Thunder ROad

Miniatures Wargaming
Scenarios
in Vietnam

A module for use with Presidio.

SECTION 12 - 20TH CENTURY WARFARE

The rules for 20th century warfare are the same as for ancient war except that the participants never fight in formations. All units are considered to be skirmish units. What's need, rather, are rules for vehicles and aircraft, components that up until this time in history, do not come into 'play'. Another factor that is different is medical care. It's very dubious to assume that 19th century 'sawbones' ever provided any morale benefit to anyone, but as medicine got better, troops began to count on it's availability and no modern unit should be without a medic. Another difference that the role of NCO's became more prominent and now, NCOs are allowed to rally troops.

Armor

Armor has changed but the rules remain the same. The armor factor is subtracted from the standard movement.
20th Century Armor
Metal helmet – any iron or steel helmet - +1 armor, -1 move.
Ballistic Cloth Vest – any type ballistic cloth vest +1 armor, -1 move.
Flak Suit/Bomb Suit – full body armor +4 armor, -4 move

Medics

Medics give a plus to morale: 1 point benefit for dedicated medics applied to the whole platoon or plus one to each squad which has a fighting medic (these bonuses are not cumulative). If the medics become casualties their bonus will no longer apply. If ambulances are available, they will probably remain off-board during battles.

Medical Morale Bonus

Medic	Morale Bonus	Return Bonus
Non-combatant	+1 to whole platoon	+1
Combatant	+1 to squad	+1

Movement and Firing and Reloading

Units with bolt action rifles may reload while moving (but not when charging) at a –2 movement penalty; they may also fire while running but they must be within 18" and only a '12' will hit; pistols and SMGs must be within 12".

Morale

A squad may use an officer or NCO's bonus if he is within 2" of any member of the squad. Officers and lead NCO's who are alone must make their own morale rolls if required.

Oriental Massed Charges

Japanese, VC or NVA, Chinese (and possibly Russians) in an all-out human wave attack will ignore all morale results except retreat and panic. If they get a retreat result they lose one action and will not advance in the current game turn. On receipt of a panic result, they will stop and will not advance until rallied or until a friendly unit rolls over them. Then they will advance also. If an oriental unit receives two panic results in a row, they will 'break' and will be unable to continue fighting – they will not run but they will be incapable of continuing the fight. If they are overrun by the enemy, they are captured. They may try to rally (officer only), but if they panic a third time they are considered to be a shattered unit. Figures in massed charges may not voluntarily stop and perform fire combat but they may fire and reload while running.

Surrender

In modern warfare units that panic within 12" of an enemy unit automatically surrender rather than 4" in the above rules (due to improved weapons). The prisoners and at least one guard (1 for every 5 prisoners) take an immediate panic move towards the enemy's side of the board. They move off the board, the guards leaving with them.

Heavy Weapons

Exploding heavy weapons use artillery rules; repeating heavy weapons use small arms rules.

Grenades

Hand grenades have an 18" maximum range. Individual figures may have up to two grenades each or as per scenario.

SECTION 13 – VEHICLE COMBAT

Game Turns and Action Sequences:

Vehicles make tactical rolls to determine the order of action sequences the same as infantry squad. Each vehicle is treated as a squad.

Action Points

Action points do not come into play very much when vehicles are involved, because a driver is driving, a gunner is shooting, a loader is loading etc., and it takes all their actions to perform those function. All technical actions use up two action points. If the crew leaves the vehicle, then they will spend action points per normal rules.

Required Numbers

Vehicle crews use the same required numbers for shooting as artillery does.

Movement

Vehicles move very fast with good road conditions, but on a battlefield they do something called careful movement; that is, they move slower. All board movement is done by rolling 2 dice and adding the vehicle's movement factor (divide the road speed by 10 and round up). For example a vehicle which normally moves at 70mph would move on a battle board at a rate of 2D+7.

Movement Modifications

Obstacles on the game board affect the rate at which vehicles move over them:

Movement DM's
Moderate Barriers – (-4") doors, low fences (4'), shallow trenches, narrow creeks, medium forests.
Difficult Barriers – (x1/2") windows, high fences 8', barbed wire, deep trenches, streams, and heavy forests, dragon's teeth, I-beam tripods.
Impassable Barrier – high walls (8+'), cliffs, force fields, rivers.
Starting, stopping, and turning around – movement x .5

Firing Weapons

Vehicle weapon combat and reloading is performed the same as artillery combat.

Traction

Whenever a vehicle tries to go over or through an obstacle (building, fence, mud, etc.) it has to make a traction roll. Roll one die plus the vehicle's traction number vs. 1D6 plus the rating of the obstacle: light, moderate, difficult, and very difficult. Failed die rolls mean the vehicle has failed to get through or over the barrier. Try again next turn or go around.

Barriers/Obstacles

Light – wood fences, barbed wire, framed houses, sand	+1
Moderate – stone fences, trenches, streams, mud, brick houses	+2
Difficult – other vehicles, embankments, rivers, concrete structures	+3
Very Difficult - dragon's teeth, tank traps	+4

Defensive Cover

Vehicles use the same cover DM's as small arms.

Vehicle Damage

Direct hits on a vehicle give full damage, lethal cone hits give ¾ damage, and radius hits give ½ damage. Damage on vehicles and artillery is resolved the same as small arms; except that players roll an additional 1D6: if the result is 1 or 2 the vehicle Explodes. Exploding vehicles cause a damage equal to their most powerful gun and the radius is two thirds of their damage power (round up). Therefore vehicle with a 12 cannon will explode at 12 damage in an 8 inch radius from the center of the vehicle. Disabled vehicles will be abandoned by the crews.

Roll 1D6 to determine the extent of damage:

1 = explode – crew killed.
2 = explode – crew incapacitated.
3 = destroyed – crew roll 4+ to be hit.
4 = major repairs – 1D6 days x2 – crew roll 4+ t be hit.
5 = moderate repairs – 1D6 days – crew roll 5= to be hit.
6 = minor repairs -1D6 hours – crew roll 6+ to be hit.

