

# **Skirmish Quang Tri**

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## **Introduction to Vietnam**

The conflict which became known as the Vietnam War had its origins deeply rooted in the era of colonial empires. The first Indochina war was fought between the French, against nationalist Vietnamese forces who had fought hard against the Japanese occupation. The French were defeated, and the country of Vietnam was split in two, in the same manner as Korea. The North was a Communist state, under the rule of Ho Chi Minh. The South then became a bulwark against the perceived spread of communism.

It was not long before the conflict escalated, the Army of the Republic of Vietnam (ARVN) were hard pressed by the Viet Cong (VC) and North Vietnamese Army (NVA) forces. The United States and her allies had initially sent small units to act as advisers to the ARVN forces, but the military involvement quickly escalated as the battles turned against the South. The United States initially was limited to bombing campaigns, but eventually a reason was found for ground troops to be deployed from 1965, until the United States had over 500,000 troops in theatre.

The Vietnam War is highly stereotyped in our modern era. The conflict is portrayed in films, in books, even in wargames as often being a downright dirty and dishonest war, a small, hard-bitten unit left alone, incompetent officers, fragging, drug abuse, war crimes and faulty weapons. Separating fact from fiction is difficult and I hope it is a task, which we have achieved with Skirmish Quang Tri.

The conflict saw some large scale operations, such as Cedar Falls, Starlite and Silver Bayonet which involved multiple battalions of troops on both sides. But Skirmish Quang Tri is not designed for hundreds of troops on table, it is designed for small units, the fire team at the “tip of the spear” of the bigger actions, a unit on patrol, the unit defending the perimeter wire against infiltrating NVA.

With these rules we hope to create fun game, evocative of the conflict in Indochina, but also to honour those who served

## Armies in the Indochina Conflict

### Free World Forces

The Free World Forces (FWF) were quickly forced to adapt to a conflict which they were not totally prepared. Tough lessons were taught by the jungle onto weapon systems designed for fighting the feared Russian invasion of Germany. Organisations presented here represent the organisations as presented on paper, but in actuality these were rarely accurate. Through casualties, R&R or simply to fit mission demands, the units were forced to adapt. Often machinegun squads would be brought in as squad members for patrols, to offer their superior firepower in case of ambush.

### US Infantry

<b>US Infantry Rifle Squad</b>	<b>765</b>	<b>US Aero Cavalry Squad</b>	<b>830</b>
1x Average Squad Leader (M16, Grenades)	70	1x Veteran Squad Leader (M16, Grenades)	85
1x Average Fire Team Leader (M16, Grenades, M72 LAW)	85		
1x Average Automatic Rifleman (M16 (automatic), Grenades)	75	1x Veteran Fire Team Leader (M16, Grenades, M72 LAW)	100
1x Average Rifleman (M16, Grenades)	70	1x Veteran Automatic Rifleman (M16 (automatic), Grenades)	90
1x Average Grenadier (M79, Grenades)	90	1x Veteran Rifleman (M16, Grenades)	85
		1x Veteran Grenadier (M79, Grenades)	105
1x Average Fire Team Leader (M16, Grenades)	70		
1x Average Automatic Rifleman (M16 (automatic), Grenades)	75	1x Veteran Fire Team Leader (M16, Grenades)	85
1x Average Rifleman (M16, Grenades)	70	1x Veteran Automatic Rifleman (M16 (automatic), Grenades)	90
1x Average Rifleman (M16, Grenades)	70	1x Veteran Rifleman (M16, Grenades)	85
1x Average Grenadier (M79, Grenades)	90	1x Veteran Grenadier (M79, Grenades)	105

A Mechanised Rifle Squad will have one of it's Automatic Riflemen equipped with an M60 rather than a M16 (automatic), for an additional 10 points.

## US Marines

<b>US Marine Rifle Squad</b>	<b>1040</b>	<b>US Marine LRRP Patrol</b>	<b>760</b>
1x Veteran NCO (M14, Grenades)	95	Elite Officer (M16, Grenades)	120
1x Average Grenadier (M79, Grenades)	90		
		Elite RTO (M16, Grenades)	120
1x Average Fireteam Leader (M14, Grenades)	70	Elite Rifleman (M16, M72 LAW, Grenades)	135
1x Average Automatic Rifleman (M14 (modified), Grenades)	75	Elite Rifleman (M16, Grenades)	120
1x Average Rifleman (M14, Grenades)	70	Elite Grenadier (M16, M79, Grenades)	145
1x Average Rifleman (M14, Grenades)	70	Elite Corpsman (M16, Grenades)	120
1x Average Fireteam Leader (M14, Grenades)	70		
1x Average Automatic Rifleman (M14 (modified), Grenades)	75		
1x Average Rifleman (M14, Grenades)	70		
1x Average Rifleman (M14, Grenades)	70		
1x Average Fireteam Leader (M14, Grenades)	70		
1x Average Automatic Rifleman (M14 (modified), Grenades)	75		
1x Average Rifleman (M14, Grenades)	70		
1x Average Rifleman (M14, Grenades)	70		

