**REGULAR INFANTRY PLATOON FULL STRENGTH**

**SPECIAL RULES/NATIONAL CHARACTERISTICS**

**Medics**

Troop Type: Regular

Platoon Force rating:

Command Dice: 5

M14

M16 **67+**

| 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 Squads 1-3** |
| --- |
| 1 x Sergeant, Junior Leader Rifle |
| **Fire Team A**1x Fire Team Leader2x Riflemen1x Grenadier with M79 | **Fire Team B**1x Fire Team Leader3x Riflemen1x Grenadier with M79 |

| **Weapons Squad**  |
| --- |
| 1 x Junior Leader with rifle |
| **LMG Team**1x M60 LMG 2x crew | **LMG Team**1x M60 LMG 2x Crew |
| 1x M67 90mm Recoilless Rifle 2x crew | 1x M67 90mm Recoilless Rifle 2x crew |

**Options:** Replace 2x M67 with crew with 1x M60 with 3x crew.

M67 Crews class as **encumbered** when carrying weapons. -1” on all movement dice.

**1969+** Replace all M79 with M16/M203 UGL.

**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) |
| Issue shotgun to one man in section (4) |
| 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  |
| Scout Dog Squad (1) |
| Add marksmen with M14 to the platoon. (1) |
| **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) |
| M56 Scorpion (**Airborne 65 Only**) |
| **LIST EIGHT** |
| M163 VADs **69+** (1) III Corps Area Only. |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

**REGULAR MECHANISED INFANTRY PLATOON REDUCED STRENGTH**

Troop Type: Regular

Platoon Force rating: **+1**

Lose one M113 Section from Track 2 or 3: **-1**

Command Dice: 5

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

**67+**

| **Track 1**  |
| --- |
| 1x Plt Commander Senior Leader with M16 2x Riflemen w/M161x Grenadier with M79 1x M60 with 2 crew |
| 1x M113A1 with Driver  |

| **Track 2**  |
| --- |
| 1x Junior Leader with M161x Riflemen w/M161x Grenadier with M79 1x M60 w/ 2 Crew |
| 1x M113A1 with Driver  |

| **Track 3**  |
| --- |
| 1x Junior Leader with M161x Riflemen w/M161x Grenadier with M79 1x M60 with 2 crew |
| 1x M113A1 with Driver  |

| **Track 4**  |
| --- |
| 1x Plt Sgt Senior Leader with M16 1x Riflemen w/M161x Grenadier with M79 1x M60 with 2 Crew1x Medic  |
| 1x M113A1 with Driver  |

**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) **II Corps Only**. |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

**REGULAR MECHANISED INFANTRY PLATOON FULL STRENGTH**

Troop Type: Regular

Platoon Force rating: **+13**

Command Dice: 5

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

**66-67**

| **Track 1**  |
| --- |
| 1x Plt Commander Senior Leader with M16  |
| 1x T/L with M161x Grenadier with M792x Riflemen w/M16 | 1x T/L with M161x Grenadier with M791x Riflemen1x M60 with 2 Crew |
| 1x M113A1 with Driver  |

| **Track 2**  |
| --- |
| 1x S/L Junior Leader with M16 |
| 1x T/L with M161x Grenadier with M792x Riflemen w/M16 | 1x T/L with M161x Grenadier with M791x Riflemen1x M60 with 2 Crew |
| 1x M113A1 with Driver  |

| **Track 3**  |
| --- |
| 1x S/L Junior Leader with M16 |
| 1x T/L with M161x Grenadier with M792x Riflemen w/M16 | 1x T/L with M161x Grenadier with M791x Riflemen1x M60 with 2 Crew |
| 1x M113A1 with Driver  |

| **Track 4**  |
| --- |
| 1x Plt Sgt Senior Leader with M16 |
| 1x T/L with M161x Grenadier with M792x Riflemen w/M16 | 1x T/L with M161x Grenadier with M791x Medic1x M60 with 2 Crew |
| 1x M113A1 with Driver |

**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 |
| Add a 90mm Recoilless Rifle no crew (1) |
| **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) **II Corps Only**. |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

# **Unofficial Rifle Platoon Organizations**

# 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 Squads 1-3** |
| --- |
| 1 x Junior Leader with Rifle2x Grenadiers with M793x Riflemen |
|

#

#

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 Rifle2x Grenadiers with M793x Riflemen1x M60 with 2 crew |
|