Morale
Vehicle crews roll morale the same as infantry squads, by rolling 1D6 and adding the commander's skill to the die roll.

Morale Modifiers
The same morale modifiers apply to vehicle morale rolls, except that the vehicle crew will not be affected if any infantry fall back, retreat, or panic within 12"; they are affected by other vehicles, though.

Morale Roll Results
Vehicles crews that pass morale tests can remain in place, but those who fail, must either fall back, retreat, or succumb to panic. Units which "**fall back**" take a 1/2 movement allowance by backing up towards the rear. Units which have partial, full, or heavy cover ignore fall back results. Units which "**retreat**", take a full movement towards the rear; they must turn around and end their turn facing away from the enemy.

Vehicle crews who "**panic**", abandon the vehicle where it is, and run for it on foot, the same way the infantry do. They do not take cover but keep running as fast as they can towards the nearest friendly edge of the board. But if any enemy infantry (not vehicles) are within 12", they surrender immediately.

Aircraft
Aircraft are treated as off-board artillery. Different aircraft will have different rates of turning around and strafing or bombing depending on speed and maneuverability.

Plane type	Rate of fire
WWI Bi-plane	1 per 2 turns
WWII fighter/bomber	1 per 3 turns
Chopper	1 per 2 turns
Jets	1 per 4 turns

SECTION 14 – 20th Century Weapon and Equipment lists.
Each squad member, except for specialists must be armed with the same weapon. Specialists can have weapons from the Heavy Weapons category.

20th CENTURY WEAPONS

Weapon	Hit#	Dam	Burst	Radius	Reload
Melee					
Sword	7+	2	--	--	na
Knife	8+	2	--	--	na
Bayonet	7+	2	--	--	na
Club	7+	1	--	--	na
Fists	6+	0	--	--	na
Hand Guns					
Revolver (bullets)	11+	3	1	--	6(6 shots)
Pistol (45)	11+	3	1	--	2
Automatic Pistol (Uzi)	10+	4	1	--	2
Heavy Pistol (9mm)	10+	4	1	--	2
Carbines					
Carbine (breechloader)	11+	3	1	--	1
Carbine (bolt action/clip)	11+	3	1	--	2
Semi-auto Carbine (M2)	10+	3	1	--	2
Auto Carbine (AK47/SMG)	9+	4	1	--	2

Rifles

Weapon	Hit#	Dam	Burst	Radius	Notes
Rifle (breechloader)	11+	3	1	--	1
Rifle (bolt action/clip)	11+	3	1	--	2(6 shots)
Semi-auto. Rifle (M1/SKS)	10+	4	1	--	1(8 shots)
Automatic Rifle (M16)	9+	3	2/3	--	1
Empty clip					
Sharpshooter Rifle 30.06	9+	3	1	--	1

Mixed Weapons

Weapon	Hit#	Dam	Burst	Radius	Notes
Mixed Weapons	10+	4	1	--	1

Hand Grenades (18" distance maximum)

Weapon	Hit#	Dam	Burst	Radius	Notes
Frag Grenade (FG)	10+	4	1	2	2
Conc. Grenade (CG)	10+	5	1	2	2
HE Grenade (HG)	10+	6	1	3	2
Molotov Cocktail	11+	5	1	2	2

Heavy Weapons - *Heavy Weapons skill.*

Weapon	Hit#	Dam	Burst	Radius	Notes
Hand Fired					
Heavy Auto. Rifle (M60-BAR, etc.; fires only 1 burst without a loader)					
Hand-held w/o loader	10+	5	1	--	
Bipod mount	9+	5	2	--	
Fixed swivel mount	8+	5	2	--	
Grenade Launcher (M79,etc.)	Ind.	5	1	2	12" min.
Shoulder Fired (1 loader required)					
Recoilless Rifle (M18A1RR, 57mm)	Dir.	10	1	2	20
Recoilless Rifle (B10RG, 82mm)	Dir.	12	1	2	24
Lt. Anti-tank Wpn (M72/RPG)	Dir.	12	1/T	3	
Bazooka (WWII)	Dir.	10	1/T	2	
Light Rockets					
Tripod Mounted (1 loader required)					
Light Machine Gun (30cal)	9+	6	3	--	
Heavy Machine Gun (50cal)	9+	7	3	--	
Recoilless Rifle (90mm M76)	Dir.	13	1	3	8
Light Mortar (81mm M29)		Ind.	12	1/T	2
Medium Mortar (107mm)	Ind.	14	1/T	3	
M Rocket Launcher (MRL)	Ind.	10	1/T	3	
M Rocket (TOW type)	Dir.	10	1/T	3	
Medium Rockets				20	

Vehicle Weapons

Vehicle Heavy Weapons *(1 gunner with automatic loader – heavy weapons skill)*

Weapon	Hit#	Dam	Burst	Radius
Light Machine Gun (LMG)	9+	4	6	1
Lt. Rocket Launch (LRL)	11+	6	1	3
Light Rockets				
Anti-tank Gun (ATG)	9+	7	1	3
Med. Rocket Launcher (MRL)	11+	7	1	3
Hvy Machine Gun (HMG)	10+	6	6	1
Hvy Rocket Launcher (HRL)	11+	8	1	4
Heavy Rockets				

Artillery *(1 gunner and 1 loader required – Artillery skill)*

Weapon	Hit#	Dam	Burst	Radius
Light Cannon (LC)	8+	6	1	2
Medium Cannon (MC)	9+	8	1	3

Anti-Aircraft (AA)	10+	8	2	2	
Heavy Cannon (HC)	10+	10	1	4	
Heavy Mortar (HM)	10+	8	1	4	
Lt. Missile Launcher (LM)	11+	12	1	4	400
Med. Missile Launcher (MM)	11+	16	1	6	
Hvy. Missile Launcher (HM)	11+	20	1	8	

