**ARVN RIFLE PLATOON 1963 - 1971**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Classmates**

Can attach any support from any ARVN list except Marines who are only available in 1st Corp area.

**Poor Fire Discipline**

Troops will use maximum amount of fire power on any visible enemy, this does not guarantee accuracy. -1 to fire dice to any fire resolution minimum of one dice.

**Follow my Lead ??**

ARVN units rated as Green must have line of sight to a leader figure or a unit leader in order to move closer to an enemy. If the unit does not have a leader; the unit cannot use a roll of 2 on command dice to voluntarily move any closer to the enemy, they can however retire. This does not affect their ability to fire.

**Infantry Platoon**

Troop Type: Green All **III Corps** units (5th, 8th 18th and 25th Infantry Divs).

Platoon Force rating: -7

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 |
| Morale |  |  |  | J |  |

Troop Type: Regular 1st, 2nd and 3rd Divs

Platoon Force rating: -3

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  |  | J |  |  |

Up until 1967, ARVN troops were armed with a wide variety of older American weapons including; M1 Garands, Thompson SMGs, and M3 'grease-guns'. In 1967 the M16 began to be issued, beginning with Airborne, Marine, Ranger, LLDB and PRU units, at the start of 1968, only the following ARVN units were equipped with the M-16: ARVN Airborne Division, Marine Brigade, 51st Inf. Regt., 21st, 30th, 33rd, 37th and 39th Ranger Battalions. By the end of 1968, most ARVN regular units were armed with contemporary US weapons; M16, M79, M60 and LAWs.

 **Squad Formations:**

**1965-1966 Infantry Squad: 8 men (1 x BAR, 7 x M1)**

**1966-1969 Infantry Squad: 8 men (1 x M79, 1 x M14E2, 6 x M1)**

**1970-1975 Infantry Squad: 8 men (1 x M79, 1 x M60, 6 x M16)**

**1963-68**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Inferior Senior Leader with SMG1 x Platoon Sergeant, Junior Leader with SMG1x RTO with Rifle |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with SMG |
| **BAR Team**1 x BAR with 2 crew1 x Rifleman with M1 or M2 | **Rifle Team**1 x Corporal, Team Leader with M1 or M22 x Rifleman with M1 or M21x Rifleman with M7 Grenade launcher |

**66+ replace M7 with M79 Grenade Launcher**

**Alternative Infantry Platoon 63-68**

Troop Type: Green

Platoon Force rating: -

Command Dice: 4

**Poor Fire Discipline**

Troops will use maximum amount of fire power on any visible enemy, this does not guarantee accuracy. -1 to fire dice to any fire resolution minimum of one dice.

**Follow my Lead ??**

ARVN units rated as Green must have line of sight to a leader figure or a unit leader in order to move closer to an enemy. If the unit does not have a leader; the unit cannot use a roll of 2 on command dice to voluntarily move any closer to the enemy, they can however retire. This does not affect their ability to fire.

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 |
| Morale |  |  |  | J |  |

Troop Type: Regular

Platoon Force rating: -

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  |  | J |  |  |

**Alternative Platoon 1963-68**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Inferior Senior Leader with SMG1 x Platoon Sergeant, Junior Leader with SMG1x RTO with Rifle |

| **Fire Sections 1-2** |
| --- |
| 1 x Sergeant, Junior Leader with SMG |
| **BAR Team**1 x BAR with 2 crew1 x Rifleman with M1 or M2 | **Rifle Team**1 x Corporal, Team Leader with M1 or M22 x Rifleman with M1 or M21x Rifleman with M7 Grenade launcher |

| **Maneuver Section 1** |
| --- |
| 1 x Sergeant, Junior Leader with SMG |
| **Rifle Team**2 x Rifleman with M1 or M21x Rifleman with M7 Grenade launcher | **Rifle Team**1 x Corporal, Team Leader with M1 or M22 x Rifleman with M1 or M21x Rifleman with M7 Grenade launcher |

**66+ replace M7 with M79 Grenade Launcher**

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| M38 Jeep, no crew |
| Entrenchments for one Team |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| M1919A4/A6 with 3 crew (2) \* |
| 60mm mortar Junior Leader and 3 crew on or off table (2) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Green ARVN RF Squad of 7 men with J/L  |
| Assault Platoon Flamethrower Team, 4 men (1) |
| **LIST FIVE** |
| ARVN Regular Squad with Junior Leader (1) |
| Forward Observer and 81mm mortar section (1) |
| M113 ACAV with J/L and gunner for .30 Cal Mg |
| **LIST SIX** |
| M20A1B1 3.5" Rocket Launcher with 2 crew (2) |
| ARVN Ranger Squad with J/L |
| ARVN Airborne Squad with Junior Leader |
| **LIST SEVEN** |
| M24 Chaffee with junior Leader |
| **LIST EIGHT** |
| M41A3 Walker Bulldog with J/L**g with J/L** |
| **LIST NINE** |

\*Both class as a belt fed LMG..

