



The following rules are taken from 1st Edition Ambush Valley and may require some adjustments for use with 2nd Edition Ambush Valley and Force on Force.

SNOOPIN' & POOPIN'

Campaign Rules for Ambush Valley

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Snoopin' & Poopin': Campaigning in *Ambush Valley*

If you're like the designers here at *Ambush Alley Games*, the more games you play with the same set of figures the more you begin to identify with them. You probably find yourself hoping that the M60 gunner who stood his ground and saved the day by single-handedly driving off two VC cells survives the next game you use him in. Sure, you're going to use the figure again no matter what, but you really don't want to see him get tipped over as a casualty.

And if he does get taken out of action, you find yourself wondering what happens to him. Does he get shipped home? Is it just a flesh wound and he's back in the bush the following week? Who knows?

It's for people like you (and us) that we wrote the campaign rules for *Ambush Valley*. Now you can play interlocking (or even unrelated) scenarios and follow a unit of your devising through their tour of duty, learning the fate of each of the lead heroes who struggle so valiantly on your gaming table.

Get to Know Your AO

The "Area of Operations" in which your *Ambush Valley* campaign takes place will determine the nature of the campaign itself, influencing everything from the types of scenarios played to the variety of forces available to both players. So, before embarking on a campaign, you must make a few decisions:

What Type of Campaign Are We Playing?

There are two types of *Ambush Valley* campaign: Campaign Packs and Free-Form Campaigns.

Campaign Packs feature pre-designed scenarios that, played together, follow a set narrative plotline. Campaign Packs may either be published packs or they may be prepared by one or both players in advance of the campaign. Campaign Packs are generally three to twelve scenarios in length.

Free-Form Campaigns are simply a selection of random scenarios strung together to represent part of some unit's tour of duty. A Free-Form campaign is composed of randomly generated scenarios, scenarios designed by the players, or appropriate pre-published scenarios selected by one or both of the players.

If players wish to determine a *winner* in a Free-Form campaign, they should agree on a turn length ranging from three to twelve turns, with each turn representing a game of *Ambush Valley*. If desired, however, a Free-Form campaign can continue indefinitely without ever determining a "winner." Sometimes campaigning is a journey, not a destination.

What's the campaign setting?

Players should establish in advance what the nature of the campaign setting will be. Will they be using a pre-published Campaign Pack or will they be playing a Free-Form campaign set in the delta? Or in Montagnard country? Is the campaign set early in the Vietnam conflict or later?

Players should also agree in advance about what forces are available in the setting, including what types of vehicles, artillery, aircraft, and so forth are available. Players should also determine at this time the starting Supply Quality and Confidence Levels of their forces.

What's the campaign duration?

This is obvious for a Campaign Pack – the campaign is as long as the pack says it is. If playing a Free-Form campaign, the players will have to agree on a campaign length.

Normally, campaigns may be three to twelve turns in length. Longer campaigns are perfectly acceptable as long as both players agree to a length.

A Free-Form campaign may also be declared to be “open ended,” meaning that it ends when both players agree it ends – if ever.

What force am I playing?

Campaign Packs will dictate the forces available and each player must choose which force he's playing.

In a Free-Form campaign, the players can play whatever combative forces are available in the setting they've selected.

What level of force am I playing?

We suggest that campaigns follow the progress of a platoon, with each player taking the role of a platoon leader.

In **Ambush Valley** campaigns focusing on combat against the VC, only the “regular” (US, ARVN, ROK, etc.) player will be in charge of a specified unit – again, we suggest a platoon. The VC player will be in charge of the entire insurgent force in the area. See ***Developing the Insurgency***.

Is this a co-op campaign?

Most campaigns are “head-to-head” affairs with two players contending against one another, but campaigns in which both players are on the same side are also possible.

If you're playing a co-op campaign, we suggest that each player be given their own unit(s) to control and that, wherever possible, all players have units represented in each scenario. When this isn't possible, we suggest that the “odd man out” assist with running the opposition force!

Defining Your Force

Your Platoon

As mentioned above, we suggest that campaigns follow the exploits of a single platoon. The size and composition of that platoon will vary according to the nature of the force it belongs to and the theatre it is deployed in.

VC forces are not defined at all, but their starting assets are, as explained later.

STARTING RATINGS

We suggest your platoon begin with the following ratings:

Troop Quality & Morale: We suggest that platoons begin their first campaign with a Troop Quality of Trained and a Morale of D10. You may decide to raise or lower these values, however, as long as both players agree with the alteration.

Confidence Level: We suggest your platoon begin with a Confidence level of *Confident*.

Supply Quality: We suggest that your platoon begin with an Average Supply Quality unless the force it belongs to generally has a higher or lower rating. In such a case, apply the force's normal Supply Quality.

