

ARC of FIRE

Optional Rules for the Vietnam Era

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VIETNAM-ERA OPTIONAL RULES

Spider Holes *(from Mark Fastoso)*

Spider-holes can hold a maximum of one soldier armed with rifle. Soldiers in spider holes who are not firing are spotted as mines, if firing they are spotted as normal. Spider-holes provide basic cover.

Vietnamese Snipers *(from Mark Fastoso)*

Vietnamese Snipers may start deployed in treetops. If they are placed in a tree the sniper may not move during the game. Since these troopers were not marksmen they receive only a -2 sniper firing modifier (while in defense mode). A unit spotting a sniper in a tree receives a +1 penalty to the unit's spotting TAC roll.

Reduced Spotting in Thick Jungle *(from Mark Fastoso)*

Some areas of Vietnam had a very thick triple-canopy jungle. All spotting is done using the night modifiers.

Jungle Trails *(from Scott Fisher and Mark Fastoso)*

Trails provide movement as normal roads but have visibility limited as the Jungle type they are in due to twists and turns.

Concealed Units *(from Richard Goyder)*

The spotting rules in AoF realistically limit the wargamer's usual god-like ability to shoot at anything he sees. However, if all units are deployed on the table, even the unspotted ones will inevitably influence a player's behavior. To get round this I use one of a concealed unit's initiative cards to mark its position on the table. I also use some of the unused cards as dummies to increase the fog of war. Concealed units are limited to one action per turn, when the card left in the pack comes up. This also avoids slowing the game with too many cards in the pack, although the number will change as units are revealed and added to the pack, and dummies discarded. Once a unit is spotted or fires, I replace the card on the table with figures and add the card to the pack for next turn. Concealed units in 'Defence' mode can of course engage in opportunity fire, if they make a TAC roll. If a concealed unit attempts opportunity fire, it is placed on the table and its card added to the pack, regardless of whether it makes the TAC roll or not. This rule was developed for Vietnam games, where some of the cards may represent civilians, as well as VC or dummies. I would suggest that no more than 50% of the cards are civilian or dummies, unless you really want to play mind games with the US forces.

Spotting Civilians *(from Richard Goyder)*

Another rule for Vietnam-type environments, where distinguishing hostiles from the general population may be difficult. At ranges up to 10", a successful spotting roll will also result in correct identification of the target as hostile or civilian. For every 10" increment in range, identification requires the spotting roll to be exceeded by 1, so at 10"-20" targets are identified if the TAC roll is one greater than required and so on. Where a spotting unit misses its TAC roll, but still spots because the target is at less than half maximum spotting distance, the target will not be correctly identified. Any target that is spotted but not correctly identified should be represented by civilian figures, until a successful spotting roll indicates otherwise.