## ANZACs

<b>ANZAC Rifle Section</b>	<b>855</b>	<b>ANZAC SAS Patrol</b>	<b>610</b>
1x Veteran Section Leader (SLR, Grenades)	95	1x Elite Patrol Leader (SLR, Grenades)	120
1x Veteran Scout (Owen SMG or M16 (automatic) Grenades)	100	1x Elite Pointman (Owen SMG or M16 (automatic), Grenades)	125
1x Average Machine Gunner (M60, Grenades)	85	1x Elite RTO (Owen SMG or M16 (automatic), Grenades)	125
1x Average Assistant Gunner (SLR, Grenades)	70	1x Elite Scout (SLR, Grenades)	120

1x Average Rifleman (SLR, Grenades)	70	1x Elite Scout (SLR, Grenades)	120
1x Veteran Asst. Section Leader (SLR, Grenades)	95		
1x Veteran Scout (Owen SMG or M16 (automatic) Grenades)	100		
1x Average Rifleman (SLR, M79, Grenades)	100		
1x Average Rifleman (SLR, Grenades)	70		
1x Average Rifleman (SLR, Grenades)	70		

### ARVN

<b>ARVN Rifle Squad</b>	<b>490</b>	<b>ARVN Ranger Squad</b>	<b>600</b>
1x Average Squad Leader (M3 SMG)	65	Veteran Squad Leader (M16, Grenades)	95
1x Average Automatic Rifleman (BAR)	65	Average Machine Gunner (M60, Grenades)	85
1x Average Asst. Automatic Rifleman (Rifle)	60	Average Asst. Gunner (M16, Grenades)	70
1x Average Rifleman (Rifle)	60	1x Average Rifleman (M16, Grenades)	70
1x Average Rifleman (Rifle)	60	1x Average Rifleman (M16, Grenades)	70
1x Average Rifleman (Rifle)	60	1x Average Rifleman (M16, Grenades)	70
1x Average Rifleman (Rifle)	60	1x Average Rifleman (M16, Grenades)	70
1x Average Rifleman (Rifle)	60	1x Average Rifleman (M16, Grenades)	70

The Army of the Republic of Vietnam was incredibly varied in its equipment, training, morale and abilities. The Rifle Squad on the left is representative of a squad from c. 1963, the Rifles were a mix of Korean War and WW2 American cast offs, acquired through the French. The M16 began filtering through before the conclusion of the war, along with the M60 machinegun replacing the M1919 BAR.

### **Designing your own Free World Force**

To create a force, first choose which rating to have a soldier, from the options below, then add equipment from the Free World Weapon list, as well as upgrading them using the upgrade packages.

#### **Novice- 25 Points**

BODY	Armour	Morale	AP	Weapon	Combat
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					Phases
d10+10	-	25%	3	TBD	TBD

#### SKILLS

Pistol (BODYx2) Rifle (BODYx2+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx1) Throw (BODYx2) Forward Observer (BODYx1)

#### Average- 50 Points

BODY	Armour	Morale	AP	Weapon	Combat Phases
d10+10	-	55%	3	TBD	TBD

#### SKILLS

Pistol (BODYx3) Rifle (BODYx3+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx2) Throw (BODYx3) Forward Observer (BODYx2)

#### Veteran- 75 Points

BODY	Armour	Morale	AP	Weapon	Combat Phases
d10+10	-	75%	3	TBD	TBD

#### SKILLS

Pistol (BODYx4) Rifle (BODYx4+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx3) Throw (BODYx4) Forward Observer (BODYx3)

#### Elite- 100 Points

BODY	Armour	Morale	AP	Weapon	Combat Phases
d10+10	-	75%	3	TBD	TBD

#### SKILLS

Pistol (BODYx5) Rifle (BODYx5+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx4) Throw (BODYx5) Forward Observer (BODYx4)

Only an ARVN Force may contain **Novice** rated troops (from the NVA force list), but may not contain **Elite** soldiers.

One model may be equipped with a **Radio** for 25 points, which allows the force to use off table assets. Should the model with the radio become a casualty, the Radio has a 75% chance of remaining operational, which may be recovered by another model. The roll to assess whether the radio is operational is made when the radio is recovered by a Free World soldier.

**Optional Rule-** The NVA knew the importance of communication, and would attempt to capture intact radios for intelligence purposes. Should a Radio Operator become a casualty, the NVA gain an additional 50 Victory Points should they capture the radio, working or not.