Leadership: We suggest that your Platoon Leader and Platoon Sergeant (or equivalent) should begin the campaign with a +1 Positive Leadership value.

If you want to make things a little more interesting, roll a D6 for each leader in your platoon down to the Squad Leader level. On a roll of 6, consult the Leadership Rating Table to determine leader's leadership rating.

Leadership Rating Table	
D6 Roll	Leadership Rating
1	-2
2-3	-1
4-5	+1
6	+2

PLATOON ATTACHED ASSETS

Determine what assets your platoon has, based on its type. These should be assets that are more or less homogenous to the platoon or are directly attached to it – available assets from “higher up” are discussed in **Available Assets**.

Does it have M113s for transport? Helos? Or is it a straight “leg” platoon? Does it have an FAC assigned? An FO? A Scout Dog team? Decide all this before the campaign begins and note it on your Platoon Record Sheet.

AVAILABLE ASSETS

Players should decide in advance what assets their platoons are likely to have available to them from “higher up,” such as company or battalion assets. This doesn’t limit the assets that a platoon might randomly receive during a mission due to a Fog of War card draw, but it does limit what assets the unit can specifically request from higher up during a scenario. See **Calling Big Brother**.

Platoons will rarely have higher level assets assigned to them other than on-call mortars, CASEVAC, “loaner” transport, etc. They may occasionally be “teamed” with tanks or LAVs. Thought should also be given to what units a platoon might reach out to for help – are there Special Forces operating in the area? Friendly Irregulars?

These “available assets” will come in handy during scenarios, when their assistance can be called for to help secure key victory conditions – albeit by sacrificing some victory points to do so!

The Campaign Turn Sequence

Pre-Action Sequence

1. Receive Mission and Objectives
2. Determine Plan and Issue Orders
3. Reconnoiter
4. Initiate Plan
5. Execute Operation

Execute Operation – Play the game!

After Action Sequence

1. Operation Assessment
2. Casualty Status and Recovery
3. Campaign Victory Points
4. Combat Development
5. Replacements

Pre-Action Sequence

STEP 1 RECEIVE MISSION AND OBJECTIVES

Each Campaign Turn consists of a scenario. The scenario may be part of a campaign pack or it may be randomly determined.

If playing through a campaign pack, the scenarios will be played in the order presented in the pack. Some campaign packs may indicate that random missions may occur between scenarios – use the Random Scenario Generator to determine the nature of those missions.

If playing a Free Form Campaign, the scenario for each Campaign Turn will be determined using the Mission Generator.

Ambush Valley scenarios involving “regular” forces on both sides (US vs. NVA, for instance) require *both* players to roll for a mission and each side must complete its own mission objectives to earn victory points.

Scenarios involving Regular vs. Irregular forces (US vs. VC, for instance) only require the *regular* player to determine a Mission. The VC have victory conditions that apply to all scenarios and may earn bonus points for objectives that the regulars fail to meet.

Mission Generator

Roll 1D6

1 – **Breaking Contact**

Your force must deploy within 3” of the table centre line. You are withdrawing under pressure or have been ordered to withdraw in the face of enemy forces while slowing them without taking unacceptable casualties. ***Your objective is achieved by exiting at least half your force off your base edge by the end of turn four.***

2 – **Blocking Positions**

You have been ordered to take up blocking positions in support of a battalion assault on a hostile village. Your task is to secure the battalion flank and sweep up any leakers from the village. You will hold your position until ordered to RTB. You must deploy within 6(8)” of your table edge. ***You have secured your objective when you start the turn within a 3” of an objective marker on the other half of the table with no enemy within 5”. You must hold it until the end of the game.***

3 – **Over Run**

Another Company has stumbled on to a small bunker complex. You are to roll it up from the right flank and continue the assault to the enemy’s rear in order to block his escape and prevent reinforcement. You may deploy your force within a 6” of your base edge. ***Your objective is to exit at least half your force over the enemy’s base edge by the end of the game.***

4 – **Snatch and Grab**

You have been ordered to assault a location that reliable sources have identified as a VC command center. Neutralize it and bring back the most senior officer and any intel you can lay hands on! ***You must contact (move within 3” of) one of the objectives on your opponent’s half of the board and then return at least one unit off your table edge by the end of the game.***

5 – **Sweep and Clear**

Ground and air patrols have been encountering sporadic fire from the vicinity of a certain village. You are to conduct a sweep and clear operation in the area. Deploy 5” from your table edge and ***advance past the centerline by the end of Turn 4. Do not allow any enemy units to exit the board.***

6 – **Consolidate! Hold What You Have!**

You have Charlie on the run, but the boys at Battalion are afraid you’re walking into a prepared counter-attack. Fall back to defensive positions and prepare to hold on to the ground you’ve taken! Your force must start within 3” of the table centre line. ***Success is achieved by holding both objectives in your half of the board at game’s end.***

Do NOT reveal your mission to the other player. Make a note of it on a slip of paper and keep it in your pocket to reveal at the game’s end.

