

**LFVC & MFVC**

**Local Force Viet Cong:** poorly equipped & poorly trained militia with terrific field-craft.

**Main Force Viet Cong:** a better equipped & better trained extension of the local militia.

**Suppressed Movement**

Instead of activating, any time a VC unit is suppressed, they may withdraw a full move away from enemies but remain suppressed.

**LFVC -Scrounged Weapons**

Where LF Units have a choice of weapon, randomly determine the type.

**Masters of the Jungle**

**All VC Units may Hide.**

VC Units deploy as Blinds: 1 per squad, Platoon HQ, Support Weapon Unit or Booby Trap and +3 Decoys. Multiple units may be grouped under one Blind to increase the number of Decoys.

Blinds Activate & move as normal units.

**Blinds may Hide / deploy Hidden.**

As soon as an enemy has LOS to a Blind, the forces it represents are placed on the table.

**Tunnels & Bunkers**

All Tunnel entrances and Bunkers may form a network. Each is assigned a Blind and placed on the table. These Blinds must not move.

**Tunnels & Bunkers are always considered Hidden.**

Friendly Units with movement left over when they reach a Tunnel entrance may enter the network. Units must spend 1full turn inside the network before Activating & exiting from any Tunnel or entering any Bunker on the table. Units may be Deployed inside Bunkers, they may leave via the network.

**Booby Traps**

Traps are assigned Blinds, Activating & moving as normal Units but are always considered Hidden. Units failing a Spot test trigger the Trap.

**Runners & RTO's**

A Runner can carry support-call requests to a friendly deployment zone where the actual roll for support is made. The Runner must return to the Platoon leader before carrying a further support request.

An RTO opens & close channels for support calls. Allows contact between units w/ RTO's.

**Medic**

Medics may roll vs expertise to aid casualties. 1 Medic may care for max. 5 figures & may establish depots for wounded, designating 1healthy guard per 5 wounded.

Roll	Result
5+	Wounded
7+	Good to Go!

**Available Support-Calls**

Typical support for VC Units includes reinforcement in the form of Squads or Attachments and calls for Mortar fire-support.

**LFVC PLATOON: HQ +3 Squads**

The Lt. may transfer 1 activation to a Unit within 2x Coherency or via Runner or RTO.

Lt. / NCO's may spend an activation to reorganise / lead a Platoon, Squad or Cell.

**HQ Section:**

Platoon Lt. + NCO w/ (Semi Auto) Rifle  
1x Runner w/ (Machine) Pistol or Carbine

**LFVC SQUAD: HQ +2 Cells**

Squad coherency is based on the NCO. NCO's activate Cells within 2x Coherency.

**LF Squad Hq:**

NCO w/ (Semi Auto) Rifle  
1x LMG or Full Auto Rifle  
1x RPG

**LFVC Cell: 3 Riflemen**

**VC Cell:**

JNCO w/ (Semi Auto) Rifle  
2x Rifleman w/ (Semi Auto) Rifle

**MFVC PLATOON: HQ + 3 Squads**

The Lt. may transfer 1 activation to a Unit within 2x Coherency or via Runner orRTO.

Lt. / NCO's may spend an activation to reorganise / lead a Platoon, Squad orCell.

**HQ Section:**

Platoon Lt. + NCO w/ Assault Rifle  
Runner or RTO w/ SMG  
Medic w/ Machine Pistol

**Attachments**

Support Weapons & other specialists may be attached to the Platoon HQ.

**Attachments:**

Forward Observer (FO) w/ Assault Rifle  
FORTO w/ SMG  
Medic w/ Machine Pistol  
2x LMG

**Forward Observer (FO)**

Officer dedicated to indirect fire-support calls. FORTO: RTO working directly with an F.O.

**SQUAD: HQ + 3 Cells**

Squad coherency is based on the NCO. NCO's may activate their Cells within 2x Coherency.

**MF Squad Hq:**

NCO + JNCO w/ Assault Rifle  
1x LMG  
1x RPG

**Cell: JNCO + 3 Riflemen**

**MFVC Cell:**

Rifleman w/ Assault Rifle  
2x Rifleman w/ Semi Auto Rifle

**Sappers:**

May Go to Ground to move through & cut concertina-wire obstacles.

May give up Gone to Ground benefits to shoot or throw grenades.

May defuse mines on a successful opposed Expertise+ roll. Failure detonates the mine.

**2x Assault Cell:**

3x Sapper w/ M. Pistol & Demo Charge

**1x Support Cell:**

2x Sapper w/ RPG  
1x Sapper w/ Assault Rifle

**1x Penetration Cell:**

1x Sapper w/ LMG  
6x Sapper w/ Assault Rifle

**Weapons Crews**

Weapon	Crew
MMG	3
HMG	4
Lt & Med. Mortar	3
Heavy Mortar	4

**Infantry Weapons**

Infantry Weapons always use the FP Dice of the attacking troop.

Small Arms	Range	FP
Pistol/Revolver	8"	1
Machine Pistol	6"	2
SMG / Auto. Carbine	12"	2
Carbine	20"	1
Sniper Rifle	48"	2
Semi Auto Rifle <sup>4</sup>	24"	1/2
Full Auto Rifle	16"	3
Assault Rifle <sup>1</sup>	24"	2
Hand Grenade	6"	2T
Light Machine Gun	28"	3

1.Assault Rifles may have gren. launchers with a min. range of 8" and a max. of 16".

2.Minimum Range 8"

3.Giant shotgun shell for grenade launcher.

4.Aimed or On Guard Fire: FP 2

Support Weapons	Range	FP
Med Machine Gun <sup>3</sup>	32"	4
Hvy Machine Gun. <sup>1,3</sup>	40"	4/2
Claymore Mine <sup>2,5</sup>	1x8x8"	3T
Satchel / Demo Charge	2"	1T/4
RPG <sup>1,2</sup>	24"	2T/3
Lgt Recoiless Rifle <sup>1,2,3</sup>	36"	2T/4
Hvy Recoiless Rifle <sup>1,2,3,4</sup>	60"	3T/6

1. Mixed Damage: Template / Anti-Armour.

2. Danger! Back-blast 2"/2FP. Can not fire inside enclosed spaces!

3. Weap. Team required. 2 activation set-up.

4. Heavy. No move unless vehicle mounted.

5. Shaped template for Claymore mine.