#

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 Rifle1x grenadier with GL3x Riflemen |
|

| **MG Squad** |
| --- |
| 1 x Junior Leader with Rifle |
| 1x M60 with 3x Crew | 1x M60 with 3x Crew |

#

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 |
| **Fire Team A**1x team Leader with Rifle1x Riflemen1x Grenadier with M79 | **Fire Team B**1x team Leader1x Riflemen1x Grenadier with M79 |

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 1-2** |
| --- |
| 1 x Junior Leader Rifle |
| **Point Team**3x Riflemen1x Grenadier with M79 | **Gun Team**1x M60 with 2 crew4x Riflemen |

**LRRP Patrol**

**Jungle Fighters**

Troop Type: Elite

Platoon Force rating:

Command Dice: 5

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

| **Large Patrol** |
| --- |
| 1 x Sergeant 1st Class, Senior Leader with M16 |
| 1x Junior Leader with M161x Asst Sqd Ldr with M162x Scout Observers with M162x RTOs with AN PRC and M16 | 1x Junior Leader with M161x Asst Sqd Ldr with M162x Scout Observers with M162x RTOs with AN PRC and M16 |

| **Small Patrol** |
| --- |
| 1 x Staff Sergeant, Senior Leader with M16 |
| 1x Asst Sqd Leader with M162x Scout Observers with M162x RTOs with AN PRC and M16 |

**Hawkeye Patrol**

| **Hawleye Patrol** |
| --- |
| 1 x Sergeant, Junior Leader with M16 |
| 1x Rifleman with M162x CIDG with M2 carbine then 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** |
| --- |
| 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) **II Corps Only.** |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

**ODA A Team Green Berets,**

Troop Type: Elite

Platoon Force rating:

Command Dice: 5

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

+1 on FM table

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x Captain Senior Leader with Rifle1 x WO, Senior Leader with Rifle |

| **Team 1**1x J/LWpnsEngMedicRTO | **Team 2**1x J/LWpnsEngMedicRTO |
| --- | --- |

**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) **II Corps Only.** |
| M113 with Minigun (1) |
| **LIST TEN** |
| M113A1 with M40 Recoilless rifle (1) |
| M48A3 tank |

**USMC INFANTRY PLATOON FULL STRENGTH**

**Flak Vests**

**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).

Due to a Corps d Esprit, class as Aggressive. Add +1 to FM roll.

**Command Dice: 5**

Regulars Armed with M14: +3

Lose 1 Fireteam: +2

Lose 2 Fireteams: +1

Lose 3 Fireteams: 0

Regulars Armed with M16 (68+): +9

Lose 1 Fireteam: +6

Lose 2 Fireteams: +4

Lose 3 Fireteams: +2

| 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, Senior Leader with Rifle2x RTO with Rifle1x Medic with M1911 Pistol |

| **Marine Squad 1-3** |
| --- |
| 1 x Sergeant, Junior Leader Rifle1x Grenadier with M79 |
| 1x Team Leader2x Riflemen.1x Auto Rifleman wM14A1 | 1x Team Leader2x Riflemen.1x Auto Rifleman wM14A1 | 1x Team Leader2x Riflemen.1x Auto Rifleman wM14A1 |

| **Wpns Squad**  |
| --- |
| 1 x Junior Leader with rifle |
| **LMG Team**1x M60 LMG 3x crew | **LMG Team**1x M60 LMG 3x crew |

**68+ Replace M14 with M16**

**Alternative Option 9th Marines 1966**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M141 x Platoon Sergeant, Senior Leader with M141x RTO with M141x Medic with M1911 Pistol |

| **Marine Squad 1-2** |
| --- |
| 1 x Sergeant, Junior Leader with M141x Grenadier with M79 |
| 1x Team Leader with M142x Riflemen with M141x Auto Rifleman wM14A1  | 1x Team Leader with M142x Riflemen with M14.1x Auto Rifleman wM14A1 |

| **Wpns Squad**  |
| --- |
| 1 x Junior Leader with M141x M79 Grenadier |
| **LMG Team**1x M60 LMG 2x crew | **LMG Team**1x M60 LMG 2x crew |
| **AT Team**1x M20A1B1 2x Crew | **AT Team**1x M20A1B1 2x Crew |