STEP 2: DETERMINE PLAN AND ISSUE ORDERS

Based on the missions they are assigned (or the dictates of the scenario being played from a campaign pack) players select which of their units to commit to action.

At minimum, each player should deploy two squads (roughly four to six fireteams each). Additional assets may also be assigned from the force's **Available Assets** with the appropriate expenditure of **Operational Momentum Points**.

Operational Momentum Points

Each force is assigned 2D6 Operational Momentum Points at this time (some scenarios may indicate that this roll should be modified in some way to represent the relative importance of an operation). These points represent the operational momentum that each force has accumulated prior to the actual operation.

VC and other Irregular troops do *not* receive Operational Momentum Points.

Operational Momentum Points may be kept and converted to Victory Points at the end of the game, or they may be spent now (and during the course of the game) to purchase additional assets from the force's pre-determined pool of **Available Assets**.

Examples for the costs of Available Assets are given in the Available Asset Cost table. Players should use these costs as a guideline to price out their own assets. The cost of all assets should be determined prior to the beginning of the campaign.

Note that the price of available assets may differ from scenario to scenario in our published campaign packs. This is to represent the variable value of such assets based on the mission at hand. It is suggested that players take the same approach when pricing out their own available assets, although this will require quite a bit of trust and cooperation between the players involved.

Available Asset Costs

Asset	Operational Momentum Points Expended
Sniper Team	2
On Call Light Mortars	2
Fireteam from Own Platoon	2
Squad from Own Platoon	5
Soft-Skin Transport	3
Transport IFV/APC	6
SpecOps Fireteam	3
SpecOps Squad	6
Transport Helo	6
Tank	8
Helicopter Gunship	8
Artillery	8
Fast Burner Air Support	8
Gunship Air Support	10

STEP 3: RECONNOITER

Scenery, objectives, and Hot Spots are set up during this phase and the table edge for each player is determined.

Setting Up Terrain

The area of terrain the board represents will be dependent on what theatre of operations in which the campaign is set.

If you're playing a published scenario from a Campaign Pack, this bit is easy; just set everything up the way the scenario dictates!

The suggested amount of terrain features on the table top is around 9-11 items and should include plenty of LOS blocking features and hard cover, all spread out fairly evenly over the table. Care should be taken to ensure that it is always possible to make a 'run' move to the next piece of 'forward cover' and normally possible to make a Cautious move to the nearest piece of cover.

Setting Up Objectives

One piece of scenery in each quadrant of the table is designated as an Objective. Players take turns designating what piece of terrain is an Objective, dicing off with the highest Troop Quality die associated with a unit in the force they are deploying during this game. High die goes first.

Setting Up Hot Spots

If the game involves insurgents or Irregular forces, place all Hot Spots now, following the normal rules for their placement.

Determine Player's Board Edges

Dice off again using the highest Troop Quality die associated with a unit in the force they are deploying during this game. High die picks his board edge. The opposite board edge is assigned to the other player.

STEP 4: INITIATE PLAN

The normal forces used to play are two squads (or sections) and maybe a Lt and a medic (we play on a D6 roll of a 4+ the player is allowed to choose one, on a 6 they get both). This will give 4 'units' for most nations. It is up to the players to choose if they each draw a Fog of War card before play begins. We usually do, but be warned it can occasionally have a disproportionate effect on the game. Fog of War cards are obtained as normal during the game.

Set up your units according to the mission you're playing (or according to the dictates of the scenario, if it's from a Campaign Pack). Dice off as described earlier to determine who sets their units up first.

Execute Operation

In other words: play the game!

FOG OF WAR

In a published scenario, draw a Fog of War card or not, as directed by the scenario (if this is a **Force on Force** game – Insurgents never draw Fog of War cards). If this is a random mission, each player may choose whether or not to draw a Fog of War card in the first turn. Fog of War cards are generated as described by the core rules during the course of play.

SPENDING OPERATIONAL MOMENTUM POINTS

At the beginning of any turn and prior to determining Initiative, either (or both) players may spend Operational Momentum Points to purchase additional assets from their Available Assets pool. These assets will appear at the purchasing player's table edge and may be activated as normal once play for the turn begins.

Note that a force *and* its transport must be purchased separately, even if transport is Normally Supplied for the unit being purchased.