Vehicles	Nation	Crew	Pass.	Armor	Speed	Loco	Toughness	Traction	Wpn1	Wpn2
UTILITY										
Jeep	C/R	1	3	2	45(+5)	W	0	0	--	--
Ambulance	C	2	6	2	45(+5)	W	0	-	--	--
Truck (2.5 ton)	C	1	16	2	45(+5)	W	0	1	--	--
APC's										
BTR-50P	USSR	3	12-20	10(4)	26(+3)	T	3	3	--	1HMG
M113A1	US	2	11	44(6)	35(+4)	T(A)	3	3	--	1HMG
M577	US	2	6	44(6)	35(+4)	T(A)	3	3	--	1HMG
ACAV	US	5	--	50(7)	33(+3)	T(A)	3	3	1HMG	2LMG
TANKS										
M4A3 Sherman	US	5	--	183(13)	25(+3)	T	4	3	75(11)	2HMG
M41 Walk/Bulldog	US	4	--	38(6)	45(+5)	T	3	3	76(11)	2HMG
M48A3 Patton	US	4	--	238(16)	32(+3)	T	3	3	90(9)	2HMG
M551 Sheridan	US	4	--	40(6)	45(5)	T	3	3	152(15)	2HMG
PT76	USSR	3	--	14(5)	27(+3)	T(A)	3	3	76(8)	1HMG
T34/85	USSR	4	--	192(14)	31(+3)	T	3	3	85(9)	2HMG
T54	USSR	4	--	203(14)	31(+3)	T	3	3	100(10)	3HMG
Type59	China	4	--	100(9)	30(+3)	T	3	3	100(10)	3HMG
Type63	China	4	--	10(4)	30(+3)	T	3	3	100(10)	3HMG
Abrams Tank	C/R/S	4	--	10	45	T	3	3	VHC	LMG
Howitzer --		6	--	6	--	W(tr)	0	0	MC	--
Cannon	--	12	--	8	--	W(tr)	0	0	HC	--
AA Gun	--	4	--	7	--	T	3	3	LC	--
SP AA Gun	C	4	--	8	40	T	3	3	LC	--
Self-Prop. Gun	--	4	--	8	35	T	3	3	VHC	--
Apache Hel.	C/R/S	3	--	6	200	P	1	--	MRL	HMG
Chinook Hel.	C/R	3	24	4	85	P	1	--	--	--
Huey UH-1.	C/R	3	8	4	70	P	1	--	LMG	--

Helicopter	Speed	Weight	Range	Armament
Bell AH-1G Huey Cobra (Gunship)	219	9500	357	1-7.62 minigun, 1 40mm grenade launcher Or 20mm or 30mm cannon plus stubwings For 76 2.75in rockets or miniguns or 20mm
Bell UH-1=ID Iroquois Huey (troop transport and support)	127	9500	248	4-7.62 minigun, (2 fixed; 2 pintles doorways) 38 2.75 in. rockets Carry squad of 6-8 men
Hughes OH-6A Cayuse Loach observation)	150	2700	380	1-7.62 minigun, 1 40mm grenade launcher (light
Boeing Vertol CH-47A Chinook (medium transport)	189	33000	115	2 40mm grenade launchers; 2.75 in. rockets 2 20mm cannons; 5 .5 in MG carry a platoon 20 to 25 men
Sikorsky CH-54A Tarhe Flying Crane (heavy Lift)				

SECTION 15
VIETNAM UNITS

Vietnam era units will mostly be average with marines as veteran. Some units (such as the Americal Division) will be inexperienced. Some VC units and NVA units will be veteran, with other VC units as average. Some suggested unit configurations (Vietnam era):

Platoon Type	Makeup
Elite Squad	1 6-12 man squad of elite specialists (Rangers, or Green Berets), headed by a captain and a lieutenant..
US.Infantry	3 squads of 11 infantry with M16's, and 1 M60 machine gun, 1 M79 grenade launcher, and. 1 M72 LAW (light anti-tank weapon). These squads are led by a staff sergeant as squad leader and 2 sergeants as fire team leaders (teams of 4 men, 3 with M16's and 1 with a heavy weapon – the M79 or the M72 (some pictures show one heavy weapons trooper carrying both weapons). The squad also includes a support team of an M60 machine gun operator and a loader, led by a corporal or a PFC. The platoon also has an officer, a senior NCO, and 2 radio operators.
AirCav	3 squads of 11 infantry with M16's, and 1 M60 machine gun; 3 Hueys with 3 crewmen. The platoon HQ squad has a Chinook with a jeep.
ARVN Infantry	3 squads of 11 infantry with M1's or M14's and one BAR (WWII surplus); late war ARVN have M16's and M60's.
Montanards	3 squads of 11 infantry with M1's or M14's.
VC Infantry	3 squads of 9 infantry with SKS, AK47's, or M16's with one M60 or RPG (if any).
NVA Infantry	4 squads of 9 infantry with SKS or AK47's, and one Russian RPG.
Heavy Weapons	3 squads of heavy weapons (2-3 tripod heavy weapons each) and one regular squad.
Mechanized	3 squads of infantry, each with a M113 APC.
ArmCav	3 main battle tanks and 2 recovery vehicles, or 6 light recon tanks, or ACAV's.
SPG	3 medium to heavy motorized artillery.
Assault	2 tanks and 2 APC's (armored personnel carriers) of mechanized infantry
Artillery	4 medium or heavy tubes (called a battery)

Rank	Command	Cost	Mod.	Archaic
Corporal (a Fire team leader, 3-6 troops):	1	5	2/sq.	1/sq.
Sergeant (a Fire team leader, or Squad leader):	1	10	1/sq.	na.
Staff Sergeant (a Squad leader):	2	10	1/sq.	1/2sq.
Sergeant First Class (a Platoon level sergeant):	3	25	1/pl.	na.
First Sergeant (a Company level sergeant):	4	40	1/co.	1/co.
2nd Lieutenant (a Platoon level officer):	2	20	1/pl.	1/pl.
1st Lieutenant (a Platoon/Company level officer):	3	35	1/pl.	1/pl.
Captain (a Company Level officer):	5	4	1/co.	1/c0.
Specialists (usually have tech ranks only)	0	30	na	na

Troop Stats	Ranged	Melee	Move	Recon	Camou	Armor	Morale
Spec. Forces	3	3	6	4	4	0	elite
Aus. Spec.F.	3	3	6	5	5	0	elite
Marines	3	3	5	3	3	2	elite
Cav/Air Cav.	2	2	4	2	2	2	veteran
US Infantry	2	2	4	2	2	2	avg./vet.
Aus. Infantry	2	2	6	3	3	0	veteran
Americal	1	1	4	1	1	2	average
US Artillery	3	1	5/4	1	1	1/2	veteran
Aus. Artillery	3	1	5/4	1	1	1/2	veteran
ARVN	1	0	4	1	1	1/2	inexp.
Montagnard	3	2	6	5	5	0	elite
Viet Cong	2	1	6/5	3	3	0/1	veteran
NVA	2	0	6/5	3	3	0/1	elite

Scenario One
Ap Bac 01/02/1963

In the Mekong Delta, 65 miles southwest of Saigon, ARVN troops stalled in front of the village of Ap Bac at 0745 on January 2nd, 1963. Two battalions had been sent to destroy a radio that had been discovered operating in the area. The ARVN troop ran into VC troops, dug-in and ready to fight back. Napalm and artillery were called in, to no effect. Reinforcements were sent in by helicopter. A CH21 Shawnee 'Flying Banana' flew too close to the village and was disabled. Another CH21 and a UH-1 'Huey' gunship were also disabled in a rescue attempt. The stalled ARVN took refuge behind a paddy dike.

Finally, a US advisor, observing from his L-19 spotter plane convinced a mechanized company to assault the VC line. After a few half-hearted advances, one platoon of 3 APCs made a determined assault, but were beaten back by VC hand grenades. Inspired by a squad leader named Dung, the VC stopped the assault and forced the ARVN to withdraw.

Order of Battle:
AARVN: 1 platoon of 3 M113 APCs and associated infantry (11 per vehicle)
VC: 2 platoons (30) of entrenched VC Infantry each with one grenade.

VC Objective: defend the village command post.
ARVN Objective: secure the village.
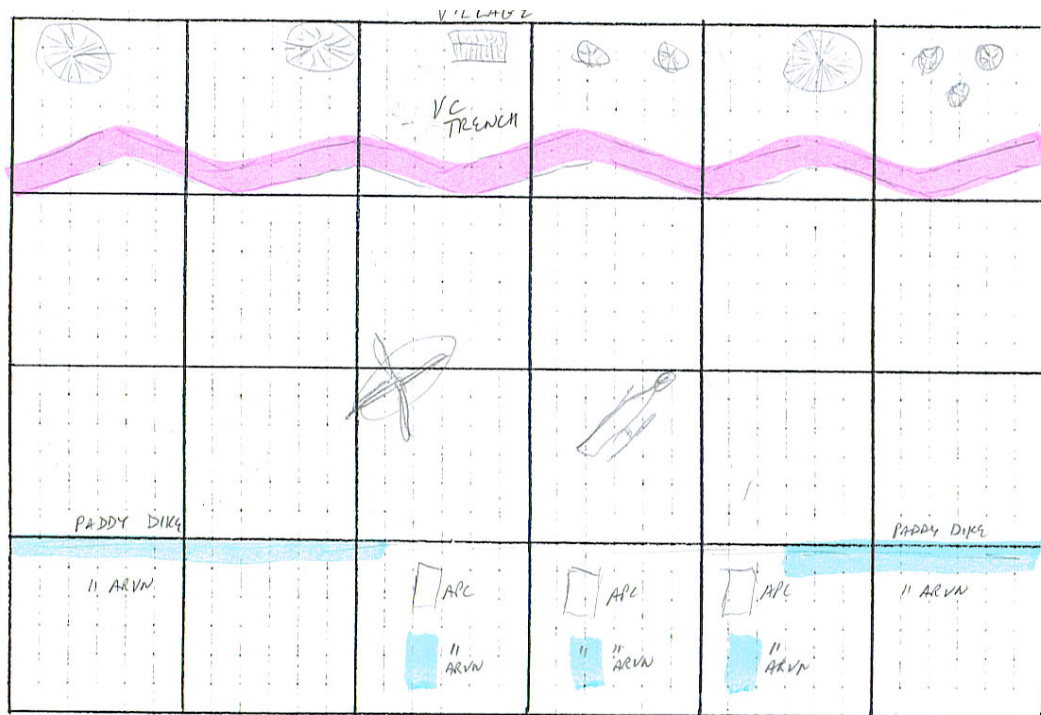
Scenario Two
Da Nang Air Force Base 07/01/1965

Marine forces had taken over guarding the Da Nang airstrip so that ARVN troops could be freed up for action in the field. At 0130 on July 1st, 1965, a VC infantry company attacked the airport. A Marine sentry heard a noise and threw an illumination grenade; throwing light on a VC assault in progress. VC sappers had tunneled beneath the barbed wire perimeter, and when the illumination grenade went off, the assault began. A squad of sappers, supported by infantry and heavy weapons outside the perimeter, ran towards the parked airplanes and threw their satchel charges. Within minutes two C130s and an F102 fighter-bomber were in flames.

As the VC withdrew, four 81mm mortars and one 57mm recoilless rifle opened fire to cover their retreat. The Marine commander, Major General Lewis W. Walt, was so busy answering phone calls from commanders from Saigon, Hawaii, and the White House, that he didn't have time to respond. The VC got clean away.

To start the game the VC player moves onto the board. Make detection rolls to determine when they are seen or heard. It takes two rounds to tunnel under the barbed wire fence.