**Alternative 69+**

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

| **Marine Squad 1-3** |
| --- |
| 1 x Sergeant, Junior Leader M161x RTO with M161x Grenadier with M79 |
| 1x Team Leader w M162x Riflemen w M16 | 1x Team Leader w M162x Riflemen w M16 |

| **MG Squad**  |
| --- |
| 1 x Junior Leader with M16 |
| **LMG Team**1x M60 LMG 3x crew | **LMG Team**1x M60 LMG 3x crew | **LMG Team**1x M60 LMG 3x crew |

| **COY HEADQUARTERS** |
| --- |
| 1 x Senior Leader with M161 x Gunnery Sergeant, Superior Senior Leader with M161x RTO with M161x Medic 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** |
| --- |
| Medical Orderly (1) |
| Minefield (3) |
| OC (Adjutant) (1) |
| Barbed Wire (2) |
| LAW (6) |
| Entrenchments for one Team |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| M151 Jeep no crew |
| **LIST TWO** |
| Roadblock (1) |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| M274 Mechanical Mule |
| **LIST THREE** |
| Scout Sniper Team of two men(1) \* |
| M20A1B1 3.5” Rocket Launcher 2 crew (2) |
| Flamethrower Team (1) |
| LVTP5-A1 with J/L and 2 crew |
| 60mm Mortar J/L and 3 crew (2) |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Engineer Section (2 Teams) with Junior Leader (1) |
| M60 on Tripod Mount 5 crew (1) |
| LVTP5E-1 J/L and 2 crew |
| M76 Otter |
| M116E-1 Husky |
| Infantry Scout Dog Squad (1) |
| **LIST FIVE** |
| USMC Regular Squad with Junior Leader (1) |
| ARVN Regular Marine Squad with J/L (1) |
| M2HB .50Cal on Tripod with 5 Crew (1) |
| BN Mortar Fire Controller and RTO with attached 81mm mortar section (1) |
| **LIST SIX** |
| Attached Arty Observer and RTO with attached 105mm Artillery Battery |
| M42A1 Duster **68+** (1) with J/L and 5 Crew |
| M2HB .50Cal on M274 with 5 Crew (1) |
| **LIST SEVEN** |
| **LIST EIGHT** |
| LVTH-6 with J/L and 6 crew. |
| **LIST NINE** |
| M48A3 Tank |
| M50A1 ONTOS |
| M40 106mm Recoilless on M274 with J/L and 3 crew |
| **LIST TEN** |
| M67A2 Zippo |

**Infantry Scout Dog Squad**

1x J/L Dog handler and Dog, 1x Visual tracker, 1x RTO and 1x Rifleman.

**In a gun run the pilot flying the aircraft also fired the rockets, the other pilot fired the mini-guns**

**USMC UH1E TAT-101 chin turret (twin M60s) FP 6, Rckts HE 6 and dual M60’s FP 6**

**Huey Gun Run: 40mm AGL fires @ long range to suppress on run in by gunner, Pilot fires Rckts @ effective range and Gunner then switches to the Minigun.**

**USMC AH1J Sea Cobra 3 barrelled 20mm Chin Turret HE 10, 2.75” Rckts HE 6**

**Cobra Gun Run: Pilot fires Rckts @ effective range and Gunner then switches to the 20mm at close range.**

**\*Scout Sniper Squad**

5x Teams of two M16 and M40 sniper rifle plus a squad leader with M16

**USMC COMBINED ACTION PLATOON**

**Defence of Villages**

Troop Type: Green

Platoon Force rating: -4

Command Dice: 4

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

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

**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 Rifle1x USMC Grenadier with M791x USMC Corpsman (Medic)1x ARVN Interpreter w/M1 carbine1x ARVN RTO AN/PRC 251x ARVN PF Asst Platoon leader with M79 |

| **Combined Action Squads 1-3** |
| --- |
| 1x USMC Cpl J/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** |

**AERO RIFLE PLATOON FULL STRENGTH**

**“PILE IT ON”**

Can allocate one section or attached team to come in from any adjacent board edge prior to start.

Troop Type: Regular

Platoon Force rating:

Command Dice: 5

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

**65-66**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lieutenant, Senior Leader with M16 Rifle 1 x Platoon Sergeant, Senior Leader with M16 Rifle1x RTO with M16 Rifle |

| **Aero Rifle Squad 1-3** |
| --- |
| 1 x Sergeant, Junior Leader M16 Rifle |
| 1x Team Leader with M161x Grenadier M792x Riflemen with M16 | 1x Team Leader with M161x Grenadier M793x Riflemen with M16 |

| **Wpns Squad**  |
| --- |
| 1 x Junior Leader with rifle |
| **LMG Team**1x M60 LMG 2x crew1x Rifleman with M16 | **LMG Team**1x M60 LMG 2x Crew1x rifleman with M16 |
| 1x M67 90mm RCL 2x crew | 1x M67 90mm RCL 2x Crew |

M67 Crews class as **encumbered** when carrying weapons. -1” on all movement dice.