The cost to bring on additional assets is subtracted from the force's Operational Momentum Points. Since any of these points left unspent at the end of the game are added to the force's Victory Points, a force is basically gambling that an additional asset will gain them more Victory Points than they cost.

INITIATIVE

If this is an engagement between regular forces (US vs. NVA, for instance), Initiative is determined normally unless dictated by the scenario.

END OF GAME

Games last for 5 - 8 turns.

At the end of Turn 5, the player with Initiative rolls a D6: On a 4+ the game continues as normal, a roll of less than 4 indicates the game is over. At the end of Turn 6, make the same check on a D8, and then on a D10 at the end of Turn 7.

Play automatically ends at the end of Turn 8 and the After Action sequence begins.

After Action Sequence

This half of the Campaign Turn determines what affect the game just finished has on the forces involved.

STEP1: OPERATION ASSESSMENT

In this phase, each force's Victory Points will be totalled and the Victor and Margin of Victory will be determined.

Victory Points

Add up Victory Points at the game's end to determine the winner.

In a scenario from a published Campaign Pack, use the Victory Points provided by the scenario plus any remaining Operational Momentum points to determine a force's total Victory Points.

In a Free-Form Campaign (or if a random mission is being used in a Campaign Pack campaign), use the Victory Points below to determine each side's Victory Point total:

Victory Points for Free World Forces

Victory Points

- For Each Objective Achieved: 15 VP
- For Each WIA: -1 VP (-2 if Casualty is an Officer)
- For Each KIA: -2 (-3 if Casualty is an Officer)
- For Each POW: -3 (-4 if Casualty is an Officer)
- For Every Enemy AFV Disabled: 3 VP
- For Every Enemy AFV Destroyed: 5 VP
- For Each Civilian Mob Peacefully Dispersed: 5 VP
- Plus Any Remaining Operational Momentum Points

Victory Points for VC

Insurgents receive the following Victory Points in a Free-Form Campaign, regardless of the Mission the Regular player drew:

- For Each Insurgent Leader Killed: -1 VP
- For Each Regular Vehicle Disabled: 5 VP
- For Each Regular Vehicle Destroyed: 7 VP
- For Each Civilian Casualty: 5 VP
- For Each Civilian Mob Converted to Insurgents or Influenced: 3 VP
- For Each Objective the Regular Player Fails to Achieve: 15 VP

Determining the Victor

To determine the winner of the game, compare the difference between the two Victory Point totals.

If the totals are equal, the engagement is considered an inconclusive **Draw**.

If one side has:

- More Victory Points than its opponent, but less than twice as many: **Marginal Victory**.
- Twice as many Victory Points as its opponent: **Victory**.
- Thrice as many Victory Points as its opponent: **Decisive Victory**.

STEP 2: CASUALTY STATUS AND RECOVERY

Once an operation is complete, the fate of Free World casualties (US, NVA, ROK, ANZAC, ARVN, etc.) must be determined. This step does not apply to VC forces.

There are seven categories of casualties (as defined by the US Department of Defence):

Deceased: The soldier subsequently dies of wounds received in action. Add one die to your Replacement Pool.

Duty Status - Whereabouts Unknown: Roll again on the Straggler table after the next scenario.

Missing: Roll 2 TROOP QUALITY dice on the Straggler table below.

Very Serious Injury: The soldier sustained injuries that permanently remove him from the campaign. Add one die to your Replacement Pool.

Serious Injury: The soldier requires additional medical treatment before returning to duty. Add one die to your Replacement Pool.

Incapacitating Injury: The soldier is recuperating. Add one die to your Returned to Duty Pool.

Not Seriously Injured: The soldier rejoins his unit immediately.

While KIAs from the battlefield are easy to recognize, other casualties may appear to be more or less seriously injured than they actually are until treated by actual physicians in a medical facility.

To determine what category a figure that has suffered a Serious Wound during play falls into, find the category below that best describes the casualty's treatment during the game or condition at the end of the game and roll on the table associated with it:

Evacuated Casualties

If the casualty was evacuated off the table before the end of the scenario, roll 2 TROOP QUALITY dice (added together) on the following table. Note that "evacuated" includes CASEVAC as well as simply moving off the table with a friendly unit.

Evacuated Casualties

Die Roll Total	Casualty Status
2	Deceased – Add 1D to Replacement Pool
3	Very Serious Injury – Add 1D to Replacement Pool
4-5	Serious Injury – Add 1D to your Replacement Pool
6-7	Incapacitating Injury - Add 1D to your Return to Duty Pool
8+	Not Seriously Injured – Rejoin unit immediately

Accompanied Casualties

If a casualty is still on the table at the end of the scenario and is accompanied by friendly combatants, roll 2 TROOP QUALITY dice (added together) on the following table. Note “accompanied” includes having any friendly combat troops within 2”.

