

FIRE TEAM VIETNAM

(c) 2001 John R. "Buck" Surdu

Turn Sequence:

- | | |
|----------------------|-----------------|
| 1) Activation Phase | 4) Firing Phase |
| 2) Movement Phase | 5) Melee Phase |
| 3) Observation Phase | |

ACTIVATION RADII (radius halved during heavy rain and halved if leader is in cover or concealment)	PL and SL radius for activation modifier
Leader is in any cover or concealment	12 inches
Leader is in the open	24 inches
If both PL and SL have radios, PL's radius becomes	48 inches

ACTIVATION TABLE (1d20)		Current Activation Status				
Allowable Actions	New Activation Status	Routed	Pinned	Gone to Ground	Neutral	Active
Fire <i>and</i> Move	Active	X	X	X	20+	14+
Fire <i>or</i> Move <i>or</i> (½ Move & ½ Fire)	Active	X	X	20+	14 - 19	4 - 13
½ Fire <i>or</i> ½ Move	Neutral	X	20+	14-19	4 - 13	1 - 3
½ Fire	Gone to Ground	20+	14-19	4 - 13	1 - 3	(-2) - 0
No Actions	Pinned	14 - 19	4 - 13	1 - 3	(-2) - 0	(-5)-(-3)
Move full away from enemy	Routed	13 or less	3 or less	0 or less	-3 or less	-6 or less

Roll on the **Activation Table** to activate a *Team*, applying the modifiers (below) to the die roll:

SL and/or PL within radius	+LR	Fired at by HMG or flame weapon	-4
Elite unit	+2	Within 12" of enemy tank	-2
Veteran unit	+1	Receiving >60mm indirect fire	-3
Regular unit	+0	Receiving direct fire from hidden enemy	-2
Green unit	-2	Per casualty (last turn)	-2
In heavy or very heavy cover	+/-3	Didn't take fire (last turn)	+2
In a mine field	-3	Heavy rain	-1

Notes:

- ☞ Everyone in the team performs the same actions.
- ☞ Soldiers must stay within 6" of TL or get no actions
- ☞ If somehow a soldier gets more than 24" from TL, remove from table
- ☞ Wounded soldiers move ½ – so a wounded soldier in a Neutral unit would move 1/4.
- ☞ Wounded soldiers can fire the same as their unit (e.g., a wounded soldier in a *Gone to Ground* unit fires ½ and a wounded soldier in an *Active* unit fires full).

Melee

Add up the short-range attack factors (on Combat Resolution Table) for each soldier if, and only if, he has ammo. **Soldiers without ammo only get one point.** Compute odds (attacker : defender). If the odds are worse than 1:4, the attacker is eliminated.

MELEE TABLE (1d20)									
Die Roll	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1
1	AE(-2)	AE(-1)	AE(0)	AE(1)	AE(2)	AE(3)	EX(2)	EX(3)	EX(2)
2, 3	AE(-1)	AE(0)	AE(1)	AE(2)	AE(3)	EX(2)	EX(3)	EX(2)	DE(3)
4 - 6	AE(0)	AE(1)	AE(2)	AE(3)	EX(2)	EX(3)	EX(2)	DE(3)	DE()
7 - 10	AE(1)	AE(2)	AE(3)	EX(2)	EX(3)	EX(2)	DE(3)	DE(2)	DE(1)
11 - 14	AE(2)	AE(3)	EX(2)	EX(3)	EX(2)	DE(3)	DE(2)	DE(1)	DE(0)
15 - 17	AE(3)	EX(2)	EX(3)	EX(2)	DE(3)	DE(2)	DE(1)	DE(0)	DE(-1)
18, 19	EX(2)	EX(3)	EX(2)	DE(3)	DE(2)	DE(1)	DE(0)	DE(-1)	DE(-2)
20	EX(3)	EX(2)	DE(3)	DE(2)	DE(1)	DE(0)	DE(-1)	DE(-2)	DE(-3)

AE(#) = all attacking figures are killed; roll on **Combat Resolution Table** for each defender using row #
 DE(#) = all defending figures are killed; roll on **Combat Resolution Table** for each attacker using row #
 EX(#) = all attacking *and* defending figures roll on **Combat Resolution Table** using row #; unit with fewer figures (after rolling on **Combat Resolution Table**) routs and has activation status *Routed*.