## Upgrade Packages

Type	Skill Modifiers	Cost
Corporal	+10 Morale +10 Rifle	20
Marksman	+20 Rifle +20 Morale	40
Sniper	+40 Rifle +20 Morale	60
Officer	+20 Morale +20 Forward Observer	40
RTO	+20 Forward Observer	20

## Free World Weapons List

Weapon	Damage	Range	Area Effect	PEN	Cost (points)
Pistol	1d10	25"	-	0	5
SMG	2d10	100"	2" Burst	0	15
Rifle	2d10	250"	-	0	10
Rifle (automatic)	2d10	250"	2" Burst	0	15
BAR*	3d10	250"	-	0	15
Shotgun	3d10/2d10	20"/40"	2"	0	10
M79	KZ 4d10 DZ 1d10	Min 10" Max 75"	KZ 5" DZ 15"	3	30
or	3d10/2d10	20"/40"	2"	0	-
M60 MG	4d10	500"	2" Burst	1	25
Grenade Launcher	KZ 4d10 DZ 1d10	Min 10" Max 75"	KZ 5" DZ 15"	3	25
M72 LAW (one shot)	KZ 4d10 DZ 1d10	Min 10" Max 100"	KZ 5" DZ 15"	10	15
Sniper Rifle	4d10	250"	-	1	15
Grenades	KZ 4d10 DZ 1d10	20"	KZ 5" DZ 15"	3	10

Weapons with an \* are only available to ARVN forces.

A Free World Force may equip ONE M60/BAR, ONE M79 and ONE Sniper Rifle per 5 soldiers. So a 5 man LRRP patrol may have 1 M60, 1 M79, 1 Sniper Rifle and two soldiers with M16 rifles. This would represent a reinforced patrol group, which has acquired heavier weapons from one source or another.

US Forces may give their soldiers body armour

Description	Armour Value	Body Modifier	Cost
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Body Armour	1d6+4	-1	5 points
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### **Democratic Republic of Vietnam**

Write something here about the Vietnamese army.

These organisations are the official organisations for each unit. In practice, the exact make up of units would be widely varied, casualties caused by the Free World firepower caused hodge-podge groups to come together to achieve the overall goal.

### **PAVN**

<b>PAVN Rifle Squad</b>	<b>345</b>	<b>PAVN Sapper Rifle Squad</b>	<b>445</b>
1x Average Squad Leader (SMG, Leader)	85	1x Average Squad Leader (SMG, Grenades, Leader)	95
1x Novice Rifleman (AK)	35	1x Average NCO (SMG, Grenades)	70
1x Novice Rifleman (AK)	35	1x Average Sapper (AK, Grenades)	70
1x Novice Rifleman (AK)	35	1x Average Sapper (AK, Grenades)	70
1x Novice Rifleman (AK)	35	1x Average Sapper (AK, Grenades)	70
1x Novice Rifleman (AK)	35	1x Average Sapper (AK, Grenades)	70
1x Novice Rifleman (AK)	35		
1x Novice AT Gunner (RPG)	50		



## Designing your own NVA or VC force

To create a force, first choose which rating to have a soldier, from the options below, then add equipment from the NVA Weapon list, as well as upgrading them using the upgrade packages.

### Novice- 25 Points

BODY	Armour	Morale	AP	Weapon	Combat Phases
d10+10	-	35%	3	TBD	TBD

#### SKILLS

Pistol (BODYx2) Rifle (BODYx2+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx1) Throw (BODYx2) Forward Observer (BODYx1)

### Average- 50 Points

BODY	Armour	Morale	AP	Weapon	Combat Phases
d10+10	-	55%	3	TBD	TBD

#### SKILLS

Pistol (BODYx3) Rifle (BODYx3+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx2) Throw (BODYx3) Forward Observer (BODYx2)

### Veteran- 75 Points

BODY	Armour	Morale	AP	Weapon	Combat Phases
d10+10	-	75%	3	TBD	TBD

#### SKILLS

Pistol (BODYx4) Rifle (BODYx4+10%) Spot (100%) First Aid (40%) Heavy Weapon (BODYx3) Throw (BODYx4) Forward Observer (BODYx3)

A North Vietnamese or Viet Cong force must contain at least one model with the *Leader* rule.

## Upgrade Packages

Type	Skill Modifiers	Cost
Officer	Leader +25 Morale	50
NCO	Leader +10 Morale	35
Elite	+10 Rifle +10 Morale	20
Sniper	+30 Rifle	30

## NVA Weapons List

Weapon	Damage	Range	Area Effect	PEN	Cost (points)
Pistol	1d10	25"	-	0	5
SMG	2d10	100"	2" Burst	0	15
AK	2d10	250"	-	0	10
RPK MG	4d10	500"	2" Burst	1	25
RPG-7	KZ 4d10 DZ 1d10	Min 10" Max 100"	KZ 5" DZ 15"	10	15
Grenades	KZ 4d10 DZ 1d10	20"	KZ 5" DZ 15"	3	10

The NVA had far poorer supply lines than the Free World Forces, heavier weapons were encountered only on bigger operations or with veteran units. For each 10 soldiers, the NVA may equip one with a RPK and another with a RPG-7.

