

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

Aimed at company sized units this variant to the original Rapid Fire ! rules can also be used by taking it down one level to platoon sized units or up one level to battalion sized units, retaining the same basic organisation. Throughout the variant "Free Forces" refers to US, ARVN, Australian etc and "Communist" refers to NVA or VC forces. Where a rule specifically refers to a particular nationality then that rule only applies to that unit.

To recreate Vietnam War era military operations on the table top, the basic mechanisms of Rapid Fire apply with appropriate use of existing rules to represent the capabilities of both sides during this conflict. Some operations are not covered in the original rules e.g. helicopters and these are covered in detail.

Rapid Fire ! - Vietnam is heavily based on the "Tropic Lightning - Armoured and Airborne Combat in Vietnam 1965-71" supplement produced by Flames of War and included in Wargames Illustrated #282 (April 2011), but using the Rapid Fire "games engine". A podcast explaining the games design philosophy behind the "Tropic Lightning" supplement can be found http://rss.flamesofwar.com/podcasts/RFB09-Vietnam_Second_Tour.mp3

This variant also incorporates some aspects from "Rapid Fire - Modifications for post war conflict" http://www-solar.mcs.st-and.ac.uk/~aaron/RAP_FIR/rap_fir.html , especially vehicle and gun charts, as well as the "Ambush Valley" campaign book for the "Force on Force" rules.

Markers

The following markers are used to indicate various weapon, morale, cover or movement states:

Booby Trap - Communist mines and improvised explosive devices (IEDs) that were very much a part of the Vietnam War.

Pinned Down - Pinned down infantry unit morale result.

Dug in - Units dug in to hard cover.

Gone to Ground (crawling) - An infantry element or vehicle that has **moved** 3" or less ("crawling") in the open and is making best use of available cover.

At the Double - An infantry element or vehicle moving "at the double" (double the normal movement distance). Boats may not move at the double.

Ranged In (free forces) - As per rule 8.75 "if the target does not move and it's OP passes a radio test, each gun of a battery that achieved an IDF hit on a stationary target in its side's previous turn can hit it again for a D6 throw of a 4,5 or 6".

Bailed Out (free forces) - An AFV morale marker as per table 2 AFV morale (page 27)

Wound Markers - As per rule 11.7 to indicate casualties evacuated to an advanced dressing station (alternatively "dead" bodies could be used).

Bogged Down - Vehicles that are trapped by mud or very difficult terrain.

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

1.3 No Where to Run (free forces) - When a unit is forced to surrender or rout, the unit is not lost. In the case of infantry units roll a D6. This equals the number of additional figures lost. The remainder of the unit is pinned down as the survivors regroup and fight on. For AFV units mark any vehicle remaining as heavy damaged (if not already done so) and place two figure AFV morale markers. AFVs can be re-activated as per normal. Helicopter gunships are removed from the table.

1.5 Unsupported infantry - Due to the fluid nature of the combat in the Vietnam War infantry units on both sides are never considered unsupported.

1.6 Independent AFVs & Armour units

1.13 Infantry in the open - Armoured personnel carriers (APCs) are AFVs mounting a gun for morale purposes. They can also carry passengers.

3.1 Smoke - An AFV or helicopter may lay smoke at the start of a turn. Remove at the start of the next turn. Smoke dischargers produce a 3" x 1" smoke cloud up to 6" from the AFV. Smoke generators produce a cloud 3" wide x the length of the movement of the AFV (up to a maximum of 6") or helicopter (up to a maximum of 12").

Table 6

Infantry - infantry do not roll D6 for terrain but may not move at the double when crossing linear obstacles or continuous rough terrain.

Movement at the Double - An infantry element or vehicle may move "at the double" (double the normal movement distance) in the first movement stage, if it does not fire this turn, pass within 8" of an observed enemy element or carry out a close assault. When moving at the double, movement through variable terrain is reduced by 2D6 rather than 1D6. An element moving at the double cannot gain any cover benefit.

