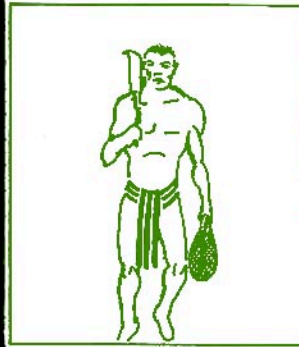
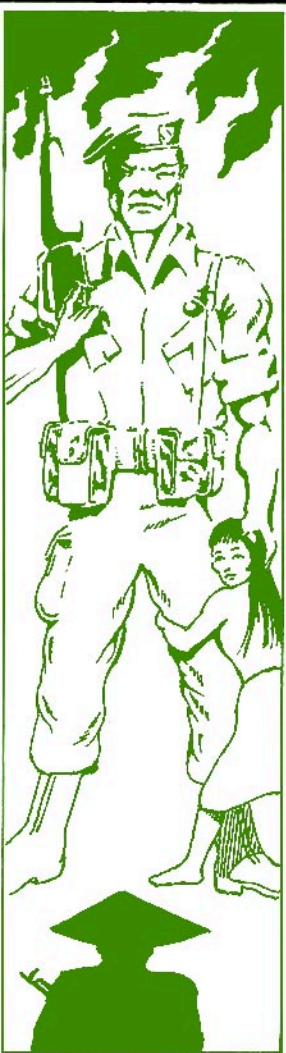
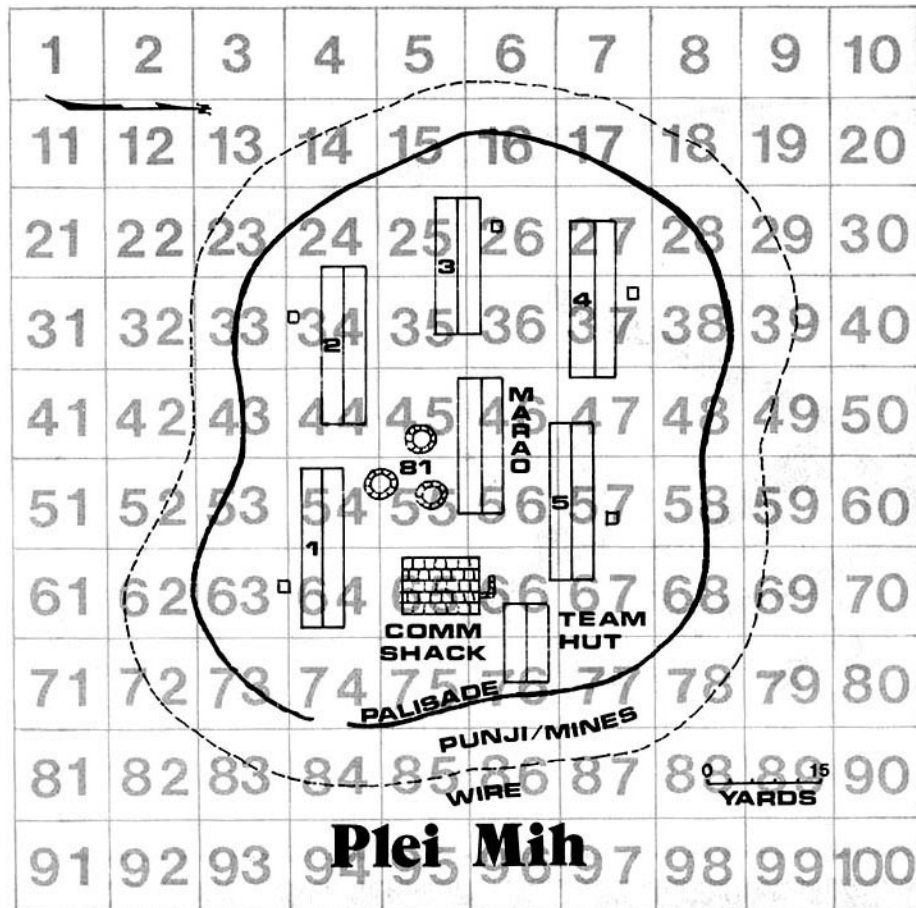


