

Rapid Fire – Vietnam !
Free Forces VMG Chart
Version 1.0.3

Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Notes
UH-1D Transport	2 turns	F	2 x door guns (single MMG)	gun each side, fire to sides , medevac, multiple lifts, passengers, fire at different targets
UH-1B HOG	-	E	M134 minigun MG (multiple HMG) M157 rocket launcher (12 pts table 4, template, 2D10)	multiple HMG one-use rocket pods
UH-1B Heavy HOG	-	E	M5 grenade launcher MG M3 rocket launcher (12 pts table 4 template, 6D10)	chin turret one-use devastating rocket pods
AH-1G Huey Cobra (chin turret with two weapons and an external weapon load)	-	D	M134 minigun MG (multiple HMG) M129 grenade launcher MG	chin turret, cannot fire with M129 grenade launcher chin turret, cannot be fired with M134 machine-gun
AH-1G Huey Cobra (each Huey Cobra has only of the following options)	-	D	M200 and M157 rocket launcher (10 pts table 4, 2D6) OR Twin M200 rocket launcher (12 pts table4 template, 6D10) OR M195 20mm MG and M157 rocket launcher (12 pts table 4, template, 2D10)	multi-use rocket pods one-use devastating rocket pods hull mounted one-use rocket pods
M48A3 Patton (M41 90mm gun)	24/12	A	HE 10 points table 4 .50 cal Cupola (single HMG), Co-ax MMG (VMG)	infra-red sight infra-red searchlight, beehive
M551 Sheridan (M81 152mm gun)	30/15	B	.50 cal Cupola (single HMG), Co-ax MMG (VMG)	infra-red searchlight, amphibious, light tank, unreliable, wide tracks, beehive, bunker buster
M113	30/15	D	.50 cal HMG (single HMG)	amphibious, passengers, wide tracks Side mounted
M113 with M40 106mm recoilless	30/15	D	recoilless gun, .50 cal MG (single HMG) M40 106mm	amphibious, passengers, wide tracks side mounted (on right), beehive, passenger-fired, recoilless gun, spotting rifle

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M113 with M134 minigun	30/15	D	M134 minigun MG (multiple HMG) .50 cal (single HMG)	amphibious*, passengers, wide tracks side mounted, passenger-fired
M113 ACAV	30/15	D	.50 cal (single HMG) Two M60 MG (2 x LMG)	amphibious*, wide tracks smoke dischargers side mounted
M113 ACAV with Mk 19 GL	30/15	D	Mk 19 40mm HMG Two M60 MG (2 x LMG)	amphibious*, wide tracks side mounted
M125 (81mm)	30/15	D	.50 cal (single HMG) M29 81mm mortar (8 pts table 4)	amphibious*, wide tracks min. range 4", smoke
M106 (4.2")	30/15	D	.50 cal (single HMG) M30 4.2" mortar (12 pts table 4)	amphibious*, wide tracks min. range 6", smoke
M132 "Zippo"	30/15	D	Co-ax (single HMG), M10-8 flamethrower	amphibious*, wide tracks hull mounted flamethrower
LVTP - 5	30 / 15	D		amphibious**, 12 passengers
Patrol Boat Riverine (PBR)	15	E	Twin .50 cal (twin HMG) .50 cal with 40mm grenade launcher, crew MGs	5 crew, may carry up to additional 5 figures
Armoured Troop Carrier (ATC)	12	C	.50 cal turret, (twin HMG) cannon turret, crew MGs	8 crew, may carry up to 25 figures
Monitor gunboat	12	B		
M72 LAW rocket launcher	3 shots per game, maximum range = 8", range = normal gun type 1, HE 6pts on table 4 +1 firing in defence			
M29 81mm mortar	HE 8 points table 4 smoke, minimum range 4"			
4.2" mortar	HE 12 points table 5 Smoke, minimum range 6"			
M101A1 105mm howitzer	AT class 3 / HE 12 points table 4 Beehive, gun shield, smoke			
M114A1 155m howitzer	AT class 2 / HE 12 pts table 5 Beehive, bunker buster, gun shield, smoke			
M109 (155mm)	AT class 2 / HE 12 pts table 5, smoke			
Cupola MG: 360 degree field of fire Smoke Dischargers: discharges smoke 3" up to 1" from AFV. Remove at end of next turn Infra-red: infrared sight 24" range Beehive: fire HE up to 16" (twice) Off-board mortars or artillery: assumed to be in range if held off board Amphibious: * may travel through water after a full turn preparing to cross ** may travel through water without any preparation				