Order of Battle:
US: 1 squad of Marines on guard with one heavy machine gun emplacement.
VC: 1 company of VC infantry (85 troopers)
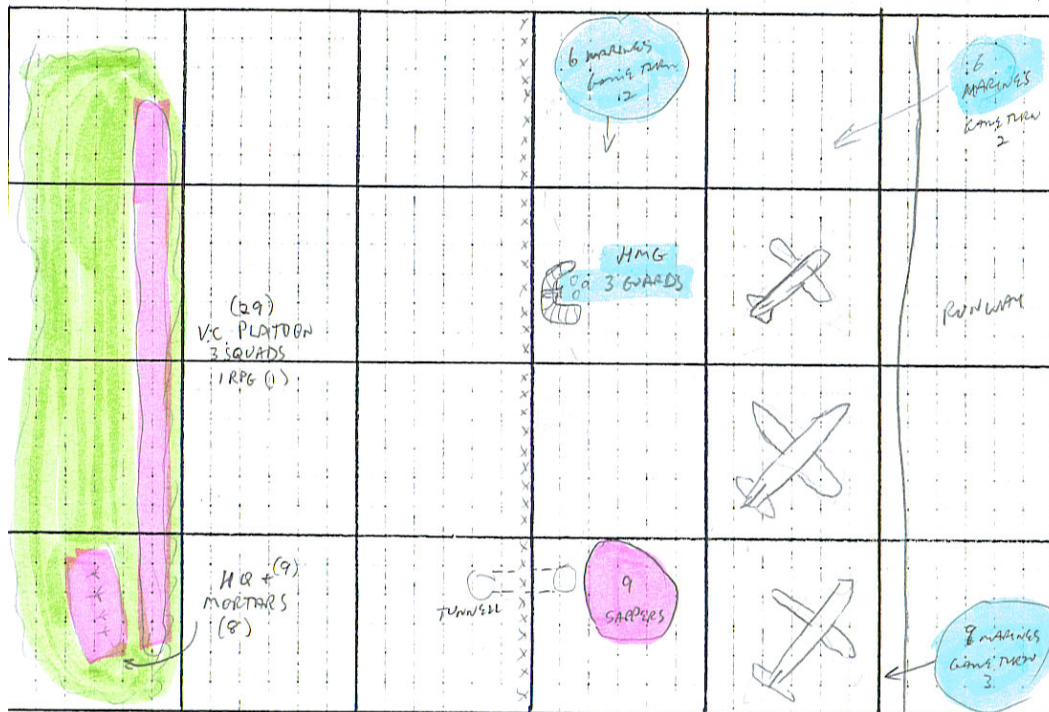   1 HQ squad (9)
       1 81mm mortar squad – four teams 93 each), 1 57mm recoillees rifle team (2)
       1 squad of sappers with satchel charges (9)
       3 squads of 9 infantry, including 1 lt. machine gun team each

NVA Objective: destroy the aircraft.
US Marine Objective: protect the aircraft.

Scenario Three
Chu Lai 08/18/1965

Reports confirmed the location of the VC 1st Regiment of 1,500 men. The US Marines were sent to destroy them. They were landed by sea and air in the vicinity of An Cuong on August 18, 1965. Company H 2/4th Marines was pinned down in a rice paddy west of An Cuong. A supply column was sent to relieve them. They got lost and were also ambushed. Their frantic calls for help prompted the sending of another relief column which was ambushed before they could get there. This column, consisting of one M48 tank, three Ontos, and an LVT, was attacked on Hill 30, to the north of An Cuong. The M48 was hit as it crested the hill, halting the column, and causing the Marine infantry to disembark from the LVT under fire.

Order of Battle:
US Marines: 1 M48 tank, 3 Ontos, 1 LVT (1 platoon of 33 men)
VC: Two platoons of 3 squads (9 each), including 1 lt. machine gun team each squad.
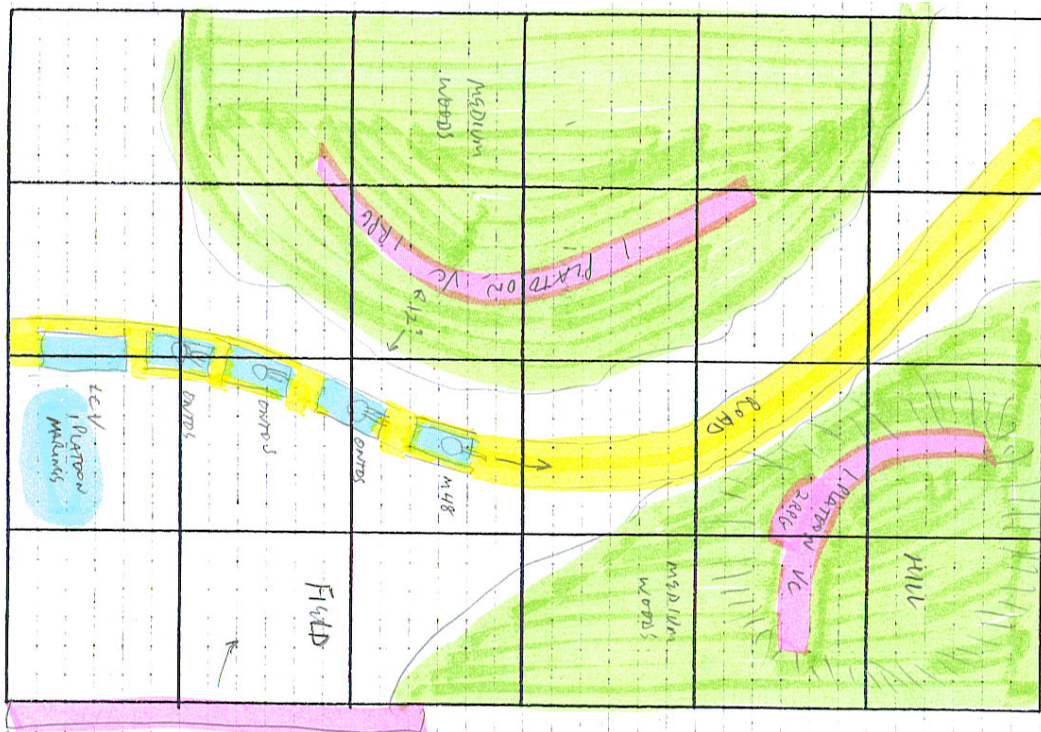   1-81mm mortar squad – three teams (3 each)
    1 squad of 57mm recoilless rifle teams (2 each)

Game Turn Two: one VC platoon enters the board from the SW corner.

