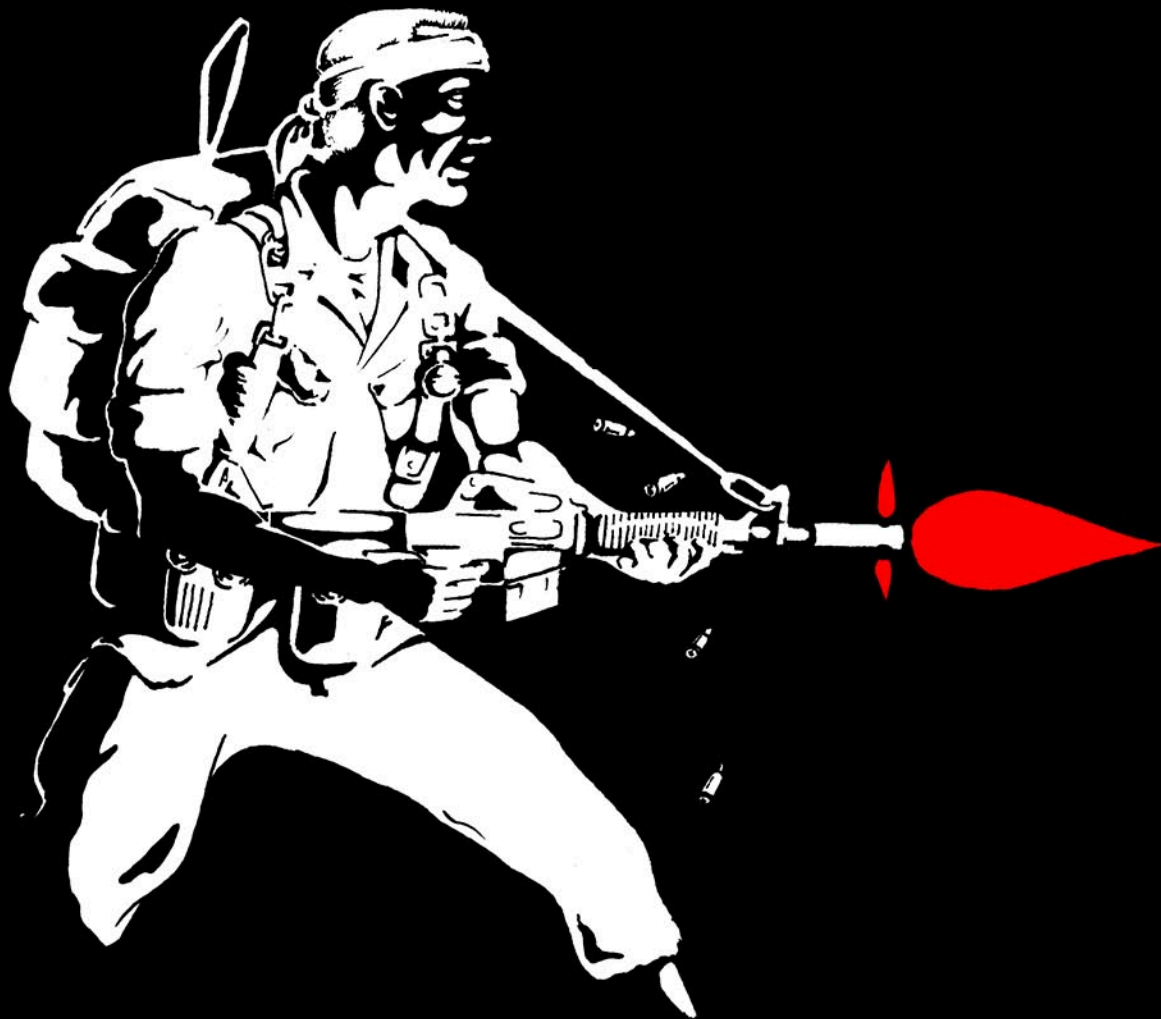


RECON™

The Roleplaying Game
of the Viet Nam War
MD's Screen



FIREFIGHT!