Column shifts for attacker's status:	Column shifts for defender's status:
Activation status <i>Active</i>	Activation status <i>Neutral</i> or <i>Active</i>
Elite	behind medium cover or better
Veteran	Activation status <i>Routed</i> or <i>Pinned</i>
Regular	Elite
Green	Veteran
	Green

OBSERVATION AND SPOTTING (1d20)		
If the <i>modified</i> roll is 11+, the enemy unit is spotted.		
Enemy is 0-10" away	+4	Target is a vehicle
Enemy is 50.1" or more away	-4	Target moved THIS turn
Spotting unit is Elite	+2	Target fired LAST turn
Spotting unit is Veteran	+1	Target is in light woods
Spotting unit is Green	-2	Target is in heavy woods
Observer is <i>Routed</i>	-6	Target is concealed
Observer is <i>Gone to Ground</i> or <i>Pinned</i>	-3	

Movement (halved in heavy rain):

- ☞ 12" in open
- ☞ 9" in light woods
- ☞ 6" in heavy woods, rice paddy, etc.
- ☞ One soldier carrying wounded soldier or heavy load, movement halved
- ☞ Two soldiers carrying wounded soldier or heavy load, normal movement
- ☞ Up a contour, -2"

ATTACK FACTORS

Weapon	0-5"	5.1-20"	20.1-50"	50.1-100"	100.1"+
Pistol	2	1	No Shot	No Shot	No Shot
Carbine	2	2	1	1	No Shot
Submachine gun	5	3	1	No Shot	No Shot
Rifle (bolt-action)	2	2	2	1	1
Rifle (semi-auto)	3	3	2	1	1
Rifle (automatic)	4	3	2	1	No Shot
Shotgun/40mm Beehive	8	2	No Shot	No Shot	No Shot
Light Machine Gun (belt/magazine fed)	8/6	8/6	5/4	3/2	2/1
Medium Machine Gun	12	10	8	6	4
Heavy Machine Gun	20	16	16	10	6

Notes:

Enemy not spotted, all attack factors are multiplied by ½.
Firing soldiers/weapons on a moving vehicle are multiplied by ½.
Machine guns' attack factors w/o assistant gunners are multiplied by ½.

ATTACK FACTORS FOR SPECIAL WEAPONS

Flame Thrower	0-3" 12	3.1-6" 8	6.1-9" 2	9.1"+ No shot	
Hand Grenade*† roll to hit scatter distance	1" or less 2-20 1"	1.1-3" 11-20 1d10/2	3.1-4" 14-20 1d10/2	4.1-5" 17-20 1d10/2	5.1-6" 19-20 1d10/2
Rifle Grenade*† roll to hit scatter distance	6" or less No Shot No Scatter	6.1-15" 12-20 1d10/2	15.1-30" 9-20 1d10/2	30.1-50" 12-20 1d10/2	50.1-75" 18-20 1d10
V. Lt. Mortar*†† (45mm) Lt. Mortar*†† (60mm) first shot subsequent shots scatter distance	4" or less 6" or less No Shot No Shot No Scatter	4.1-40" 6.1-50" 12-20 6-20 1d10/2	40.1-200" 50.1-350" 10-20 4-20 1d10/2	200.1-250" 350.1-400" 15-20 4-20 1d10/2	250.1"+ 400.1"+ No Shot No Shot No Scatter

Notes:

* Result is not an attack factor, but the roll (on 1d20 minus defense factor modifiers) needed to hit the aim point.
† See **Artillery Sheaf Data** chart for effects of HE.

DEFENSE FACTORS

Basic Defense Factors		Defense Factor Modifiers	
Active	2	Light	soft-skinned vehicles, light woods, fences, etc. +3
Neutral	1	Medium	stone walls, trenches, paddy dykes, wood buildings, heavy woods, etc. +5
Gone to Ground	3	Heavy	stone or brick buildings, hatch of an armored vehicles, etc. +7
Pinned	4	Very Heavy	bunkers, etc. +9
Routed	0	<i>All soldiers in the target area do not have to have the same DF.</i>	

Ammunition:

If the unit rolls *any* 1's on the **Combat Resolution Table**, roll 1d20 for the team. Out of ammo if: elite, 1-3; veteran or regular, 1-6; green, 1-9.