VC Objective: destroy Column to prevent support of trapped company.
US Marine Objective: destroy opposition and continue to relieve besieged company,.

Scenario Four
Chu Pong Mountain 11/14/1965
(LZ X-Ray)

In early September, 1965, the newly created 1st Cavalry Division was deployed at An Khe, 35 miles inland from Qui Nhon. A huge air base (called the Golf Course) was built for the 400 helicopters, OH-13 Sioux for recon, UH-1 Hueys for assault and infantry transport, CH-47 Chinooks, and HC-54 Flying Cranes for heavy lifting. 16,000 m en and 1,600 vehicles were deployed and ready for action. They didn't have long to wait. By the end of October, the Division began to operate on its own, planning and executing a series of missions which came to be known as the Ia Drang Campaign.

Suddenly, on 11/14/1965, during one of these missions the HQ received a report from Captain Robert Edwards at LZ X-Ray at 1037. "We are in heavy contact. These guys are good!" First battalion, 7th Cavalry (part of the Gary Owen Brigade) commanded by Colonel Harold G. Moore, landed A and B Companies at LZ X-Ray. Moore had no idea they were landing in the backyard of an entire NVA division, including the 32nd, 33rd, and 66th Regiments, who were massing for a full-scale attack on the Plei Me and Duc Co Special Forces camps. The NVA main objective was Pleiku City and the severing of South Vietnam in half. After 20 minutes of bombardment Company B of the 1/7th landed first. They were ordered to sweep northwest toward a spur of the Chu Pong to secure the LZ.

Captain John D. Herren, of B Company moved out with 1st platoon on the left, 2nd Platoon on the right, and 3rd Platoon in reserve. First Platoon soon came under fire, 2nd Platoon wheeled to make contact, but walked straight into an ambush, and was quickly surrounded. Meanwhile, 3rd Platoon moved into the 1st Platoon's left flank and became mired in a vicious firefight. A Company came to their aide and moved into 3rd Platoon's left flank and met the same fate. All forces were completely engaged and mortar rounds began to land on the LZ suspending the landing of the remaining two companies. They were completely on their own, and 2nd Platoon of Company B was still cut-off and surrounded.

At 1500 hours, friendly air support and artillery fire enabled the two remaining companies to land and secure the perimeter of the LZ. Then companies A & B regrouped and attempted to relieve the surround 2nd Platoon at 1620. But their attack bogged down after advancing only 150 yards. Throughout the night, 2nd Platoon, now under the command of Sgt Clyde E. Savage, endured three more attacks. By morning Sgt Savage only had seven unwounded men left.

Start the game with 2nd Platoon moving diagonally across the board. They run into an NVA squad which runs, leading them into the trap. Then they are assaulted on all sides by a full NVA company. The woods are medium and the NVA must start their turn at least 12" away from the Americans. Fire support can be called in after game turn 4, but without a spotter, it is basically blind fire.
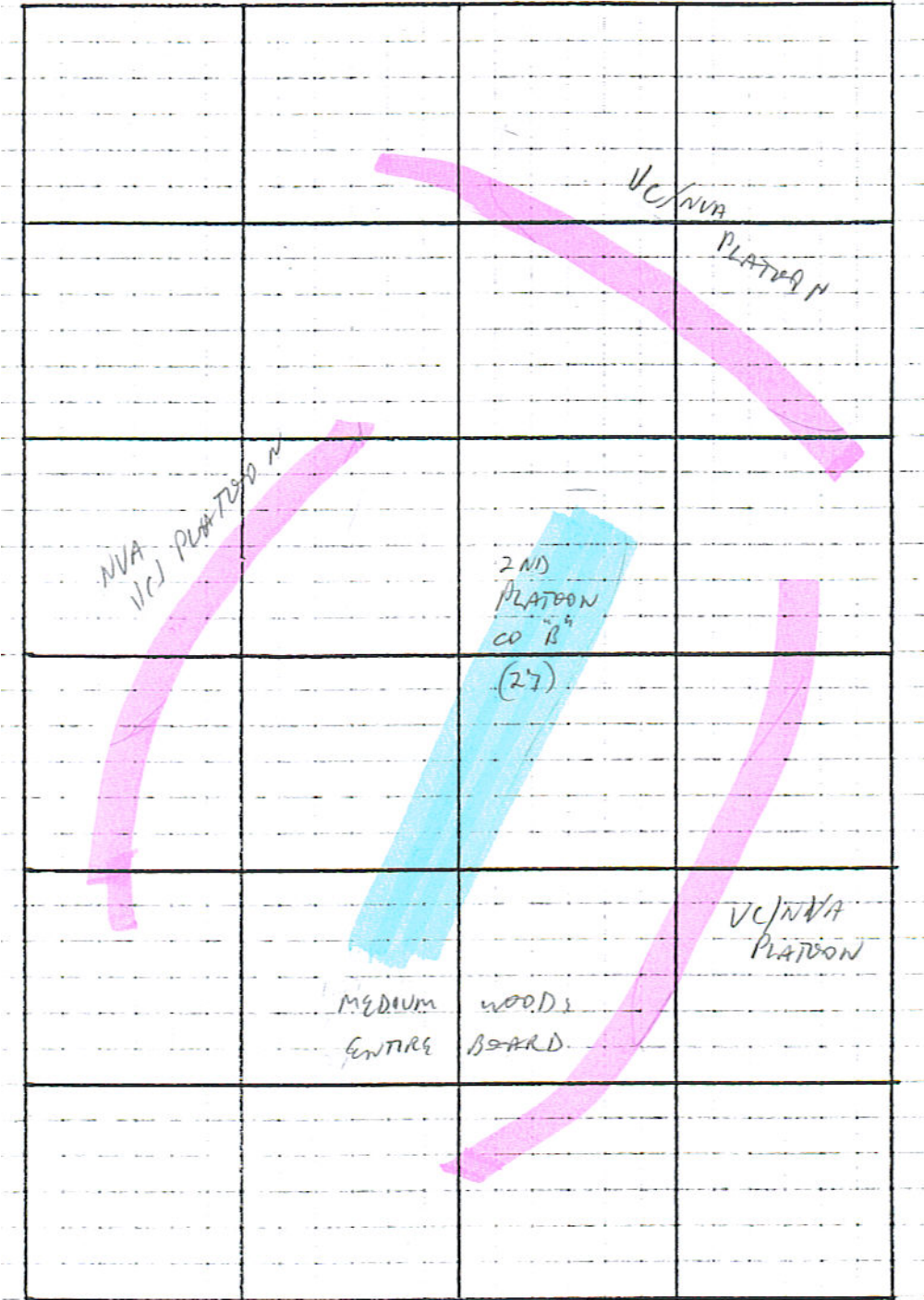
Order of Battle:
US: 2nd Platoon (33 men)
NVA: 1 Company (3 Platoons of 27 men).

VC/NVA Objective: deny the enemy reinforcements an LZ.
US Cavalry Objective: If 2nd Platoon survives, the battalion is assumed to have held the LZ and cleared the area for additional troop landings.

VC/NVA PLATOON

NVA VC) PLATOON

2 ND PLATOON CO "B" (27)

VC/NVA PLATOON

MEDIUM WOODS ENTIRE BOARD

Scenario Five
Long Tan 08/18/1966

The Australians performed admirably in their section in Phuoc Tuy Province, southeast of Saigon. Their uniforms and equipment were similar to the US troops (though British made), although they wore boonie hats instead of helmets, and no body armor. In May, 1966, a forward operations base was set up on a small hill named Nui Dat and with that, the Aussies began patrolling the area.

On August 18th, after a VC surprise attack on the base, D Company, 6RAR (Royal Australian Regiment), sent out a recon force of three platoons (numbers 10, 11, & 12) to check the area east of the base. 11th Platoon spotted a group of VC (described as "a bunch of kids sitting around a fire, having lunch") at about 1540 and chased them into a rubber plantation clearing, at which point they were pinned down by heavy fire. One man lateer reported, "A million little lights seemed to come out of the rubber [trees]." 10th Platoon on their left flank fell into the same lot, while 12th Platoon and the HQ squad that were following the 11th, were also pinned down by mortar fire.

Unknown to D Company they had run into four VC battalions (12 companies!). A New Zealand Forward Observer accompanying them brought down 105mm fire from the base's 24 gun battery on the area east of 11th Platoon. Then it began to monsoon. This cut visibility to about 50 yards in the clearing.

A relief force made up of A Company in ten M113 APCs of the 1st APC Squadron, followed by B Company on foot, was sent out to relieve them. During the rain, the remainder of D Company gathered to the rear of the trapped 11th platoon to resupply and form a defensive perimeter. 11th Platoon could locate them by the sound of the supply choppers and ran in their direction to join them.

Just at that moment, the VC 'wave-attacked' and tried to completely surround D Company. As they closed in from the rear, A Company in the APCs crashed into them and scattered them, breaking the assault. B Company was right behind them approaching on foot and as they advanced the VC fire slackened and died out. When the survivors of 11th Platoon re-approached the place where they had fought, they found a gruesome sight. Hundreds of bodies lay in an area the size of two football fields and seventeen Australian dead and two wounded men lay in an arc in their original defensive position.
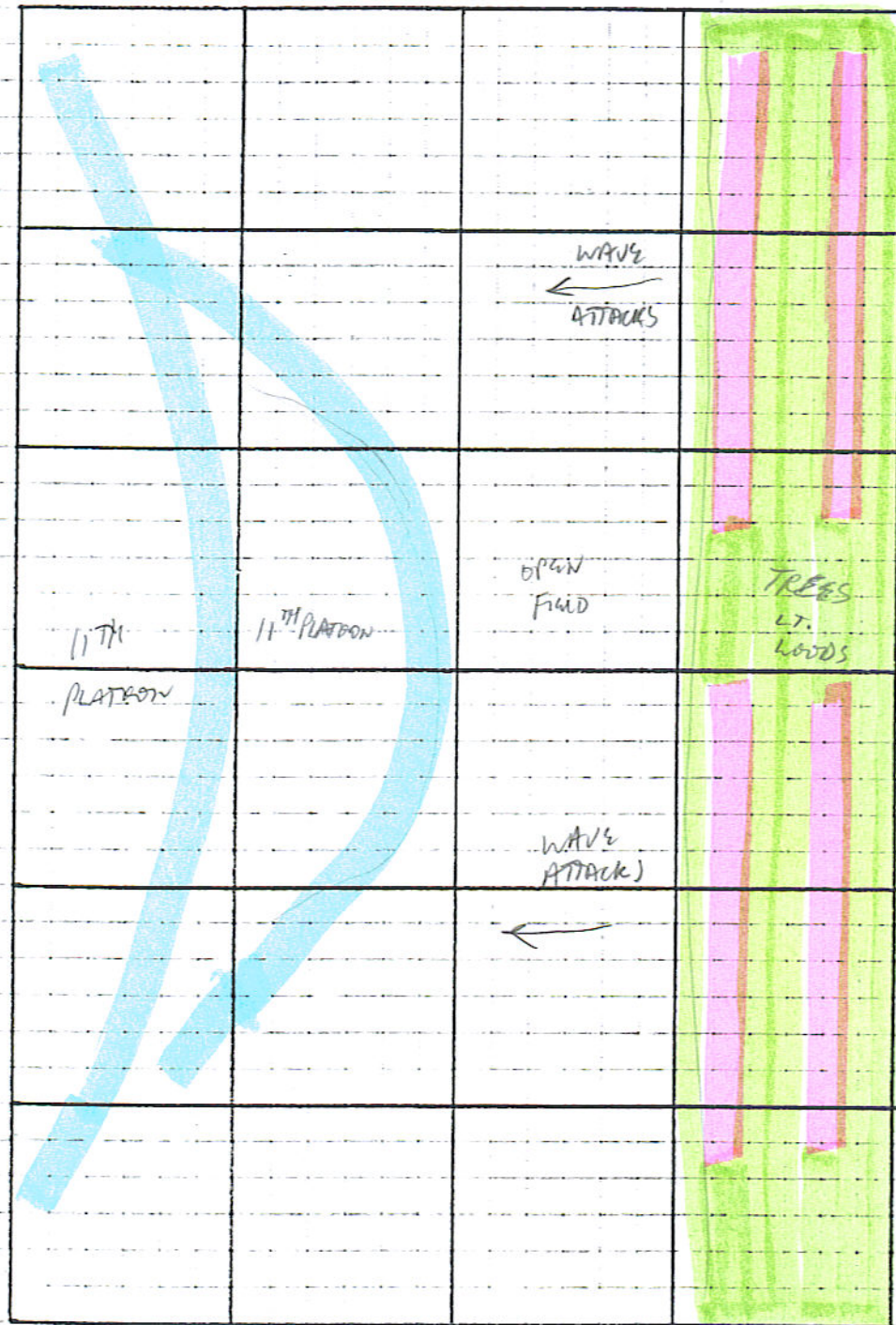
Order of Battle:
ANZAC: 1 Platoon (33 men)
    Artillery: 24 tubes of ANZAC 105mm; and 4 tubes of US 155mm SPG artillery
VC: 1 Company (3 platoons of 27 men and an HQ Squad of 9 men)
    As casualties are taken, bring in reinforcements as desired.

VC Objective: destroy the enemy recon.
ANZAC Objective: survive and return to base.

WAVE

← ATTACKS

OPEN
FIELD

TREES
LT.
WOODS

11TH

11TH PLATOON

PLATOON

WAVE
ATTACK)

←

14

<div align="center">

Scenario Six
Ke Sanh
(Hill 64)

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A US Marine platoon on a hillside spur of Ke Sahn's defenses is completely surrounded and assaulted. They must hold out until reinforcements (the company's other two platoons) arrive.

Order of Battle:
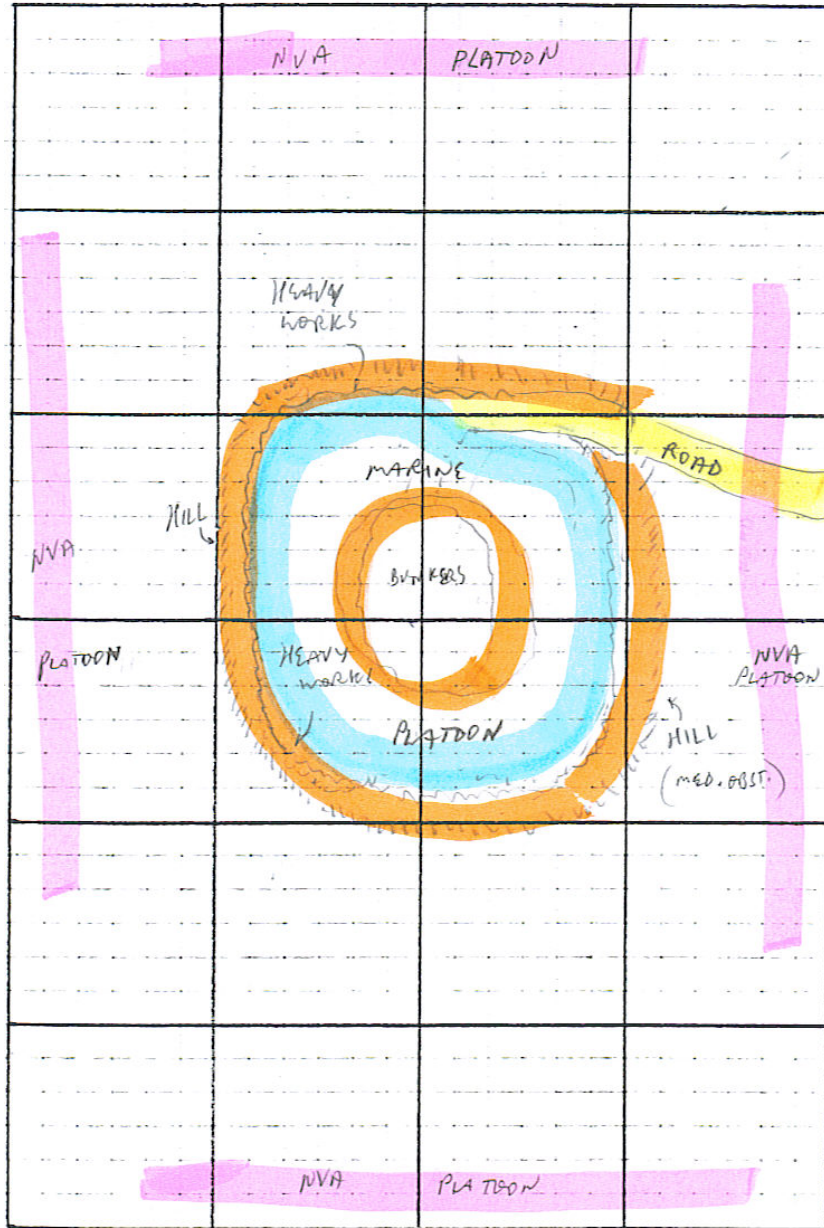US Marines: 1 platoon (33 men)
NVA: 1 Company (3 platoons of 27 men and an HQ Squad of 9 men)
        1 heavy weapons squad of three 81mm mortars (9)
        1 heavy weapons squad of three RPGs (9)

NVA Objective: take the hill.
US Marine Objective: hold the hill.

NVA   PLATOON

HEAVY
WORKS

HILL

NVA

MARINE

ROAD

BUNKERS

PLATOON

HEAVY
WORKS

NVA
PLATOON

PLATOON

HILL

(MED. OBST.)

NVA   PLATOON

Scenario Seven
Junction City

US Armored/ACAV Platoon: 3 M48 tanks; 5 ACAV vehicles
NVA: 1 Company, 3 platoons and 1 HQ/ 1Heavy Weapons Squad

NVA Objective: destroy ACAV unit.
US ACAV Objective: survive; stop the attack from proceeding to Junction City.