HEARTS & MINDS





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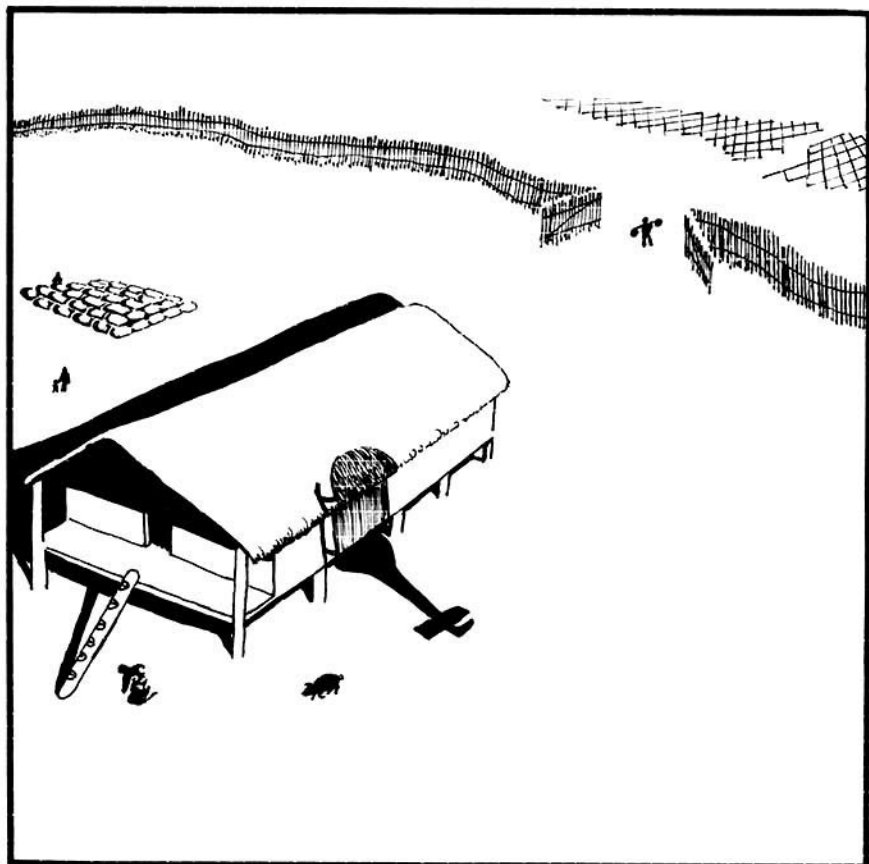
DEDICATION:

To the People of the Forest who gave their lives, love, loyalty, and liberty in support of their friends in the U.S. Army Special Forces A Team Detachments.

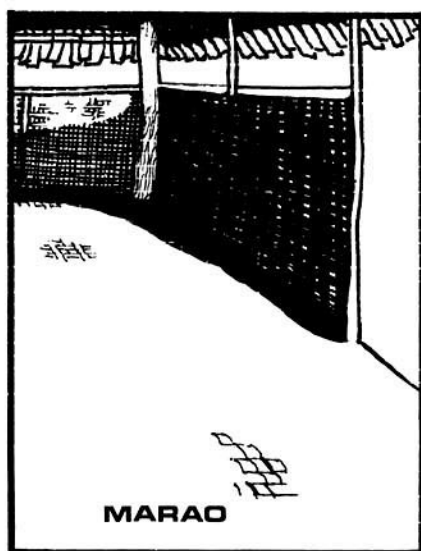
DESIGNER: JOE F. MARTIN

RPG INC.
 BOX 485 LINCOLN, AR 72744





LONGHOUSE



MARAO

INTRODUCTION

Hearts and Minds is a phrase that is synonymous with the Viet Nam War; yet, it originated in the British counter-insurgency war in Malaya. The concept assumes that to win an armed struggle against guerrillas, you must first win the loyalty of the people you are defending and thereby deny the guerrillas the food, potential troops, and intelligence that can be supplied to the guerrillas. In Vietnam "Hearts and Minds" took many forms: the relocation of whole villages into government controlled and defended Strategic Hamlets (based on another concept from the Malayan war) and the Civic Action Programs designed to improve the health, education, and welfare of the villagers and thereby prove the government's concern for the people.