Accompanied Casualties

<u>Die Roll Total</u>	<u>Casualty Status</u>
2	Deceased.
3-4	Very Serious Injury.
5-6	Serious Injury.
7-9	Incapacitating Injury.
10+	Not Seriously Injured.

Stragglers

If a casualty is still on the table at the end of the scenario and is unaccompanied by friendly combatants roll 2 TROOP QUALITY dice on the following table.

Stragglers

<u>Die Roll Total</u>	<u>Casualty Status</u>
2-3	Duty Status – Whereabouts Unknown*
4-6	Captured.
7-9	Recovered, roll on the Escorted table above.
10+	Recovered, roll on the Evacuated table above.

**Roll for casualty's status on this table again after the next scenario.*

Captured

Casualties who are captured become POWs. Each POW a Force loses subtracts 5 points from its Campaign Victory Points for the Campaign Turn.

If players desire, they may create a scenario revolving around a mission to rescue their POWs, but in general, once a casualty becomes a POW, it is lost to its force forever.

STEP 3: CAMPAIGN VICTORY POINTS

Once the Victory Points for both sides have been determined and any points subtracted for POWs, record the scores for each force as their Campaign Victory Points for the Campaign Turn.

STEP 4: COMBAT TEAM DEVELOPMENT

As teams of men face combat together, they become increasingly close knit and develop a group dynamic that, hopefully, increases their chances of surviving and prevailing in their next engagement. The following rules reflect this evolution of successful combat teams. By contrast, teams that fare poorly in combat are unlikely to form into well-honed fighting units

Eligibility for Team Development

Combat is the furnace that forges units into what they will become, for good or for ill, so only units who find themselves in the thick of it will have the opportunity to roll on the Campaign Development chart.

A team is considered to be eligible for advancement if it meets each of the following requirements during the scenario:

1. The team successfully engaged at least one hostile unit and inflicted at least one casualty to a hostile unit during the game.
2. The team was engaged by at least one hostile unit and no member was killed or captured *during* the scenario. Later fatalities that may occur as the result post game casualty evaluation do not count against this restriction. On a related point, units that abandon their casualties are not eligible for advancement.

Each Regular team that meets both criteria may roll one D10 on the Unit Development chart (note that Insurgent or Irregular units do not use this chart, nor are they governed by these rules – see ***Developing the Insurgency*** for the rules covering their advancement). The result of the die roll indicates whether the unit's participation in this Campaign Turn has caused it to suffer from Combat Stress, remain unchanged, or gain a rank in one of the five unit development areas.

Only members of the platoon itself are eligible for combat advancement. Attached or available assets are not eligible for advancement.

Design Note: Why can't my attached Scout Dog Team get combat

Combat advancements represent a unit's coming together as team and developing a bond both internally (between unit members), and externally (between the unit and other units in its squad and/or platoon). This bond requires time and familiarity to form, a luxury that attached assets may not have.

Assets are assigned to the platoon as needed and are usually drawn from a pool of available assets – so the Scout Dog Team that goes out on patrol with your unit on today's mission may not be the one that goes out with you on your next mission. Rotation of assets makes developing a strong synergy between them and the platoon's units difficult to impossible – so, no combat advancements for attached or available assets.

Unless, of course, you want to make an exception for some units – as always, these are *your* rules. If you disagree with our interpretation of the situation, feel free to apply your own!

Unit Development Chart

Roll 1D10:

<u>Die Roll</u>	<u>Result</u>
1	Combat Fatigue. The team suffers a temporary negative effect.
2-5	No development
6	Firepower development
7	Defence development
8	Reaction development
9	Special development
10	Leadership development

Combat Fatigue

Much in the same way it influences how a unit will cope with extreme physical demands, a unit's training and experience will often dictate how well it reacts to the intense psychological stress of combat. The immediate effects of combat stress are covered in the core rules, but combat stress can also have more insidious, long term effects if a unit is not given sufficient time to rest and recuperate before being thrust back into the cauldron of combat. These rules deal with those long-term effects, often referred to as **combat fatigue**.

Units suffering from combat fatigue, as indicated by their die roll on the Unit Development Chart, are likely to suffer a drop in combat efficiency. They may be slower to react or indecisive when faced with tactical decisions. They may begin to ignore basic combat discipline to the detriment of their own survival and the safety of others who depend on them.

To determine what effect, if any, combat fatigue has had on a unit, roll 2 TROOP QUALITY dice and compare their total on the Combat Fatigue table.