**Support from ARVN Two gun 105mm arty section**

**Flamethrower from Bn assault platoon**

**From 1968**

Troop Type: Green

Platoon Force rating: -5

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 |
| Morale |  |  |  | J |  |

Troop Type: Regular

Platoon Force rating: 0

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  |  | J |  |  |

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M161 x Platoon Sergeant, Junior Leader with M161x RTO with M16 |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with M16 |
| **Fire Team 1**1 x Grenadier, M-792 x Rifleman with M16 | **Fire Team 2**1 x Corporal, Team Leader with M163 x Rifleman with M16 |

**OR**

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with M16 |
| **LMG Team**1 x M60 with 2 crew1 x Rifleman with M16 | **Rifle Team**3 x Rifleman with M161x Rifleman with M79 |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Engineer Mine Clearance Team, 4 men (2) |
| Engineer Wire Cutting Team, 4 men (2) |
| Engineer Demolition Team, 4 men (2) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Jeep, no crew |
| Entrenchments for one Team |
| LAW (From 1969) (6) |
| Add a M1897 shotgun |
| Claymore Mines (6) |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green ARVN PF Squad of 10 men with rifles |
| **LIST THREE** |
| Sniper Team |
| Pioneer Flamethrower Team, 4 men (1) |
| M60 GPMG with 3 crew (**From 1968**) (2) |
| 60mm mortar Junior Leader and 3 crew on or off table (1) |
| Green ARVN RF Squad of 7 men with J/L  |
| V100 Colt Commando 30/30 |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| MMG (M60) on tripod mount with Junior Leader and 3 crew on or off table (3) |
| Engineer Section (2 teams) with Junior Leader (1) |
| Replace 1 M60 with a 106mm Recoilless Rifle on M113 ACAV (1) |
| M8 Greyhound  |
| US or ANZAC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| M113 with M74 twin-MG turret, Driver two crew for m60s and Junior leader. |
| M113 with M8 Turret |
| **LIST FIVE** |
| ARVN Ranger Squad with Junior Leader (1) |
| M2HB .50 cal HMG on tripod with Junior Leader and 3Crew on or off table (1) |
| M113 ACAV with mounted .50cal, Junior Leader and 2 crew for 2 M60s |
| Forward Observer and 81mm mortar section (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |
| **LIST SEVEN** |
| **LIST EIGHT** |
| 90mm Recoilless Rifle with Junior Leader and 3 crew |
| M113 ACAV with Junior Leader, Driver and two crew for 2 m60s. |
| M113 with M74 twin-MG turret, Driver two crew for m60s and Junior leader. (1) |
| **LIST NINE** |
| 106mm M40 Recoilless Rifle with Junior Leader and 3 crew. |
| M41 Walker Bulldog with Junior Leader |

**ARVN Marine Corps before 1967**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Classmates**

Can use any support from any ARVN list.

**A Marine Squad Leader (JL) has 3 Command Initiatives when commanding his squad instead of the usual 2**.

The extra CI represents the extra flexibility due to the Fire Team Leaders in the squad. The JL loses 1 CI on the 1st wound and another 2 CIs on his 2nd wound. Two or three Fire Teams operating within 4” of each other can operate as a section (activates on a command die roll of a 2).

**VNMC Squad has two men in their Rifle Team ready to form a Scout Team.**

When a VNMC Squad Leader sends out his two-man Scout Team they may move with 1D6 or 2D6 and assume a Tactical stance at the end of their movement.If they are within line of sight of their Squad Leader, he can activate them for one Command Initiative without being in command range.

**67+** Due to being taught by the USMC and the instilling of a Corps d Esprit, class as Aggressive. Add +1 to FM roll.

**Authority has been given to borrow the rules above from Saipan 44 PSC by Travis Hiett**

**Wave pattern Camouflage**

Troop Type: Regular

Platoon Force rating: +

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

<1963

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x 2nd Lieutenant Senior Leader with M1 Carbine1 x Platoon Sergeant Senior Leader with Carbine 1x RTO with M1 Carbine1 x Corpsman Medical Orderly 2x BAR with 2 x crew |

| **Sections 1-3**  |
| --- |
| 1 x Sergeant Junior Leader with Radio and Carbine |
| **Fireteam 1** 3- Rifleman with M1 Rifle | **Fireteam 2** 3 Rifleman with M1 Rifle | **Fireteam 3** 3 Rifleman with M1 Rifle |

[https://web.archive.org/web/20201229214054/http://www.tqlcvn.org/](https://web.archive.org/web/20201229214054/http%3A//www.tqlcvn.org/)

Troop Type: Regular

Platoon Force rating: +

After 67

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

**1963+**

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x 2nd Lieutenant Senior Leader with M1 Carbine1 x Platoon Sergeant Senior Leader with Carbine 1x RTO with M1 Carbine1 x Corpsman Medical Orderly  |

| **Sections 1-3**  |
| --- |
| 1 x Sergeant Junior Leader with Radio and Carbine |
| **Fireteam 1** 3- Rifleman with M1 Rifle1x BAR | **Fireteam 2** 3 Rifleman with M1 Rifle1x BAR | **Fireteam 3** 3 Rifleman with M1 Rifle1x BAR |

**Options**

From 1967 replace all Carbines, M1 rifles and BAR with M16A1 assault rifles, M60;s and add M72 LAW.