In this module, we are looking at the war in microcosm. One montagnard village and its inhabitants represent the larger problems of winning over a people who had been ignored or abused by politicians and bureaucrats. Add to this the problem of operating in an alien culture with a different language, customs, and mores, and the efforts of the enemy to also win over (or that failing to intimidate) the people.

The war in the Central Highlands of Viet Nam may be one of the last "romantic" adventures of the 20th Century. Small groups of well trained and highly motivated men were responsible for more than half the land of the Republic of Viet Nam (South Viet Nam) and a sizable percentage of its people, by sheer force of will. Out of the highlands are to come stories that will match Lawrence of Arabia or Gordon of Khartoum.

THE MONTAGNARDS

Approximately 30 different cultures existed in the Central Highlands (when Indochina was a French colony the Anamese Mountains were centrally located to the territory that later comprised Laos, Cambodia, and the two Viet Nams and was therefore, called the Central Highlands; although this was no longer geographically accurate by the time of American involvement). These cultures were collectively called "montagnards", which is a French word for mountaineers or mountain people. Although lumped together, their languages and cultures were quite diverse.

In "Hearts and Minds" we will use a composite of several. The basis is the Halang, whose territory covered the juncture of Laos, Cambodia, and South Viet Nam (a critical area in the Ho Chi Minh trail). The language used is Halang, and so are many of the customs and daily events. The village and houses are likewise Halang. The one major divergence is in the names, which are based on the Mnong Gar, to make an easier system for remembering so many unfamiliar names in the course of a few hours time.

The montagnards are frequently and erroneously referred to as tribes; this presupposes a larger organization that bound each village to the others. Generally, there was no higher level than the village. Within the village was the Kra Plei, the village headman or "chief", who was chosen for his wisdom. He was advised by the Mu Geh, the Council of Elders from each of the families. A family in a longhouse would consist of several generations: aunts, uncles, grandparents, cousins, etc. Within the longhouse, each of their families would have a personal area and hearth (fireplace) set aside. This extended family allowed related people to combine resources to take care of the very young and old. Within the village there will be several longhouses representing several different families, granaries to store rice, and the Marao where unmarried boys and girls lived, in separate sections (and where the team will live initially).

The montagnards were semi-nomadic. They farmed by the use of swidden agriculture, where they cleared land, burned the trees and brush (the ash fertilized the crop), planted their fields (a dry rice grown without flooding the fields), and harvested their crop. They rotated their fields each year to new areas. When the soil fertility gave out in an area, the distance to the fields became too great, a plague destroyed much of the village, or war made an area too hostile, the village would move.

As an agricultural people the montagnards were attuned to nature: the importance of rain, the animals that might destroy the crops, the animals they hunted, the wild vegetables and herbs they gathered, and the materials they collected to make their housing, clothing, and other possessions. This was worked into a system of spirits (Yang), both good and evil. The good were generally ignored, and the evil were placated with incantations and sacrifices. The most important man in dealing with the Yang was the Bo Jou (the shaman/sorcerer/medicine-man); he had to divine the omens as well as heal the sick.

To the fantasy roleplayer, the concept of a people who devoutly believe in spirits and incantations should present no problem; to others new to roleplaying, think of the montagnards as closely akin to the American Indians (who they physically resemble).

Many of the daily events and training situations are intentionally humorous. This is based on the types of events that a SF team is likely to remember and recount years later; it is not meant to be derogatory in any form. If you laugh about some of the things that happen during training, you can ask anyone who went through basic and find a Gomer in the unit who was always fouling up. The Halang, at least, did not grow up on movies, tv, and comics, where they should know how to handle a grenade. It's surprising in a nation that places so much emphasis on weapons, how many Americans hardly know which end of a rifle to point at the enemy, anymore.

Humor also plays an important role in the character of the Halang. When you have no tv to sap your mind away, your entertainment must come from daily events that occur within the confines of your village. Many of the daily events will become humorous tales that will be recounted in evenings by the fire for yearstocome. The SF team, in particular, becomes the source for new stories; the laughter is not malicious and any PC who can't stand being the butt of a joke certainly should never have been a Special Forces trooper. Life is particularly hard in the mountains, and every humorous incident is savored.

