

Fight along the Rach Ba Rai (Mekong Delta, Vietnam)

15th September 1967

A Rapid Fire 2 scenario V1.0.3 (02/10/11)

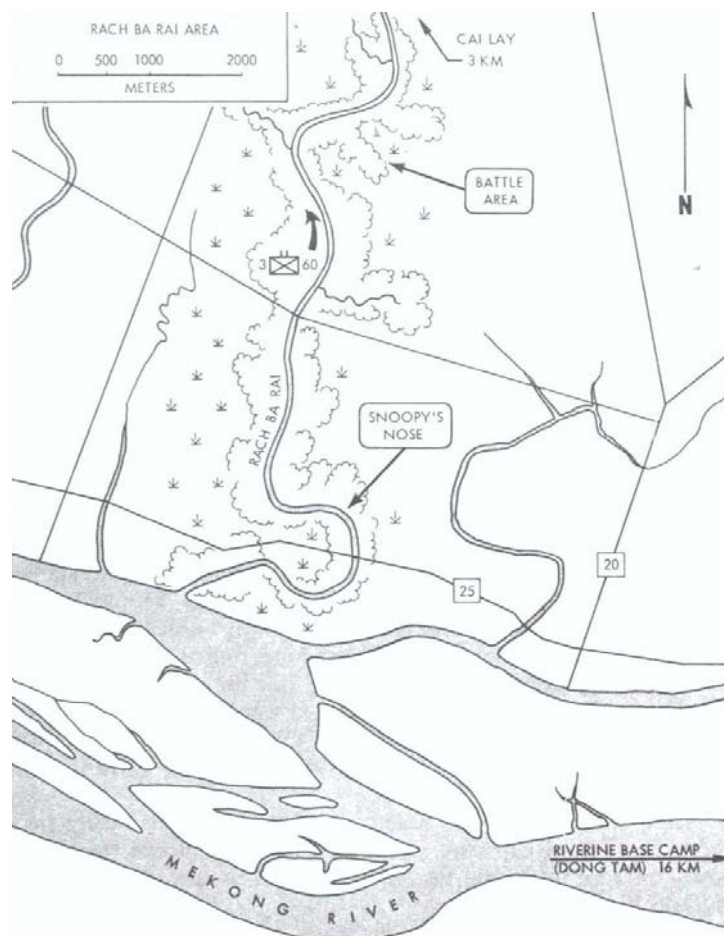
By Mark Piper

(Battalion level game)

Background

Three days before Col. Bert A. David's Mobile Riverine Brigade, the 2d Brigade of the 9th Infantry Division, and its Navy counterpart, Task Force 117, had set out to search for and destroy the 514th Local Force and 263d Main Force Viet Cong Battalions. When the enemy was finally found, the ensuing battle had only weakened, not destroyed, the Viet Cong battalions, which broke off the fight and slipped away.

Thus, when intelligence reports that reached the Riverine Brigade's headquarters on the afternoon of 14 September placed the Viet Cong in the Cam Son Secret Zone along the Rach Ba Rai River, Colonel David resolved to attack. Quickly he pulled his units back from the field and into their bases to prepare for a jump-off the next morning. For the 3d Battalion, 60th Infantry, that meant a return to the USS Colleton, anchored in the wide Mekong River near the Mobile Riverine Force's base camp at Dong Tam.



Rach Ba Rai Area

The Wargame Scenario

The game is played on a 8' x 6' table. Jungle is treated as dense woods but to aid play, troops move in jungle at a maximum of 4". Elevations affect movement. Buildings start intact. The game is 8 moves long. The Rach Ba Rai riverine rules apply.

This is a battalion level game using an approximate figure scale of 1:10 and vehicle scale of 1:3

Snipers are treated similarly to OPs. Where snipers are forced to move, they cannot fire in that turn. Snipers must move if they are within 3" of enemy elements OR within 9" of enemy snipers. Snipers have a range of 24". They must nominate a specific, single figure target (on foot or in a soft skin vehicle) before firing. Field of fire to the target is not blocked by other figures in the same element as the target. To hit, throw a D6 and the score required is a 4, 5 or 6 in the open (5 or 6 if the target is crawling or in soft cover, 6 if in hard cover).

Points are awarded for eliminating enemy forces (by destruction, rout, surrender or capture) as follows:

- aircraft - 10 points
- helicopter gunship - 6 points
- helicopter transport, ATC, APC, minesweeper - 4 points
- infantry - 1 point

To win, the Free Forces must inflict 80 casualty points and have at least 25 points of "combat capable" forces in the box A-B-C-D at the end of the game.

To win, the Communist must inflict at least 120 casualty points and have at least 10 points "worth" of combat capable forces west of line E-F. If both sides achieve their objective, or neither side does, it is a draw.

Sources

"Seven Firefights in Vietnam", Chapter 4 Fight Along the Rach Ba Rai, John Alright.

<http://www.history.army.mil/books/Vietnam/7-ff/FrontMatter.htm>

"Vietnam - The Decisive Battles", Rach Ba Rai River, John Pilmott

"Riverine Operations 1966-1969", Department of the Army, Maj. Gen. W.B. Fulton

<http://www.history.army.mil/books/vietnam/riverine/index.htm>

River Assault - A riverine warfare scenario for Charlie Don't Surf

http://toofatlardies.co.uk/index.php?main_page=product_info&cPath=15&products_id=82

Free Forces order of battle

All troops are regular

Mobile Riverine Brigade (2nd Brigade, 9th Infantry Division) HQ* (Colonel David)

CO + 3 figures in command and control helicopter

*Highest level HQ for all Free Forces for morale purposes

Minesweeper empty ATC

Patrol Boat Riverine (PBR) 5 crew + 5 figures LRRP (recon)

3rd Battalion, 60th US Infantry Regiment (riverine) (Lt Col Doty)

36 figures - test @ 18 casualties

ATC # 1 (8 crew)

2 x companies each 8 figures, M79, M72 LAW

Engineer platoon 4 figures

ATC # 2 (8 crew)

HQ CO + 2 figures, FO party, medic

company 8 figures, M79, M72 LAW

HW company 6 figures, 2 x M60 LMG, M72 LAW

3 figures, 1 x 4.2" mortar

5th Battalion, 60th US Infantry Regiment (mechanised) - turn 1

36 figures + 21 vehicle points = 47 figures* - test at 20 casualties

HQ CO + 2 figures, FO party, medic, (M113 ACAV*)

3 x companies each 8 figures, M79, M72 LAW (M113 ACAV*)

HW company 6 figures, 2 x M60 LMG, M72 LAW, (M113 ACAV*)

3 figures, 1 x 4.2" mortar (M106 mortar carrier*)

* 3 casualties per vehicle towards morale test

2nd Battalion, 60th US Infantry (heliborne) - turn 3 (may be delayed)

As per 3/60th above (less engineer platoon)

Artillery (off board)

B & C batteries, 3rd Battalion, 34th Artillery Regiment each 2 x 105mm howitzer

2 x OP teams

A Battery, 1st Battalion, 27th Artillery Regiment 2 x 155mm howitzers

2 x OP teams

Aeroweapons Company

2 x UH-B HOG gunships (each treated as independent "AFV units")
M134 MG, XM157 rocket launcher

Close Air Support

A1 Skyraider 4 x 20mm cannon
 12 x 5" Zuni rockets
 4 x 500lb bombs OR 4 x napalm canisters

Forward Air Controller (FAC)

Bird Dog AOP** 2 x 2.75" FFAR OR # ??? marker rounds

**FAC armed with marker rounds fired in pairs to mark targets for ground attack aircraft. The marker rounds were not intended to cause enemy casualties in themselves. Also used by forward observers to target indirect fires by guns, howitzers and mortars.

Allied Deployment and Arrivals

The riverine force starts as indicated and within 6" of the river bank. PBR is considered a recon unit and may make an additional move in initial deployment. It takes two turns from their start positions to land as per normal amphibious landing rules. Free force reinforcements arrive on the southern edge of the table. The Free Forces move second.

Free Force air cover is in "cab rank" mode. At the start of each turn, a D6 is rolled for available air support. On anything but a 1 an A1 Skyraider appears that turn. Aircraft can attempt to self target Communist forces not in jungle or bunkers. They see a target on a D6 roll of anything but a 1. The air link OP may call in an air strike on open emplacements. The OP connects on a D6 roll of anything but a 1 and the aircraft spots the target on another D6 roll of anything but a 1.

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.

Communist Order of Battle

All troops are regular except sappers which are elite

Regimental HQ*

CO* + 5 figures

*Highest level HQ for all Communist forces for morale purposes

8 x booby traps

514th Local Force Battalion

HQ CO + 3 figures, sniper team, 2 figures, RPD LMG, 3 figures, HMG

Weapons platoon 9 figures Bazooka, 3 x type 54 75mm recoilless rifles

1st (VC) Company - 44 figures

test @ 20 casualties

HQ CO + 2 figures, 4 figures, 2 x 50mm mortar

3 x companies each 5 figures, 2 figures B40 LAW, 2 figures RPD LMG

weapons company

9 figures, Type 57 HMG, Type 52 75mm recoilless rifle, Type 53 82mm Mortar

2nd (sapper) company - 43 figures

test @ 20 casualties

HQ CO + 5 figures, B40 LAW, flamethrower

3 x companies each 9 figures, B40 LAW, 50mm mortar

weapons company

9 figures, Type 57 HMG, Type 52 75mm recoilless rifle, Type 53 82mm Mortar

263rd Main Force VC Battalion

HQ CO + 3 figures, sniper, 2 figures, RPD LMG, 3 figures, HMG

Weapons platoon 9 figures 3 x Type 52 75mm recoilless rifles

1st (NVA) Company - 44 figures

test @ 20 casualties

HQ CO + 2 figures, 4 figures, 2 x 50mm mortars

3 x companies each 5 figures, 2 figures, B40 LAW, 2 figures, RPD LMG

weapons company

9 figures, Type 57 HMG, Type 52 75mm recoilless rifle, Type 53 82mm Mortar

2nd (attached sapper) company - 43 figures

test @ 20 casualties

HQ CO + 5 figures, B40 LAW, flamethrower

3 x companies each 9 figures, B40 LAW, 50mm mortar

Weapons company 9 figures, Type 57 HMG, Type 52

Anti-Air Platoon

HQ

CO + 2 figures

3 x sections

each 3 figures, Type 54 12.7mm AA MG

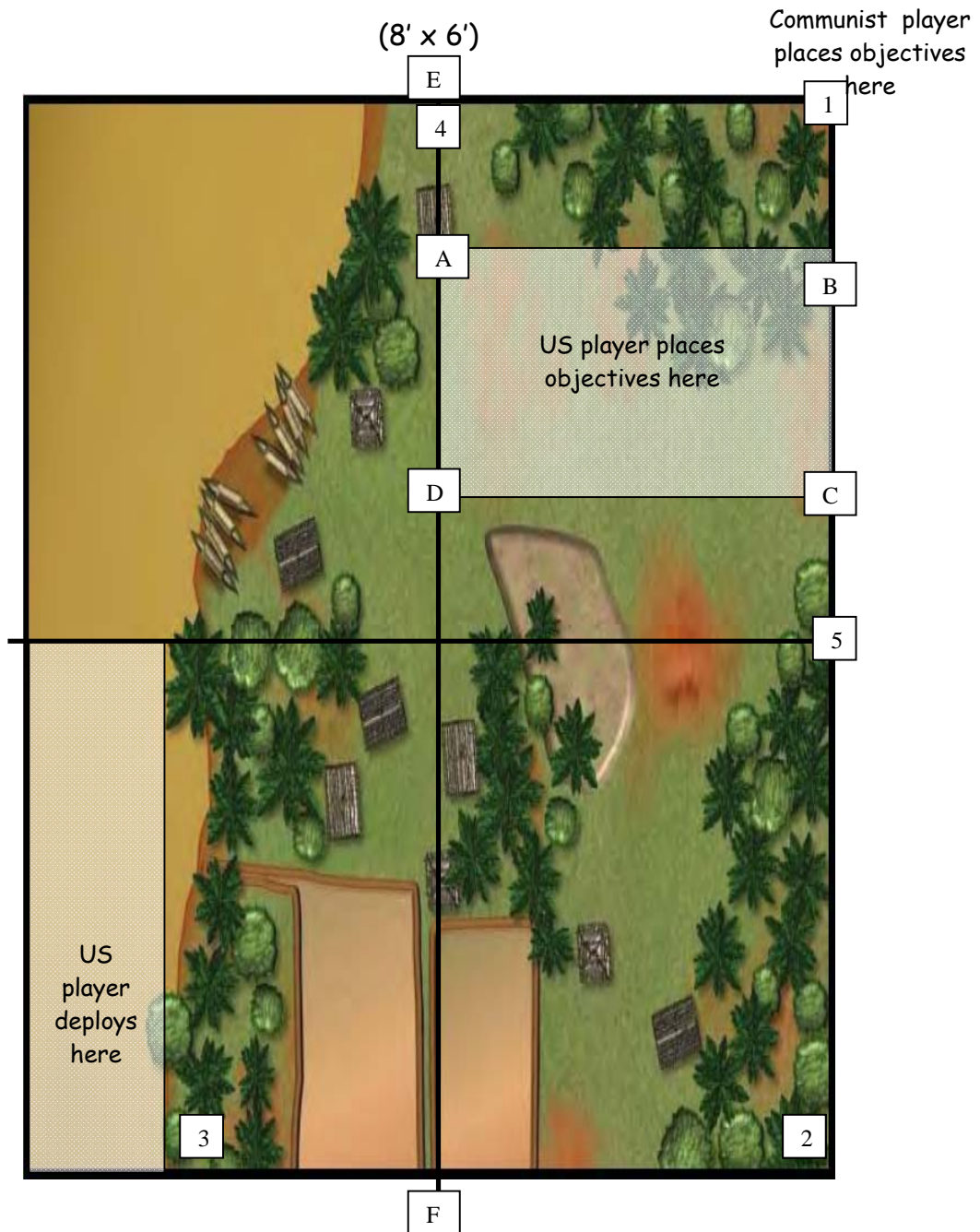
Communist Deployment and Arrivals

Communist forces start on table in PREPARED defences as indicated on the scenario map. Support weapons are deployed in bunkers. The Communists move first.

Free Forces and Communist Vehicle and Gun Charts

| Vehicle (Main Weapon) | Speed | Armour | Hull (and Other) Weapons | Other |
|---|--|--------|--|--|
| FREE FORCES | | | | |
| PBR - recon | 15 | D | Twin .50 HMGs, .50 cal with 40mm grenade launcher, crew MGs | |
| Armoured Troop Carrier (ATC) | 12 | C | .50 cal turret, cannon turret, crew MGs | |
| M113 ACAV | 30/15 | D | 0.50 cal HMG 2 x M60 MMG | Smoke dischargers* Side mounted |
| UH-1D Slick | 2 turns | C | 2 x door MMG | Medevac, multiple lifts, passengers, gun each side, fire at different targets |
| UH-1B Hog | | C | M134 machine guns, XM157 rocket launcher | Hull mounted, rocket pods |
| LAW | Fire once every turn, maximum range = 8", range = normal gun type 2, HE 8pts on table 4 | | | |
| M29 81mm mortar | 8 pts table 4, smoke, minimum 4" range | | | |
| M191A1 105mm howitzer | AT class 3 / HE 12 points table 4 | | | |
| M114A1L 155mm howitzer | AT 2 / 12 points table 5 | | | |
| * discharges smoke 3" wide up to 6" from AFV. Laid at start of turn. Remove at end of next turn. | | | | |
| COMMUNIST | | | | |
| B40 LAW (RPG) | Fire once every turn, maximum range = 8", range = normal gun type 2, HE 8pts on table 4 | | | |
| Type 52 75mm recoilless gun | AT class 3 / HE 12 points table 4 | | | |
| Type 52 82mm mortar | 8 points table 4 | | | |
| Type 54 12.7mm AA MG | Single HMG, AT class 6 | | | |

Tactical Map - Rach Ba Rai



(map based on Too Fat Lardies Summer 2011 Special)

http://toofatlardies.co.uk/index.php?main_page=product_info&cPath=15&products_id=82