MAXIMUM TARGET ACQUISITION RANGE TABLE

| ROLL | PRECIPITATION | DAY | NIGHT (PHASE OF MOON) | | | | NEW |
|------|------------------------------|-----|-----------------------|------|------|----|-----|
| | | | FULL* | HALF | QTR. | | |
| 1 | NONE (NO CLOUD COVER) | 600 | 300 | 200 | 120 | 60 | |
| 2 | NONE (25% CLOUD COVER) | 600 | 250 | 160 | 100 | 50 | |
| 3 | NONE (50% CLOUD COVER) | 600 | 200 | 130 | 80 | 40 | |
| 4 | NONE (100% CLOUD COVER) | 600 | 150 | 100 | 60 | 30 | |
| 5 | MISTY RAIN | 450 | 100 | 50 | 40 | 25 | |
| 6 | LIGHT RAIN (SHOWERS) OR SNOW | 300 | 75 | 40 | 30 | 20 | |
| 7 | MEDIUM RAIN OR SNOW | 150 | 50 | 25 | 20 | 15 | |
| 8 | HEAVY RAIN OR SNOW | 50 | 25 | 15 | 10 | 5 | |
| 9 | TORRENTIAL RAIN/BLIZZARD | 30 | 15 | 10 | 6 | 5 | |
| 10 | HEAVY FOG | 15 | 10 | 8 | 6 | 5 | |

MAXIMUM RANGE IN MEDIUM VEGETATION
 MAXIMUM RANGE IN HEAVY VEGETATION

* Use Full Moon for dawn or dusk (twilight).

RATE OF FIRE

| WEAPON | MAXIMUM ROUNDS/CR | | |
|----------------------|-------------------|------------------------|---|
| Pistol | 3 | Assault rifle | |
| Submachinegun | | Semi-auto | 3 |
| Semi-auto | 3 | Full auto | 5 |
| Full auto | 7 | Shotgun (semi-or pump) | 3 |
| Bolt-action rifle | 2 | Grenade launcher | 1 |
| Semi-automatic rifle | 3 | Machinegun | 7 |

COMBAT EFFECTIVENESS TABLES

PISTOL/SUBMACHINEGUN

| TARGET | RANGE (Yards) | | | | | |
|---------------------|---------------|------|-------|-------|-------|-------|
| | 0-5 | 6-10 | 11-15 | 16-20 | 21-25 | 26-30 |
| Standing | 0 | -5 | -10 | -15 | -20 | -25 |
| Kneeling | -5 | -10 | -15 | -20 | -25 | -30 |
| Running | -10 | -15 | -20 | -25 | -30 | -35 |
| Prone/Behind object | -15 | -20 | -25 | -30 | -35 | -40 |
| MARKSMAN | | | | | | |
| Prone/Braced | 0 | -5 | -10 | -15 | -20 | -25 |
| Kneeling | -5 | -10 | -15 | -20 | -25 | -30 |
| Standing | -10 | -15 | -20 | -25 | -30 | -35 |
| Running | -20 | -25 | -30 | -35 | -40 | -45 |
| Full auto | -20 | -25 | -30 | -35 | -40 | -45 |

RIFLES

| TARGET* | RANGE (Yards) | | | | |
|---------------------|---------------|-------|-------|--------|----------|
| | less than 10 | 11-25 | 26-50 | 51-100 | 100-500+ |
| Standing | 0 | -5 | -10 | -15 | -20 |
| Kneeling | -5 | -10 | -15 | -20 | -25 |
| Running | -20 | -25 | -30 | -35 | -40 |
| Prone/Behind Object | -20 | -25 | -30 | -35 | -40 |
| MARKSMAN | | | | | |
| Prone/Braced | 0 | 0 | 0 | -5 | -10 |
| Kneeling | -5 | -10 | -15 | -20 | -25 |
| Standing | -10 | -15 | -20 | -25 | -30 |
| Running | -15 | -20 | -25 | -30 | -35 |
| Full auto | -20 | -25 | -30 | -35 | -40 |

SHOTGUN

| TARGET | RANGE (Yards) | | | |
|-------------------|---------------|------|-------|-------|
| | 0-5 | 6-10 | 11-15 | 16-20 |
| Standing | +5 | 0 | -5 | -10 |
| Kneeling | 0 | -5 | -10 | -15 |
| Running | -5 | -10 | -15 | -20 |
| Prone/Behind obj. | -10 | -15 | -20 | -25 |
| MARKSMAN | | | | |
| Prone | +5 | 0 | -5 | -10 |
| Kneeling | 0 | -5 | -10 | -15 |
| Standing | -5 | -10 | -15 | -20 |
| Running | -10 | -15 | -20 | -25 |

MACHINEGUN

| TARGET | RANGE (Yards) | | | | |
|---------------------|---------------|-------|-------|--------|----------|
| | less than 10 | 11-25 | 26-50 | 51-100 | 100-500+ |
| Standing | -5 | -10 | -15 | -20 | -25 |
| Kneeling | -10 | -15 | -20 | -25 | -30 |
| Running | -25 | -30 | -35 | -40 | -45 |
| Prone/Behind Object | -25 | -30 | -35 | -40 | -45 |
| MARKSMAN | | | | | |
| Prone/Braced | 0 | 0 | -5 | -10 | -15 |
| Kneeling | -10 | -15 | -20 | -25 | -30 |
| Standing | -15 | -20 | -25 | -30 | -35 |
| Running | -20 | -25 | -30 | -35 | -40 |
| Full auto | -20 | -25 | -30 | -35 | -40 |

HIT LOCATION

HIT LOCATION CHART

| ROLL | LOCATION |
|-------|----------------|
| 01-02 | Brain (Fatal) |
| 03 | Left eye |
| 04 | Right eye |
| 05 | Nose |
| 06 | Jaw |
| 07 | Larynx |
| 08 | Left shoulder |
| 09-10 | Upper arm |
| 11 | Elbow |
| 12-13 | Forearm |
| 14 | Wrist |
| 15 | Hand |
| 16 | Finger |
| 17 | Thumb |
| 18 | Right shoulder |
| 19-20 | Upper arm |
| 21 | Elbow |
| 22-23 | Forearm |
| 24 | Wrist |
| 25 | Hand |
| 26 | Finger |
| 27 | Thumb |
| 28-47 | Chest* |
| 48-62 | Abdomen* |
| 63-66 | Groin |
| 67-70 | Left hip |
| 71-75 | Thigh |
| 76 | Knee |
| 77-80 | Calf |
| 81 | Ankle |
| 82-83 | Foot |
| 84-87 | Right hip |
| 88-92 | Thigh |
| 93 | Knee |
| 94-97 | Calf |
| 98 | Ankle |
| 99-00 | Foot |

In profile shots (from side) the per cent for the opposite side are counted for the exposed side (double the chance of hitting).

EXAMPLE: If you have a left side shot where the opponent's right eye, arm, or leg is blocked from view, a roll on the hit location chart of right eye, arm, or leg would count as a hit on the exposed left eye, arm, or leg.

HIT LOCATION CHART, WHERE ONLY UPPER BODY EXPOSED [PRONE, FOXHOLE, OR WINDOW]

| ROLL | LOCATION |
|-------|-----------------------------|
| 01-05 | Brain (''01, 02'' Fatal) |
| 06-07 | Left eye ¹ |
| 08-09 | Right eye ¹ |
| 10-11 | Nose |
| 12-13 | Jaw |
| 14-15 | Larynx |
| 16-17 | Left shoulder ¹ |
| 18-21 | Upper arm |
| 22-23 | Elbow |
| 24-27 | Forearm |
| 28-29 | Wrist |
| 30-31 | Hand |
| 32-33 | Finger |
| 34-35 | Thumb |
| 36-37 | Right shoulder ¹ |
| 38-41 | Upper arm |
| 42-43 | Elbow |
| 44-47 | Forearm |
| 48-49 | Wrist |
| 50-51 | Hand |
| 52-53 | Finger |
| 54-55 | Thumb |
| 56-00 | Chest |

¹ If only one arm exposed, then a "hit" on the other unexposed arm counts as a hit on the exposed arm.

