Carried" by an Infantry Unit in the same hex. Place the KIA/WIA marker on the Infantry Unit.

A Unit carrying a KIA or WIA marker may "drop" the marker during a Move Action by declaring so and leaving it in a hex before moving into a new hex.

For each KIA or WIA carried, an Infantry Unit suffers a -1 movement point penalty. Additionally, an Infantry Unit carrying a KIA suffers a +1 die roll modifier (+1 DRM) on Troop Quality Checks. Otherwise, a Unit carrying or transporting KIA or WIA may function normally.

7.5.3 Evacuating KIA/WIA

A KIA/WIA may be evacuated by being transported or be Carried off the map. Exiting the map costs 1 MP.

For the NVA/VC player, an Infantry Unit may carry a KIA/WIA off any map edge. The NVA/VC player may also carry a KIA/WIA into a Tunnel if in a hex with a Tunnel by spending 1 MP to enter the Tunnel.

For the American player, a KIA/WIA may be transported off any map edge by Vehicle or Helicopter. KIA/WIAs are loaded and transported the same as an Infantry Unit. Scenario Special Rules will state if American Infantry Units are allowed to

carry KIA/WIAs off the map and specify valid exit hexes.

When a KIA/WIA is evacuated, the owning player receives Victory Points. Infantry Units which carry a KIA/WIA off the map or into a Tunnel are removed from play and may not return.

A KIA that is alone in a hex with an enemy Unit is removed from play.

A WIA/Injury that is alone in a hex with an enemy Unit is captured. Remove the marker from play and award Victory Points for Capture Enemy WIA/Injury.

8.0   ACTION: ASSAULT

Vehicles and Infantry Units that start their Action adjacent to enemy Units may be activated for an Assault Action. Activated assaulting Units need not be stacked with each other, but all need to be adjacent to the hex being assaulted.

All Units in the defending hex must participate in the Assault.

Assault Procedure:

1. Attacker designates assaulting units and the Target Hex.

2. Assaulting Units lose their Concealed markers if Concealed.

3. All defenders in the Target Hex may attempt Opportunity Fire against the assaulting Units, if not already marked with an Op Fired marker. They lose concealment if they conduct Opportunity Fire. This is treated as a regular Opportunity Fire so any terrain effects DO apply to the assaulting Units.

Assault Example

In the situation to the right, the American Leader has been activated, and he activates the two American Units (the two Fire Teams) who will Assault the concealed NVA Unit. The Fire Team in hex 22.19 cannot Assault, as it is not adjacent to an enemy Unit. The American Leader will not participate in the Assault, just the two Fire Teams. The advantage of including the Leader is that no Troop Quality Check is needed for the Fire Team stacked with the Leader. However, Leaders are very tempting targets during an Assault for the defenders.

If the American Units were Concealed, they would lose the Concealed markers at this time. The NVA Unit can declare Opportunity Fire if it wishes, against one of the assaulting Units, but he would also lose concealment. The NVA Unit does not perform Opportunity Fire, and remains Concealed.

Each of the American Units must now pass a Troop Quality Check in order to participate in the Assault. They each need to each roll a 4 or lower in order to participate. The two rolls are a "1" and "3", so both are going in.

The first round of Fire Combat commences. The American Units can combine their attack into a single attack, or they can attack separately. They will combine their attacks. The Fire Team in hex 20.20 is identified as the Primary Firing Unit. His Fire Rating is 4 with a +2 total DRM (+2 for the defender's terrain, +2 for defender being Concealed, -1 for firing adjacent, -1 for a supporting Unit). The roll is a "5", a miss.

The NVA Unit decides to fire at the American Unit in hex 19.19 (this Unit gets no Terrain modifier for this round, but will get it for later rounds). The Fire Rating is a 4 with a -1 modifier for firing adjacent. He rolls a "2" which is a hit, and then rolls on the Target Effect Table and rolls a "5", getting a Broken result. This breaks the Fire Team in 19.19, and he has to retreat 2 hexes. If the NVA Unit had LoS into the hexes the Broken Unit retreats into, it could make an Opportunity Fire attempt at the Broken Unit.

Upon completion of the first round, the defending Unit loses his Concealed marker. Even if the American player wanted to call off the Assault, he is not able to do so, and must continue.

In the second round the American Unit needs a 3 to hit (4 Fire Rating, +2 DRM for Jungle, -1 for firing adjacent). He rolls a "10", an automatic miss. The NVA Unit fires, needing a 5 to hit (4 Fire Rating, -1 for firing adjacent). He rolls a "6", a miss.

For the third and final round, the rolls needed to hit are the same. The American player rolls a "2", a hit. He then rolls an "8" which is a Suppression result. This result is applied after the NVA Unit fires. The NVA Unit fires back with a "2" which is a hit, and rolls a "9" for the effect, a Possible Suppression. The American Unit performs a Troop Quality Check, rolling a "3", so no effect.

At the end of the third round, the Assault automatically ends. The NVA Unit is Suppressed, the American Unit in hex 19.19 is Broken and has retreated 2 hexes. The American Unit in hex 20.20 remains in its current hex and is marked Activation Complete.

4. Each assaulting Unit must pass a Troop Quality Check (modified by the Unit's status markers) to continue. Sappers, Leaders, and Units stacked with an assaulting Leader automatically pass this Troop Quality Check.

5. Civilians and Dummy Units in the Target Hex are revealed and removed.

6. First Fire Combat Round (Simultaneous); Assaulting Units and defending Units can only target one opposing unit per round

   Assaulting Unit(s) – Does not receive a Terrain modifier, if any.

   Defender - Receives Terrain modifier. Note that Broken defending Units may not participate in a Fire Combat Round.

7. Defending Units lose any Concealed markers after the first round, if Concealed.

8. Continue Simultaneous Fire Combat for 3 Rounds. After the First Fire Combat Round both sides receive Terrain modifiers for their current hex. Suppressed Units no longer participate in the Assault nor may they advance. Once committed to an Assault, there is no calling it off; combat continues for 3 Rounds or until all units on one side break or are eliminated.