### Leader- 25 points

A model with the Leader Rule will give an additional 20% bonus to morale checks to friendly models within 6" as well as the standard 10% bonus. Multiple leader models do not give multiple bonuses, but this is cumulative with other friendly models being close, meaning that the total positive morale boost could be 50% (Leader 20% plus 10% for being close and 2 additional soldiers 10% each).

## Free World Assets

Assets fall under two categories. Those which are deployed On Table, and those that are Off Table support units. To use off table assets, one model in your Free World Force must be equipped with a Radio, and must be the one calling in the strike.

### On Table Assets

**Machine Gun Team**- Machine Gun teams equipped most frequently with the M60 LMG were often attached to patrols and placed in forward positions where their firepower could be put to the best possible use.

A Machine Gun Team is made up of two soldiers, one equipped with a Rifle, the other with the LMG.

#### Average Two Man MG Team- **150 Points**

BODY	Armour	Morale	AP	Weapon	Combat Phases
13	-	55%	3	M60/M16	TBD

#### SKILLS

Pistol (39%) Rifle (49%) Spot (100%) First Aid (40%) Heavy Weapon (46%) Throw (39%) Forward Observer (26%)

#### Veteran Two Man MG Team- **200 Points**

BODY	Armour	Morale	AP	Weapon	Combat Phases
15	-	75%	3	M60/M16	TBD

#### SKILLS

Pistol (60%) Rifle (70%) Spot (100%) First Aid (40%) Heavy Weapon (75%) Throw (60%) Forward Observer (45%)

A US MG Team may be given Body Armour for an additional 10 Points for the MG team.

**Claymore Mines**- (100 Points) The M18 Claymore Mine is a directional explosive device, uniquely suited to defending against ambushes. Free World forces would use the claymore to defend their foxholes from NVA ambushes during the dead of night. The claymore can be detonated either by tripwire, or by command and control. Unlike an explosive such as a grenade, the claymore spreads its propellant out in a 60° arc, meaning that a person could be behind it in relative safety.

The Claymores are placed at the start of the game anywhere on the battlefield, the Free World player must indicate on a piece of paper where they are deployed. The Claymore is detonated EITHER when a model moves within 2” of the claymore, or at the discretion of the Free World player.

The Claymore attacks using the Claymore template (in appendix) with the following statistics.

Description	Kill Zone	Damage Zone	Damage
Claymore Mine	5" Claymore Template	15"	4d10/1d10

The Damage Zone remains in the arc of fire, use the Template as a guide for the direction of firing.

### Off Table Assets

To use off table assets, you must have a soldier with a radio.

**Sniper Team-** (100 points) Sniper teams were in operation in Vietnam, using their trained skills as scouts, forward observers and expert marksmen to the fullest ability. The 5<sup>th</sup> Marine Sniper unit became known as the 13 cent killers, their reputation was that it only took one bullet to fell their target.

Rules as per the Sangin book, except only the RTO can call it in.

**Gunship Support-** (250 points) Although it had debut earlier, it was in Vietnam where the helicopter came of age. The workhorse Huey 'slick' helicopter transported troops in to the jungle, under the watchful eye of the Huey 'Hog' gunships, or even the specialised Huey Cobra attack helicopter. A CH-47 Chinook helicopter was even retrofitted into a helicopter gunship, known as the "Go-Go Bird".

A Gunship mission costs 3 AP, and rolls against the soldier with the radio's forward observer skill.

### **If Successful**

1d10	Description
1-5	The Helicopter is unable to positively identify it's target, opting instead to loiter and wait for more instructions. Next time the Gunship is called in successfully, add +3 to the d10 dice roll for effect.
6-9	The gunship fires it's miniguns at the target KZ- 2.5" diameter (4d10) DZ- 5" diameter (1d10)
10+	The gunship fires it's rocket pods at the target

	KZ- 4" diameter (4d10) DZ- 8" diameter (1d10)
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Once a successful strike has been made, the gunship support is no longer available for the remainder of the combat phase.

### **If Unsuccessful**

The helicopter is unavailable for some reason. The Radio operator may attempt to call in a new strike in his next combat phase.

**Mortar Support-** (450/500 points) As per the Sangin Book average/veteran

## North Vietnamese Assets

### On Table Assets

HMG Team  
Recoilless Rifle Team

AAA Team

Booby Traps

Sniper Team

### Off Board Assets

Mortar Team

Tunnels

Merge with the Populace

Appendix 1.1

Claymore Template