5.3 Variable movement penalty - APCs moving through vegetation do not incur a variable movement penalty providing they are following in a single file column behind an M48A3 Patton or M551 Sheridan tank and with no more than 2" spacing between vehicles. The lead vehicle rolls once and the penalty is applied to all vehicles in the column.

7.5 Close assault (free forces) - Small arms firing groups and MGs (other than HQ and gun crews) roll with an additional +1 when close assaulted. This represents the close range effect of M79 flechette rounds in defence. Does not apply when close assaulting communist elements.

8.24 M79 grenade launchers - Treat as rifle grenade launchers i.e. range = 18", 4pts table 4.

8.26 Side-mounted MGs - The side mounted MGs on an M113 ACAV or helicopter transport have a field of fire limited by a line drawn along the side of the model from straight ahead to straight behind (either left or right as appropriate).

8.53 Beehive Ammunition - US guns equipped with beehive ammunition may fire this instead of normal ammunition at ranges up to 8". A gun firing beehive does not count as moving and rolls 2D6 instead of 1D6 to hit. Beehive ammunition is restricted to five rounds per gun (supply rule 11.1).

Rapid Fire ! – Vietnam

Version 1.0.3

1/10/11

8.100 Recoilless Guns - Recoilless guns cannot fire if there is a friendly element within 2" of the "blind area" (see diagram page 30).

8.98 Hand-held Anti-Tank Weapons - may fire once per turn. Range is "normal".

- gun type 1, HE value 6pts table 4, 8 " range - US M72 LAW or Communist B41 (RPG-7)
- gun type 2, HE value 8pts table 4, 6" range - B40 (RPG-2).

11.6 Medical support - NVA (not VC) and free forces units make use of the medical support rules. An advanced dressing station (ADS) within 6" of a departing helicopter may evacuate a maximum 5 casualties per helicopter.

13.1 M60 & RPD LMGs - When forming part of a small arms firing group add 1 to the fire effect D6 throws (rule 13.1).

Delayed Reserve (free forces) - At the start of free forces turn 3 (or as specified in a scenario) roll a D6. On a 5 or 6 one infantry unit, higher level HQ or heavy weapon unit arrives. If the roll is unsuccessful, at the start of the free forces next turn they roll 2D6 with one infantry unit, higher level HQ or heavy weapon unit arriving on any roll of 5 or 6. On the third turn roll 3D6 and so on. The maximum number of units that can arrive from delayed reserve is equal to the number of units waiting in delayed reserve.

14.1 Artillery

Free forces - Use rule 14.9. In addition to dedicated observers any HQ may observe for artillery. Free forces artillery can always be reinforced by other guns.

All free forces field artillery units must be, and mortar units may be, deployed in a fire support base (off-board). In this case the guns HQ elements are not placed on table. Only the OP team appears on table deploying as part of the higher order HQ. Normal spotting and ranging rules when firing apply. It is assumed to have the range and field of fire to hit any target on the table.

Fire Assault (Communist) Mortar units may be deployed for a fire assault rather than in the front line. In this case the mortars and HQ are not placed on the table. Only the OP team appears on table as part of the highest level HQ. Normal spotting and ranging rules apply when firing. Artillery and mortars held off table are assumed to have the range and field of fire to hit any target on the table.

Ground deployed OP teams - Must be attached to an element and do not operate independently.

Under command (free forces) - Organic unit mortars can be controlled by a figure from any element of the same unit.

Friendly Fire - Artillery (6") or aircraft (12") targeting an enemy element within these distances of a friendly element must test to "switch". On a 1, 2 or 3 the attack is carried out the nearest friendly element instead of the original target. This may trigger a suppression test on that friendly unit in its next turn.

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

15.1 Aircraft (free forces)

Broken Arrow (US only) - Once during a game a US unit HQ (if CO is still alive) with more enemy figures within 12" than friendly figures, may send the code word "broken arrow". Roll a D6 = # air strikes available in the following friendly turn. No AA fire is allowed but on friendly elements within 24" roll for switch for each attack. The "friendly fire switch" test distance becomes 24" for EACH attack.

Napalm - Napalm is treated as a light bomb (10 points on table 4) and if a target element (not unit) is hit by napalm then regardless of whether casualties are inflicted or not, it is automatically suppressed in it's next turn and cannot move or fire. Normal unit based suppression tests apply for all other attacks by aircraft for troops not in prepared positions.

Amphibious Landings & Riverine Operations

The amphibious landing & naval combat rules should be used for riverine operations.

18.4 Maximum loads of vessels / vehicles

Vessel / Vehicle	Notes
Patrol Boat Riverine (PBR) Mk I & II	12" per turn twin .50 cal .50 cal with 40mm GL 5 crew may carry up to additional 5 figures
Patrol Air Cushion Vehicle (PACV)	15" per turn twin .50 cal, crew weapons, MGs, crew 4, may carry up to 10 figures. May cross any flat terrain, hills, dirt banks, paddy fields, swamps but may not cross terrain obstacles such as vegetation, walls etc.
Armoured Troop Carrier	12" per turn .50 cal turret, cannon turret (gun), crew weapons & MGs 8 crew may carry up to 25 figures
Monitor gunboat	12" per turn, weapons 10 crew
Command and Control boat	12 " per turn 10 crew
M113 etc *	Amphibious (6") 8 passengers
LVTP **	Amphibious (6") 12 passengers
* may travel through water after a full turn preparing to cross ** may travel through water without any preparation	

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

Terrain

The following additional terrain types apply:

Rice Paddies - Rice paddies are fields, surrounded by bunds, used for growing rice. In the rainy season between November and June treat as heavy mud (rule 20.10). Each move that a vehicle moves through a rice paddy in the wet season roll a D6. On a 6 it is bogged down. A vehicle can be unbogged when towed out by a vehicle of equal or greater size or on a D6 result of a 6. On the turn that it is unbogged it is free to move. In the dry season treats as normal. Bunds provide cover as per walls (rule 2.12). Elements can never dig-in or start dug-in to rice paddies.

Rubber Plantations - Plantations are open woods. They provide soft cover but do not restrict movement or visibility.

Woods and Jungle - Woods are treated as per normal. Jungle is treated as per rule 20.3 & 20.4.

Elephant Grass - Elephant grass is area terrain and limits visibility to 3" like a wood. The height of elephant grass can be stated in a scenario or rolled for before the start of the game:

1	=	knee high grass has not effect whatsoever
2 or 3	=	waist high grass does not limit visibility, but conceals troops on foot
4 or 5	=	head high elephant grass allows vehicles to see and be seen, although everything is in cover
6	=	taller grass everything is on cover

Hedgerows - Found in cultivated areas and amongst elephant grass in jungle clearings. Treat as per hedges (rule 2.12).

Villages - mostly soft cover. Roll D6 penalty for movement by vehicles.

20.14 Night Fighting

As per the normal rules with the following additions.

Search light - Normal visibility in a cone 24" long by 4" wide. User is automatically spotted by others at any range.

Illumination shell - Dice to hit as for HE fire. Gives normal visibility within an 8" radius of the target point.

Maximum visibility

Night sight	Infantry	AFV
Infra-red sight	12"	24"
Image intensifier	15"	30"
Thermal Imager	-	normal daytime range

VC elements, Kit Carson scouts, Special Forces, snipers, SEAL teams - Treat as if they have night vision devices.

Rapid Fire ! – Vietnam

Version 1.0.3

1/10/11

Airmobile Operations

Airmobile operations are carried out by troops attacking from the air to land. In the Vietnam War this style of warfare epitomised the free forces use of technology to overcome the poor road systems throughout the region. The aim was to fix the enemy and then "pile on" troops to annihilate Communist forces.

Helicopters

- 21.1 Helicopters operate as vehicles rather than aircraft, but can never hold or prevent the enemy from holding an objective. Helicopters can operate at night.
- 21.2 Helicopters fire like vehicles and are referred to as either "flying" or "landed".
- 21.3 "Flying" helicopters e.g. command and control, scouts and gunships can shoot over and be shot at over friendly troops.
- 21.4 "Landed" helicopters are transport helicopters carrying passengers which are limited to firing either side of the model at different targets.

Moving helicopters

- 21.5 Helicopters do not have a movement distance. Simply place the helicopter anywhere on the table in the first movement phase. Unless indicated in a scenario transport helicopters that arrive in the same turn must land at the same LZ. All helicopters are treated as moving including landed helicopters.

Shooting at Helicopters

- 21.6 Only dedicated AA weapons or B40 / B41 teams, can fire at flying helicopters.
- 21.7 Any weapon can be fired at a landed helicopter.
- 21.8 Helicopters are fired at like vehicles, not as aircraft. Measure to or from the base of a flying helicopter or the model of landed helicopter model.
- 21.9 Dedicated AA weapons or B40 / B41 teams firing at flying helicopter determine their line of sight treating the helicopter as a vehicle. This allows them to shoot at a helicopter flying above them from inside vegetation for instance.
- 21.10 When firing at landed helicopters, line of sight is determined as per normal for vehicles on the ground.
- 21.11 Flying helicopters that are required to take an AFV unit test have the results interpreted as follows:
 - No effect - stay in place - no firing
 - No offensive action - remove from table for 1 full turn
 - Retire two moves - remove from table for 2 full turns
 - Surrender / rout - destroyed i.e. mark as heavy damage ???

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

21.12 When a landed helicopter is "destroyed" it is returned to the pick-up zone with its passengers, becoming the replacement helicopter. The passengers are always unharmed. As they are not destroyed as normal, treat one of every four transport helicopters destroyed towards victory points.

21.13 When a flying helicopter is destroyed it is removed from play as normal.

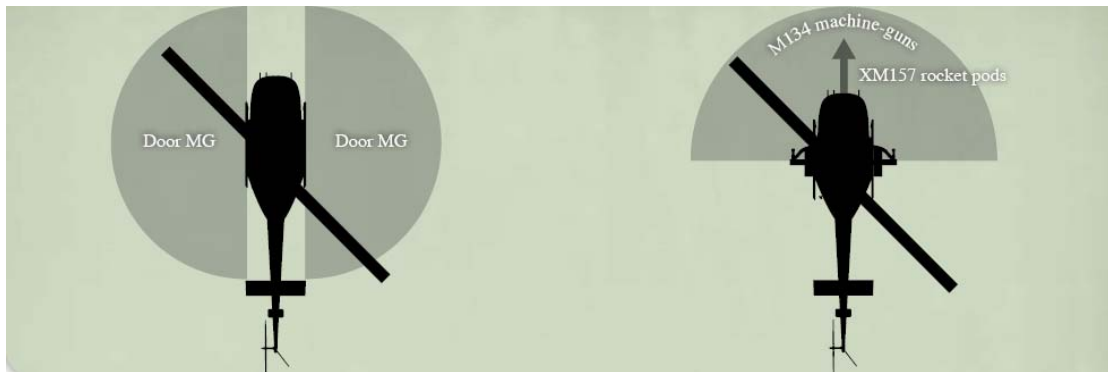
Enemy on the Landing Zone (LZ)

21.14 Helicopters on the ground cannot close assault, or be close assaulted by, enemy elements. If any enemy combat capable element is within 6" of a landed helicopter, at the start of a free forces turn, it must immediately take off, without unloading passengers or firing, and return to the pickup zone.