**RED TEAM**

**2x UH 1 B/C**

**WHITE TEAM**

**2x OH 6A**

**PINK TEAM**

 **1x OH 6A and 1x AH1G**

**67+**

| **PLATOON HEADQUARTERS** |
| --- |
| 1 x 2nd Lt, Senior Leader with Rifle1 x Platoon Sergeant, Senior Leader with Rifle2x RTO with Rifle |

| **Aero Rifle Squad 1-4** |
| --- |
| 1 x Sgt, Junior Leader Rifle |
| 1x Team Leader with M161x Grenadier M791x M60 with 2x Crew | 1x Team Leader with M161x Grenadier M792x Riflemen with M16 |

**RED TEAM**

**2x AH1G COBRA Oct 67+**

**WHITE TEAM**

**2x OH6A**

**PINK TEAM**

 **1x OH6A**

**1x AH1G**

**OH 6A 67+** M134 MiniGun door gunner and hand grenades.

**AH 1G Aug 67+ Gunner fired** MiniGun **FP 16** and a 40mm AGL **HE 6**, Pilot Fired 2.75” Rckts, option of twin M134 Minigun Gun Pod for Pilot or a single 20mm Cannon **HE 16** **Dec 69+**

**UH 1B Hvy Scout** Twin Dual M60s **FP 6** fired by pilot, 7 tube 2.75” Rckts **HE 6** fired by pilot in command.

**UH 1C Hvy Scout** **July** **67+** M21 twin Minguns **FP 16** and 7 tube 2.75” Rckts **HE 6**

**UH 1C ARA** 24x tube 2.75” Rckts, (Area or Point attack **HE 5**) with nose mounted 40mm AGL **HE 6**

**UH 1M** add door gunners FP 4

**UH 1D/H** add door gunners. FP 4

**Cobra Gun Run: 40mm AGL fires @effective to suppress on run in by gunner, Pilot fires Rckts @ effective range and Gunner then switches to the Minigun @ close range as he closes in.**

**2.75” FFAR fired as pairs**

**10lb HE as per 75mm HE round HE 5**

**17lb HE as per 105mm round 69+ HE 6**

**Flechette**

**WP**

**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) |
| LAW (6) |
| Entrenchments for one Team |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| Engineer Wire Cutting Team |
| **LIST TWO** |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| XM 191 Flash Launcher  |
| **LIST THREE** |
| Sniper Team (1) |
| 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 Aero Rifle Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| M2HB .50Cal on Tripod with 5 Crew (1) |
| **LIST SIX** |
| **LIST SEVEN** |
| **LIST EIGHT** |
| **LIST TEN** |

**ON TABLE AIR SUPPORT**

The first thing we need to do is remember the context of our games – a 6' table is only 300m long and that assumes both sides are at the extremities, even so, that is **VERY** close. However, we do provide rules for on table air support

Fire from the air can be against targets acquired from either air or ground. Pilots are presumed to be in radio contact with the troops on the ground throughout their time over the table, but whilst helicopters and propeller driven aircraft can acquire in their own right, fixed wing jet aircraft cannot and must be controlled by a qualified air controller. In addition to air controllers purchased from the support lists, all SF teams are able to fulfill this function and, on a throw of 5 or 6 on 1D6, an Elite force Senior Leader or an Air cavalry senior leader will also be qualified. An artillery observer will also be able to control air attacks on a 3+ on 1D6 – adding one for Elite forces.

**ATTACK HELICOPTERS**

Attack Helicopters are armed with an impressive array of weapons, from rockets and grenade launchers to multi-barrelled miniguns that give them a truly stunning punch. For game purposes we allocate them a total number of ammunition points, throw ½ D6 and add 2 to determine the total, which may be used during the game. When attacking with an attack helicopter, the player uses one ammunition point. Once the number of ammunition points is reduced to zero the gunship will leave the area to re-supply.