9. If after any Round all defending Units are Broken or are eliminated, the attacker may advance into the hex (including entering any Foxhole or Bunker in that hex) if he is not Suppressed, Broken or eliminated. This movement does NOT trigger Opportunity Fire. If both sides break simultaneously, the defending Unit(s) retreat first. Remember, a retreating Broken Unit is subject to Opportunity Fire attempts, even from an active Unit – including the Units performing the Assault.

If at the end of 3 Rounds the Assault has not been resolved, it comes to an end, and the Activation concludes.

9.0 ACTION: SEARCH

An Infantry Unit in a hex with a Hidden Cache (including Tunnels, Foxholes, and Bunkers) may conduct a Search Action. Roll a Troop Quality Check for the Infantry Unit conducting the Search Action, modified by the Unit's status markers and any Search markers on the Unit.
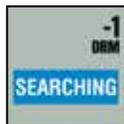
If the Troop Quality Check is successful; reveal all Caches in the hex. If it is a Dummy Cache, remove it from play. Once revealed, a Cache is never hidden again.

If the Troop Quality Check is not successful, the Unit receives a -1 Searching marker. The Unit receives a -1 die roll modifier (-1 DRM) on subsequent Search Troop Quality Checks only. This marker stays with the Unit until it does an Action other than Search or conducts a

successful Search. A Unit may accrue an unlimited number of Searching markers.

A Unit activated to Search loses its concealment if within LoS of a Visible Enemy Unit and is subject to Opportunity Fire after the Troop Quality Check.

Victory Points are awarded revealing Caches, not Dummy Caches.

10.0 ACTION: RECOVER

A Unit activated for a Recovery Action may do any or all of the following:

- Remove an Exhausted marker.

- Remove a Suppressed marker or convert a Broken marker to a Suppressed marker. A Vehicle or a Helicopter with a Broken marker may not remove it.

- Remove a Low Ammo marker if stacked with another friendly Unit or Weapons Team or an Ammo Cache if the NVA/VC player. Helicopters and Vehicles may not remove Low Ammo markers.

- Pick up a KIA or WIA, or transfer a KIA or WIA to another Infantry Unit in the same hex. The receiving Unit need not be activated and may have already completed its Activation.

11.0 ACTION: DESTROY CACHE

An American Infantry Unit, not being in a Suppressed status, in a hex with a revealed Cache (including Tunnels and Bunkers, but not Foxholes) may be activated to perform a Destroy Cache Action.

A Cache, Tunnel, or Bunker in the hex is destroyed and removed from play.

A Unit activated for a Destroy Cache loses its concealment if within LoS of a Visible Enemy Unit and is subject to Opportunity Fire.

Victory Points are awarded for destroying Caches.

12.0 ACTION: REQUEST MEDEVAC

An American non-Broken or Suppressed Leader may activate to Request a Medevac.

Roll on the Medevac Request Table.

MEDEVAC REQUEST TABLE

Die Roll	Arrival Turn
1	1 UH-1 "Slick" Arrives next Turn
2–3	1 UH-1 "Slick" Arrives in 2 Turns
4–5	1 UH-1 "Slick" Arrives in 3 Turns
6–7	1 UH-1 "Slick" Arrives in 4 Turns
8–9	1 UH-1 "Slick" Arrives in 5 Turns
10	Request Denied

One Medevac UH-1 "Slick" arrives as a reinforcement on the turn indicated on any map edge. Use the Med Arrives marker on the Turn Track to show when it will arrive.

Only one Medevac request can be pending. Once requested, another Medevac cannot be requested until a pending one has arrived and then left the map. Medevac Helicopters may be recycled and return to the map but only one Medevac Helicopter may be on the map, at a time. If a Medevac UH-1 Slick is not available, use any other UH-1 Slick.

Only KIA and WIAs may be loaded onto a Medevac UH-1 Slick. Once a Medevac is loaded with the KIA and WIA from a single hex, it must leave the map on the following turn.

13.0 ACTION: REQUEST FIRE MISSION

An American or NVA Leader or Forward Observer (FO), who is not Broken or Suppressed, may be activated to Request a Fire Mission.

The player must record the Target Hex and roll on the Fire Request Table. The Target Hex must be within the LoS of the Leader or Forward Observer conducting the Request Fire Mission Action or contain/be adjacent to a Visible Enemy Unit (LoS to the Target Hex is not required in this case). The Target Hex should not be revealed until the Fire Mission executes.

The Fire Request Table indicates the type of Fire Mission that will be executed (Artillery or Battalion Mortars) and the number of game turns until it executes (0 to 3) or that the request is denied.

There is a -1 die roll modifier (-1 DRM) on the Fire Request Table if the requesting Unit is an FO.

There is a +1 die roll modifier (+1 DRM) for each pending Fire Mission.

A roll of 10 is always Request Denied. A roll of 1 is always an immediate Battalion (BN) Mortar Fire Mission with a delay of 0. A delay of 0 (BN Mortar 0) means the Fire Mission will execute the turn it is requested.

FIRE REQUEST TABLE

Die Roll	US Fire Mission	NVA/VC Fire Mission
1	BN Mortar 0	BN Mortar 0
2	BN Mortar 1	BN Mortar 1
3	BN Mortar 1	BN Mortar 2
4	ARTY 1	BN Mortar 2
5	BN Mortar 2	BN Mortar 3
6	ARTY 2	Request Denied
7	ARTY 3	Request Denied
8	Request Denied	Request Denied
9	Request Denied	Request Denied
10	Request Denied	Request Denied

14.0 ACTION: LOAD

Vehicle or Helicopter Units in the same hex as Infantry Units may load these Infantry Units and/or KIA, WIA, and Injured markers (but the markers can only be loaded if an Infantry Unit is in the hex, they cannot load themselves), when the Helicopter or Vehicle conducts a Load Action. A Helicopter must be at Ground Level to conduct a Load Action. It does not matter if the Infantry Unit has already been activated during the current turn.

An Infantry Unit may not be activated while it is loaded.

Infantry Units entering the map may enter loaded on Vehicles or Helicopters.

The Vehicles or Helicopter and loading Infantry Units are subject to Opportunity Fire. Opportunity Fire may be attempted before or after the Load Action is complete.

15.0 ACTION: UNLOAD

A Vehicle or Helicopter may be activated to conduct an Unload Action. Infantry Units being transported are then considered unloaded and have been activated for that turn. To Unload, a Helicopter must be at Ground Level.

The Vehicles or Helicopter and unloading Infantry Units are subject to Opportunity Fire. Opportunity Fire may be attempted before or after the Unload Action is complete.

For American reinforcements arriving by Helicopter, after unloading, a UH-1 Slick may only conduct Move Actions and must leave the map on the following turn. Any escorting UH-1 Hogs must leave the map three turns after entering.

16.0 EXECUTE FIRE MISSIONS

During the Execute Fire Mission Phase, for each Fire Mission scheduled to execute during the game turn, place the appropriate Fire marker on the designated hex.

First, roll for accuracy on a 10-sided die. On a roll of 1 – 6 the Fire Mission is accurate and lands in the Target Hex. On a roll of 7 – 10, the Fire Mission scatters. If an Aerial Observer is present, the accuracy roll is modified by -2 (-2 DRM) but a roll of 10 always scatters.

Next, determine scatter. Roll a six-sided die for direction, referring to the direction indicator on the map.

Finally, determine distance from the Target Hex by rolling a 10-sided die. Battalion Mortars will scatter 1D10 divided by 5 (fractions rounded up). Artillery will scatter 1D10 divided by 3 (fractions rounded up).

Each Battalion Mortar Fire Mission attacks the Target Hex and six adjacent hexes.

Each Artillery Fire Mission attacks the Target Hex, six adjacent hexes, and twelve further surrounding hexes.

For each Unit in an affected hex, roll to hit (Step 3 of 7.1). Jungle and concealment modifiers do not apply, but all

other modifiers do apply. If a hit is achieved, roll on the Target Effects Table.

A Fire Mission may be canceled by the player that requested it any time before the accuracy roll is made.

17.0 CHECK CASUALTIES

For each of his WIA markers, the player rolls a die. On a roll of 9 or 10 the WIA dies of wounds (DOW) and becomes a KIA, losing Victory Points as per a DOW. On a roll of 1 or 2, the WIA is Returned to Duty (RTD) and removed. The WIA remains on any other result.

If a Medic is in the same hex as the WIA, the die roll is modified by -1.

Victory Points are awarded or lost depending on the results.

17.1 Medics

Medics are treated as Infantry Units, but possess no combat capabilities, and enemy Units may enter their hex.

If a Medic is in the same hex as the WIA, the Casualty Check die roll is modified by -1.

A Medic alone in a hex with an enemy Unit is eliminated. Remove from play and award VPs as per a KIA.

18.0 CHECK FOR CONCEALMENT

During the Check for Concealment Phase of each turn, each unit not in LoS of a Visible Enemy Unit and not in Clear terrain becomes Concealed. Visible Units, not in Clear terrain may roll against the unit's Troop Quality to see if it becomes Concealed. Gaining concealment is not mandatory. A player may decide not to roll for concealment, or make is Visible Units Concealed.

The US player always checks his units first.

18.1 Concealment

Infantry Units may be Concealed or Visible. Concealed Units have a Concealed marker placed on them and may **not** be inspected by the opposing player. Visible Units do not have this marker placed on them. If a stack of Units in a hex contains both Visible and Concealed Units, the Visible Units are placed on top of the Concealed Units.

Vehicles and Helicopters may never be Concealed. Infantry Units entering the map as reinforcements are Concealed unless entering loaded on a Vehicle or Helicopter. Loaded Infantry Units are never Concealed.

Concealed units may lose their concealment when they perform one of the following Actions within LoS of a Visible Enemy Unit (not a Civilians marker):

- Fire (see *exceptions* below)
- Move (see *exceptions* below)
- Assault
- Search
- Destroy Cache
- Load
- Conduct Opportunity Fire

A player may voluntarily remove a Concealed marker at any time from one of his Units in order to make it Visible for the purpose of forcing opposing units to lose their Concealed marker. For a moving Unit, concealment loss and LoS is based on the new hex being entered.

Additionally, a Concealed Unit that suffers a Broken Fire Effects result loses its Concealed marker.

Exceptions:

- Snipers do not lose their Concealed marker when they perform a Fire Action or conduct Opportunity Fire.
- An Infantry Unit may keep its Concealed marker if it successfully uses Stealthy Movement (see 6.7).

Concealed Units function normally but have a +2 Defense modifier (+2 DRM).

18.2 Becoming Concealed

Infantry Units attempt to gain concealment at the end of each turn, during the Check for Concealment Phase, even if Broken or Suppressed.

Each Visible Unit not in the LoS of a Visible Enemy Unit and not in Clear terrain automatically becomes Concealed.

Each Visible Unit not in Clear terrain in the LoS of a Visible Enemy Unit may perform a Troop Quality Check to see if it becomes Concealed if the owning player wishes. The Troop Quality Check is modified by the terrain Concealment Modifier as well as any status markers on the Unit. In addition, there is a +1 die roll modifier (+1 DRM) for each Visible Enemy Unit that has a LoS to the Unit attempting to become Concealed.

If the Unit passes the Troop Quality Check, place a Concealed marker on the Unit.

A roll of 1 always succeeds and a roll of 10 always fails.

The US player always checks his units first.

Broken and Suppressed Units may check for concealment.

19.0 RANDOM EVENTS

Random Events occur when the Random Event Chit is pulled. Roll a die, on a even number result the event will be a US event, otherwise it is a NVA/VC event. Roll a second die and cross reference the Random Event Table to see which event takes place.

RANDOM EVENT TABLE

Die Roll	US	NVA/VC
1	Injury	Injury
2	Low Ammo	Low Ammo
3	Hero	Hero
4	Rally	Rally
5	Higher HQ	Higher HQ
6	Check Fire	Check Fire
7	Aerial Observer	NVA Artillery
8	AH-1 Cobras	VC
9	No Event	No Event
10	No Event	No Event

19.1 Injury

When a player triggers this event, the opposing player places an Injury marker on any three or four man friendly Visible Infantry Unit – no reduction in unit strength is required (if the are no eligible Visible Units, treat as No Event). The Unit has its movement points reduced by 1 and can no longer use Double Time Movement (6.6). An Injury marker is carried and evacuated the same as a WIA for Victory Points.

If the Injury marker is already on the map, then there is No Event.

An Injury marker in a hex alone with an enemy Unit is captured. Remove from play and award Victory Points for Capture Enemy WIA/Injury.

19.2 Low Ammo

When a player triggers this event, the enemy player may place a Low Ammo marker on any friendly Unit.

A Unit with a Low Ammo marker suffers a +1 die roll modifier (+1 DRM) to Fire Attacks.

A Low Ammo marker is removed when the Unit with the marker performs a Recover Action in a hex with another non-Leader Combat Unit (cross-leveling ammo, the other unit is not considered to have performed an Action) as long as the Unit does not also have a Low Ammo marker. A NVA/VC unit in the same hex as an Ammo Cache may also perform a Recover Action to remove the Low Ammo marker. In this case the Ammo Cache remains Concealed.

Helicopters and Vehicles may not remove Low Ammo markers.

19.3 Rally

Remove a Broken or Suppressed marker from one friendly Unit. If there are no eligible Units, treat as No Event.

19.4 Hero

Place the Hero marker on one friendly Unit. The Hero marker is removed on the next friendly Random Event check.

19.5 Higher HQ

Report to Higher HQ. There are no Leader Activations allowed for the rest of this game turn for the player that generated this event.

19.6 AH-1 Cobras

The American player receives two AH-1 Cobras as reinforcements on any map edge. Place these two Units immediately. The AH-1s will remain on the map for 3 game turns and must move off the map by the end of the 3rd game turn. If the AH-1s are already on the map, ignore this event.

19.7 VC

Place a VC Commander, a VC Fire Team, a Dummy Unit counter, or a Civilians marker, all Concealed, within three hexes of a Hamlet hex– subject to limitations of the counter mix. The Units and markers do not have to stack together or even be within three hexes of the same Hamlet hex. Add one NVA/VC Activation Chit to the cup. This event may only happen twice. Any VC result after the second is treated as a No Event.

19.8 Aerial Observer

The American player receives an Aerial Observer. While the Aerial Observer is available, the delay to all Fire Requests is reduced by 1 turn. This does not affect currently pending Fire Missions. Additionally, accuracy rolls for executing Fire Missions receive a -2 die roll modifier. The Aerial Observer is removed on the next friendly Random Event check. Use the Aerial Observer marker as a reminder that it is in effect. This is not a Unit, and cannot be attacked.

19.9 NVA Artillery

The NVA player records a Target Hex. The Target Hex must be within the LoS of a NVA Leader or contain/be adjacent to a Visible American Unit. The Target Hex should not be revealed until the Fire Mission executes.

The NVA Artillery Fire Mission executes in 1D10/3 (fractions rounded up) turns as per 16.0 Execute Fire Missions.

19.10 Check Fire!

All pending Fire Missions for the player who triggered the random event are canceled.

20.0 END OF TURN

Remove any Activation Complete markers from Units. Advance the Turn marker and begin the next turn. Return all the Activation Chits to the cup.

If it is the last turn, determine who won the scenario.

21.0 OPPORTUNITY FIRE

Whenever a friendly Unit performs a Move, Search, Destroy Cache, Load or Unload Action, unbroken enemy Combat Units with a LoS may conduct an Opportunity Fire Check once per enemy Activation. Additionally, when a Broken Unit retreats, enemy units (including the Units that fired/assaulted to cause the Broken result) with a LoS, may conduct an Opportunity Fire Check.

The Unit(s) attempting to perform Opportunity Fire perform a Troop Quality Check. The roll is modified by any markers the Unit(s) may have. If the Unit(s) passes, it may conduct a Fire Attack against the Unit triggering the Opportunity Fire. A Concealed Unit does not lose concealment for making an Opportunity Fire Troop Quality Check, only if it actually fires. No matter the result of the check, an Op Fired marker is placed on the Unit(s) to show an attempt has taken place this Activation.

A Concealed Unit that successfully conducts Opportunity Fire receives a -1 die roll modifier on this attack.

Several Units may conduct Opportunity Fire Checks in order for these Units to combine in a Fire Attack, with one Unit firing, and the other Units providing a -1 DRM. Once all the Troop Quality Checks have been made to see which Units are conducting Opportunity Fire, the player making the Opportunity Fire attack determines how to combine these Units. The Units that combine fire must be in the same hex, or adjacent to a Unit that it combines with.

Opportunity Fire only affects the triggering Unit in a hex, or a single Unit in a triggering stack of Units.

A Unit may attempt one Opportunity Fire during each Activation. There is an exception to this for Opportunity Fire against Broken Units that are retreating, and in this case a Unit, even if already marked with an Op Fired marker may attempt Opportunity Fire again once during the Broken Unit's retreat.

Remember to remove the Op Fired markers after the current Activation is complete.

22.0 DUMMY UNITS

The NVA/VC player has Dummy Units that start scenarios Concealed.

Dummy Units are activated normally but may only perform a Move Action. They move the same as Infantry Units, and need to pass a Troop Quality Check in order to use Stealthy Movement.

Once a Dummy Unit loses its Concealed marker, it is removed from the game.

23.0 HIDDEN CACHES

A player may be allocated Caches, Dummy Caches, Tunnels, Foxholes, and Bunkers in a scenario with the Set-up instructions. These markers are set-up unknown ("?" side-up) and may not be inspected by the opposing player.

These markers represent resources to be protected by the NVA/VC player and to be found and destroyed by the American player, or fortifications that may be used by both players. Either player's Infantry Units may use a Bunker or Foxholes for additional protection.

Hidden Caches (including Tunnels, Foxholes, and Bunkers) are revealed after a successful Search Action (see 9.0). A hidden Bunker or Foxholes is also revealed if the Defensive Die Roll Modifier is used.

Caches are 'Destroyed" and removed from play with a Destroy Cache Action (see. 11.0), with an exception that Foxholes may not be destroyed.

24.0 BUNKERS

Either player may be allocated Bunkers in a scenario with the Set-up instructions given in the scenario. These markers are set-up unknown ("?" side-up) and are revealed if its die roll modifier is used during a Fire Attack or by a successful Search by the enemy player.
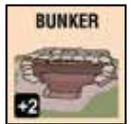
Bunkers provide a +2 die roll modifier (+2 DRM) to Fire Attacks against up to two Infantry Units stacked underneath the Bunker marker (if it is revealed). If the Bunker is hidden, the owning player should write down which Units are in the Bunker.

Bunkers may be used by either side. As part of a Move Action, a Unit in a hex with a Bunker may enter or exit the Bunker for no movement point cost, but is subject to Opportunity Fire attempts for entering/exiting the Bunker. Opportunity Fire against a Unit entering or exiting a Bunker always takes place outside the Bunker.

A Unit may also enter a Bunker when it advances after an assault. This is not subject to Opportunity Fire.

Victory Points are not awarded for Bunkers revealed by their occupants use of the defensive DRM.

A Bunker may also be revealed after a successful Search Action by the enemy player and may be destroyed and removed from play with a successful Destroy Cache Action. Victory Points are awarded for both revealing and destroying a Bunker your opponent set-up.

25.0 FOXHOLES

Either player may be allocated Foxholes in a scenario, with the Set-up instructions given in the scenario. These counters are set-up unknown ("?" side-up) and are revealed if the die roll modifier is used during a Fire Attack or by a successful Search by the enemy player.

There are no Victory Points for revealing Foxholes and Foxholes may not be destroyed.

Foxholes provide a +1 die roll modifier (+1 DRM) to Fire Attacks against up to two Infantry Units stacked underneath the Foxholes marker (if it is revealed). If the Foxholes are Concealed, the owning player should write down which Units are in the Foxholes.

Foxholes may be used by either side. As part of a Move Action, a Unit in a hex with Foxholes may enter or exit the Foxholes for no movement point cost, but is subject to Opportunity Fire attempts for entering/exiting the Foxholes. Opportunity Fire against a Unit entering or exiting Foxholes always takes place outside the Foxholes.

A Unit may also enter a Foxholes when it advances after an Assault. This is not subject to Opportunity Fire.

26.0 BOOBY TRAPS/CLAYMORE MINES

A player may be allocated a number of Booby Traps/Claymore Mines for a scenario. Die rolls to determine the number of Booby Traps/Claymore Mines a player receives should be kept secret.

During set-up, the player plots the location of each Booby Trap/Claymore Mine, one per hex, and records that location. Use the Booby Trap/Claymore marker as a reminder when a Booby Trap or Claymore is set off. They should remain off-map until used.

NVA/VC Booby Traps may only be plotted in hexes with Trails or Caches.

American Claymore Mines must be plotted in or adjacent to a hex containing an American Infantry Unit.

For a Booby Trap: the first enemy Unit to enter a Booby Trap hex initiates a Booby Trap. The Unit rolls against its Troop Quality, modified by the Unit's status markers. If the Unit's modified roll is greater than its Troop Quality, it suffers a WIA result. Award Victory Points normally. For a modified roll less than or equal to the Troop Quality, the attack has no effect. If a stack of Units enters the hex, randomly determine which unit is attacked.

For a Claymore Mine: the American player may elect to detonate it at any time, provided an unbroken American Infantry Unit (either the original Unit or another Unit) is in or adjacent to the plotted hex. When detonated, conduct a 4 strength HE Fire Attack on each enemy unit in or assaulting the plotted hex (remember to include the Terrain modifier), and apply any results. Award Victory

Points normally. The Claymore Mine is removed (scratch it off the plot list) if no American Infantry Unit is in or adjacent to the plotted hex

After a Booby Trap/Claymore Mine attack, the hex is no longer a Booby Trap/Claymore Mine hex.

27.0 NVA SAPPERS

The NVA/VC player may be allocated a number of Sapper Units for a scenario. These are one-man Units that may only attack in Assault Actions.

Sappers automatically pass the Troop Quality Check to conduct an Assault.

Fire Attacks against a Sapper receive a -1 die roll modifier (-1 DRM). A KIA, WIA, or Broken result eliminates the Sapper Unit. No Victory Points are awarded. An S or S? has no effect. No KIA or WIA marker is placed.

Sappers may only attack in Assault Actions and are removed from play after their first attack. No Victory Points are awarded.

In addition to any effects on the target Unit, a successful hit by a Sapper against a Unit in a Bunker will destroy the Bunker. Remove it from play. No Victory Points are awarded, unless specified in the scenario.

28.0 CIVILIANS

The NVA/VC player may be allocated Civilians markers in a scenario or receive a Civilians markers by the VC Random Event. These counters are set-up Concealed.

Civilians markers are activated normally by the NVA/VC player, so either as an individual Unit, or within two hexes of an activated NVA/VC Leader. Civilians markers may only perform a Move Action. They move in the same manner as Infantry Units (including Double Time and Stealthy Movement). A Civilians marker may never be stacked with a NVA/VC Infantry Unit.

Civilians markers do not cause loss of concealment. Once a Civilians marker is Visible, it may not become Concealed again.

If an American Unit enters a hex with a Civilians marker, it may attempt Interrogation on the marker, after any Opportunity Fire is resolved. The American Unit performs a Troop Quality Check, modified by any status markers on the unit. If the Troop Quality Check is passed, the NVA/VC player must reveal two Concealed Units or Hidden Caches within 8 hexes of the Unit (or one of each), if possible – the NVA/VC player's choice. Award Victory Points as per a successful Search for revealed Hidden Caches. The Civilians marker is then removed from play no matter the result of the Troop Quality Check.

A Civilians marker can suffer effects from fire the same as an Infantry Unit with Victory Point penalties for causing KIA/WIA.

29.0 VICTORY CONDITIONS

Victory is determined by Victory Points awarded at the start and during the scenario.

Victory Points may never fall below 0. Ignore any Victory Point adjustments below 0. Additional Victory Points may be awarded in the scenario Special Rules.

Victory is determined by comparing the US Victory Point total to the NVA/VC Victory Point total. The side with the most Victory Points wins. In the case of a tie the NVA/VC player wins.

VICTORY POINT CHART

Event	US VP	NVA/VC VP
Cause Enemy Infantry KIA	3	4
Cause Enemy Infantry WIA	3	4
Capture Enemy WIA/Injury	2	3
Friendly WIA/Injury evacuated	3	1
Friendly KIA evacuated	2	1
Friendly DOW	-2	-1
Friendly RTD	2	2
Helicopter Destroyed (KIA)		8
Helicopter Downed (WIA)		6
Vehicle Destroyed (KIA)		6
Vehicle Immobilized (WIA)		3
Cause a Civilians WIA	-3	-2
Cause a Civilians KIA	-4	-3
Destroy Cache, Tunnel, or Bunker	1	
Reveal Cache, Tunnel, or Bunker by Searching	1	

DESIGNER'S NOTES

Like a lot of gamers in our hobby, what I am reading or studying drives what wargames I have on the table. A few years ago I was listening to Matterhorn, a novel of the Vietnam War by Karl Marlantes, while logging long miles getting ready for a half marathon. It is an engaging story of a Marine rifle company fighting through the Vietnam War. It was a great motivation listening to this saga of the poor Marines suffering through the hot, humid jungle with 50lb packs and no water while I was struggling through a few miles in the Virginia summer heat. It certainly helped to keep things in perspective for me!

The novel piqued my interest in Vietnam, particularly at the tactical level. This led me to find S.L.A. Marshall's (SLAM) series of books on Vietnam and looking for a game to put on my table. SLAM has his critics, but nevertheless he wrote compelling histories, fully focused at the tactical level and his books fueled my interest in other books at that level. Unfortunately, when I looked

for games to scratch the tactical Vietnam combat itch, I found none available. The modern treatment, Lock 'N Load: Forgotten Heroes – Vietnam, was out of print and the classic SPI Search and Destroy was not even available on e-Bay. The lack of a game on the subject, combined with lots of boring staff meetings, drove me to start jotting down notes on what I would want in a tactical Vietnam game. I thought it needed to be simple but provide, at least from my perspective, the flavor of tactical Vietnam combat. Thus, FRONT TOWARD ENEMY, Vietnam Firefights was born.

MAP AND SCALE: When I was a young high school student who thought I wanted to lead an armored cavalry platoon facing the Soviet hordes, my first gaming interest was for tactical level wargames and the perfect fit was SPI's Firefight. Besides influencing my career choice, my Firefight memories drove me to look at a small-scale format for FRONT TOWARD ENEMY. For so many of the Vietnam actions I read about, once the forces were engaged, fighting quickly broke down into small groups of soldiers (fireteams) operating in close proximity to each other, but isolated by the dense terrain and fog of war. Fifty meters per hex and five minutes a turn seemed to fit well with fireteam sized units while allowing for enough terrain on the game map and adequate game time to fight out numerous types of engagements. For the map, I knew I wanted a central highlands feel with high jungle-covered hills surrounding a small valley. I could have drawn one from scratch but am not one to reinvent something that has already been done successfully. In this case, Mother Nature formed the almost perfect valley in the Vietnam highlands. Only one minor modification gave me the diverse terrain that allowed some implied sectioning to support different scenarios. The Perry-Castañeda Library Map Collection is a great on-line resource and has almost all the 1:50,000K topographic maps from the period. The terrain was pretty straightforward, but incorporating the dramatic elevation changes took several iterations. The slopes in FRONT TOWARD ENEMY represent elevation changes of 20 – 40 meters. The LoS rules could have easily fallen into the complicated world of blind hexes and mathematically challenging slope diagrams but I wanted to keep things simple. Thanks go to Nick Richardson, who helped me keep the slope LoS rules easy to understand.

MOVEMENT: When thinking about movement, I considered it in terms of time and distance. After some research and applying some tactical experience, it boiled down to a question of how far a unit can move under tactical conditions in five minutes. A movement allowance of 5 means that in clear terrain a unit moves 250 meters per five minutes (3 kilometers per hour). That is actually a bit faster than sustained cross country movement rates, but this is not a stroll through the woods and all the scenarios take place under the assumption of contact with the enemy. If a unit is moving, it will be very cautiously to avoid observation or quickly to get out of a danger zone.

Of course, in the Vietnam highlands the hilly jungle terrain was brutal and movement slows appropriately when traversing the slopes and jungle.

COMMAND AND CONTROL: One of the overarching concepts for me was that in combat you are never in total control. Thus, I wanted to make sure there was some limit to command and control. This concept underwent a few iterations, including both sides rolling for initiative each Activation and rolling against Troop Quality to activate units without leaders. All this led to too much dice rolling. Nick made the excellent suggestion to use a chit pull system for Activations and that was incorporated nicely. I found that there was really no radio use below platoon level and commands between the platoon leader and squad leaders was more by voice and runner, so a command range of 2 hexes (100 meters at the most) seemed right. A leader can influence all the units in his range. Being able to activate multiple units in a hex accounts for an assumed squad leader. If you find yourself stressed because you are short of Activations, good – combat is stressful. The action mechanic for choosing which action a unit will perform each turn is simply because you can only do so much in five minutes time.

FIRE COMBAT: The idea with fire combat was to reward massing of fire to achieve effects but that the actual effects are out of the firer's control. This should promote the use of machine guns as the primary firing unit as they were in actual combat. Five minutes is a long time in combat and the map does not reflect the micro terrain that allows a target to duck behind logs or an anthill at the first instance of receiving fire. The fire effects are meant to convey that lack of control and how luck seems to play into seemingly unpredictable effects of fire combat.

CASUALTIES: One of the constant themes in my reading of tactical combat in Vietnam was the effect of casualties and the importance of evacuating WIAs and KIAs. A commander is torn between achieving his objective and caring for his soldiers. The WIA/KIA results, casualty checks, and evacuation rules are meant to portray the impact on available combat power to evacuate WIAs/KIAs and to force the commander to make those difficult choices. The Victory Point trade off between taking casualties and evacuating them should compel the player to make those choices too.

ATMOSPHERE: Three years after the collapse of South Vietnam, General William Westmoreland announced that "militarily we were successful . . . we didn't lose a single battle above company level." It was those intense company and platoon level firefights I was interested in gaming. To make a competitive game of it, the US Army player would have to operate without the rapid reinforcements or massive fire support which could quickly turn the tide of a firefight and see the NVA player melt away. The easiest way to think of it is that the US Army player is conducting a supporting effort with the main elements of his battalion or brigade engaged elsewhere off map.