21.15 Flying helicopters are unaffected by enemy elements moving beneath them and take no part in close assaults. Gunships do not trigger infantry in the open or heroic action tests.

Shooting with Helicopters

21.16 **Door MGs** - Transport helicopters have 2 door MGs. One door MG can fire from each side of a helicopter. The field of fire of a door MG covers 180 degrees directly to the side of the helicopter. Each MG must fire at different targets.



21.17 **Rocket Pods** - There are 3 types of rocket pods:

- one-use rocket pods
- one-use devastating rocket pods
- multi-use rocket pods

21.18 One-use and one-use devastating rocket pods can only fire once per game, while multi-use rocket pods can fire more than once per turn. One-use (2D10) and one-use devastating rocket (6D10) pods fire as per multiple rocket launchers (rules 8.91 & 8.92) and use the 12" fire grid. Multi-use rocket pods fire as per aircraft rockets (roll 2D6. A 4, 5 or 6 = a hit - rule 15.16).

21.19 Gunships can fire after moving. A gunship must point directly at its target when firing rocket pods. The firing arc is measured through the middle of the rotor shaft.

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

- 21.20 **Hull-mounted Machine Guns** - A gunship can fire MGs and grenade launchers in the same turn as firing rocket pods. They must fire at the same target.
- 21.21 If a gunship is firing both its rocket pods and its MGs, resolve the rocket fire first before rolling to hit with the MG attacks.
- 21.22 **Chin Turrets** - A gunship can fire its chin turret in the same turn as firing rocket pods and hull-mounted weapons. A chin turret may fire at a different enemy element as the rocket pods, but may only fire the M134 minigun or M129 grenade launcher each turn, not both.
- 21.23 If a gunship is firing both its chin turret and its rocket pods, resolve the rocket bombardment before rolling to hit with the chin-mounted weapon.

Transport helicopters

- 21.24 A transport helicopter model can carry passengers equal to its capacity based on type.
- 21.25 **Pick-up and Landing Zones** - Designate an area on an adjacent table as the pick-up zone. All troops awaiting transport to the landing zone are held off table at the pick-up zone. Any transport helicopters not currently on the table are also held in the pick-up zone. If the scenario does not already designate the location of the landing zone, the landing zone may be nominated after deployment but before the game begins. Unless otherwise stated, transport helicopters begin the game in the pick-up zone.

Arriving from the Pick-up Zone

- 21.26 Transport helicopters starting the turn at the pick-up zone load passengers and are placed on table in the first movement stage, within 12" of the LZ marker. They remain there for the remainder of the turn with passengers on board, and can fire door MGs.
- 21.27 Transport helicopters cannot be placed within 6" of enemy combat capable elements or 3" of vegetation, buildings or other landed helicopters (measured from the centre of the rotor of the model). Transport helicopters cannot be moved once placed except to return to the pick-up zone.

Departing from the Landing Zone

- 21.28 Transport helicopters starting their turn on the landing zone, dismount their passengers in the first movement stage. Then at the end of the first movement stage they are then removed from the table and returned to the pick-up zone. Measure a dismounting element's movement from the door of the transport helicopter it arrived in. Troops dismounting from a helicopter may move 3" and fire at short range (rule 5.11).

Casevac

- 21.29 Helicopters can be used to evacuate casualties to hospitals in the rear. In a turn that a medic figure or advanced dressing station (ADS) is within 3" of a departing helicopter their casualties may be transferred to a hospital at the rear. On the next turn roll a D6 per helicopter to give the number of casualties saved. These count as morale losses but not towards victory points.

Rapid Fire ! – Vietnam
Version 1.0.3
1/10/11

Command and Control Helicopters

- 21.30 An command and control helicopter is dedicated to carrying the artillery OP and the rest of the airborne command team. Unlike a normal transport helicopter, a command and control helicopter is a flying helicopter, cannot carry passengers, and remains on the table from turn to turn like a gunship. If it is shot down, it is permanently removed from the game.