1972 TOW

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Engineer Mine Clearance Team, 4 men (2) |
| Engineer Wire Cutting Team, 4 men (2) |
| Engineer Demolition Team, 4 men (2) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Jeep, no crew |
| Entrenchments for one Team |
| M72 LAW (From 1969) (6) |
| Add a M1897 shotgun to a section |
| Claymore Mine (6) |
| **LIST TWO** |
| Roadblock (1) |
| Replace one Fireteam with a Flamethrower with 3 crew. (1) |
| Red Dice |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| Sniper Team |
| M18 57mm Recoilless Rifle with 2 crew (1) |
| Pioneer Flamethrower Team, 4 men (1) |
| Tripod GPMG/MMG with 3 crew (2) |
| 60mm mortar Junior Leader and 3 crew on or off table (2) |
| Green ARVN PF Squad of 10 men with rifles |
| V100 Colt Commando 30/30 with 2 crew |
| **68+** LVTP 5 |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| MMG on tripod mount with Junior Leader and 3 crew on or off table (3) |
| Engineer Section (2 teams) with Junior Leader (1) |
| Green ARVN RF Squad of 7 men with J/L  |
| Replace 1 .30 cal LMG with a 106mm Recoilless Rifle on M113 ACAV (1) |
| V100 Colt Commando 50/30 with 2 crew |
| **LIST FIVE** |
| US or ANZAC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| M2HB .50 cal HMG on tripod with Junior Leader and 3Crew on or off table (1) **1968+** |
| M113 with mounted .50cal, Junior Leader and 1 crew. |
| Forward Observer and 81mm mortar section (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |
| **LIST SEVEN** |
| M24 Chaffee with junior Leader |
| **LIST EIGHT** |
| M113 ACAV with Junior Leader, Driver and two crew for 2 m60s. |
| M113 with M74 twin-MG turret, Driver two crew for m60s and Junior leader. |
| **LIST NINE** |
| 106mm M40 Recoilless Rifle on M151 with Junior Leader and 3 crew. |
| M41 Walker Bulldog with Junior Leader |

Popular Force “PF” Squad of 10 men with M1 garand rifles no junior leader

Regional Force “RF” Squad of seven men with one junior leader armed with M16 rifles and a M79

Popular Self Defence Force “PSDF” Squad of 4+D6 armed with a mix of SMGs and M1 Carbines/Garands etc..

**Off-Table Assets**

Off-table assets are available to shoot-in an attack from a position off table.

The weapon activates on a Command Dice roll of 5, firing as though at long range.

When this weapon first fires, the player must place a marker on the table edge. This may not be moved for the rest of the game and all firing uses this as the point from which there must be a Line of Sight to the target and determines what cover the target is in from that point.

When an Off-Table asset is activated on a 5, the dice may not be used to increase the number of Chain of Command points. An Off-Table asset may never be engaged by enemy fire. However, its line of sight may be blocked by smoke or a mortar barrage.

<https://nguyentin.tripod.com/contents.htm>

**ARVN AIRBORNE**

**"Airborne All The Way"**

**"*Nhay Du Co Gang*"**

**Based on the French Airborne Forces**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

When a Leader is attached to a machine gun team and uses two or more Command Initiatives to direct their fire,he may add that many D6 to theTeam’s Firepower dice

**Class as Aggressive:**

**Corps D’ Esprit:** Add +1 to FM roll

Troop Type: Regular

Platoon Force rating: +1

Command Dice: 5

**ARVN ERDL Camouflage**

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

Regulars with M16s from 1967: +4

**Before 1967**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with SMG1 x Platoon Sergeant, Senior Leader with SMG1x RTO with M1 or M2 |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with SMG |
| **LMG Team**1x Team leader with M1 or M21 x M1919A6 LMG with 2 crew2 x Rifleman with M1 or M2 | **Rifle Team**1 x Corporal, Team Leader with SMG1 x Rifleman with SMG1x Riflemen with M1 or M21x Rifleman with Grenade launcher |