Combat Fatigue

<u>Die Roll Total</u>	<u>Combat Fatigue Effect</u>
2-3	Degraded Defence. Until the team recuperates, one of their Defence dice degrades one die type. For example, if a team would roll 5D8 for Defence, they will roll 4D8 and 1D6 instead.
4-5	Degraded Firepower. Until the team recuperates, one of their Firepower dice degrades one die type. For example, if a team would roll 6D8 for Firepower, they will roll 5D8 and 1D6 instead.
6-7	Degraded Morale. Until the team recuperates, their Morale Die degrades by one die type. For example, a D10 Morale unit becomes a D8 Morale unit. Units reduced below D6 Morale become combat ineffective and may not be fielded until they recuperate.
8-9	Degraded Reactions. Until the team recuperates, their Troop Quality level degrades one level when making Reaction rolls. For example, a D8 Troop Quality unit would throw a D6 when making a Reaction roll. Units may not have their Troop Quality reduced below D6 for purposes of Reaction checks.
10-11	Loss of Edge. Until the team recuperates, they gain no benefit from any previous Unit Development ranks.
12+	Fatigued. Although suffering from combat stress, the team's combat effectiveness is not impacted at this time. Raise the unit's combat stress level by 1 in all future scenarios until the unit recuperates.

Continuous Combat

Once a team begins to suffer from combat fatigue, their effectiveness will continue to degrade until they have an opportunity to recuperate. If a fatigued unit doesn't sit out the next Campaign Turn, it must roll again on the Combat Fatigue chart, regardless of what was rolled on the Unit Development chart. All combat fatigue results are applied cumulatively.

Recuperation

A chance to rest and get adequate food and shelter is an important part of recovering from combat fatigue. For the purposes of the campaign, a team automatically recuperates from all their combat stress simply by not being assigned to a mission during the Issue Orders phase of a Campaign Turn.

Unit Development Areas

The first time a team rolls a Firepower, Defence, or Reaction development, they gain the Rank 1 advancement in that development category. If they roll the same development following a subsequent scenario, they gain Rank 2, and so forth up to Rank 3.

The five Development Areas and the effects of each of their ranks are described below.

Firepower Development

Rank 1: Once per game, immediately after the team rolls to engage a hostile, the player may choose to reroll one (and only one) of its lowest Firepower dice.

Rank 2: The unit adds +2 inches to their Optimum Range.

Rank 3: The unit is upgraded one Quality Die level when engaging a hostile with Firepower or Close Combat attacks.

Defense Development

Rank 1: Once per game, immediately after the unit is engaged by a hostile, the player may choose to reroll one (only one) of its lowest Defence dice.

Rank 2: Once per game, at the start of the turn, the unit may set up in "An Excellent Position" as per the Fog of War card of the same name.

Rank 3: This unit's defence is now upgraded by one Troop Quality die type, i.e., from D8 to D10.

Reaction Development

Rank 1: Once per game, immediately after the unit rolls a Reaction test, the player may choose to reroll their Reaction die.

Rank 2: Conditions which would normally adjust Reaction rolls negatively do not apply to this team.

Rank 3: This unit throws one Quality Die type higher than normal when making Reaction rolls, i.e., if the unit has a Troop Quality of D8, it would roll a D10 for all Reaction rolls.

Special Team Development

Roll 1D12:

1 - Advanced Overwatch: When on Overwatch, this team may “React” whenever a friendly team within LOS engages a hostile by combining half its FP with the friendly team’s roll. All other normal rules apply. This “Reaction” qualifies as a Reaction for purposes of Firepower reduction.

2 - Get Some!: If this unit wins the Reaction roll against a hostile, it may choose to reduce its own Defence dice by 1 to add 1 die to Firepower for the round of fire.

3 – Cover Fire!: If this unit wins the Reaction roll against a hostile, it may choose to reduce its own Firepower dice by 1 to add 1 die to its Defence for the round of fire.

4 - Babysitters: The unit no longer suffers a -1 Firepower penalty when they have Dependents.

5 - Alley Dogs: The unit may immediately go “In Cover” after completing a Cautious Move.

6 – Fearsome: Insurgent Units “Shrink” on a 1 or 2 against this team. In addition, when this team launches a Close Assault the Defenders loses half their FP rather than just -1 dice, on their Defensive Fire.

7 – Cowboys: The unit may choose to engage one additional target when Splitting Fire.

8 - Shoot and Scoot: As long as this unit does not have Dependents or Casualties, they have the option to Fire and then Rapid move. They still suffer all the normal penalties for a Rapid Move, including -1 Firepower.

9 – Boonie Rats: Hostiles entering the game after the first turn may not be placed within 6” of this team.

10 – Bushmasters: The unit gets one free 3” move after all setup is complete, but before the actual start of the game.

11 - Hard: Once per game this team may reroll one result on the First Aid table.