SUPPRESSED WEAPONS

| SUPPRESSED WEAPON | MAXIMUM RANGE TO ROLL REACT |
|-------------------|-----------------------------|
| .22 pistol | 15 feet |
| 9 mm, pistol/SMG | 30 feet |
| 5.56mm (M-16s) | 30 feet |
| 7.62mm (M-14s) | 45 feet |

With a suppressed weapon at five feet, you can roll against your pistol per cent effectiveness to make a head shot; if you make the roll it is an instant kill (otherwise, it is a complete miss.)

DAMAGE

| PISTOL | |
|---------------------|--------|
| .22 | 2d10+5 |
| 7.62x25 | 3d10 |
| .38 Special | 3d10 |
| 9mm | 3d10+5 |
| .45 acp | 4d10 |
| .357 mag | 4d10+5 |
| .44 mag | 5d10 |
| 9mm short (Makarov) | 3d10 |

| MACHINE PISTOL/SUBMACHINEGUN | |
|------------------------------|--------|
| 7.62x25 | 3d10 |
| 9mm | 3d10+5 |
| .45 acp | 4d10 |
| .30 Carbine | 4d10 |

| ASSAULT RIFLE | |
|---------------------------------|--------|
| .30-'06 (M-1, BAR) | 4d10+5 |
| 7.5mm (captured French MAS 49s) | 4d10 |
| 7.62 x 39mm (AK, SKS) | 4d10 |
| 7.62 x 54mm (SVD sniper rifle) | 4d10+5 |
| 7.62 x 51mm (M-14, FN's) | 4d10+5 |
| Non-Vietnam Weapons | |
| 6.5 | 3d10+5 |
| .303 | 4d10 |
| 5.45 (AK-74) | 5d10 |

| LIGHT MACHINEGUN | |
|--------------------------------|--------|
| 7.62 x 39mm (RPK mag fed MG) | 4d10 |
| 7.62 x 54mm (PKS belt fed MG) | 4d10+5 |
| 7.62 x 51mm (NATO, M-60, Bren) | 4d10+5 |
| .223/5.56mm (Stoner) | 5d10 |

| HEAVY MACHINEGUN | |
|------------------|-------|
| .50 | 2d100 |

| SHOTGUN | | Flechette or M-79 AP |
|---------------|-------------|----------------------|
| Range (Yards) | 00 Buckshot | |
| 1-5 | 2d100 | 2d100+10 |
| 6-10 | 2d100-20 | 2d100-10 |
| 11-15 | 2d100-30 | 2d100-20 |
| 16-20 | 2d100-40 | 2d100-30 |

ASSAULT!

HAND-TO-HAND:

HAND-TO-HAND COMBAT TABLE

| ROLL | UNARMED | KNIFE* | BAYONET |
|-------------------|---------|----------------------|----------------------|
| Action | Damage | Action | Action |
| 1 Slash with hand | 2d10 | Slash | Slash |
| 2 Slash with foot | 3d10 | Slash | Slash |
| 3 Stab with hand | 3d10 | Stab | Stab |
| 4 Stab with foot | 4d10 | Stab | Stab |
| 5 Parry | | Parry | Parry |
| 6 Parry | | Parry | Parry |
| 7 Riposte | 2d10 | Riposte (with slash) | Riposte (with slash) |
| 8 Riposte | 3d10 | Riposte (with slash) | Riposte (with stab) |
| 9 Grappel | 3d10 | Grappel (with stab) | Buttstroke |
| 10 Evade | | Evade | Evade |

KNIFE THROWING

HAND-TO-HAND COMBAT

| KNIFE THROWING | RANGE (feet) |
|---------------------|--------------|
| TARGET | 10 15 20 |
| Standing | 0 -5 -10 |
| Kneeling | -5 -10 -15 |
| Prone/behind object | -10 -15 -20 |
| Running | -15 -20 -25 |
| THROWER | |
| Moving | -15 -20 -25 |
| DAMAGE | RANGE |
| 4d10 | 10 |
| 3d10 | 15 |
| 3d10 | 20 |

*KNIFE FIGHTING DAMAGE

| EDGED WEAPON | Slash | Stab | BLUNT WEAPON |
|---|-------|--------|--|
| Pocketknife/Small Concealable Danger | 1d10 | 1d10+5 | Pistol Butt or other One-handed weapon |
| K-bar or other Sheath Knife | 2d10 | 2d10+5 | Chair or other Two-handed weapon |
| Machete | 3d10 | 3d10+5 | |
| Entrenching tool (shovel), open sword or other large edged weapon | 3d10 | 3d10+5 | |

GRENADES & BLOOKERS:

COMBAT EFFECTIVENESS TABLE: GRENADES

| TARGET | RANGE (yards) | | | | | |
|---------------------------|---------------|-------|-------|-------|-------|-------|
| | 1-20 | 21-25 | 26-30 | 31-35 | 36-40 | 41-45 |
| Open area (clear target) | 0 | -5 | -10 | -15 | -20 | -25 |
| Door-sized space | -5 | -10 | -15 | -20 | -25 | -30 |
| Window-sized space | -10 | -15 | -20 | -25 | -30 | -35 |
| Gunslit | -15 | -20 | -25 | -30 | -35 | -40 |
| Unseen (exp: over a wall) | -10 | -15 | -20 | -25 | -30 | -35 |

GRENADE DAMAGE TABLE

| Distance from grenade (yards) | HE/Frag |
|-------------------------------|---------|
| 1 | 2d100 |
| 2 | 2d100/2 |
| 3 | 2d100/3 |
| 4 | 2d100/4 |
| 5 | 2d100/5 |

COMBAT EFFECTIVENESS TABLE: GRENADE LAUNCHERS

| TARGET | RANGE (Yards) | | | | | |
|--------------|---------------|--------|---------|---------|---------|---------|
| | 0-75 | 76-120 | 121-165 | 166-210 | 211-255 | 256-300 |
| Open area | -5 | -10 | -15 | -20 | -25 | -30 |
| Door-sized | -10 | -15 | -20 | -25 | -30 | -35 |
| Window-sized | -15 | -20 | -25 | -30 | -35 | -40 |
| Unseen | -20 | -25 | -30 | -35 | -40 | -45 |
| MARKSMAN | | | | | | |
| Running | -40 | -50 | -70 | -70 | -80 | -90 |

| WP | (does damage for 3 CR) |
|----|------------------------|
| 1 | 2d100/2 |
| 2 | 2d100/3 |
| 3 | 2d100/4 |
| 4 | 2d100/5 |

LAW/RPG

COMBAT EFFECTIVENESS TABLE

| VIEW | TARGET | | | | |
|--------------------------------------|---|-----------------------------------|--------------------------|-------|-------|
| | Large (tank, house, tunnel, etc.) | Medium (jeep, car, pillbox) | Small cycle, door) | | |
| Side (biggest target) | 0 | -5 | -10 | | |
| Oblique (at angle) | -5 | -10 | -15 | | |
| Head on/Rear on (smallest target) | -10 | -15 | -20 | | |
| | RANGE (yards) | | | | |
| | 10-19 | 20-29 | 30-39 | 40-49 | 50-59 |
| MARKSMAN | | | | | |
| Propped against something | 0 | -5 | -10 | -15 | -20 |
| Kneeling | -5 | -10 | -15 | -20 | -25 |
| Standing | -10 | -15 | -20 | -25 | -30 |

TANK HIT LOCATION CHART

- Roll 1d10 to determine damage
- 1 Hit main gun -- tank still moving, MGs operable
 - 2 Hit bogies -- tank still moving, all guns operable
 - 3 Hit far side track, spins away from you then halts
 - 4 Hit near side track, spins in that direction, then halts
 - 5 Killed driver, continues to drive straight ahead
 - 6 Hit engine compartment, halts, crew still fighting
 - 7 Hit engine compartment, internal explosion kills crew
 - 8 Hit turret, main gun out of action, commander & loader dead
 - 9 Ignite fuel, crew comes barreling out, some on fire
 - 10 Ignite shells, they cookoff, killing crew and destroying tank

This same table will work for Soviet made BMD and BMP armored personnel carriers with their small turrets. For trucks use the following table:

Roll 1d10

- 1 Hit engine, rolls to stop, engine in flames
- 2 Hit cab killing driver, rolls on out of control
- 3 Hits fuel tank and goes up in a ball of flame
- 4 Hit left front tire, spins off in that direction
- 5 Hit right front tire, spins off in that direction
- 6 Hits left rear tire (s), stops
- 7 Hits right rear tire(s), stops
- 8 Hits truck bed kills any occupants
- 9 Hits truck bed kills half of occupants
- 10 Hits truck bed wounds all occupants, but can still fight (-20 St each).

IN-COMING!

ARTILLERY EFFECTS ON STRUCTURES TABLE DIRECT HITS

| | Bamboo | Wood | Brick | Concrete |
|--------------------|--------|------|-------|----------|
| Bomb, 8", 155 | D | D | D | D |
| 105, rockets | D | D | D | R |
| 20mm, 81mm, napalm | D | D | R | R |
| 60mm, grenades | D | R | R | R |

D - indicates the structure is destroyed

R - indicates the structure is NOT destroyed, and the occupants will take REDUCED or less than full damage

ARTILLERY/AIR STRIKE ANTI-PERSONNEL EFFECTS BY TERRAIN

| | Small Arms | .50 MG | Grenades | L.A.W./RPG | 60 mm Mortar | 81mm Mortar | 105mm Howitzer | 155mm Howitzer | 8" Howitzer | AIR STRIKE | 2.75" Rockets | Bombs | Napalm | 20mm Cannon |
|--------------------------------------|------------|--------|----------|------------|--------------|-------------|----------------|----------------|-------------|------------|---------------|-------|--------|-------------|
| Brush, Elephant grass | R | F | R | F | R | R | F | F | F | | F | F | F | R |
| Tree, less than one foot in diameter | N | N | R | R | R | R | R | R | F | | R | F | F | R |
| Tree, greater than one foot in dia. | N | N | C | R | C | R | R | R | R | | R | F | F | R |
| Rock | N | N | C | R | C | C | R | R | R | | R | R | F | C |
| Foxhole/fighting hole, Trench | N | N | C | R | R | R | R | R | R | | R | R | F | R |
| Bunker, wood and sandbags | N | N | C | R | C | R | R | R | R | | R | R | R | R |
| Concrete pillbox, Caves | N | N | C | C | N | N | C | C | C | | C | C | C | N |
| Buildings | | | | | | | | | | | | | | |
| Bamboo | F | F | R | F | R | R | F | F | F | | F | F | F | R |
| Wood | C | F | C | F | C | R | F | R | R | | F | R | F | R |
| Brick | R | R | N | R | N | C | R | R | R | | R | R | R | C |
| Concrete | N | C | N | C | N | N | C | C | C | | C | C | C | N |

F - Full damage, the normal damage roll for that weapon

R - Reduced damage, one-half the damage roll for that weapon

C - Concussion, one-third the damage roll for that weapon

N - No damage

ARTILLERY AND AIR SUPPORT DAMAGE TABLES

ARTILLERY

| | Range from Impact (yards)* | | | | | | |
|----------------|----------------------------|----------|----------|----------|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 60mm Mortar | 2d100 | /2 | /3 | /4 | - | - | - |
| 81mmMortar | Fatal | 2d100 | /2 | /3 | /4 | - | - |
| 105mm Howitzer | Fatal | 2d100+10 | /2 | /3 | /4 | - | - |
| 155mm Howitzer | Fatal | Fatal | 2d100+20 | /2 | /3 | /4 | - |
| 8" Howitzer | Fatal | Fatal | Fatal | 2d100+30 | /2 | /3 | /4 |

*Slash (/) indicates "divided by"

AIRCRAFT

3 Bombs

DAMAGE
Equal to 8" Howitzer

or

1 Napalm

Treat like strafing run, any troops take
2d100+20

12 Rockets

Equal to 105mm Howitzer

3 MG strafing runs

2d100

or

1 20mm Staffing Run

2d100+20

HELICOPTER GUNSHIP (Cobra)

Up to 38 rockets

Equal to 105mm Howitzer

3 MG Strafing Runs

2d100

1 Grenade Lancher Run

Treat as grenade,
2d100, /2, /3, /4, /5

APPENDICES

APPENDIX: MILITARY ALPHABET

When the radio and telephone communications are bad it is possible to spell out a word that may be misunderstood using the phonetic alphabet. Also, these phonetic designations are used for unit designations for infantry, aircrafts, etc., in the field.

| | |
|-------------|--------------|
| A = Alfa | N = November |
| B = Bravo | O = Oscar |
| C = Charlie | P = Papa |
| D = Delta | Q = Quebec |
| E = Echo | R = Romeo |
| F = Foxtrot | S = Sierra |
| G = Golf | T = Tango |
| H = Hotel | U = Uniform |
| I = India | V = Victor |
| J = Juliett | W = Whiskey |
| K = Kilo | X = X-ray |
| L = Lima | Y = Yankee |
| M = Mike | Z = Zulu |

APPENDIX: MILITARY TIME

The military works on a 24 hour clock, and to be more authentic you should adopt this in your mission briefings. The system works like this:

TIME:

Morning

1 a.m. 0100 ("oh, one hundred")
2 a.m. 0200 ("oh, two hundred")
3 a.m. 0300 ("oh, three hundred")

4 a.m. 0400 ("oh, four hundred")
5 a.m. 0500 ("oh, five hundred")
6 a.m. 0600 ("oh, six hundred")
7 a.m. 0700 ("oh, seven hundred")
8 a.m. 0800 ("oh, eight hundred")
9 a.m. 0900 ("oh, nine hundred")
10 a.m. 1000 (ten hundred hours)
11 a.m. 1100 (eleven hundred)
12 a.m. 1200 (twelve hundred)

Noon

Evening

1 p.m. 1300 (thirteen hundred)
2 p.m. 1400
3 p.m. 1500
4 p.m. 1600
5 p.m. 1700
6 p.m. 1800
7 p.m. 1900
8 p.m. 2000 (twenty hundred)
9 p.m. 2100
10 p.m. 2200
11 p.m. 2300
12 p.m. 2400

Midnight

Time between hours is pronounced as follows:

0135 (1:35 a.m.; is "oh, one, thirty-five")
0705 (7:05 a.m.) is "oh, seven, oh five"
1425 (2:25 p.m.) is "fourteen, twenty-five"

APPENDIX: VIETNAMESE NAMES

A - Ao, An, Ap
B - Ban, Ben, Bi, Bo, Bong
C - Cao, Chong, Chu, Con, Cu
D - Dak, Dao, Deo, Dai, Dong, Duc, Do
F - Fong, Fvan, Fimnon
G - Gia, Gir, Ghe, Giong
H - Hai, Hong, Hu, Huong, Ho
J - Jak, Jang, Ju
K - Khao, Kinh, Ko, Kon
L - Lang, Linh, Ling, Loi, Long
M - Ma, Mat, Mot, Mang, Me
N - Na, Nong, Nui, Nin
O - Oi
P - Pha, Phnom, Phu, Plei
W - Quang, Quet, Qui
R - Ro, Ron, Roun, Rah
S - Sha, Son, Song, Sop
T - Tai, Tau, Taung, Tou
U - Uay, Uing, Uyen
V - Vong, Va, Vi, Van, Vinh
W - Wan
X - Xom, Xuan, Xim, Xuong
Y - Yok, Ya, Yang, Yen