

Surviving 'Nam: An Infantryman's Year in Vietnam

ACTIVATIONS

Veteran: 7+

Grunt: 8+

FNG/Flaky: 9+

Modifiers

+ 1 if Gung Ho trait

- 1 if Walking/Lightly Wounded

Notes on Activations

- Roll of "20" grants either 2 activations or may ignore an event card and receive 1 activation.
- Squad Leader may give one EXTRA action to any PC under his command and within 6" either before, during, or after his activation
- **"Point Man"** trait allows PC at front of player's column to ignore 1 Event Card on any failures for first 3 turns of Normal Activation system

TERRAIN EFFECTS & SHOOTING TABLE

Terrain Type	Up to 12"	12+" - 18"	18+" - 24"	24+" - 30"	30+"
No Cover	N/E	+/- 1 to DL	+/- 2 to DL	+/- 3 to DL	+/- 4 to DL
Light Smoke, Rain, Fog	N/E	+/- 2 to DL	+/- 4 to DL	No LOS	No LOS
Thick Smoke/Fog	+/- 2 to DL	No LOS	No LOS	No LOS	No LOS
Light Veg.	N/E	+/- 2 to DL	+/- 4 to DL	+/- 6 to DL	No LOS
Medium Veg.	+/- 2 to DL	+/- 4 to DL	+/- 6 to DL	No LOS	No LOS
Heavy Veg.	+/- 4 to DL	+/- 6 to DL	No LOS	No LOS	No LOS
Thatch/Wooden Building	+/- 2 to DL	+/- 3 to DL	+/- 4 to DL	+/- 5 to DL	+/- 6 to DL
Concrete / Stone	+/- 4 to DL	+/- 5 to DL	+/- 6 to DL	+/- 7 to DL	+/- 8 to DL

Modifiers to Shooting

+/- 1 Shotgun in 1st or 3rd+ range band

+/- 1 to DL if PC is Lightly Wounded

+/- 3 to DL if PC spent prior action Aiming

+/- 3 if PC with M60 firing at Foe

VC Foe Danger Levels

Rifle = DL 6

RPG = DL 7

Sniper = DL 10

LMG or Bunker = DL 12

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More Notes on Shooting

- Primary target of LMG & all figures within 2" receive automatic Pin
- Roll of natural "1" for M60/M16 is out of ammo or jammed
1 Action to clear if Veteran, 2 if Grunt, 3 if FNG
Asst. Gunner within 1" of M60 gunner subtracts clears 1 faster
- Throwing Grenade range 12" (2" diameter template)

RESULTS OF SHOOTING

- Roll by PC/Foe equals DL or one above or below it = 1 Pin marker
- Roll by PC shooting vs. Foe exceeds DL by 2+ = 1 Wound on Foe
- Roll when Foe shooting vs. PC exceeds enemy DL by 2+ = Miss
- Roll when Foe shooting vs. PC two or more under DL = Down
- Roll when Foe shooting vs. PC is a natural "1" = Out of Action

DOWN TABLE (1d20)

Roll after friendly PC has spent 1 action checking on Down figure

1 - 4 = Messed Up: PC Out of Action - must be carried at half rate by friendly PCs. Two PCs may combine to carry (move 1/2 rate when each carrier activates. All 3 figures move during **both** carriers activations.

5 - 8 = Disabled: PC unable to move on own. Do not roll for activations. Friendly PC may help move at 1/2 rate (or two as above).

9 - 12 = Walking Wounded: PC may only move 1 activation at -1". Receives max 1 action per turn. Alternately, friendly PC may help move (see Disabled above).

13 - 16 = Lightly Wounded: -1 to Activations, -1" to moves. Otherwise, may activate as normal.

17 - 20 = I'm Hit!: Piece of equipment deflected or absorbed force of the round. May activate as normal.

Modifiers

+1 to roll if Medic is the one checking on the Down PC

+1 to roll if PC with "Bác Sĩ" is checking on Down PC (cumulative)

MOVEMENT RATES

- Normal Move in Open/Light Vegetation = 5"
- Normal Move in Medium/Heavy Vegetation = 4"
- Modifier if PC is Walking or Lightly Wounded = -1" to above rate
- Modifier if PC is carrying Disabled/Out of Action PC = 1/2 rate

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