**67-75**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M161 x Platoon Sergeant, Junior Leader with M161x RTO with M16 |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with M16 |
| **LMG Team**1 x M60 with 2 crew1 x Rifleman with M16 | **Rifle Team**3 x Rifleman with M161x Rifleman with M79 |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Engineer Mine Clearance Team, 4 men (2) |
| Engineer Wire Cutting Team, 4 men (2) |
| Engineer Demolition Team, 4 men (2) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Jeep, no crew |
| Entrenchments for one Team |
| LAW (From 1969) (6) |
| Add a M1897 shotgun |
| Claymore Mines (6) |
| **LIST TWO** |
| Roadblock (1) |
| M18 57mm Recoilless Rifle with 2 crew |
| Red Dice |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| Sniper Team |
| Pioneer Flamethrower Team, 4 men (1) |
| M60 GPMG with 3 crew (From 1968) (2) |
| 60mm mortar Junior Leader and 3 crew on or off table (1) |
| Green ARVN PF Squad of 10 men with rifles |
| V100 Colt Commando 30/30 |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| MMG (M60) on tripod mount with Junior Leader and 3 crew on or off table (3) |
| Engineer Section (2 teams) with Junior Leader (1) |
| Green ARVN RF Squad of 7 men with J/L  |
| Replace 1 M60 with a 106mm Recoilless Rifle on M113 ACAV (1) |
| V100 Colt Commando 50/30 |
| **LIST FIVE** |
| US or ANZAC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| M2HB .50 cal HMG on tripod with Junior Leader and 3Crew on or off table (1) |
| M113 with mounted .50cal, Junior Leader and 1 crew. |
| Forward Observer and 81mm mortar section (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |
| **LIST SEVEN** |
| M24 Chaffee with junior Leader |
| **LIST EIGHT** |
| M113 ACAV with Junior Leader, Driver and two crew for 2 m60s. |
| M113 with M74 twin-MG turret, Driver two crew for m60s and Junior leader. |
| **LIST NINE** |
| 106mm M40 Recoilless Rifle with Junior Leader and 3 crew. |
| M41 Walker Bulldog with Junior Leader |
| **LIST**  |
| M48A3 with Junior Leader |

**ARVN MECHANISED RIFLE TROOP “ARMOURED CAV”**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Mounted Combat:**

Must fight from vehicles when possible. When coming under small arms fire roll a D6 on a roll of 1-2 all troops dismount except commander and driver.

Troop Type: Green

Platoon Force rating: +1

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 |
| Morale |  |  |  | J |  |

**1963**

| **PLATOON HEADQUARTERS** |
| --- |
| **1x M38A1 Jeep** |
| 1 x 2nd Lieutenant, Senior Leader with SMG1 x Platoon Sergeant, Junior Leader with SMG1x RTO with Carbine1x Medic pistol |

| **Sections 1-3** |
| --- |
| **1x M113 ACAV with Driver** |
| 1x J/L **TC** with SMG |
| **LMG Team**1 x M1919A4 with 2 crew3 x Rifleman with M1 | **Rifle Team**1 x Corporal, Team Leader with M1 1x BAR with 2 Crew3 x Rifleman with M1  |

**M113’s had a shielded 1x .50cal and a single demountable .30 cal M1919A4 on rear deck.**

**10th Cav att to the 25th Inf Div added applique armour to sides +1 to Armour**

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| OC (Adjutant) (1) |
| Entrenchments for one Team |
| Claymore Mines (6) |
| **LIST TWO** |
|  |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| **LIST THREE** |
| V100 Colt Commando 30/30 (2) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
|  |
| M113 with 57mm RR in Cupola (1) |
|  |
|  |
| **LIST FIVE** |
| M113 ACAV Junior Leader and 2 Gunners |
| Forward Observer and 60mm mortar section (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |
| **LIST SEVEN** |
| M24 Chaffee with junior Leader |
| M132 Zippo  |
| **LIST EIGHT** |
|  |
|  |
|  |
| **LIST NINE** |
| . |
|  |

Troop Type: Regular

Platoon Force rating: +2

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  |  | J |  |  |

**1967+**

| **PLATOON HEADQUARTERS**  |
| --- |
| **1x M113 ACAV with Driver**  |
| 1x Platoon Officer Track Commander 2x Gunners1x RTO2x Riflemen with M1 |

| **Sections 1**  |
| --- |
| **1x M113 ACAV with Driver**  |
| 1x Platoon Sergeant Track Commander2x Gunners2x Riflemen with M11x Medic |

| **Sections 2-4**  |
| --- |
| **1x M113 ACAV with Driver**  |
| 1x Sqd Leader Track Commander2x Gunners3x Riflemen with M1 |

**M113 M47C issued 1-2 in mech rifle troops.**

**1968 + swap for M16 and M60**

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Add a M47C turret to one M113 ACAV (2) |
| OC (Adjutant) (1) |
| Entrenchments for one Team |
| LAW (From 1969) (6) |
| Claymore Mines (6) |
| **LIST TWO** |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| **LIST THREE** |
| V100 Colt Commando 30/30 (2) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| M113 with M8 Greyhound turret (1) |
| M113 with 57mm RR in Cupola (1) |
| M113 with Mk 19 AGL in Cupola (1) |
| Replace 1 side .30 cal with a 106mm Recoilless Rifle on M113 ACAV (1) |
| **LIST FIVE** |
| M113 ACAV with a Junior Leader and 2 Gunners |
| Forward Observer and 60mm mortar section (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |
| **LIST SEVEN** |
| M132 Zippo (1) |
| **LIST EIGHT** |
| **LIST NINE** |
| M41 Walker Bulldog with Junior Leader |

**ARVN RANGERS**

**“Special Action Warrior—Kill.”**

***“Biet Dong Quan Sat”***

The soldiers were primarily the social outcasts of Vietnamese society. The officers were predominantly ethnic North Vietnamese who had fled south at the demarcation in 1954. All would be described as fatalists who fully expected to die fighting the communists and had no expectations of living out the war. Through continuous experience, they were exceptionally proficient disciplined combat soldiers. In garrison, they were usually less than quality citizens. They had no use for their government or their very senior National leadership. They lived to kill and expected to be killed.

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Fatalistic**

Ignore one bad things happens roll.

**Corps D’ Esprit:** Add 1 to FM roll

**A Ranger Squad Leader (JL) has 3 Command Initiatives when commanding his squad instead of the usual 2**.

The extra CI represents the extra flexibility due to the Fire Team Leaders in the squad. The JL loses 1 CI on the 1st wound and another 2 CIs on his 2nd wound. Two Fire Teams operating within 4” of each other can operate as a section (activates on a command die roll of a 2).

**Class as Aggressive:**

**Ranger Platoon 63-67**

Troop Type: Regular

Platoon Force rating: **+3**

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

**1963-67**

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with SMG 1 x Platoon Sergeant, Junior Leader with M1 Carbine 1x RTO with a rifle .  |

| **Sections 1-4**  |
| --- |
| 1 x Sergeant, Junior Leader with M1 Carbine 1x Rifleman with M7 Grenade launcher  |
| **BAR Team** 1 x BAR with 2 crew1 x Rifleman with M1 Garand | **BAR Team** 1 x BAR with 2 crew1 x Rifleman with M1 Garand | **Assault Team** 4 x Rifleman with M1 garand |

***Coy weapons platoon had four teams of 60mm Mortar, HMG, MMG, RCLs***

**May 72 BGM 71 TOW.**

**ARVN ERDL Camouflage**

**Alternative Ranger Platoon 63-67**

Troop Type: Regular

Platoon Force rating:  **+4**

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with SMG1 x Platoon Sergeant, Junior Leader with SMG1x Runners with a rifle.1x RTO with Rifle |

| **Assault Sections 1-3**  |
| --- |
| 1 x Sergeant, Junior Leader with SMG  |
| **Assault Team**  | **LMG Team**  |
| 1x Team Leader with SMG4x Riflemen with rifles | 1x Team Leader with SMGM1919A6 with 2x Crew 2x Ammo Bearers with rifles |

| **Mortar Section**  |
| --- |
| 1 x Sergeant, Junior Leader with M1 Carbine |
| 1x 60mm Mortar 5x Crew with Carbines |

***Replace two Riflemen in assault section with a M20A1B1 Bazooka***

***Replace one rifleman in assault section with a sharpshooter with M1903A4***

**Ranger Platoon 67-75**

Troop Type: Regular

Platoon Force rating:  **+1**

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M16 1 x Platoon Sergeant, Junior Leader with M16 1x RTO with M16  |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with M16  |
| **LMG Team** 1 x M60 with 2 crew 1 x Rifleman with M16 1x Grenadier with M79 | **Rifle Team** 3 x Rifleman with M16 1x Rifleman with M79  |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| M38 Jeep, no crew |
| Entrenchments for one Team |
| Add a 1 rifle grenade to each of the platoon assault sections (1) |
| Add 3 SMG to the platoon assault teams (1) |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| M1919A4 with 3 crew (2) \* |
| 60mm mortar Junior Leader and 5 crew on or off table (2) |
| Green ARVN Popular Force Squad of 10 men with rifles |
|  |
| Massive Preliminary Bombardment |
| Green ARVN Regional Force Squad of 7 men with J/L  |
| **LIST FIVE** |
| ARVN Regular Infantry Squad with Junior Leader (1) |
| Forward Observer and 81mm mortar section (1) |
| M113 ACAV with J/L |
| **LIST SIX** |
| M20A1B1 3.5" Rocket Launcher with 2 crew (2) |
| **LIST SEVEN** |
| M24 Chaffee with junior Leader |
| **LIST EIGHT** |
| M41A3 Walker Bulldog with J/L**g with J/L** |

**RUFFPUFFs**

**REGIONAL FORCE**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Fatalistic**

Ignore one bad things happens roll once per game.

**Poor Fire Discipline**

Troops will use maximum amount of fire power on any visible enemy, this does not guarantee accuracy. -1 fire dice to any fire resolution minimum of one dice.

**Follow my Lead ??**

Regional Force units rated as Green must have line of sight to a leader figure or a unit leader in order to move closer to an enemy. If the unit does not have a leader; the unit cannot use a roll of 2 on command dice to voluntarily move any closer to the enemy, they can however retire. This does not affect their ability to fire.

Troop Type: Green

Platoon Force rating:

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5+ |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 1 |  | 2 | 3 | 4 |
| Morale |  |  |  | J |  |

**REGIONAL FORCE BEFORE 1969**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with SMG1 x Platoon Sergeant, Junior Leader with Carbine2x RTOs with Carbine1x Medic |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with SMG |
| **Rifle Team**6 x Rifleman with M1 Garand1x Grenadier with M7 rifle grenade |

**67+ replace M7 with M79 Grenade Launcher**

**From 1970**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M161 x Platoon Sergeant, Junior Leader with M162x RTOs with M161x Medic |

| **Sections 1-3** |
| --- |
| 1 x Sergeant, Junior Leader with M16 |
| **Fire Team 1**1 x Corporal, Team Leader with M163 x Rifleman with M16 | **Fire Team 2**1 x Corporal, Team Leader with M163 x Rifleman with M161x M79 grenade Launcher |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Entrenchments for one Team |
| 66mm LAW (3) **70+** |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| ARVN PF Squad of 10 men with rifles |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
|  ARVN RF Squad of 7 men with J/L  |
| **LIST FIVE** |
| US or ANZAC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |

**Support from ARVN Two gun 105mm arty section**

**MECHANISED REGIONAL FORCE BEFORE 1969**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

Troop Type: Green

Platoon Force rating:

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 1 |  | 2 | 3 | 4 |
| Morale |  |  |  | J |  |

| **PLATOON HEADQUARTERS** |
| --- |
| **1x Lynx II Armoured Car**1x Dvr with SMG1 x 2nd Lt, Senior Leader with SMG |
| **1x C15T Armoured Truck** 1x Dvr with SMG1 x Platoon Sergeant, Junior Leader with SMG 1x RTO with Carbine1x Rifle Grenadier6x Riflemen |

| **Sections 1-2** |
| --- |
| **1x Lynx II Armoured Car** 1x Dvr with SMG,1 x Sergeant, Junior Leader with SMG |
| **1x C15T, Armoured Truck** 1x Dvr with SMG1x Asst Sqd Leader with SMG Truck Commander6 x Rifleman with rifles1x Rifle Grenadier1x RTO with rifle |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **Support List** |
| --- |
| **LIST ONE** |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Entrenchments for one Team |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| ARVN PF Squad of 10 men with rifles |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
|  ARVN RF Squad of 7 men with J/L  |
| **LIST FIVE** |
| US or ANZAC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |

**MECHANISED REGIONAL FORCE PLATOON 1971+**

Troop Type: Regular

Platoon Force rating:

Command Dice: 5

Green Before 1969:

Regulars From 1969:

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  |  | J |  |  |

| **PLATOON HEADQUARTERS** |
| --- |
| **2x V100 (M706) 2x crew with pistols** |
| 1 x 2nd Lieutenant, Senior Leader with Pistol and M79 Armd car Commander1 x Platoon Sergeant, Junior Leader with Pistol M79 car Commander2x RTO with m163x Riflemen with M1660mm M19 Mortar and 3 crew |

| **Sections 1-2** |
| --- |
| **2x V100 (M706) 2x crew with pistols** |
| 1 x Sergeant, Junior Leader with Pistol and M79 Car Commander |
| 1x Asst Sqd Leader with M16 car Commander4 x Rifleman with m161x M60 2 crew2x RTO with M16 |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Entrenchments for one Team |
| LAW (From 1969) (6) |
| Claymore Mines (6) |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| M60 GPMG with 3 crew (From 1971) (2) |
| 60mm mortar Junior Leader and 3 crew on or off table (2) |
| Green ARVN PF Squad of 10 men with rifles |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Green ARVN RF Squad of 7 men with J/L  |
| **LIST FIVE** |
| US or ANZAC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| Forward Observer and 81mm mortar section (1) \* |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |

**Popular Self Defence Force “PSDF”** Squad of 4+D6 armed with a mix of SMGs and M1 Carbines/Garands etc..

**POPULAR FORCE PLATOON**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Local Troops**

Can counter “who is my enemy” +1 to dice to spot/counter.