The scenarios are meant to be generic company-sized operations regardless of which unit was actually executing the mission. I did not consider night operations, as the small-scale ambushes aren't really easy to model in a competitive manner and keep things simple. Additionally there are no massive NVA assaults as almost all of these failed with massive casualties under superior US firepower – not very competitive. The random events are intended to help give that feeling of lack of total control a commander feels in combat without having events so powerful that they negate good game play. This includes the bad, like injuries requiring medevac or "Helicopter" commanders wanting situation reports, and the good, like attack helicopter support or local force VC.

PLAYING AND THANKS: As I was putting together all my thoughts on FRONT TOWARD ENEMY, I was working on a Grand Tactical Series game on the 1941 Battle of Crete. I was bogged down with drawing the concept maps and needed a break so gave FRONT TOWARD ENEMY some attention. As discussed, I found a suitable piece of ground from a 1965 1:50,000 scale topographic map of Vietnam and used my novice Illustrator skills to create a concept map. Reusing the same template I was using for GTS Crete counters, I created a set of counters then typed up my rules. I now had a playtest set. I was finally able to push some counters around trying to visualize some of the Vietnam firefights I had spent so much time reading about. A lot of credit for this goes to my gaming buddy of twenty five years, Pat Mulvihill, who read the rules numerous times and offered his comments and suggestions. Eventually, I was able to highjack a VASSAL module and substitute my concept graphics, giving Pat and I the ability to play over VASSAL and Skype. Without his interest, suggestions, and encouragement this probably would never have gotten to the stage that I showed it to MMP. My thanks to everyone that showed an interest in this, including the ConSimWorld Expo Heroes and Nick Richardson - who expertly guided the development. Jordon Worley turned my 1970's SPI style concept map into a work of art and Niko Eskubi worked his magic on my stick man concept counters. Finally, this would never have seen the light of day without everyone at MMP – thanks! For players of FRONT TOWARD ENEMY, I hope you enjoy it and that it scratches that tactical Vietnam itch you just haven't been able to reach.

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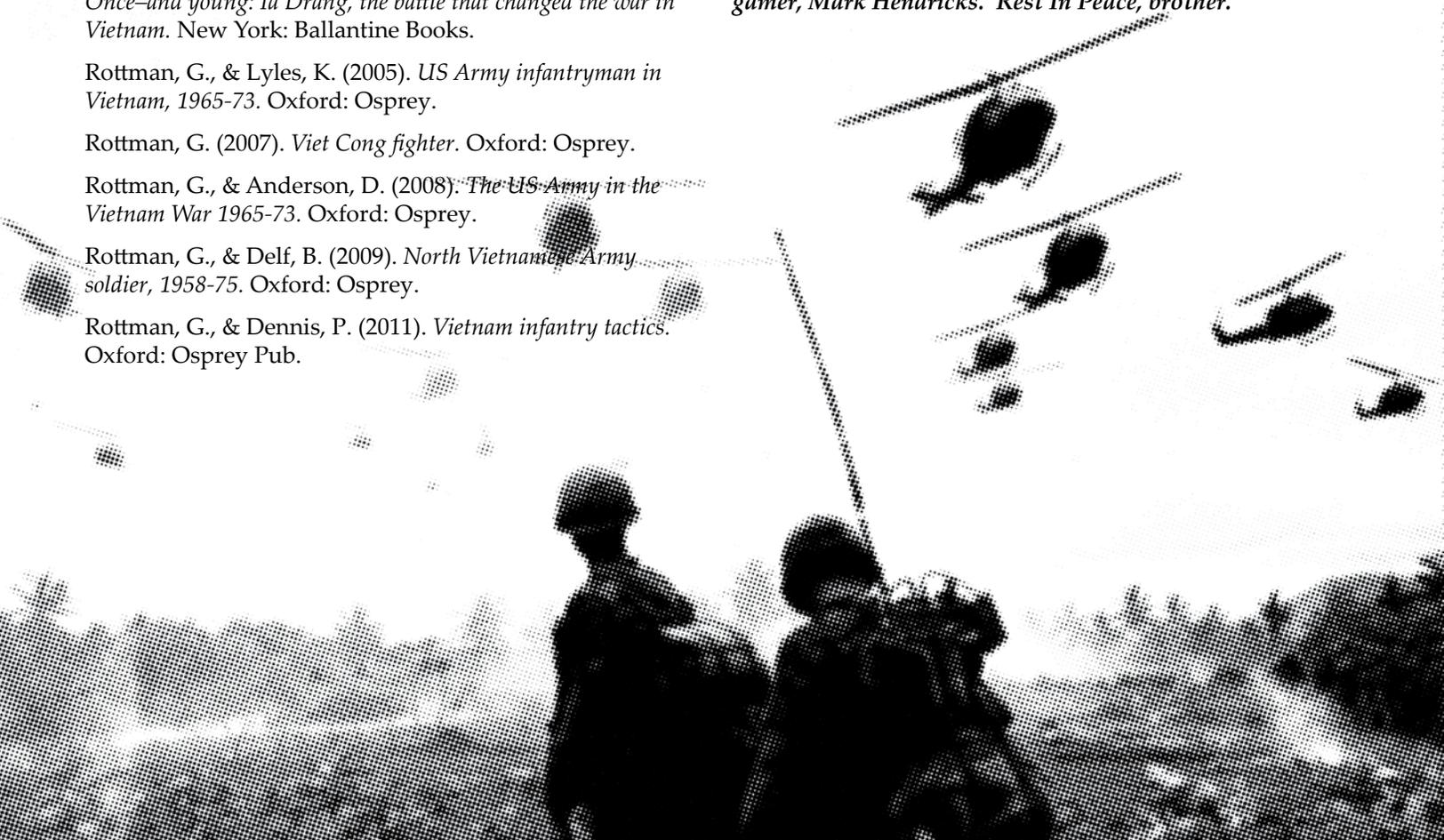
FTE CHARTS

SEQUENCE OF PLAY (3.0)

a. Place Reinforcements
b. Activation Phase
c. Execute Fire Missions
d. Check Casualties
e. Check for Concealment
f. End of Turn

INFANTRY ACTIONS (5.1)
(1 per Activation)

a. Move
b. Fire
c. Assault
d. Search
e. Recover
f. Destroy Cache (American Only)
g. Request Medevac (American Leaders Only)
h. Request Fire Mission (American or NVA Leaders/FOs)

VEHICLE/HELICOPTER ACTIONS (5.1)
(2 per Activation)

a. Move (Mandatory for Helicopters)
b. Fire
c. Load
d. Unload
e. Assault (Vehicles only)
f. Recover

FIRE REQUEST TABLE (13.0)

Die Roll	US Fire Mission	NVA/VC Fire Mission
1	BN Mortar 0	BN Mortar 0
2	BN Mortar 1	BN Mortar 1
3	BN Mortar 1	BN Mortar 2
4	ARTY 1	BN Mortar 2
5	BN Mortar 2	BN Mortar 3
6	ARTY 2	Request Denied
7	ARTY 3	Request Denied
8	Request Denied	Request Denied
9	Request Denied	Request Denied
10	Request Denied	Request Denied

-1 die roll modifier for request by FO
+1 die roll modifier for each pending Fire Mission.
A roll of 10 is always Request Denied.
A roll of 1 is always a Bn Mortar 0

Roll For Accuracy:
   Roll of 1 – 6, the Fire Mission is accurate
   Roll of 7 – 10, the Fire Mission scatters.
The accuracy roll is modified by -2 for an Aerial Observer but a roll of 10 always scatters.

Scatter:
Roll a six sided die for direction.
Battalion Mortars scatter 1D10 divided by 5 (fractions round up).
Artillery scatter 1D10 divided by 3 (fractions round up).

VICTORY POINT CHART (29.0)

Event	US VP	NVA/VC VP
Cause Enemy Infantry KIA	3	4
Cause Enemy Infantry WIA	3	4
Capture Enemy WIA/Injury	2	3
Friendly WIA/Injury evacuated	3	1
Friendly KIA evacuated	2	1
Friendly DOW	-2	-1
Friendly RTD	2	2
Helicopter Destroyed (KIA)		8
Helicopter Downed (WIA)		6
Vehicle Destroyed (KIA)		6
Vehicle Immobilized (WIA)		3
Cause a Civilians WIA	-3	-2
Cause a Civilians KIA	-4	-3
Destroy Cache, Tunnel, or Bunker	1	
Reveal Cache, Tunnel, or Bunker by Searching	1	

MOVEMENT ALLOWANCE (6.3)

a. Infantry Unit: 5MP
       Double Time!:   9MP
       Stealthy: 1 Hex
b. Vehicles: 15MP
c. Helicopters: 20MP (high/treetop)
                        2MP (ground level)

RANDOM EVENT TABLE (19.0)

Die Roll	US	NVA/VC
1	Injury	Injury
2	Low Ammo	Low Ammo
3	Hero	Hero
4	Rally	Rally
5	Higher HQ	Higher HQ
6	Check Fire	Check Fire
7	Aerial Observer	NVA Artillery
8	AH-1 Cobras	VC
9	No Event	No Event
10	No Event	No Event

MEDEVAC REQUEST TABLE (12.0)

Die Roll	Arrival Turn
1	1 UH-1 "Slick" Arrives next Turn
2–3	1 UH-1 "Slick" Arrives in 2 Turns
4–5	1 UH-1 "Slick" Arrives in 3 Turns
6–7	1 UH-1 "Slick" Arrives in 4 Turns
8–9	1 UH-1 "Slick" Arrives in 5 Turns
10	Request Denied

TERRAIN EFFECTS CHART (6.5)

Terrain		Concealment Modifier	Fire Modifier	Infantry Movement	Vehicle Movement	Helicopter High/Treetop[e]	Helicopter Ground
Clear		+1	0	1	2	1	1
Hamlet		-2	+2	1	3	1	P
Grass		-1	+1	1	3	1	1
Rice Paddy		0	+1	1½	P	1	1
Jungle		-2	+2[b]	2	P	1	P
Slope		0	0	+2	+4	N/A	N/A
Stream		0	0	+1	+5	N/A	N/A
Trail	Other Terrain	-1[a]	1[d]	1[c,d]	N/A	N/A
Road	Other Terrain	-1[a]	½[d]	1[d]	N/A	N/A

Red text is Blocking Terrain. LOS traced through 3 or more Rice Paddy hexes blocks LOS.

P: Prohibited to enter.   N/A: Not Applicable

a. Opportunity Fire against unit using a Trail or a Road receives a -1 Fire Modifier in addition to other terrain Fire Modifiers
b. For Jungle terrain the Fire Modifier is N/A for HE fire.
c. Vehicles may not use a Trail through a Jungle hex.
d. Trail and Road negates movement point cost of other terrain except Slope. Trail and Road cost are from one connected Trail or Road hex to another.
e. Fire Modifier is ignored for Helicopters at High or Treetop levels

FIRE ATTACK PROCEDURE (7.1)

Designate Primary Firing Unit and Target Unit

Roll less than or equal to Fire Rating to hit. A roll of 1 always hits. A roll 10 always misses.

Die Roll Modifiers:

+/− Terrain Fire Modifier of Target hex

+/− Target Unit Defensive modifiers

+/− Primary Firing Unit Fire modifiers

+1 Primary Firing Unit, firing beyond its Range, up to double

−1 Primary Firing Unit, firing into an adjacent hex (also applies to Assault Fire). NA to HE Fire

−1 For each additional Unit attacking the target, at up to double its printed range, besides the Primary Firing Unit

−1 For each Unit in the target hex, beyond four units

−1 Opportunity Fire by Concealed Unit

+1 Opportunity Fire vs Stealthy Movement

If the shot hits, roll on the Target Effects Table to determine the result.

TARGET EFFECTS TABLE (7.4)

Die Roll	Small Arms (red)	Dual Purpose (white)	HE (yellow)
1	KIA	KIA	KIA
2	WIA	KIA	KIA
3	WIA	WIA	WIA
4	B	WIA	WIA
5	B	B	WIA
6	S	B	B
7	S	S	B
8	S	S	S
9	S?	S	S
10	S?	S?	S

KIA: Killed in Action   WIA: Wounded in Action

B: Break   S: Suppression

S?: Possible Suppression