Attack Helicopters can be activated as a Team on a 1, in which case they can move or fire, or on a 3 for the Junior Leader commanding the helicopter, making it possible for them to move and fire. Helicopters simply move to wherever they want over the table when they move.

An attack helicopter must have a visible target before it can attack. Attack Helicopters may make an attack for one activation or CI but are restricted to making a maximum of two attacks in a Phase due to the Junior Leader having only 2 CI.

Attack Helicopters may only attack targets that are visible from the air. This will be any enemy unit located in the Open, in Broken or Heavy terrain. A target in really heavy terrain may only be targeted if it is on the fringe of that terrain type, i.e. within 4” of the edge. Any target that is further inside a really heavy terrain feature may not be targeted by attack Helicopters.

**ATTACK HELICOPTERS FIRING**

The Firing Process for Attack Helicopters is the same as either that for infantry fire or anti vehicle fire depending on the target. The only difference being that anti infantry fire may deviate. The attacker selects an aiming point as the target and confirms that the enemy he is targeting is a legitimate target i.e. in Line of Sight and visible. If it is not visible, he will need to move the helicopter. The attack helicopter fires at the aiming point but the fire will deviate as follows. Throw 2D6 and add 1 for Elites and subtract 1 for Green troops.

| **TABLE NINE** **Attack Helicopter DEVIATION**  |
| --- |
| **ROLL**  |  |  |
| 2 -3 | Deviate 3D6 inches |  |
| 4 -5 | Deviate 2D6 inches |  |
| 6  | Deviate 1D6 inches  |  |
| 7  | On target |  |
| 8+  | On target |  |

The firer then throws the firepower and hits are allocated as normal.

**DOOR GUNNERS**

Door gunners fire as for a vehicle mounted internal weapon, the reduction being due to the relative instability of the firing platform.

**SLOW AND FAST MOVERS**

Once again, we do need to bear in mind that the area of the table means on table air support is going to be uncomfortably close! That said, here goes and remember that this MUST be controlled by a qualified air controller.

Air support is requested using a CoC Dice and referring to the relevant Army List to see if the request has been successful.

Making the attack is the same as making an artillery attack, but there is no ranging shot option, the aiming point is placed, deviation is rolled for and then the full attack takes place. If the controller is Elite add 1 to the dice. Green controllers subtract 1 from the score.

| **TABLE NINE** **Slow/Fast Movers DEVIATION**  |
| --- |
| **ROLL**  | **Slow Movers** | FAST MOVERS |
| 2  | Deviate 5D6 inches | Deviate 8D6 inches  |
| 3  | Deviate 4D6 inches  | Deviate 7D6 inches  |
| 4  | Deviate 3D6 inches | Deviate 6D6 inches  |
| 5  | Deviate 2D6 inches  | Deviate 5D6 inches  |
| 6  | Deviate 1D6 inches  | Deviate 4D6 inches |
| 7  | On target | Deviate 3D6 inches  |
| 8+  | On target | Deviate 2D6 inches  |
|  | On target | Deviate 1D6 inches  |
|  | On target | On target |

**EFFECTS OF THE ATTACK**

Impact areas and Firepower dice are as follows with the normal process of dice for hits, dice for effect being applied. Cover is reduced by one level unless there is overhead cover and, by that, we mean things like bunkers etc. The exception is friendly troops, who have been warned that the fire is 'Incoming'. This means anyone on the net or within command radius of the person calling the fire (9") or the senior leader (if more than one, this is the one senior in rank i.e. the platoon commander not the platoon sergeant). This CAN be relayed provided command radii overlap. For example, the Senior Leader is 8" from his platoon sergeant, who therefore counts as warned. In turn, he is within 6" of a Junior Leader, so he is warned and, as he has Unit Integrity with all his Section, they also count as warned.

Ordnance Impact Area Radius Close Effective FP Dice\*

Twin M60’s - - - - 6

Minigun - - - - 4+10

20mm - - - - HE 6+10

2.75” FFAR Rckts - - - - HE 4

Napalm 18" x 12" (2500-yd2) All HE 6 double shock

\* This is per team in the impact area. For squads without teams, double this number and apply to the squad.

**Anti Aircraft Fire**

Anti-aircraft fire can only take place when the target aircraft is operating in a tactical role i.e. where it is flying low over the table. It will normally occur when a fixed wing aircraft or helicopter gunship is attacking a ground target or when transport helicopters are attempting to insert or extract troops. Fixed-wing jet aircraft can only be attacked with specific AA weapons; hovering helicopters or propeller driven light aircraft may also be attacked with small-arms fire provided the attacking troops are within 36" of the aircraft and have not already fired.

To make an anti-aircraft attack the unit must not be pinned or suppressed and rolls 2D6 and adjusts as follows:

**SUBTRACT**

-1 for each point of Shock on the firer

-2 if the firer is in an area under fire

**ADD**

+2 if the firer is a heavy anti-aircraft unit e.g. S60 or SAM

+1 if the firer is a light anti-aircraft unit such as AA MGs

Check the result against the following table to see if the aircraft has been hit.

**Target Roll**

Helicopter 11

Attack helo 12

Light Spotter Aircraft 12

Fixed Wing Prop 13

Jet Strike Aircraft 14

If the roll is successful and the target is hit, roll on the following table to see what the effect is.

Again add

 +1 if the firer is a light anti-aircraft unit or RPG,

+2 if a heavy anti-aircraft unit or a SAM-7 ground to air missile.

**Dice Result**

1 Light Damage add one point of shock

2-5 Aircraft driven off, may not attack/land/disembark troops this turn.

6 Aircraft damaged, leaves the table immediately and does not return.

7+ Aircraft downed and crashes off table.

**INFANTRY SCOUT DOG PLATOON**

Regulars Armed with M16: **-2**

| 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 M1911 Pistol |

| **Scout Squad 1-4**  |
| --- |
| 1 x J/L Dog handler with Dog with M161x Visual Tracker with M161x RTO with M161x Riflemen 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** |
| --- |
| Medical Orderly (1) |
| OC (Adjutant) (1) |
| LAW (6) |
| Entrenchments for one Team |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| Engineer Wire Cutting Team |
| **LIST TWO** |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| XM 191 Flash Launcher  |
| **LIST THREE** |
| Sniper Team (1) |
| 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 Aero Rifle Squad with Junior Leader (1) |
| ARVN Regular Squad with Junior Leader (1) |
| M2HB .50Cal on Tripod with 5 Crew (1) |
| **LIST SIX** |
| **LIST SEVEN** |
| **LIST EIGHT** |
| **LIST TEN** |

**US ARMY TANK PLATOON**

Regular

Three Tank Section: +7

Two Tank Section: +2

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

| **TANK SECTION**  |
| --- |
| 1x M48A3 with 3 crew and Senior Leader |
| 2x M48A3 with 3 crew and a Junior Leader. |

| **TANK SECTION**  |
| --- |
| 1x M48A3 with 3 crew and Senior Leader |
| 1x M48A3 with 3 crew and a Junior Leader. |

**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) |
| Give a tank Commander a M79  |
| OC (Adjutant) (1) |
| Engineer Mine clearance Team |
| Engineer Demolition Team |
| M151 Jeep no crew |
| Add a Dozer Blade to a tank (1) |
| Add a Mine Roller to a Tank (1) |
| Add a Loaders hatch M60 (3) |
| Place the Gunner on rear engine deck with M60 \* |
| **LIST TWO** |
| Pre-Game Barrage (1) |
| CoC dice (1) |
| Scout Dog Squad (1) |
| **LIST THREE** |
| **LIST FOUR** |
| Massive Preliminary Bombardment |
| Engineer Section (2 Teams) with Junior Leader (1) |
| **LIST FIVE** |
| US Regular Squad with Junior Leader (1) |
| M113A1 APC with J/L and Driver |
| **LIST SIX** |
| M113A1 ACAV with J/L and 4 crew |
| M113A1 ACAV MK19 AGL with J/L and 4 crew\*\* |
| M42A1 Duster **68+** (1) with J/L and 5 Crew |
| **LIST SEVEN** |
| Sheridan Tank with J/L and 3 crew |
| M132 Zippo (1) |
| **LIST EIGHT** |
| M163 VADs **69+** (1) III Corps Only. |
| M113A1 ACAV Minigun J/L and 4 crew (1) |
| **LIST NINE** |
| M113A1 ACAV with M67 Recoilless rifle J/L and 4 crew(1)**CL** |
| **LIST TEN** |
| M113A1 ACAV with M40 Recoilless rifle J/L and 4 crew (1) |
| M48A3 tank with J/L and 3 crew. |

**\* The tank Commander can fire the Gun from the commander's position inside the tank.**

**\*\* From the tank Platoons integral Scout Platoon, can have one Mk19 for every standard ACAV.**