**Fatalistic**

Ignore one bad things happens

Troop Type: Green

Platoon Force rating:

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 1 |  | 2 | 3 | 4 |
| Morale |  |  |  | J |  |

**From 66+**

| **PLATOON HEADQUARTERS** |
| --- |
| 1x Platoon Leader, Inferior Senior Leader1 x Platoon Sergeant, Inferior Senior Leader with SMG and M792x RTO with Rifle M11x Medic |

| **Sections 1-3** |
| --- |
| 1x J/L with M1 or M2 |
| 4x Rifleman with M1 or M2 | 1x Team Leader M1 or M24x Rifleman with M1 or M2 |

**Supports:** US MP Section (Fireteam) with Jeep and M60

M151, 1x Junior Leader, 2x Riflemen, 1x Grenadier with M79. 25Pts

Troop Type: Regular

Platoon Force rating:

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  |  | J |  |  |

**Regulars From 1971:**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Platoon Sergeant, Senior Leader with M161x Senior Leader with M162x RTO with M161x Grenadier with M79 and Pistol1x Medic |

| **Sections 1-3** |
| --- |
| 1x Junior Leader with M16 |
| 4 x Rifleman with M16 | 1x Team Leader M164x Rifleman with M16 |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Entrenchments for one Team |
| **LIST TWO** |
| Roadblock (1) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| ARVN Popular Force Squad of 10 men with rifles |
| **LIST FOUR** |
|  ARVN Regional Force Squad of 7 men with J/L  |
| **LIST FIVE** |
| **LIST SIX** |
| M20A1 3.5" Rocket Launcher with 2 crew (1) |

**USMC COMBINED ACTION PLATOON**

**I Corps area only**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**US Advisors:** class as Regular (**add +1 to FM**)

Troop Type: Regular

Platoon Force rating:

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 | 6+ |
| --- | --- | --- | --- | --- | --- | --- |
| Command Dice |  | 2 | 3 |  | 4 | 5 |
| Morale |  |  | J |  |  |  |

**M14 -4 Pts**

**M16 -2 Pts**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x ARVN PF, Sergeant, Inferior Senior Leader w/M1 Carbine1 x USMC Advisor, Sergeant, Senior Leader 1x USMC RTOs with Rifle AN/PRC 101x USMC Grenadier with M791x USMC Corpsman (Medic)1x ARVN Interpreter w/M1 carbine1x ARVN RTO AN/PRC 101x ARVN PF Asst Platoon leader with M79 |

| **Combined Action Squads 1-3** |
| --- |
| 1x USMC Cpl T/L with Rifle3x USMC Riflemen with Rifles |
| **Rifle Team**10 x PF Rifleman with M1 Rifles/Carbines |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| Jeep, no crew |
| Entrenchments for one Team |
| Add LAW to USMC (From 1969) (3) |
| Add a M1897 shotgun |
| Claymore Mines (3) |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| Fire Support (3) |
| Ambush (1) |
| Green Vietnamese PSDF Squad of 4+D6 men with obsolete weapons |
| **LIST THREE** |
| Sniper Team |
| .30 Cal LMG with 3 crew (1) |
| 60mm mortar Junior Leader and 3 crew on or off table (1) |
| Green ARVN PF Squad of 10 men with rifles |
| **LIST FOUR** |
| MMG (M60) on tripod mount with Junior Leader and 3 crew on or off table (3) |
| Green ARVN RF Squad of 7 men with J/L  |
| **LIST FIVE** |
| USMC Regular Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| Forward Observer and 81mm mortar section (1) |
| **LIST SIX** |
| 3.5" Rocket Launcher with 2 crew (1) |
| **LIST SEVEN** |

**GVN National Police Force “Canh Sat”**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

Troop Type: Green

Platoon Force rating:

Command Dice: 4

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 1 |  | 2 | 3 | 4 |
| Morale |  |  |  | J |  |

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Platoon Leader, Inferior Senior Leader with Pistol and M791x Inferior Senior Leader with Carbine1x RTO with Pistol1x Medic1x Driver in M38 Jeep with carbine |

| **Police Patrols 1-3** |
| --- |
| 1x Patrol Leader with Carbine |
| **Patrol Team 1**1x Team Leader Carbine1x Constable with BAR1x Constable with M1 Rifle1x Constable with Carbine | **Patrol Team 2**1x Team Leader with Carbine1x Constable with Carbine1x Constable with Shotgun1x Constable with M1 Rifle | **Patrol Team 3**1x Team Leader with Carbine1x Constable with Carbine1x Constable with Shotgun1x Constable with M1 Rifle |

[**http://rvnhs.com/museum/uniforms/2/nationalfieldpolicecamouflage.html**](http://rvnhs.com/museum/uniforms/2/nationalfieldpolicecamouflage.html)

