

# HEROES OF THE

# NAM

LOCK 'N LOAD TACTICAL SYSTEM



# MODULE RULES

## CONTENTS

<b>HEROES OF THE NAM: MODULE RULES .....</b>	<b>3</b>
Introduction .....	3
Community & Support .....	3
7.1 Smoke-Laying Capabilities .....	4
10.5 Terrain in <i>Heroes of the Nam</i> .....	4
11.6 Chaplains .....	4
11.7 Advisors .....	4
11.8 Nurses .....	5
<b>13.0 NATIONAL CHARACTERISTICS .....</b>	<b>5</b>
13.1 American Forces .....	5
13.2 Army of the Republic of Vietnam (ARVN) Forces .....	6
13.3 North Vietnamese Army (NVA) Forces .....	6
13.4 Viet Cong (VC) Forces .....	7
13.5 ANZAC Forces .....	7
15.7 Ontos .....	8
15.8 LVTP-5 106mm RR .....	8
22.2 Victory Conditions .....	8

## HEROES OF THE NAM: MODULE RULES

### Introduction

In *Heroes of the Nam*, forces from the Army of the Republic of Vietnam (ARVN), the United States Army and Marines, as well as their valiant Anzac allies from Australia and New Zealand, take on determined enemies from the North Vietnamese Army (NVA) and the unpredictable Viet Cong (VC). Powerfully armed Squads are at the vanguard of all actions, spurred on by daring Leaders and other unique individuals such as Snipers, Medics, Corpsmen, Chaplains, Advisors and, of course, Heroes, whose unique skills and sudden appearance can alter the tide of any battle. Helicopters, tanks and armored-personnel carriers (APCs) also join the fight. Test your mettle in over 25 action-packed scenarios. Only the heroic will be victorious.

This booklet is the combination of the previously published games *Forgotten Heroes: Vietnam* and its expansion, *Anzac Attack*, as well as the addition of a few other collected scenarios.

*Heroes of the Nam* depicts squad-level combat during the Vietnam War. Presented here are the module-specific rules. All section numbers in these module rules work off of those in the v4.1 Core Rules, and refer only to this module.

### Community & Support

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies

on our Forums:

<http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Tickets section:

<http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>.

#### 1.6.4 Claymore Mines



M-18 Claymore Mines are directional, remotely detonated mines that fire a shot-

gun-like blast of pellets that can be lethal up to 50 meters. The Claymore marker represents 2-4 of them. Claymore mines have two modes: carried and deployed. Carried Claymores have no Firepower (FP); deployed Claymores have a FP of 0 and a Range of 1.

A MMC must spend its impulse to deploy one Claymore. Two eligible SMCs can also spend their impulse to deploy one Claymore. The unit deploying the Claymore is marked Ops Complete. Single SMCs, Medics/Corpsmen, Nurses and Chaplains cannot deploy Claymores.

The Claymore is deployed in the MMC's hex and cannot be retrieved after deployment; a friendly Good Order MMC, Leader, Hero, Sniper or Advisor must remain in the hex to activate the Claymore.

If an enemy unit moves within range, the player owning the Claymore can attack the enemy unit. This attack occurs BEFORE any Opportunity Fire (OF). Movement and Target Modifiers (TMs) apply, including the +2 for attacking an adjacent target. Firing the Claymore does not count as OF or an impulse for the activating unit, and does not cause the firing unit to be spotted. After the Claymore mines attack, they are removed from the Map.

Claymores are considered Support Weapons (1.6) for portage costs. Hence a Squad can carry two, a Half-squad/Crew can carry one, and an eligible SMC can carry one but forfeits 2 MPs when doing so. Only one Claymore can be deployed per hex. If an enemy unit enters a hex within range of two or more Claymores, the Claymores are detonated sequentially. If all friendly units exit a Claymore's deployment hex (or are destroyed), the Claymore is removed from the Map.

Deployed claymores are not owned (possessed) like a SW. As long as one eligible unit stays, at all times, in the deployed Claymore hex, they can be detonated.

## 7.1 Smoke-Laying Capabilities



Below are the Smoke-laying Capabilities for each nationality in *Heroes of the Nam*:

**Americans (Army & Marines):** 3

**ANZACs:** 2

**ARVN:** 1

**NVA:** 2

**Viet Cong (VC):** 1

## 10.5 Terrain in *Heroes of the Nam*

Refer to the Terrain Effects Chart (TEC) for details on the terrain that is unique to this module.

## 11.6 Chaplains



Chaplains have a Leadership Modifier (LM) just like Leaders. A Chaplain, however, can only use his LM to rally MMCs/SMCs; they DO NOT assist in Damage Checks. Chaplains cannot attempt to spot enemy units. They do not attack or defend in Melee; thus they are NME. If, during Melee, all friendly MMCs and Melee-eligible SMCs in the same hex as the Chaplain are eliminated; the Chaplain is removed from play.

## 11.7 Advisors



Throughout the Vietnam War, the Americans provided Advisors to the Army of the Republic of Vietnam (ARVN). An Advisor has a Morale rating and a Movement Factor (MF). An Advisor raises the Morale of all ARVN units he is stacked with by one (1). Advisors can spot, call-in indirect fire, and fire Support Weapons (SWs). An Advisor's Melee-eligibility is dependent on his possessing a SW; if he does not possess a Melee-eligible SW, he is NME. Advisors, like all SMCs, can Self-Rally.

## 11.8 Nurses



Nurses are non-combatant SMCs. They cannot spot, direct fire, call-in artillery, etc. However, Nurses have Leadership Modifiers (LMs) like Leaders. Their LM can only be used to rally MMCs/SMCs, not to assist in Damage Checks. Good Order Nurses also have the ability to heal units in a manner similar to Medics/Corpsmen (11.3). Specifically, in a Rally Phase, Good Order Nurses can EITHER (not both) heal a unit after passing a Morale Check or attempt to rally up to two SMCs or MMCs—conduct two separate rolls. Nurses are non-Melee-eligible (NME) units, and they can Self-Rally.

**Note:** The Nurse counter in the *Heroes of the Nam* countermix is currently not in any scenarios, but can be used for self-designed scenarios or those created using the Battle Generator. The Nurse does not have a Shaken side—use a Shaken marker instead, and cut her MF in half when Shaken. The “Dead” side on the back of the counter is for a scenario that did not come to fruition in time to make it in to this module.

## 13.0 NATIONAL CHARACTERISTICS

*Heroes of the Nam* contains numerous forces. Not all of them have Identification Badges (IBs, 3.0), as IBs were something that developed as the **LnLT** system grew. The module contains forces from the United States (Army & Marines), the Army of the Republic of Vietnam (ARVN), the North Vietnamese Army (NVA), the Viet Cong (VC), and the ANZAC forces from Australian and New Zealand.

## 13.1 American Forces

Both the U.S. Army and U.S. Marine Corps fielded excellent troops in Vietnam. They were usually well-trained and equipped with the best equipment in the world. In the early war years, they had to learn to fight in the jungle. In the later years, they had to learn how to fight without the support of their homeland. The Army and Marines share Support Weapons and vehicles, and have their own Weapon Teams.



The standard U.S. Army troops have no special traits, but their counters make them, Squad-for-Squad, better troops than their NVA/VC counterparts. Their counters are olive-drab and have no Identification Badge (IB). There are also some dynamic Assault Move-capable Army Squads as well as Special Forces Rangers (LRRPs).



The Marines are Assault Move-capable and some Squads have a higher FP than their Army brethren. Furthermore, Marine Squads (but not Half-squads) have a higher Morale (of 6) on their Shaken side than their Good Order side. This represents the Marines’ tenacity and discipline. Their counters are also olive-drab and have a gold Marine Corps Globe and Anchor as their IB.

### 13.1.1 American Squad Reduction

Army 2-6-4-5 Squads reduce to 1-5-4-5 Half-squads.



# MODULE RULES

Army 2-5-4-5/4 Squads reduce to 1-5-4-5/4 Half-squads.



Army 2-6-4-5 (Assault Move) reduce to 1-5-4-5 (Assault Move) Half-squads.



Army 3-5-5 LRRP Squads reduce to 2-4-4 LRRP Half-squads.



Marine 3-6-4 Squads reduce to 2-5-4 Half-squads.



Marine 2-6-4 Squads reduce to 1-5-4 Half-squads.



## 13.2 Army of the Republic of Vietnam (ARVN) Forces



ARVN soldiers were often poorly led and lacked the training of their American and ANZAC al-

lies. Conversely, they were well-equipped (at least late in the war). Unfortunately the ARVN soldiers' Morale was frequently poor and their lack of aggressiveness sad. ARVN units are light brown and have no IB. They have some unique SWs but share others with the Americans. They have their own vehicles: M-113 APCs and M-41 light tanks.

### 13.2.1 ARVN Hero Creation



Due to their low Morale and lack of aggressiveness, when rolling for Hero creation (after rolling 1 on a Squad or Half-squad's Damage Check) a Hero is only created on a subsequent roll of 1 or 2.

### 13.2.2 ARVN Squad Reduction

ARVN 2-4-4 Squads reduce to 1-3-4 Half-squads.



ARVN 1-4-4 Squads reduce to ARVN 0-3-4 Half-squads.



## 13.3 North Vietnamese Army (NVA) Forces



The North Vietnamese Army (NVA) fielded some of the best light infantry in the world. Unlike their Viet Cong (VC) brethren, they were capable of standing up in a

# MODULE RULES

prolonged firefight—as long as the Americans didn't have too much air and artillery support. NVA counters are tan and have no IB. They have 2-5-4 and 2-4-4 Squads, both of which are Assault Move capable. The NVA share SWs with the VC and have unique Weapon Teams and vehicles—T-55s and PT-76s.

## 13.3.1 NVA Jungle Advantages

In Heavy Jungle hexes, NVA MMCs/SMCs gain the following advantages:

- A +3 TM (versus +2).
- Ignore stacking restrictions.

## 13.3.2 NVA Squad Reduction

NVA 2-5-4 and 2-4-4 Squads reduce to 1-4-4 Half-squads.



## 13.4 Viet Cong (VC) Forces



The Viet Cong were competent militia playing with a home-field advantage. They couldn't stand up to American forces in a sustained firefight, but rarely tried to. VC counters are bluish-gray and have no IB. They share SWs with the NVA and have their own Weapon Teams. Some Squads are Assault Movement capable.

## 13.4.1 VC Jungle Advantage

In Heavy Jungle hexes, VC MMCs/SMCs gain the following advantages:

- +3 TM (versus +2).
- Expend only 1 MP to enter (versus 2).

In Light Jungle hexes, VC MMCs/SMCs gain the following advantages:

- +2 TM (versus +1).
- Expend only 1 MP to enter (versus 2).

## 13.4.2 VC Ambush

When a Viet Cong Melee-eligible unit (or stack of units) makes a Melee assault upon an enemy unit that did not have LOS to it at the beginning of the VC unit's impulse, the VC unit's FP is tripled for the first round of Melee. Additionally, this first round is considered non-simultaneous (exception: Reinforcing Melee, 8.2), and eliminated opponents are immediately removed from play.

## 13.4.3 VC Squad Reduction

C 1-4-3 Squads reduce to 0-3-3 Half-squads.



VC 1-4-4 Squads reduce to 1-3-4 Half-squads.



## 13.5 ANZAC Forces



The Australian and New Zealand forces deployed to Vietnam

# MODULE RULES

were some of the best that their countries could muster. Like the Americans, they were fiercely independent and well-armed—at least compared to the Viet Cong. Unfortunately, their riflemen were equipped with semi-automatic rifles instead of American M-16s; thus their IFP is only 1.

However, the ANZACs had a well-deserved reputation for aggression, and they weren't afraid to close with and destroy their enemy; thus their Squads, but not Half-squads, have are Assault Movement capable and have the "M"-super-script (8.5), adding 1 to their Melee FP. ANZAC units are dark green and have the Royal Australian Regiment (RAR) emblem as their IB. They have their own SWs and vehicles—M-113 APCs and Mk V Centurion tanks.

## 13.5.1 ANZAC Squad Reduction

ANZAC 1M-7-4 Squads reduce to 1-6-4 Half-squads.



## 15.7 Ontos



The American Ontos can only fire its ordnance when the vehicle is open.

## 15.8 LVTP-5 106mm RR



The American LVTP-5's standard configuration is with a 3-FP covered-arc MG. This MG has a range of 12.



The LVTP-5 can also mount a 106mm Recoilless Rifle (RR), which will be delineated in a scenario's Order of Battle. When called for, place the 106mm RR counter on the LVTP-5.

A LVTP-5 with this weapon does NOT have the 3-FP MG. The 106mm RR has a to-hit table on the back of its counter. It has an HE-equivalent of 5, and fires HEAT ammunition. The 106mm RR can fire in a 360-degree fire arc; use the counter as if it were a turret marker, and pivot it to face the direction of fire. The LVTP-5 with the 106mm RR can still carry passengers.

## 20.2.1 Starshell Capabilities



Below are the Starshell Capabilities for each nationality in *Heroes of the Nam*:

**Americans (Army & Marines):** 3

**ANZACs:** 2

**ARVN:** 1

**NVA:** 2

**Viet Cong (VC):** 1

## 22.2 Victory Conditions

In all scenarios that award Victory Points (VPs), if VPs are earned for the elimination of a Squad, half that amount of VPs is earned for a Squad that is reduced to a Half-squad, whether it is stated in the Victory Conditions or not.