**PAVN PLATOON 65+**

**Aggressive” Counts as aggressive in close combat add 1D6 per 3 men.**

**Limited Ammo:** Due to the restrictions on ammunition supply and that troops had to hand back used cartridges to get new ones. Lose one firing dice

**Hard to Detect**

The PAVN tactics of dispersal, rapid concentration and excellent camouflage mean they are hard to target during their build up. If an opponent takes a pre-game game barrage the PAVN player will add +1 to their dice when attempting to bring forces onto the table.

**For the Cause**

With its ranks packed with men who are generally party members and have every reason to fight to the bitter end to overthrow the yolk of the capitalist oppressors. To reflect this, PAVN troops may ignore one Force Morale roll after it is made in any game.

**ChiCom**

It was common for the NVA in assault to rely on a flurry of hand grenades and then close assault the target. To reflect this, when a Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12” preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hardcover. On a roll of 1 or 2, one hand grenade has hit the target (add 1 shock) unit; on 3 or 4, two grenades hit(add 2 shock); on 5 or 6, three grenades hit the target (add 3 shock).

Squad may then move up to 3D6 to try to initiate Close Combat.

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 |  |  |  |

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x Lieutenant, Senior leader with SMG1 x Senior Sergeant, Junior leader with SMG1x Runner with SKS |

| **Squads 1-3**  |
| --- |
| 1 x Sergeant, Junior leader with SMG  |
| 1 x RPG 2 Gunner 1 x RPD Gunner 6x Riflemen with SKS  |

**PAVN PLATOON 67+**

**Aggressive” Counts as aggressive in close combat add 1D6 per 3 men.**

**Limited Ammo:** Due to the restrictions on ammunition supply and that troops had to hand back used cartridges to get new ones. Lose one firing dice

**Hard to Detect**

The PAVN tactics of dispersal, rapid concentration and excellent camouflage mean they are hard to target during their build up. If an opponent takes a pre-game game barrage the PAVN player will add +1 to their dice when attempting to bring forces onto the table.

**For the Cause**

With its ranks packed with men who are generally party members and have every reason to fight to the bitter end to overthrow the yolk of the capitalist oppressors. To reflect this, PAVN troops may ignore one Force Morale roll after it is made in any game. They are also rated as Stubborn.

**ChiCom**

It was common for the NVA in assault to rely on a flurry of hand grenades and then close assault the target. To reflect this, when a Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12” preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hardcover. On a roll of 1 or 2, one hand grenade has hit the target (add 1 shock) unit; on 3 or 4, two grenades hit(add 2 shock); on 5 or 6, three grenades hit the target (add 3 shock).

 Squad may then move up to 3D6 to try to initiate Close Combat.

Troop Type: Regular

Platoon Force rating: +4

Command Dice: 5

Reduce by one squad -1

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

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x Lieutenant, Senior leader with AK1 x Senior Sergeant, Junior leader with AK1x Runner/Bugler with SKS |

| **Squads 1-3**  |
| --- |
| 1 x Sergeant, Junior leader with AK  |
| 1 x RPD Gunner 1 x RPG 2 Gunner 6x Riflemen with AKs  |

**REDUCED STRENGTH PAVN PLATOON 68+**

 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 |  |  |  |

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x Lieutenant, Senior leader with AK 1x Runner with SKS  |

| **Squad 1**  |
| --- |
| 1 x Sergeant, Junior leader with AK  |
|  1 x RPD Gunner 8x Riflemen with AKs  |

| **Squad 2**  |
| --- |
| 1 x Sergeant, Junior leader with AK  |
| 6x Riflemen with AKs 1x RPG 7 Gunner  |

**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** |
| --- |
| Civilian Stretcher Bearer (Treated as Medical Orderly) (1) |
| Wire Cutting Team, 4 men (1) |
| Assault Team, 4 men (2) |
| Replace 3x SKS with AKs in a section **65+** |
| Add a rifle grenade to a section (3) |
| Add a satchel charge to a rifle section (1) |
| Add a captured M79 to a rifle section (1) |
| **LIST TWO** |
| Pre-Game Barrage |
| Red Dice |
| Replace a RPG 2 with RPG 7 **68+** |
| D3/5 Directional Mine (2) |
| Green Village Guerillas (1) |
| Type 36 (M18) 57 mm Recoilless Rifle, 2 crew with J/L (1) |
| **LIST THREE** |
| Assault Flamethrower Team of 2 men (three shots), (2) **67+** |
| D10 Directional Mine (2) |
| MMG on tripod mount with J/L and 3 crew on or off table (1) |
| Type 52 75mm Recoilless Rifle with 3 crew and a J/L |
| 60mm mortar J/L and 3 crew on or off table (1) |
| BTR 40 **68+** |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| BTR 152 **68+** |
| Claymore Mine (1) |
| Regular Battalion Recce Squad J/L and 11 men (1) |
| Single 37mm M1939 61-K (1) |
| **LIST FIVE** |
| Arrow consisting of 3x cells with J/L(1) |
| PT76 Light Tank **68+** |
| Type 63 APC **71+** |
| AT 3 Sagger **72+** |
| Single 122mm Katyusha Rocket |
| B10 82mm Recoilless Rifle with J/L and 4 crew (1) |
| Regular Infantry Squad with J/L |
| Forward Observer and 82mm mortar section (1) |
| Twin 37mm M1939 61-K (1) |
| 122mm Katyusha Rocket  |
|  |
| **LIST SIX** |
| Captured Chaffe (1) |
| BTR 50 PK **69+** |
| BTR 60 PB **71+** |
| SU-76 **68+** |
| 14.5mm ZPU-2 (1) J/L and 5 crew |
| 122mm Two Gun Fire Mission |
| **LIST SEVEN** |
| Type 62 Light Tank **75+** |
| Type 63 Light tank **70+** |
| ZSU-57-2 **72+ (1)** |
| **LIST EIGHT** |
| T34/85 Tank **68+** |
| Fire Support cell 1x RPG 7 with two crew. (1) 68+ |
| **LIST NINE** |
| **LIST TEN** |
| B11 107mm Recoilless Rifle J/L and 4 Crew |
| **LIST ELEVEN** |
| **LIST TWELVE** |
| T54/Type 59 tank **71+** |

**Regular NVA Bn Recce Squad.**

**Can move with 1D6 or 2D6 and assume a “Tactical” Stance. +1 to all spotting rolls.**

1x J/L with AK

8x Riflemen with AKs

3x Riflemen with SKS

**2x Gun Fire Mission: I Corps Area Only** NVA Shoot and Scoot mission consisting of two gun section covering a 12”x12” area HE11.

**VC MAIN FORCE OR PAVN SAPPER PLATOON**

**Human Wave**

An NVA/VC Senior Leader can use all of his Command Initiative to order by Bugle call, all assault teams and reserve rifle units that haven’t been activated yet in that Phase, to assault the enemy. Any troops so activated can choose to move up to 4D6 straight towards their chosen enemy (terrain dependent), each squad dicing for its own movement. They halve their Shock for Movement purposes (rounding up). Any Squad or Squads which gets within 4” from the enemy initiates Close Combat. Defenders will count any unit that moved 4D6 as 3D6 for defense purposes.

**For the Cause**

With its ranks packed with men who are generally party members and have every reason to fight to the bitter end to overthrow the yolk of the capitalist oppressors. To reflect this, sapper troops may ignore one Force Morale roll after it is made in any game. They are also rated as Stubborn.

**Hard to Detect**

The NVA/VC tactics of dispersal, rapid concentration and excellent camouflage mean they are hard to target during their build up. If an opponent takes a pre-game game barrage the NVA/VC player will add +1 to their dice when attempting to bring forces onto the table.

**Suicide Bomber :** One figure with a satchel charge in any assault team can enter any dugout and detonate the charge automatically at the end of their movement. Roll for hits@ HE5 double shock all and automatically pin all enemy troops within for the turn.

Troop Type: Regular

Platoon Force rating with SKS: +4

Platoon Force rating with AKs **67+**: +8

Command Dice: 5

Troop Type: Elite

Platoon Force rating: +10

Platoon Force rating with AKs **67+**: +15

Command Dice: 5

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

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Senior Leader with SKS |
| 1x Bugler with SKS |

| **Security Team** |
| --- |
| 1x RPG-2 with 2x Crew, 2x Riflemen SKS, 2x D10 Directional Mines |

| **Assault Team** |
| --- |
| **Arrows 1 and 2** |
| 1 x Junior Leader with SMG  |
| **Cell 1:penetration** 4x men with 2x SMGs, 2x wire cutters and 2x bangalore torpedoes. | **Cell 2: Assault**4x men with a RPG-2 ,3x SKS, Satchel charges and AT grenades | **Cell 3: Assault** 4x men with a RPG-2, 3x SKS, Satchel charges and AT grenades |

| **Indirect Fire Support Team** |
| --- |
| **Mortar Team** |
| 1 x Junior Leader with SMG  |
| **Cell 1** 60mm Mortar with 5 crew with SKS | **Cell 2**60mm Mortar with 5 crew with SKS |

| **Reserve** |
| --- |
| **Rifle Section** |
| 1 x Junior Leader with SMG  |
| **Cell 1** 1x RPD with 2 crew | **Cell 2** 1x RPG-2 with 2 crew, 1 x SKS  | **Cell 3** 2 x riflemen with SKS1x Rifleman with Rifle Grenade |

**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** |
| --- |
| Civilian Stretcher Bearer (Treated as Medical Orderly) (1) |
| Wire Cutting Team, 4 men (1) |
| Assault Team, 4 men (2) |
| Add a rifle grenade to a section |
| Add satchel charge to a rifle section |
| Add a M79 Blooper to one section **68+** (1) |
| **LIST TWO** |
| Pre-Game Barrage |
| Red Dice |
| Replace a RPG 2 with RPG 7 **68+** |
| D10 Directional Mine (1) |
| Type 36 (M18) 57 mm Recoilless Rifle, 2 crew with J/L (1) |
| **LIST THREE** |
| Assault Flamethrower Team of 2 men (three shots), (2) **67+** |
| MMG on tripod mount withJ/L and 3 crew on or off table (1) |
| Type 52 (M20) 75mm Recoilless Rifle with J/L and 3 crew |
| BTR 40 **68+** |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Claymore Mine (1) |
| **LIST FIVE** |
| Arrow consisting of 3x cells with J/L (1) |
| PT76 Light Tank **68+** |
| Fire Support cell 1x RPG 2 with two crew (1) **<68** |
| Type 63 APC **70+** |
| Single 122mm Katyusha Rocket (2) |
| BTR 152 **68+** |
| Forward Observer and 82mm mortar section (1) |
| **LIST SIX** |
| BTR 50 PK **69+** |
| BTR 60 PB **71+** |
| SU 76 **68+** |
| **LIST SEVEN** |
| Type 62 Light Tank |
| Type 63 Light tank |
| ZSU-57-2 **72+** |
| Captured Chaffe (1) |
| **LIST EIGHT** |
| T34/85 Tank **68+** |
| Fire Support cell 1x RPG 7 with two crew. (1) 68+ |
| **LIST NINE** |
| B11 107mm RCL with J/L and 5 crew  |
| **LIST TWELVE** |
| T54/Type 59 tank **71+** |

Satchel Charge AP 4 HE 4

AT Grenade AP 6 HE 2

Katyusha Rocket: Roll as per artillery ranging fire FP10

**VIET CONG MAIN FORCE 1963-68**

Known as 'hard hats' since they wore the ubiquitous pith helmet usually due to numbers of Regular troops from the North Infiltrating South, these forces operated and were organised along traditional military lines. Organised into battalions consisting of 3 Rifle Companies and a Combat Support Company these troops were, on the whole, well trained, aggressive and well led. Cadres usually consisted of Regular NVA Troops and in some cases whole units were Regular NVA troops.

On larger operations they could be organised and deployed as regiments of 2-3 battalions.

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Limited Ammo:** Due to the restrictions on ammunition supply and that troops had to hand back used cartridges to get new ones. Lose one firing dice

**Hard to Detect**

The VC tactics of dispersal, rapid concentration and excellent camouflage mean they are hard to target during their build up. If an opponent takes a pre-game game barrage the VC player will add +1 to their dice when attempting to bring forces onto the table.

**For the Cause**

With its ranks packed with men who are generally party members or even North Vietnamese troops and have every reason to fight to the bitter end to overthrow the yolk of the capitalist oppressors. To reflect this, main force troops may ignore one Force Morale roll after it is made in any game.

????

Troop Type: Regular

Platoon Force rating: -1

Command Dice: 5

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

| **PLATOON HEADQUARTERS**  |
| --- |
| 1 x Lieutenant, Senior leader with SMG |

| **Squads 1-3**  |
| --- |
| 1 x Sergeant, Junior leader with SMG  |
| 1 x RPD gunner7x Riflemen with Bolt Action Rifles |

**Options**

1968 Replace one Rifleman in each squad with an RPG-2 **+3**

**Swap Senior/Junior Leaders SMG with AK 68+**

**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** |
| --- |
| Civilian Stretcher Bearer (Treated as Medical Orderly) (1) |
| Barbed Wire (2) |
| AP Minefield (1) |
| Entrenchments for one Team |
| Who is my Enemy? (1) |
| Upgrade 4x Rifles to SKS (3)  |
| Replace 3 weapons with AKs in a section (4) **68+****(Leaders First)** |
| Add a rifle grenade to a section (3) |
| Add a M79 Blooper to one section **68+** (1) |
| **LIST TWO** |
| Roadblock (1) |
| Entrenchments for one section |
| Green Village Guerillas (1) |
| Ambush (3) |
| Sniper (1) |
| Pre-Game Barrage |
| Type 36 (M18) 57 mm Recoilless Rifle, 2 crew with J/L (1) |
| Political Cadre (1) |
| **LIST THREE** |
| 60mm mortar Junior Leader and 3 crew on or off table with Forward Observer (1) |
| Type 52 75mm Recoilless Rifle with 3 crew and J/L (1) |
| Add AT Grenades to a platoon |
| Green VC Local Force Squad with Junior Leader (1) |
| **LIST FOUR** |
| Sapper Penetration Cell\* (1) |
| Sapper Assault Cell\* (1) |
| Regular Main Force Squad with Junior Leader (1) |
| RPG 2 team, 2 men (1) |
| Forward Observer and 81mm mortar section (1) |
| **LIST FIVE** |
| Regular Main Force Squad with Junior Leader (1) |
| Regular NVA Squad with Junior Leader (1) |
| 0.30 Cal MMG with Junior Leader and 3 crew on or off table(1) |
| Forward Observer and 82mm mortar section (1) |
| **LIST SIX** |
| 0.30 Cal MMG Junior Leader and 3 crew in a Bunker (HardCover) (1)\* |
| DSHK 12.7mm HMG (Can be tripod mounted as A/A) with a Junior Leader and 3 crew on or off table (1) |
| Forward Observer and 82mm mortar section (1) |
| **LIST SEVEN** |
| Captured Chaffee Tank (1) |
| **LIST EIGHT** |
| Captured Walker Bulldog **66+** (1) |

Satchel Charge  **AP 4 HE 6**

AT Grenade **AP 6 HE 2**

**SAPPER PENETRATION CELL\***

Can only be selected in scenarios where the enemy may take entrenchments or static defences.

4 men, 2 x SMGs, 2 x Wire Cutters, 3 x Bangalore Torpedoes

Team counts as a Mine clearing Team and a Wire clearing Team.

**SAPPER ASSAULT CELL\***

Can only be selected in scenarios where the enemy may take entrenchments or static defences.

4x men with a RPG-2 ,3x SKS, Satchel charges and AT grenades

Team counts as a Tank Hunter Team and a Demo Team.

**WHO IS MY ENEMY?**

Shabby Nazi Tricks rule.

**VC SHARPSHOOTER** with Semi Auto Rifle Hit on 4+, reroll 1’s.

**TRIPOD MOUNTED MMG in a Bunker**

Treated as Hard Cover including from above.

Can be deployed using the rules for Ambushes without requiring the use of a Chain of Command dice.

May not be selected as a support option in scenarios where the player cannot take entrenchments.

**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.

**VC PROVINCIAL LOCAL FORCE PLATOON**

The Provincial units of the Vietcong more often than not operated at battalion Strength with three rifle companies and a weapons company. These soldiers were full timers and were better equipped and trained than the district troops. The personnel of these units were often local to the area in which they served.

Generally these units operated within their home region and fought as fully formed units.

**Limited Ammo:** Due to the restrictions on ammunition supply and that troops had to hand back used cartridges to get new ones. Lose one firing dice in any fire resolution with a minimum of one firing dice.

**Our Land**

VC Patrol Markers use 14” as both their move distance and the distance from a friendly Patrol Marker within which they must remain. Other than this additional 2” they operate as normal Patrol Markers. They can deploy up to 9” from a JOP.

**Lack of Initiative.??**

Any VC unit that does not have either an attached leader or a clear line of sight to a leader on a roll of 2 on command dice may not voluntarily move towards the enemy but may still fire. This is to represent the lack of Initiative and the effect that loss of leadership had on VC forces.

**Ho Chi Minh sandals.**

With local knowledge and unencumbered by heavy kit the insurgent infantry can move rapidly. VC units may *Sprint* without adding any *Shock*.

**1963- 1968**

Troop Type: Green

Platoon Force rating: -7

Command Dice: 4

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

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 |  |  |  |  |

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Lieutenant, Senior leader with SMG  |

| **Squads 1-3**  |
| --- |
| 1 x Sergeant, Junior leader with SMG  |
| 1 x Box Fed LMG with 2 crew 8 x Riflemen with Bolt action Rifles  |

**Special Options**

**One Free Ambush no dice required.**

Troop Type: Green

Platoon Force rating:

Command Dice: 4

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

**1968+**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Lieutenant, Senior leader with AK |

| **Squads 1-3**  |
| --- |
| 1 x Sergeant, Junior leader with AK  |
| 1 x RPD3 x Riflemen with SKS3x AKs1x RPG 2 |

**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** |
| --- |
| Civilian Stretcher Bearer (Treated as Medical Orderly) (1) |
| Entrenchments for one team |
| Who is my Enemy? (1) |
| Upgrade 3x rifles to Semi Autos (3) **(<68)** |
| Upgrade 3x Rifles to AKs **(68+)**  |
| Add a Satchel Charge to a section. (3) |
| Add a rifle grenade to a section (3) |
| Add a belt fed LMG (1) to platoon with 2 crew |
| Add two SMGs to a section (3) **(<68)** |
| **LIST TWO** |
| Roadblock (1) |
| Entrenchments for one section |
| Local Knowledge\* |
| Ambush (2) |
| Sharpshooter Team \* (1) |
| 50mm Knee Mortar team, 2 crew (1) |
| Type 36 (M18) 57 mm Recoilless Rifle, 2 crew (1) |
| Green Village Guerillas (1) |
| D10 Directional Mine (1) |
| Political Cadre (1) |
| **LIST THREE** |
| 60mm mortar Junior Leader and 3 crew on or off table with Forward Observer (1) |
| Political Cadre (1) |
| **LIST FOUR** |
| Green Local Force Squad with Junior Leader (1) |
| Type 24 Maxim with 5 crew with J/L on or off table (1) |
| **LIST FIVE** |
| Regular main Force Squad with Junior Leader (1) |
| 0.30 Cal MMG with Junior Leader and 3 crew on or off table(1) |
| Forward Observer and 82mm mortar section (1) |
| **LIST SIX** |
| 0.30 Cal MMG Junior Leader and 3 crew in a Bunker (HardCover) (1)\* |
| Type 51 3.5" Rocket Launcher with 2 crew (1) |

**VC SHARPSHOOTERS** Hit on 5+

**LOCAL KNOWLEDGE**

Allows VC player to either deploy one unit an additional 6” further from a Jump-Off point than would normally be the case OR to move a jump-off point up to 18” in any direction, so long as it is further than 12” from any enemy troops or Jump-Off Point.

**WHO IS MY ENEMY?**

Shabby Nazi Tricks rule.

**TRIPOD MOUNTED MMG in a Bunker**

Treated as Hard Cover including from above.

Can be deployed using the rules for Ambushes without requiring the use of a Chain of Command dice.

**GREEN VILLAGE GUERILLAS. 3+D6**

J/L Armed with 1x SMG and rest carry hand grenades, AT grenades and a Satchel Charge. Class as a tank hunter/Demo team.

**VC DISTRICT LOCAL FORCE**

The District units of the Vietcong more often than not operated as independent companies with an attached combat support platoon with a 60mm mortar team plus a MMG team, but often split up and dispersed into platoons, squads and cells.

**LIMITED AMMO:** Due to the restrictions on ammunition supply and that troops had to hand back used cartridges to get new ones. Lose one firing dice.

**Our Land**

VC Patrol Markers use 14” as both their move distance and the distance from a friendly Patrol Marker within which they must remain. Other than this additional 2” they operate as normal Patrol Markers. They can deploy up to 9” from a JOP.

**One Free Ambush no dice required.**

**Ho Chi Minh Sandals**

With local knowledge and unencumbered by heavy kit the insurgent infantry can move rapidly. Insurgent infantry units may *Sprint* without adding any *Shock*.

**DiDi MAU**

A local Force leader can spend a CoC dice to leave the table with a unit via a JOP provided they are out of line of sight of any enemy within 12”. They can then re-enter via another JOP (as per normal unit placement) in a subsequent turn, subject to a roll on a D6, removing half the accumulated shock. If they roll 1-2 they have been intercepted by other units and engaged and have essentially been lost. Roll on the “**bad things happens'** ' table.

**OR**

A Local Force Leader can take advantage of “**local knowledge”** to temporarily withdraw from the fight but not all of the members are quite so keen to fight on. A Local Force unit that is in heavy cover or out of LOS of the enemy and does not contain a *Fixed* weapon can meld into the background; remove the remaining unit members from the table. The unit can be redeployed in a subsequent turn with no *Shock* at their current strength minus one fighter per two points of *Shock* when they *retire.*

Troop Type: Green

Platoon Force rating: -8

Command Dice: 4

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

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Lieutenant, Senior leader with SMG  |

| **Squads 1-3** |
| --- |
| 1 x Sergeant, Junior leader with SMG  |
| 11 x Riflemen with Bolt action 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** |
| --- |
| Civilian Stretcher Bearer (Treated as Medical Orderly) (1) |
| Barbed Wire (2) |
| Add up to two SMGs to a section (3) |
| Entrenchments for one squad |
| Who is my Enemy? (1) |
| Upgrade 3x rifles in a squad to Semi Autos (3) |
| Satchel Charge (1) |
| Add a rifle grenade to a section (3) |
| Replace a riflemen with a BAR (1) |
| Add an AT Grenade to a section (3) |
| Boobytrap (2) |
| **LIST TWO** |
| Roadblock (1) |
| AP Mine |
| Local Knowledge\* |
| Ambush (2) |
| Sharpshooter Team \* (1) |
| 50mm Knee Mortar team, 2 crew (1) |
| D10 Directional Mine (2) |
| Green Village Guerillas |
| Political Cadre (1) |
| Add a Box Fed LMG with 2 crew to a section (3) |
| **LIST THREE** |
| Add a Belt Fed LMG to platoon with 2 crew (1) |
| **LIST FOUR** |
| Green VC Provincial Local Force squad with Junior Leader (1) |
| Type 24 Maxim MMG with J/L and 5 crew on or off table (1) |
| Small AT Mine |
| **LIST FIVE** |
| Regular VC Main Force Squad with Junior Leader (1) |
| Large AT Mine |
| **LIST SIX** |
| 0.30 Cal MMG Junior Leader and 3 crew in a Bunker (HardCover) (1)\* |
| Type 51 3.5" Rocket Launcher with 2 crew (1) |

Satchel Charge  **AP 4 HE 4**

AT Grenade **AP 6 HE 2**

**\* VC Sharpshooters with Bolt Action Rifle Hit on 5+**

**GREEN VILLAGE GUERILLAS. 3+D6**

These were the archetypal 'farmers by day, soldiers by night', comprising those either too old or too young to fight in the regular VC units and dressed as local peasant farmers.

Whilst their primary activities consisted of intelligence gathering, sniping and emplacing booby traps, these troops were employed in the support of VC Regional and Main Force units operating in their locality as porters, scouts and guides.

Force size was dependent on the size of the local village or hamlet and ranged from a single 3 man cell to a platoon of 3-4 squads. Generally operated at the squad level of 12 men.

J/L Armed with 1x SMG and 2x Riflemen, rest carry hand grenades, AT grenades and a Satchel Charge. Class as a tank hunter/Demo team.

**Booby Traps**

**Who is My Enemy?**

**VC Option - Booby Trap (Max 1)**

This is played by the VC player as an interrupt against a team, squad or vehicle when it deploys (cannot be played against a unit ambushing).

The enemy rolls a d6 for search and on a 6 it is discovered and has no effect. Scouts and dog teams can influence this roll.

On a 1-5 the target suffers 2 hits (regardless if the target is a team, squad or vehicle).

Team/Squad Effect:

* Roll for 2 hits on the effect table counting the target as in the open.
* All shock is doubled.
* The target unit is pinned temporarily until the end of the next phase.

Vehicle Effect:

* Roll armour save dice and compare the number of saves rolled against 2 hits.

**ALTERNATIVE OPTIONS**

**BOOBYTRAP:** Detected on a 3+ if moving tactically 5+ if moving normally. +1 on roll to detect for Elites, Trackers/Scouts. **FP 2** as if in open on any Enemy Unit who come within 3” of it.

**MINES and IED’s: Must determine whether it is anti-personnel or Anti Tank.** Detected on a 3+ if moving tactically 5+ if moving normally. +1 on roll to detect for Elites, Trackers or Scouts or, +2 if issued with a mine detector. Auto detected by Sniffer Dogs.

**AP MINE FP 4 target in open.**

**SMLL AT** **MINE** **(5.7Kg of TNT) AP** **3** **HE** **10** 3+5=4

**LGE AT MINE** **(10Kg TNT)** **AP** **5** **HE 13 Roll for Infantry casualties within 4” @ HE6. 5+6/2=5.**