**Quan canh Military Police**

**http://720mpreunion.org/history/project\_vietnam/quan\_canh/qc\_quan\_canh\_history.html**

**CIDG Mobile Force 66**

Troop Type:

Platoon Force rating:

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M161 x Platoon Sergeant, Junior Leader with M161x J/L CIDG with Carbine1x Medic with M1911 Pistol |

| **Rifle Squad 1-3** |
| --- |
| 1 x Junior Leader Carbine |
| 1x medic carbine2x Grenadiers M791x BAR3x Rifles |

**Recce Sqd 1x USSF S/L, J/L with Carbine, RTO, BAR, Rifleman, Medic**

**M60 Team**

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| LAW (6) |
| Entrenchments for one Team |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| Engineer Wire Cutting Team |
| M151 Jeep no crew |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| XM 191 Flash Launcher  |
| **LIST THREE** |
| Sniper Team (1) |
| M60 on Tripod Mount 5 crew (1) |
| Pioneer Flamethrower Team (1) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Engineer Section (2 Teams) with Junior Leader (1) |
| MFO and RTO and 81mm mortar section (1) |
| **LIST FIVE** |
| US Regular Squad with Junior Leader (1) |
| M2HB .50Cal on Tripod with 5 Crew (1) |
| M113A1 with J/L and Driver |
| **LIST SIX** |
| M113A1 ACAV with J/L and 3 crew |
| M42A1 Duster **68+** (1) with J/L and 5 Crew |
| **LIST SEVEN** |
| Sheridan Tank |
| M132 Zippo (1) |
| **LIST EIGHT** |
| M163 VADs **69+** (1) III Corps Only. |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

**CIDG Mobile Force 68**

Troop Type:

Platoon Force rating:

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M161 x Platoon Sergeant, Junior Leader with M161x RTO with M161x Medic with M16 |

| **Rifle Squad 1-4** |
| --- |
| 1 x Junior Leader M16 |
| 1x Grenadier M798x Riflemen with M16 |

| **Wpns Sqd** |
| --- |
| 1 x Junior Leader M16 |
| 2x M60 with 2x crew |

**1x 60mm Mortar J/L and 3 crew**

**Recce Sqd J/L, 2x souts, grenadier, 2x riflemen with M16s**

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| LAW (6) |
| Entrenchments for one Team |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| Engineer Wire Cutting Team |
| M151 Jeep no crew |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| XM 191 Flash Launcher  |
| **LIST THREE** |
| Sniper Team (1) |
| M60 on Tripod Mount 5 crew (1) |
| Pioneer Flamethrower Team (1) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Engineer Section (2 Teams) with Junior Leader (1) |
| MFO and RTO and 81mm mortar section (1) |
| **LIST FIVE** |
| US Regular Squad with Junior Leader (1) |
| M2HB .50Cal on Tripod with 5 Crew (1) |
| M113A1 with J/L and Driver |
| **LIST SIX** |
| M113A1 ACAV with J/L and 3 crew |
| M42A1 Duster **68+** (1) with J/L and 5 Crew |
| **LIST SEVEN** |
| Sheridan Tank |
| M132 Zippo (1) |
| **LIST EIGHT** |
| M163 VADs **69+** (1) III Corps Only. |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

**CIDG MIKE FORCE**

Troop Type: Regular

Platoon Force rating:

Command Dice: 5

| Force Morale | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| Command Dice | 2 |  | 3 | 4 | 5 |
| Morale |  | J |  |  |  |

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with Rifle1 x Platoon Sergeant, Junior Leader with Rifle1x RTO with Rifle1x Medic with M1911 Pistol |

| **Rifle Squad 1-3** |
| --- |
| 1 x Junior Leader Rifle |
| 1x Rifle Grenade2x BAR7x Rifles |

**SUPPORT LISTS**

The numbers in brackets refer to the maximum number that can be taken per platoon.

Where there is no number, there is no limit.

| **LIST ONE** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| LAW (6) |
| Entrenchments for one Team |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| Engineer Wire Cutting Team |
| M151 Jeep no crew |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| XM 191 Flash Launcher  |
| **LIST THREE** |
| Sniper Team (1) |
| M60 on Tripod Mount 5 crew (1) |
| Pioneer Flamethrower Team (1) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Engineer Section (2 Teams) with Junior Leader (1) |
| MFO and RTO and 81mm mortar section (1) |
| **LIST FIVE** |
| US Regular Squad with Junior Leader (1) |
| M2HB .50Cal on Tripod with 5 Crew (1) |
| M113A1 with J/L and Driver |
| **LIST SIX** |
| M113A1 ACAV with J/L and 3 crew |
| M42A1 Duster **68+** (1) with J/L and 5 Crew |
| **LIST SEVEN** |
| Sheridan Tank |
| M132 Zippo (1) |
| **LIST EIGHT** |
| M163 VADs **69+** (1) III Corps Only. |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |