

## **Vietnam Crossfire**

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This is a modification to Arty Conliffe's CrossFire WWII rules to allow players to game out Vietnam War actions. There are very few changes/modification to the basic CrossFire rules, the main changes are in the troops and weapons that are involved in the game. If you have played with the CrossFire rules before, you will have no trouble incorporating the changes for Vietnam CrossFire.

When using these rules I highly recommend using the Hidden Placement (section 5.3) and Recon By Fire (section 6.7) rules. The basic rules for CrossFire remain in effect except as noted below.

### **Rules Changes/Modifications**

#### **4.0 Movement/Command Control**

The following rules reflect the command control for the troops used in the game

\* US/ ANZAC (Australian or New Zealand troops)/ ROK/ NVA/ VC Main Force: A Squad must have LOS to its PC if it wishes to move. It may end the move out of LOS of its PC but may not move again until LOS is re-established.

\* ARVN/ VC Local Forces: A Squad must have LOS to its PC if it wishes to move and must end its move within LOS of its PC.

#### **4.4 Feature Capacity/Protective Cover**

The following rule adds a distinctive type of terrain found in southern Vietnam. All other terrain is covered by the standard CrossFire terrain rules.

Rice Paddies: These are treated as fields or open ground (depending on the time of year of the battle). During the growing season rice paddies are treated as fields, otherwise they are considered open ground. However, rice paddies typically have small or medium size dikes separating the fields from one another, when it is not the growing season these dikes should be placed between fields and treated as walls. Also, during the growing season vehicles (except for helicopters and air cushion vehicles) may not move into a rice paddy.

#### **6.4 Fire Procedures - Firing Dice**

The number of firing dice for a squad is listed on the Squad Characteristics chart shown below.

<b><u>Squad Description</u></b>	<b><u>Fire Dice</u></b>	<b><u>Notes/Special Abilities</u></b>
U.S., ANZAC, ROK, ARVN, NVA, or VC Rifle Squad	3	
U.S., ANZAC, ROK, ARVN Rifle Squad w/M60	4	
U.S., ANZAC, ROK, ARVN Rifle Squad w/ M79 Grenade Lchr	3	Ignore fire dice reductions for target cover
U.S., ROK, ARVN Rifle Squad w/Shotgun	3	+1 Close Combat Modifier
NVA or VC Weapons Squad	4	has RPG available
Any HMG	4	

#### **7.0 Indirect Fire - Forward Observers**

For US, ANZAC, and ROK forces a PC or CC stand may act as a FO stand for off-table indirect fire support. The off-table indirect fire support weapon type (including the number of fire missions) should be designated before the start of the game. If a PC or CC is used as a FO stand to call for indirect fire, it must meet the restrictions placed on a normal FO stand (i.e. it must be stationary and cannot be suppressed).

## **11.0 Vehicles**

### **11.1.3 Helicopters**

Helicopters are special vehicles with different characteristics than normal vehicles in CrossFire. Helicopters move as other vehicles with the following exceptions:

Helicopters are not limited to one move or fire attack during a sides initiative. They may move, pivot, and fire as if they were a squad.

Transport helicopters may carry up to 4 squads (or infantry weapons like HMGs or mortars).

Attack helicopters may not carry any squads.

Helicopters may only land to mount or dismount troops in open terrain (i.e. hills, field, depressions, etc.). When a helicopter lands or takes off, that is the only action it may take during an initiative. Troops that are mounted in a helicopter may dismount in the same initiative that the helicopter lands (but can take no further action).

### **11.2.3 Anti-Helicopter Fire**

Because of the special characteristics of helicopters, the following special rules apply to all attacks on helicopters:

Moving (airborne) helicopters may only be attacked by HMG stands and NVA/VC Heavy Weapons stands (except as noted below). These stands may only attack a helicopter if it is no more than 2 terrain features that block LOS away (i.e. woods or hills). When attacking the helicopter these stands are treated as .50 cal weapons firing at an armored target (i.e. they must roll a 5-6 on the ACC die and a 5-6 on the PEN die). Any passengers on a helicopter are treated like APC/Halftrack passengers that had their vehicle destroyed.

Moving (airborne) helicopters may be attacked by a normal squad if it is in the same terrain feature as that squad. In this case that squad rolls two dice and if the roll is 12, the helicopter is destroyed. Otherwise the helicopter is unaffected. Any passengers on a helicopter are treated like APC/Halftrack passengers that had their vehicle destroyed.

Grounded helicopters may be attacked by HMG or NVA/VC Heavy Weapons stands (as noted above) or by any stand in Close Combat. The helicopter is treated as an APC in close combat.

### **11.3.1 RPG Fire**

An RPG is treated like a Bazooka in the normal CrossFire rules. The Vehicle Information Chart has the information for the RPG.

## 12.0 Organizations

The organizations given here represent standard organizations that were typically used in the field and not official organizations. These organizations may vary depending on special circumstances.

### ***ARVN (Army of the Republic of Vietnam)***

#### **ARVN Regular Infantry Battalion**

##### **Battalion Headquarters**

1 BC (+0)

##### **4 Infantry Companies each with:**

1 CC (+0)

Weapons Platoon \*\*:

1 81mm Mortar

1 HMG

##### **3 Rifle Platoons each with:**

1 PC \*

3 Rifle Squads

#### **Notes:**

Morale: Green

\* The 1st Platoon contains a +1 PC; the other 2 Platoons contain +0 PCs

\*\* Weapons platoons were equipped with 90mm recoilless rifles, but these were typically left at base.

#### **ARVN Airborne/Ranger Battalion**

##### **Battalion Headquarters**

1 BC (+1)

##### **3 Airborne/Ranger Companies each with:**

1 CC (+1)

Weapons Platoon:

1 81mm Mortar

1 HMG

##### **3 Rifle Platoons each with:**

1 PC \*

1 Rifle Squad

1 Rifle Squad w/M60

1 Rifle Squad w/M79

#### **Notes:**

Morale: Regular

\* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs

***ANZAC (Australia and New Zealand)***

**ANZAC Infantry Company**

**Infantry Company**

1 CC (+1)

**3 Rifle Platoons each with:**

1 PC (+1)

1 Rifle Squad

1 Rifle Squad w/M60

1 Rifle Squad w/M79

**Notes:**

Morale: Regular

***North Vietnam and NLF (Viet Cong)***

**NVA Regular Infantry Battalion**

**Battalion Headquarters**

1 BC (+1)

**Weapons Company with:**

1 82mm Mortar

1 107mm Recoilless Rifle

1 HMG

**3 Rifle Companies each with:**

1 CC (+1)

**Company Heavy Weapons**

1 82mm Mortar (or 2 Heavy Weapons Squads)

1 Heavy Weapons Squad

**3 Rifle Platoons each with:**

1 PC (+1)

3 Rifle Squads\*

**Notes:**

Morale: Regular

\* in certain cases indicated by the scenario a Rifle Squad may be armed with an RPG weapon.

## **NLF (Viet Cong) Infantry Battalion**

### **Battalion Headquarters**

1 BC (+1)

#### Weapons Company

1 82mm Mortar

1 57mm Recoilless Rifle

1 HMG

#### **3 Rifle Companies each with:**

1 CC (+1)

#### Company Heavy Weapons

2 Heavy Weapons Squads

#### **3 Rifle Platoons each with:**

1 PC \*

3 Rifle Squads\*\*

### **Notes:**

Morale: VC Cadre Force Units: Veteran, VC Main Force units: Regular, VC Local Force Units: Green.

\*For VC Cadre Force units one PC is +2 and the other 2 are +1. For VC Main Force units all PCs are +1. For VC Local Force units one PC is +1 and the other 2 are +0.

\*\* in certain cases indicated by the scenario a Rifle Squad may be armed with an RPG weapon.

***Republic of Korea (ROK)***

**Regular Infantry Battalion  
Battalion Headquarters**

1 BC (+0)

**4 Infantry Companies each with:**

1 CC (+0)

Weapons Platoon \*

1 81mm Mortar

1 HMG

**3 Rifle Platoons each with:**

1 PC (+1)

3 Rifle Squads

**Notes:**

Morale: Regular

\* Weapons Platoons were equipped with 90mm Recoilless Rifles, but these were typically left at base.

***United States***

**Army Infantry Battalion  
Battalion Headquarters**

1 BC (+1)

Combat Support Company

2 4.2" Mortar

**4 Infantry Companies each with:**

1 CC (+1)

Weapons Platoon \*:

1 81mm Mortar

1 HMG

**3 Rifle Platoons each with:**

1 PC (+1)

1 Rifle Squad

1 Rifle Squad w/M60

1 Rifle Squad w/M79

**Notes:**

Morale: Regular? (the abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans, while units in Vietnam during the closing stages of the war should be rated as Green.)

\* Weapons Platoons were equipped with 90mm Recoilless Rifles, but these were typically left at base.

\*\*When using APCs with this organization add 3 M-113 APCs per Infantry Company and 1 M577 for the Battalion HQ.

**Army Airborne/Airmobile Battalion**  
**Battalion Headquarters**

1 BC (+1)

Combat Support Company

2 4.2" Mortar

**3 Airborne/Airmobile Companies each with:**

1 CC (+1)

Weapons Platoon

1 81mm Mortar

1 HMG

**3 Rifle Platoons each with:**

1 PC \*

1 Rifle Squad

1 Rifle Squad w/M60

1 Rifle Squad w/M79

**Notes:**

Morale: Regular? (the abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans, while units in Vietnam during the closing stages of the war should be rated as Green.)

\* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs

**Army Armored Cavalry Squadron**  
**Squadron Headquarters**

1 BC (+1)

Combat Support Company

2 M106 (4.2" Mortar)

**3 Armored Cavalry Troops each with:**

1 CC (+1)

Weapons Platoon

1 M-125 (81mm Mortar)

**3 Rifle Platoons each with:**

1 PC \*

1 Rifle Squad

1 Rifle Squad w/M60

1 Rifle Squad w/M79

**4th Troop \*\***

**Notes:**

Morale: Regular? (the abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans, while units in Vietnam during the closing stages of the war should be rated as Green.)

\* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs

\*\* A fourth company was comprised of light armor units (M551 Sheridans or M48 Pattons).

When using APCs with this organization add 3 M-113 ACAV APCs per Armored Cavalry Troop and 1 M577 for the Battalion HQ.

**Marine Infantry Battalion**

**Battalion Headquarters**

1 BC (+1)

Combat Support Company \*\*\*

2 81mm Mortar

**4 Infantry Companies each with:**

1 CC (+1)

Weapons Platoon \*\*

1 HMG

**3 Rifle Platoons each with:**

1 PC \*

1 Rifle Squad w/shotgun

1 Rifle Squad w/M60

1 Rifle Squad w/M79

**Notes:**

Morale: Regular? (The abilities of U.S. troops in Vietnam varied greatly. Some units should be rated as Veterans. Marine units should rarely, if ever, be rated as Green.)

\* The 1st Platoon contains a +2 PC; the other 2 Platoons contain +1 PCs

\*\* Weapons Platoons were equipped with 90mm Recoilless Rifles, but these were typically left at base.

\*\*\* The Combat Support Company was equipped with jeep mounted 106mm Recoilless Rifles, but these were typically not used in Vietnam.



### Vehicle Information

NAME	ARM	ACC	PEN	HE/EFF	HD
M48 Patton	6/2	+1	+2	5/2 SQ	Yes
M551 Sheridan	3/2	0	0	5/3 SQ	Yes
M42 Duster	4/2	0	-1	5/3 SQ	Yes
M113	2/1	-	HMG	4/1 SQ	No
M113 ACAV	2/1	-	HMG+	4/2 SQ	No
Ontos	2/1	0	+2	4/2 SQ	No
UH-1 (Transport)	1/1	-	HMG	4/1 SQ	No
UH-1B Gunship	1/1	-	HMG+	4/2 SQ	No
PT-76	3/1	0	0	5/2 SQ	Yes
RPG	-	-1	+1	-	-

### Adding Interest to the Game

Everyone has their own tricks for making a game interesting. For the Vietnam CrossFire games that I have run, I like to add interest by giving each player command of a platoon (or task force) with one leader (typically a PC) and some special characteristics. The games usually work best if the players do not know the special characteristics of the other players on their side. Listed below are several of the special characteristics that I have used for games. These characteristics could also be adapted to fit WWII CrossFire games.

#### Short Timer

You only have one week left in Nam until your tour is up and you don't want to get hurt now. Your troops realize you want to go home in one piece, so they know you will get them out of a bad situation, but they may not follow you into one.

Rally: +2 Close Combat: 0

Note: If your PC is killed, you automatically lose.

#### Keeping up the Tradition

Your family has a long military tradition. Your father was a big hero in WWII and he (and the rest of the family) expects the same from you. You are a good leader, but your troops know that you are looking for a medal and that they may be expendable in your quest.

Rally: +1 Close Combat: +1

Note: Your PC must attempt to enter close combat sometime during the game or you automatically lose.

#### Patton Wannabe

You've wanted to be a soldier all your life and lead men into battle. While this hasn't made you very popular with the men in your unit, they know they can count on you if things get tight.

Rally: 0 Close Combat: +2

Note: Your PC must direct fire or be involved in a close combat that kills enemy troops or you automatically lose.

#### Fresh Meat

You've just arrived in country and haven't even had a chance to meet all the men in your platoon. Your combat abilities are completely unknown to your men and yourself. The first time that you try to rally troops and the first time you are involved in close combat, roll one die to determine your abilities: 1 - 3 = 0, 4 - 5 = +1, 6 = +2. Good Luck Rookie.

Rally: ? Close Combat: ?

Note: Your mission is to survive long enough to unpack your gear. You automatically lose if your PC is killed.

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NMHGS

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