12 – Ace Point Man: This unit may identify a single figure as a ***Designated Point Man***. If the designated point man is killed, the unit loses this advantage. It is possible for a unit to have more than one Ace Point Man, but no additional advantage (other than having a spare) is accrued.

Leadership Development

Roll 1D6:

- 1 - Able and Willing:** The unit may re-roll its first failed Morale test of the game.
- 2 - Plan B:** The unit's player may draw one Fog of War card before the start of the game to hold. This card may be played at the start of any turn after the first.
- 3 - Misdirection:** When a "6" is rolled to determine the Hot Spot for the placement of new VC units, roll one D6. On a 4+, the Regular Player may pick the Hot Spot rather than the Insurgent Player.
- 4 - Master of Chaos:** At the start of play, the player for this unit may look at the top two cards of the Fog of War deck and choose to place one or both back on top of the deck or at the bottom of the deck.
- 5 - Situational Awareness:** This leader provides one "Command Die". This special die may be used at any time, once per game, to contribute an additional die to any one roll.
- 6 - Unf**k Yourself:** Once per scenario, this leader's unit may roll a Troop Quality Check if his unit is suffering from Combat Fatigue. On a 4+ the effects of the Combat Fatigue is negated until the end of the scenario.

Step 5: Returned to Duty and Replacements

Once all advancement checks have been made, determine the status of your casualty figures by consulting your Unit Sheet.

Casualties fall into one of two categories: ***Returned to Duty*** or ***Replacements***.

Each casualty category indicates whether a wounded figure should be added to the Return to Duty or Replacement Pool on your unit status sheet. Rolling a die for each figure will determine whether figures are returned to their unit or replaced with a "FNG."

Roll for Casualties in Return to Duty Pool

Roll a unit Quality Die for each casualty figure in the Returned to Duty pool. On a 4+ they join their unit – update your Roster.

On a roll of less than 4, the casualty remains in the Returned to Duty pool.

Roll for Casualties in Replacement Pool

After rolling for troops in the Return to Duty Pool, roll one Quality Die for each casualty in the Replacement Pool. On a 4+ they are moved to the Return to Duty Pool and continue to recuperate - update your Return to Duty and Replacement pool.

On a roll of less than 4, the casualty is determined to be unfit for duty and your unit receives a replacement. Roll on the Replacement table to determine the quality of the replacement.

Replacement Table

<u>Die Roll</u>	<u>Replacement Quality</u>
1 – 2	Cherry– D6 TROOP QUALITY/D8 Morale
3 – 5	FNG – D8 TROOP QUALITY/D8 Morale
6	Lifer – D10 TROOP QUALITY/D10 Morale

REPLACEMENTS AND COMBAT DEVELOPMENT

Combat Developments reflect a team's hard won synergy in combat, their ability to work together without any extra effort or superfluous communication. When team members are lost and replacements are brought in, that synergy can change. Too many replacements, regardless of their quality, can reduce a unit's combat effectiveness until a new synergy is formed.

If half or more of a unit are replaced at once, it must make a Troop Quality test modified by -1 for each replacement assigned to it in this campaign turn. If the test is passed, the unit retains its combat advancements. If it fails, the unit loses any Combat Advancements it has received.

Example: A fireteam of four soldiers takes it on the nose during a mission and receives two casualties. Both casualties are serious and are allocated to the Replacement Pool. When casualty recovery checks are made at the end of the next campaign turn, both the wounded soldiers roll less than a 4 and are sent home. Two replacements are assigned to the fireteam.

Since the fireteam has received replacements equal to half its size in a single campaign turn, it must make a modified Troop Quality test to determine if it loses its Combat Advancements. The unit is Trained, so it rolls a D8. It needs to roll a 4+ to retain its Combat Developments but receives a -1 to its die roll for each replacement it has received (-2 in this case). The unit rolls a 5, which would normally be a success, but the -2 modifier for two replacements reduces the roll to a 3, which is a failure. The unit loses its Combat Developments.

Building the Insurgency

Rather than follow the development of individual VC cells, which occasionally melt away and reform with entirely different members thanks to a combination of casualties and arrest, these rules focus on the local insurgency in general.

As a VC force wins engagements against the enemy, its prestige and credibility grows. It attracts more support, either directly (in the form of new recruits and weapons) or indirectly (in the form of voluntary support from the local population).

Each time a VC force ends a scenario with a result of a draw or better, it may make a roll on the Building the Insurgency table.

Building the Insurgency

(Roll 1D10)

<u>Die Roll</u>	<u>Result</u>
1	Disillusionment
2-5	No Development
6	Improved Supplies
7	Improved Troops
8	Improved Tactics
9	Special development
10	Improved Leadership

Note that multiple rolls of a single improvement raise that improvement by one rank. For instance, if a VC force rolled a 6 (Improved Supplies) after a victory and then rolled a 6 again after a subsequent victory, the force would receive Rank 2 Improved Supplies.

If a force has already reached Rank 3 in an improvement and rolls that improvement again, treat the roll as “No Development.”

Disillusionment

Sometimes winning can be so bittersweet that the joy of a victory is lost in its aftermath. If the VC campaign force receives a “Disillusionment” result, Local Force VC become subject to the **Shrink** rule described in the Morale rules for Insurgents in **Force on Force**.

Improved Supplies

Rank 1: The VC force receives an influx of rice, bullets, and medical supplies. Roll a D6 at the beginning subsequent games – on a roll of 4+, the Supply Quality of all VC units is raised by one level.

Rank 2: Supplies pour into the VC force in such quantity that it becomes possible to establish decent stockpiles. Permanently raise the Supply Quality of all VC units to Average (although their Supply Quality may be lowered by Fog of War cards or scenario rules).

Rank 3: The VC supply situation is well in hand. At the beginning of a game, roll 1D6 for each VC unit deployed in the scenario – on a roll of 4+, their Supply Quality is raised to Well Supplied for the duration of the game.

Improved Troops

Rank 1: The VC force’s reputation has attracted some tougher, more ideologically motivated recruits. At the beginning each game, roll a D6 for each Local Force unit deployed in the scenario – on roll of 4+, the unit has a Troop Quality of D8 and Morale of D10.

Rank 2: Enough hard cases and ideologues have flocked to the Local Force that the Troop Quality of all Local Force units is raised to D8 and their Morale to D10.

Rank 3: Roll 1D6 for each Main Force unit at the start of each game. On a 4+, the unit has a Troop Quality and Morale of D10.

Improved Tactics

Rank 1: VC units have developed better field craft and are more likely to spot US improvised alarms, Claymore Mines, or trip mines. They receive a +1 die shift to their Troop Quality when making tests to locate or avoid alarms, mines, or flares.

Rank 2: VC units have honed their stealth skills to a fine edge. Units attempting to spot them receive a -1 to their die roll.

Rank 3: VC units have become so familiar with their enemy's tactics that they can usually predict their actions. All VC units receive a +1 to their Reaction Test die rolls.

Special Development

Roll 1D6

Die Roll	Special Development
1	Avengers: This VC force has a reputation for avenging any losses through merciless reprisals against the villages of those that stand in the way of the revolution. CIDG and other Irregular enemy units are reluctant to engage this force and receive a -1 to all Reaction Test die rolls.
2	Light of the Revolution: This force shines with such a true and heartfelt devotion to the revolutionary cause that it can even inspire turn-coats to return to the fold. At the beginning of the game, any Kit Carson Scouts must pass a Troop Quality test to participate in the scenario. If they fail the test, they are removed from the table.
3	Night Stalkers: This force receives a +1 die shift to their Morale die type when fighting at night.
4	Unpredictable: Once per game at any time during a turn, this force can compel its opponent to draw a Fog of War card.
5	Booby Trap Artists: This force receives a +1 to its die rolls to determine how many Booby Trap cards it has for a game.
6	Victory or Death: This VC force is so ideologically fanatical that its members will continue to fight on after receiving injuries that would normally prove disabling. When making casualty checks for this force, rolls of 5 or 6 result in the figure remaining in combat without ill effect.

Improved Leadership

Rank 1: VC leadership has been invigorated by recent successes. Raise the Morale of all VC leaders to D10.

Rank 2: VC leaders in this force have developed a level of tactical flexibility that allows them to overcome some of the communications and command issues inherent to their force structure. Once per game the VC force may add an additional die to any die roll.

Rank 3: VC leaders have tapped into the fighting spirit of their force and once per game they can deliver a motivating speech or battle-cry that raises the Morale of all VC on the table by one die type.

Regular Platoon Log

CAMPAIGN NAME:

SETTING:

No. Turns: Turn No.:

FORCE:

Troop Quality:

Morale:

Confidence:

Supply Quality:

INTERNAL ASSETS:

AVAILABLE ASSETS:[illegible]

VICTORY POINTS:

RETURN TO DUTY POOL:

REPLACEMENT POOL:

Insurgency Log

CAMPAIGN NAME:

SETTING:

No. Turns:

Turn No.:

FORCE:

Troop Quality:

Morale:

Confidence:

Supply Quality:

INTERNAL ASSETS:

AVAILABLE ASSETS:

ADVANCEMENTS:

[illegible]

VICTORY POINTS:

RETURN TO DUTY POOL:

REPLACEMENT POOL: