

## **Rapid Fire – Vietnam !**

### **Communist Special Rules & Gun Chart**

#### **Charlie Owns the Night**

- 22.1** Players commanding a Vietnamese force may elect, prior to their opponent's deployment, to make a night attack whenever they are attacking an enemy in prepared positions and have the first turn. If they do so, the game starts in darkness and the night fighting rules apply (rules 20.14 - 20.15) until morning breaks.
- 22.2** At the start of the defender's turn 3, the defender rolls a D6. On a score of 5 or 6, morning has broken. If the roll is unsuccessful, at the start of the attacker's next turn they roll 2D6 with morning breaking on any roll of 5 or 6. If it is still dark at the start of the defender's next turn, they roll 3D6, and so on until morning breaks on any roll of 5 or 6. Once morning breaks the night fighting rules are no longer used, and it is daylight for the remainder of the game.

#### **Born in the North to Die in the South**

- 22.3** When a communist unit is destroyed, it is placed in guerrilla reserve as if it was a fresh unit. When it arrives from guerrilla reserve, the unit will return to battle using the guerrilla reserves special rule.
- 22.4** If a communist unit is too badly battered to continue fighting, the communist player may choose to withdraw at the end of the morale stage. If it is required to carry out a morale test then this is done first. If it passes the morale test it unit does not count as destroyed and is simply removed from the table. It still counts as destroyed when determining victory points. Otherwise, the unit is destroyed and removed from the table. Either way, the unit is placed in guerrilla reserve ready to be used as reinforcements.
- 22.5** While all permanent elements of the unit return with it, attached elements (such as HQ support weapons from the higher level HQ) do not return with the unit. They are permanently destroyed when the unit is destroyed or removed to be placed in guerrilla reserve.

#### **Guerrilla Reserves**

- 22.6** At the start of communist turn 2 (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 is equal to the number of units waiting in guerrilla reserve.
- 22.7** When a unit arrives from guerrilla reserve use the guerrilla deployment rule to determine where it is deployed.
- 22.8** If the higher level HQ starts the game in guerrilla reserve, it arrives from reserve as per a unit. The HQ support weapons and any OP teams may be attached to infantry units and arrive with them or be brought on with the higher level HQ.

#### **Guerrilla Deployment**

- 22.9** When a unit arrives from guerrilla reserve, the communist player divides the table into quarters and numbers them from 1-4. They then roll a D6 to determine where the unit is deployed. On a roll of 1-4 deploy the unit on the table in the table quarter corresponding to the die roll. On roll of 5, deploy the unit in any table quarter that contains an objective placed by the communist player. If the communist player did not place any objectives, then deploy in any table quarter containing an objective. On a roll of 6, deploy the unit in any table quarter.

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**22.10** Troops using guerrilla deployment are placed on the table anywhere in the table quarter rolled instead of moving on from the table edge. They must be placed more than 12" from all combat capable free forces elements (not counting flying helicopters), and more than 18" from all free forces reconnaissance elements or M113 ACAV tracks.

**22.11** If there is insufficient space to deploy the troops in the rolled table quarter, the player may select another quarter to deploy in instead. Troops using guerrilla deployment can choose to move or remain stationary in their movement stage as normal.

#### **Communist Bunkers**

**22.13** Communist HMG nests are not deployed before the game begins. Instead, they are placed at the same time as ambushing units at the beginning of the game.

#### **Sapper Company**

**22.14** Sapper companies do not use the Born in the North to Die in the South special rule.

#### **Booby Traps**

**22.15** Communist booby traps and minefields are not deployed before the game begins. They may be placed at the same time as ambushing units at the beginning of the game, anywhere on the table, including under enemy troops. Booby traps or minefields cannot be placed under elements already in or on booby traps or minefields, nor under elements dug-in or those deployed in prepared positions and have not yet moved.

**22.14** If a booby trap or minefield is placed under an element, the elements unit will test as if moving through a minefield when it first moves. Booby traps follow the rules for minefields (rules 12.12 - 12.18) but only affects the first element to move across or off the booby trap base. After that the booby trap is expended and removed. Booby traps can be cleared in the same way as a minefield.

**22.15** Flying helicopters ignore minefields and booby traps. Landed helicopters are affected by minefields and booby traps in the same way as other vehicles.

#### **Communist Gun Chart**

B40 rocket launcher LAW (RPG-2)	One shot per turn, maximum range = 6", range = normal gun type 2, HE 8pts on table 4
B41 rocket launcher LAW (RPG-7)	One shot per turn, maximum range = 8", range = normal gun type 1, HE 6pts on table 4
Type 53 82mm mortar	8 points table 4
Type 53 120mm mortar	12 points table 4
Type 52 75mm recoilless gun	AT class 3 / HE 12 points table 4
B10 82mm recoilless gun	AT class 2 / HE 10 points table 5
Type 54 12.7mm AA MG	Single HMG, AT class 6
ZPU-1 14.5mm AA HMG	Single HMG, AT class 6
HMG nest	Bunker, Single HMG, AT class 6
<b>Off-board mortars or artillery:</b> assumed to be in range if held off board	