COMBAT RESOLUTION TABLE (1d20)

AF minus DF		Number of Men in Target Area									
		1	2	3	4	5	6	7	8	9	10
-6	W K	19 20	20: *	20: *	20: *	20: *	20: *	20: *	20: *	20: *	20: *
-5	W K	18-19 20	19 20	20: *	20: *	20: *	20: *	20: *	20: *	20: *	20: *
-4	W K	17-18 19-20	18-19 20	19 20	20: *	20: *	20: *	20: *	20: *	20: *	20: *
-3	W K	16-18 19-20	17-18 19-20	18-19 20	19 20	20: *	20: *	20: *	20: *	20: *	20: *
-2	W K	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20	19 20	20: *	20: *	20: *	20: *	20: *
-1	W K	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20	19 20	20: *	20: *	20: *	20: *
0	W K	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20	19 20	20: *	20: *	20: *
1	W K	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20	19 20	20: *	20: *
2	W K	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20	19 20	20: *
3	W K	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20	19 20
4	W K	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20	18-19 20
5	W K	8-14 15-20	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20	17-18 19-20
6	W K	7-13 14-18	8-14 15-20	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20	16-18 19-20
7	W K	6-13 14-20	7-13 14-18	8-14 15-20	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20	15-17 18-20
8	W K	5-12 13-20	6-13 14-20	7-13 14-18	8-14 15-20	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20	14-17 18-20
9	W K	4-12 13-20	5-12 13-20	6-13 14-20	7-13 14-18	8-14 15-20	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20	13-16 17-20
10	W K	3-11 12-20	4-12 13-20	5-12 13-20	6-13 14-20	7-13 14-18	8-14 15-20	9-14 15-20	10-15 16-20	11-15 16-20	12-16 17-20

Note:

* Roll 1d20:
1-10: W; 11-20: K

If the (Attack Factor - Defense Factor) is greater than 10, divide by 2, rounding down, and roll twice.

ROLL TO HIT VEHICULAR TARGETS (for Main Guns and AT Guns)(1d20)

Weapon Class	Range in Inches to the Target				
Small Arms			0-20"	21.1-50"	50"+
Machine Guns	0-5"	5.1-20"	20.1-50"	51.1-100"	100"+
Very Light	0-40"	40.1-80"	80.1-120"	120.1-160"	160.1-200"
Light	0-80"	80.1-160"	160.1-240"	240.1-320"	320.1-400"
Medium	0-100"	100.1-200"	200.1-300"	300.1-400"	400.1-500"
Heavy	0-120"	120.1-240"	240.1-360"	360.1-480"	480.1-600"
Very Heavy	0-140"	140.1-280"	280.1-420"	420.1-560"	560.1-700"
Roll to Hit	3-20	5-20	11-20	17-20	20
HE Scatter Dist	1d10/2	1d10/2	1d10	1d10	1d10 x 2
<i>A 20 is always a hit; a 1 is always a miss.</i>	If hit, use weapon class on Roll to Penetrate chart			Use one weapon class lower on Roll to Penetrate chart	
Modifiers (to die roll):	Firer moving or ½ fire -6	Target moving 18" or more -4	Target moving less than 18" -2	Firer <i>Gone to Ground</i> -4	Target is flying -6
	Target is very small -4	Cover & Concealment:	light woods -2	heavy woods -3	hull defilade -4
			smoke -2		

ROLL TO HIT VEHICULAR TARGETS (for Shoulder-Fired AT Weapons) (1d20)

Weapon	Weapon Data					
AT Grenade	Range Weapon Class	<1" Medium	1.1-2" Medium	2.1-3" Medium	3.1-4" Medium	4.1-5" Medium
AT Rifle	Range Weapon Class	0-20" Light	20.1-40" Light	40.1-60" Light	60.1-80" Very Light	80.1-100" Very Light
Very Light Anti-Tank Weapon	Range Weapon Class	0-5" Light	5.1-10" Light	10.1-20" Light	20.1-25" Light	25.1-30" Light
Light Anti-Tank Weapon	Range Weapon Class	0-15" Light	15.1-30" Light	30.1-45" Light	45.1-60" Light	60.1-75" Light
Medium Anti-Tank Weapon	Range Weapon Class	0-30" Medium	30.1-60" Medium	60.1-90" Medium	90.1-120" Medium	120.1-150" Medium
<i>A 20 is always a hit; a 1 is always a miss.</i>	Roll To Hit	3-20	5-20	11-20	17-20	20

RADII OF EFFECT OF HE WEAPONS

Weapon Class	Lethal Radius (roll on row 0)	Burst Radius (roll on row -3)
Grenades	0-1"	1.1-2"
Very Light	0-2"	2.1-4"
Light	0-2.25"	2.26-4.5"
Medium	0-2.5"	2.6-5"
Heavy	0-2.75"	2.76-5.5"
Very Heavy	0-3"	3.1-6"

All rolls use column 1. Add 4 to row inside rooms, bunkers, etc. The GM *may* allow the use of Defense Factor Modifiers if the soldier and the point of impact are on opposite sides of some cover.

ROLL TO PENETRATE (1d20)

Weapon Class	Armor Class							
	<i>Modified</i>	<i>Modified</i>	V. Light	Light	Medium	Heavy	V. Heavy	<i>Modified</i>
Small Arms	17-20	19-20	20	Fail	Fail	Fail	Fail	Fail
<i>Modified</i>	15-20	17-20	19-20	20	Fail	Fail	Fail	Fail
Medium Machine Guns	13-20	15-20	17-20	19-20	20	Fail	Fail	Fail
Heavy Machine Guns	11-20	13-20	15-20	17-20	19-20	20	Fail	Fail
<i>Modified</i>	9-20	11-20	13-20	15-20	17-20	19-20	20	20
Very Light	7-20	9-20	11-20	13-20	15-20	17-20	19-20	20
Light	5-20	7-20	9-20	11-20	13-20	15-20	17-20	19-20
Medium	3-20	5-20	7-20	9-20	11-20	13-20	15-20	17-20
Heavy	2-20	3-20	5-20	7-20	9-20	11-20	13-20	15-20
Very Heavy	2-20	2-20	3-20	5-20	7-20	9-20	11-20	13-20
Modifiers to Armor Class	Hit on Side		down 1 class					
	Hit in Rear		down 2 classes					
	Extra Armor Plates		up 1 class					

VEHICLE DAMAGE (1d20)

Die Roll	Penetrating Hit	Non-penetrating Hit
1 - 5	Each crew member rolls for damage on Row 2 of Combat Resolution Table .	No Effect
6 - 10	Each crew member rolls for damage on Row 4 of Combat Resolution Table . For weapon other than small arms or machine guns, the crew bails out.	
11 - 14	Main gun knocked out. All crew roll for damage on Row 4 of Combat Resolution Table .	
15 - 17	Engine burning. All crew bail out and roll for damage on Row 7 of Combat Resolution Table .	Mobility Kill
18 - 20	Vehicle explodes. All crew bail out and roll for damage on Row 9 of Combat Resolution Table .	Crew Bails out
Modifiers to Die Roll:	Machine guns and small arms -6 Anti-tank rifles and anti-tank grenades -4 Modified weapon class of very light -2	

THROWING TRACK (1d20)

Terrain	Slow	Fast
None	Safe	20
Light	20	18-20
Medium	19-20	16-20
Heavy	17-20	14-20
Very Heavy	15-20	12-20

INITIAL LEADER RATINGS (1d20) BASED ON UNIT MORALE RATING

LR	Green	Regular	Veteran	Elite
0	1-6	1-2	-	-
1	7-16	3-12	1-10	1-8
2	17-20	13-20	11-18	9-16
3	-	-	19-20	17-20

Artillery:

- For on-board assets, PL uses a turn to call for fire. When the fire support unit gets its next turn, they may shoot.
- For off-board assets, PL uses one turn to call for fire. Each subsequent turn during the firing phase, roll 1d20. If the artillery is in direct support, rounds fall on a roll 8 or less. If the artillery is in general support, rounds fall on a roll 5 or less.

ARTILLERY SHEAF DATA					
Weapon Types	Roll on Combat Resolution Table			Scatter Distance	Minimum Range
	Vaporize Radius — 6	Lethal Radius — 0	Burst Radius — -3		
40mm or less	--	1"	2"	d10/2	2"
45mm or less <i>(very light)</i>	--	2"	4"	d10/2	6"
60mm or less <i>(light)</i>	--	2.5"	5"	d10/2	12"
81 mm or less <i>(medium)</i>	1.5"	3.5"	7"	d10	25"
106mm or less <i>(heavy)</i>	2.5"	5"	10"	d10	50"
155mm or less <i>(very heavy)</i>	3.5"	7"	14"	d10 x 2	75"
500 lb. bombs	6"	12"	24"	d10 x 3	NA