PLEI MIH

The village of Plei Mih (Halang for "American village") can be played in several ways. You can use the village map for most of the daily situations; this will leave your playing area clear for setting up patrolling situations. If you are using miniatures, you may need a large piece of paper to layout the village or a set of cardboard floorplans to setup the village for probes or assaults by the VC/NVA when range and cover become critical for determining situations. In the original design of SAN SUCCI, the long buildings (D, E, & F) were designed to be used as the longhouses. The two small rooms at the front of the buildings represent an open porch; the interior wall then becomes the front wall of the building. Booths can define the individual living quarters of a family, with a communal meeting area near the front door. These buildings are built of rattan, and are above the ground on pilings. The roof is thatch. There is no chimney for the wood fires, and the houses are always smokey (this helped keep away the malaria carrying mosquitoes). Chickens and pigs were penned under the house, much as Europeans used to shelter their livestock on the ground floor of their houses. Buildings S will be the rice granaries. Building H will eventually be the team hut. Building O will be the underground Commo bunker for the radio, generator, and spare ammo. The 81mm gunpits (X) will need to be dug; and W the village latrine will have to be built. One of the longhouses will be the marao where the young, unmarried boys and girls live; and where the team will stay until the team hut is built.

The surrounding terrain has been omitted from the village map to allow you the flexibility of changing it for more options. The river for water and bathing should be 3-400 yards from the front gate of the village. The village will be on the top of a hill with most of the trees and brush cleared back for about one hundred yards (for small gardens and firewood). This will give you good fields of fire against a probe or attack. The palisade (bamboo walls), team hut, 81mm mortar pits, and commo bunker are already indicated on the village map for mortar and sniper purposes; although the PCs will have to "build" these as play progresses.

Beyond the village, the terrain is heavily forested hills and small mountains. The mountains are similar to the Ozarks and the Allegheny mountains, rather than the towering peaks of the Rockies. One of the newer features in "H&M" is a random terrain table for descriptions.

THE SPECIAL FORCES (SF)

The U.S. Army Special Forces is a descendant of the O.S.S. (Office of Strategic Services, the forerunner of the C.I.A.) Jedburgh units that organized guerrillas in Europe during World War II, and Detachment 101 (and the British Force 136) that organized indigenous guerrillas against the Japanese in Burma. The French tried this concept in Indochina with the Groupe de Commandos Mixte Autonomes, and the British with the Special Air Service (S.A.S.) in Malaya. The British success in their counter-insurgency efforts greatly influenced the training and direction of the Special Forces (and American strategy in Viet Nam).

Special Forces (SF) are organized into A, B, and C detachments. C detachments are command organizations. B detachments are primarily support units that provide supplies, intel, R&R, and coordination of the various A teams. The A team is the essence of Special Forces. It consists of 12 men, two officers and ten non-coms. The A team commander is usually a captain; his executive officer (X.O.), who handles most of the paperwork and details, is usually a first lieutenant.

The non-coms (as in any military unit) are the backbone and sinews of the organism. Their training in specialties is the source of the RECON MOSs; on an A team you will normally have one or more men trained as a medic, demo, intel, small arms, heavy weapons, RTO, and an operations (planning) specialist. Each of these men is cross-trained in one of the other specialties (his "secondary MOS" in RECON). The A team can be split into two six-man detachments due to the cross-training. This will allow you to run HEARTS & MINDS with less than 12 player characters.

Being elite, you can't crank out qualified personnel for SF as easily as a more conventional unit. In Nam, the limited number of SF personnel required that they operate with large numbers of indigenous personnel. A Civilian Irregular Defense Group (CIDG) camp would have a U.S. A team, an LLDB team, and 200-500+ montagnards. (This would be a little difficult for your average MD to roleplay, and it makes resolving combat during an assault by 1,500 or so VC/NVA a lifetime hobby.) As an alternative, you are organizing one village in the early days of U.S. involvement; if you are successful, it will develop into a CIDG camp with men from other villages rallying to your leadership.

ACTIVITIES

HEARTS & MINDS is composed of two types of incidents, the daily events that occur in the village (the hardest to role play) and those that occur during patrols. Once the village men have been organized and trained as Strikers, there should always be active patrolling with one SF and several Strikers. To get your players more actively involved, they should "run"

some of the Strikers on patrol; this will allow them to engage in any firefights, snatches, sabotage, etc. while their PCs take care of the more mundane events in the village. In this way, the village becomes the setting for a campaign (or series of patrols launched from a common base) and stretches out the daily incidents. Otherwise, too many players are going to want to "get on" with the action, at the expense of learning anything about what it was like to work with the montagnards.

YOU DO NOT HAVE TO WIN OVER THE VILLAGE IN ONE EVENING'S PLAY; STRETCH IT OUT BY MAKING THE VILLAGERS CONTINUING CHARACTERS IN A CAMPAIGN COMPOSED OF NUMEROUS PATROLLING INCIDENTS OVER THE COURSE OF SEVERAL MONTHS OF PLAY TIME.

OUTLINE

DAY INCIDENTS

- 1 Team arrives at village (Plei Mih), must talk with the Kra Plei (headman), Mu Geh (Council of Elders), and Bo Jou (shaman). The team must convince them to let the team stay and train them; let the players come up with convincing reasons. The Bo Jou will consult the spirits (which will be favorable), and the team will move into the Marao to stay.
- 2-3 The team gets to know the villagers, and convinces to help build airstrip so supplies can land.
- 4-9 Villagers and team build airstrip, cut brush on flat strip of land and fill in holes, burn brush.
- 10 Airplane arrives and uniforms are distributed. Weapons are carried back to the village. Men strut about in their new uniforms and uncomfortable new boots.
- 11-26 Training begins. (Later rolls on "training events" are reminiscences or teasing about incidents.)
- 27 Patrolling begins

Continuing Village Efforts

- Daily sickcall for villagers and surrounding villages
- 10 days to build palisade around village
 - (two bamboo walls with punji in between)
- 2 days planting mines and Claymores in with punjis
- 3 days emplacing 81mm mortars
- 5 days digging Commo bunker for radio and generator
- 10 days to build team hut
- 10 days to dig well
- 5 days to build bridge
- 2 days to dig village latrines and instruct in basic hygiene

DICE

Most of you are using 20-sided percentile dice. These can be used to generate a number from 1 to 20 by painting one set of numbers one color and the other set of numbers a different color. Painting these small numbers is not as difficult as it sounds, liberally apply a glob of plastic model paint to one set of numbers; then wipe off the excess with a tissue or cotton that has been dipped in thinner and wrung out. This will leave paint in the depression for the numbers, but will clean off the face of the die. When those have dried, flip over the die and do the other set of numbers in a different color.

When you roll this die, one color will give you numbers from 1 to 10, the other color will indicate the numbers 11 to 20. For normal d10 color is irrelevant.

GENERATING MONTAGNARD NPCs:

HEIGHT: 4'10" + 1d10"

WEIGHT: 110 lbs. + 5d10 lbs.

ST: 50 + 5d10

Ag: 50 + 5d10

Al: 50 + 5d10

You may wonder why the character generation is so weighted in favor of NPCs. The montagnards were born in this terrain and are much better suited to humping it up and down the rugged terrain. Theirs is a tough and demanding way of life that weeded out the weak at an early age. Their high St reflects their hardiness. Their Ag reflects their lifelong skill with hand tools and weapons; it's much easier to have a high Ag if you don't spend your life in front of a tv screen. Their Al reflects their familiarity with the village and the highlands; being born there, they are much more likely to notice something out of place than you or I. These bonuses do not count for lowland Vietnamese (ARVN or VC/NVA) operating in the highlands

After their initial training, an NPC will roll his base per cent with whatever weapon you have selected for him (M-1, -2, or M-3). Grenades add a +5 to Ag after training.

NPCs not on patrol can be further trained at +5 for each 10 days of training. This will double the time required for any camp improvements as you are spending 1/2 of each day on the range. This will also apply for grenade training.

Montagnards were initially supplied with surplus World War II/Korea weapons: the M-1 Garand semi-automatic rifle, the M-2 selective fire .30 caliber carbine, or the .45 caliber M-3 "grease gun" submachinegun.

Due to its short barrel and light weight, the M-2 carbine will use the pistol/submachinegun table. The .30 carbine cartridge is smaller than the .30-'06 cartridge used in the M-1, Browning Automatic Rifle/B.A.R., and the Browning Light Machinegun (M-1919).

DAMAGE

.30 Carbine	4d10
.30-'06 (M-1, BAR, M-1919 MG)	4d10 + 5
7.62 x 39mm (AK, RPK-mag fed MG, SKS)	4d10
7.62 x 54mm (SVD sniper rifle, PKS belt fed MG)	4d10 + 5
7.62 x 51mm NATO (M-14, M-60, FN's)	4d10 + 5

CROSSBOWS:

The montagnard crossbow is a silent, deadly weapon at close range. Several SF teams utilized this weapon in place of suppressed weapons for taking out sentries; suppressors are more readily available in games than they are in reality.

To use a crossbow, you will treat as a normal small arm with a 2d100 base per cent, minus target modifier, minus the marksman modifier. For montagnard NPCs, the base per cent is generated by rolling 5d10 and adding to 50% (55-99%). For SF PCs, roll the normal 2d100. This system favors the experienced NPCs who have used this weapon for a lifetime. PCs can improve the skill like any small arms skill (+5 for each 150 points).

	RANGE (Feet)			
TARGET:	0-15	16-30	31-45	45-60
Erect	+5	0	-5	-10
Kneeling	0	-5	-10	-15
Prone	-5	-10	-15	-20
Running	-10	-15	-20	-25

MARKSMAN:

Prone/Braced	+5	0	-5	-10
Kneeling	0	-5	-10	-15
Erect	-5	-10	-15	-20
Running	-20	-30	-40	-50

DAMAGE: 4d10+5

HEAD SHOT: To take out sentries, at 15 feet or less, if neither the sentry nor marksman is moving, you can roll against your base per cent (unmodified) with the crossbow. A hit is an instant kill, a "miss" does normal damage.

NPC NAMES:

The most difficult part of HEARTS & MINDS will be remembering so many new names. Where the real SF team would have weeks to learn everyone's name in the village, the players will only have hours of playing time. To simplify this, each of the indigenous NPCs will have a nickname; this was a common practice among several of the 'Yard "tribes".

The villagers are organized into five longhouses with their respective extended families and the marao where the unmarried men and women (from eight years old until marriage will live).

Only the character's age is given, to allow you more control in developing the character.

LONGHOUSE 1:

Rogei the Kra Plei (57): A very wise and successful man of means in the village. He is always concerned about the welfare of the people of the village. He is friendly towards the A team, but will question any decisions that threaten the village.

Hobol of the Round Face (55): Rogei's wife. She is a plump, sweet, motherly person filled with love. She is likely to take one or more of the SF under her wing and look after them.

Married Sons:

Rothel-the-Schoolboy (39): Hardly a boy anymore, he got his nickname when he studied at the district school. He is very intelligent, and is a good potential leader for one of the Strike Force units.

Khay (38): Rothel's wife. A fair skinned woman from another village. She rarely talks. When spoken to she blushes and turns her eyes away. (Blushing is rare.) The villagers love to tease her, since she and her sister Holong are from another village and both are the children of a French soldier from the French Indochina War.

Pran-of-the-Forge (37): Pran is the village blacksmith. A very necessary and respected skill for making the agricultural tools needed to plant and harvest rice. Pran is very strong, says little, but when he talks he gives excellent advice.

Holong-of-the-Night (35): Holong is as dark as her sister Khay is fair. This causes her to be teased; however, she has a sharp wit and tongue and few can get the best of her.

De-of-the-Rooster (21): De is rather slow witted. He is a hard worker, a good friend, slow to get angered (but when he does, watch out!). He is a natural follower and got his nickname for boyhood mischief following someone else's lead; noone will

recount what the story of the rooster was, but will only chuckle if the subject is mentioned.

Bobal-of-the-Quick-Temper (19): As her nickname suggests, Bobal is quick tempered when De, her husband, is teased. She deeply loves this gentle man. And when she gets riled, she is liable to tell all the gossip concerning the offender. The villagers are wary of Bobal, and will rarely tease De within hearing of Bobal.

LONGHOUSE 2:

Bodrung-the-Healer (56): Bodrung is the village shaman and is well respected and a little feared. As the Bo Jou his fees have added greatly to the wealth he achieved by marrying a rich, if hardly attractive or bright wife (now deceased). Bodrung is rather stingy and his feasts are sparse and his beer watery.

Married Sons:

Hung Kui (58): The older brother of Bodrung. When he fell on hard times, Bodrung grudgingly let him move in. After only a few sips of beer, Hung Kui falls asleep (his favorite passtime, a distinct possibility if he is ever on sentry duty at the village gate).

Posau-Who-Clings (26): She is Hung Kui's third wife (many die in childbirth). She is very ambitious for Bodrung's wealth and is always flattering her husband's brother and doing little favors for him. Although younger than Juoi, Posau runs the household. Posau is the daughter of Klon-Tupai.

Jam-the-Hunter (38): Jam is Bodrung's eldest son. His name is a pun. Not only is he the best crossbow hunter in the village, but he is also always flirting with the other women.

Juoi-of-the-Gentle-Smile (32): Juoi is a rarity in having all her teeth, which makes her exceedingly attractive by Western standards. Although she never challenges Jam about his affairs, rumor has it that she may be secretly cuckolding the Hunter at his own game.

Biak-of-the-Quivering-Belly (36): Biak is a rarity among the Halang, because he is fat. Food is hard to come by, and even though he seems to eat little more than others, he looks like Santa Clause in a loincloth. Biak is well liked for his quick humor, often at the expense of his brother Jam or his father's miserliness (Bodrung likes to pretend how generous he is).

Mie-of-the-Glistening-Eyes (18): Mie, daughter of Grom by his second wife, seems ever on the verge of tears. Wailing in grief is common, but tears are rare. Her sad face lights up under the joking by her husband Biak.

LONGHOUSE 3:

Kong-Kay-the-Deputy (60): Kong-Kay is a Mu Geh (elder) in the village, and very old for a villager. He is very obsequious and is always brown nosing Rogei. He never disagrees with any one. He will latch onto the A team like a tick to exploit any benefits they might bring him. He is very pro-U.S. unless someone disagrees.

Bohut-the-Shrill (58): Bohut is Kong-Kay's wife and always nagging the man in a loud shrill voice. Late at night you can hear her clear across the village haranguing her husband. She is the sister of Koyal.

Married Sons:

Gouip-Quick-Hand (44): Gouip has one hand. Rumor has it the other was chopped off "accidentally" by an outraged husband of one of the women the Gouip accidentally paws at any feast after drinking enough dodrip (beer).

Mat-Miang-the-Thin (38): Mat-Miang is Gouip's wife, and even after several children she is as thin and narrow as the proverbial beanpole. 'Yard women tend to be rather stocky by Western standards. Mat-Miang has threatened to make old Quick-Hand the no hands if she catches him; she always threatens him (which doesn't stop him).

Komur-the-Burrower (38): Kong-Kay's other married son got his nickname from relentlessly burrowing after a badger into its burrow long after all the other boys had ceased. He is very determined, stubborn, and the solid line his eyebrows make across his forehead give him a sullen look. If you have to go in any caves or VC tunnels, he won't let you down.

Lip (35): Lip is Komur's wife, and where he is relentless, she can hardly keep up a conversation without changing the topic after one sentence.

LONGHOUSE 4:

Lolo-the-Scab (62): Another Mu Geh (elder of the village council). He is very wise, but his looks are deceptive. He does his best thinking as he sits and scratches. Nobody has ever figured what's the matter, I think he just enjoys scratching because he is relatively clean. He likes the SF, but says little around them.

Dum-the-Mother (58): If ever a woman was meant to be a mother it is Dum. She doesn't have to say anything for you to feel her love for her family and just about any living thing. If

you have a problem, she can comfort you just by being in the same room.

Married Sons:

Juoi-the-Widow (58): Juoi-the-Widow is Lolo's sister and has returned to his house since her husband was killed in another village by the VC. She is beau coup pro-U.S. and vehemently anti-VC (so is her son). She will shame any lagards into helping the SF into hunting VC/NVA units in the area. A real rabbel rouser.

Klan-the-Tongue (44): Klan's tongue is always darting in and out like a snake scenting the air. The only time it is still is when he is concentrating; then the tip is sticking out and held steady by his teeth. This is unconscious. Rumor has it he was startled by a cobra and stared it down when only a small child. Klan is very dependable and a good ally.

Tupai-the-Rabbit (42): Klan's wife resembles a rabbit by her twitching nose. For such a small nose it seems unnaturally active; coupled with her large, beautiful eyes she resembles a rabbit about to take off for its life at any moment.

Beh-the-One-Eyed (42): One of Beh's eyes is milky white from a childhood accident. This gives him a sinister look, but he is the most trustworthy of the SF supporters. If the team give Beh their respect; he will defend them with his life.

Sut-Who-Loves-Honey (40): Beh's wife (and the older sister of Mat-Miang) is one of the few people not putoff by Beh's sinister appearance--for which he is ever the dutiful husband. She got her nickname as a small child for daring the forest alone to find honeybee hives. She loves puzzles, riddles, or anything that challenges her mind. She would also be helpful in finding any VC collaborators in the village.

Roya-the-Widower (38): Roya's young wife died in childbirth recently. His nickname may change if he should remarry. At this time he is still visiting his wife's grave each month for an overnight vigil, and he carries rice to her each day, as is the custom.

LONGHOUSE 5:

Koyal-the-Soldier (54): Koyal is the other Mu Geh of the council. He is always bragging and self-important. He makes lots of sacrifices to impress people. He is the most likely to first invite the SF to a party. He served the French in their war in the Highlands, and though too old to hump it through the hills with the younger men, he loves to share war stories.

Be Wao-the-Gossip (53): Koyal's wife is also the sister of Rogei the Kra Plei, a very diplomatic marriage on the part of Koyal. Be Wao is always telling gossip which gets her into trouble with others; she doesn't know when to be discrete.

Married Sons:

Grom (36): Grom argues with his father frequently (taboo). He is loud, pushy, and opinionated. He is very sullen, and not very dependable. He is a staunch supporter of Montagnard independence from South Vietnam.

Jola-of-the-Jutting-Jaw (35): Jola takes much verbal abuse from Grom, which she passes on to her brother-in-law's wife Rang. She is generally only bad tempered after arguing with Grom.

Bohut-the-Storm (33): Bohut is jealous of his brother Grom. He tends to sulk; otherwise, when not around Grom, he is a cheerful hardworking man. You don't want Grom and Bohut on the same patrol, or Grom will try to order Bohut around.

Rang-of-the-Flowers (31): Rang is the only peaceful soul in this whole household. She is a quiet, gentle woman who loves her husband and her children. Small children at home: Topung (boy, age 7), Godong (boy, 5), and Nhat (girl, 4).

MARAO: Unmarried young boys and men (list does not have children too young to be Strikers)

Plun-the-Dwarf (14): Parents Beh-Sut. Small for age, agile, very impressed by SF and will be very loyal.

Kit-of-the-Bulging-Eyes (16): Plun's older brother, very protective of Plun. Good St, low Ag.

Kuop-the-Bladder (20): Son of Kha-Tupai. Whenever he drinks at a party has to urinate more frequently than anyone else. It is a running joke at parties, "There goes Kuop, again." Nothing anyone says annoys him.

Hobau-the-Stutterer (17): Son of Beh-Sut, but has little to do with brothers Plun and Kit. He is slow, and always lags behind everyone else on patrol. High AI, makes good tailgunner/sweep.

Dok-the-One-Eyed (15): Son of Bohut-Rang. Always squints with one eye which makes him look like a monkey staring at you. He has turned this into a natural clowning which can lighten any moment.

Phay-the-Stag (16): Son of Jam-Juoi. Very sleek and handsome. Quite the young womanizer.

Jiva-Who-Stinks (16): Son of Biak-Mie. Quick to lose temper. Being a good Striker will give him his self-respect and change him from a slob to a good leader.

Mang-the-Dogtooth (18): Son of Grom-Jola. He is very dark skinned from his mother's Cambodian side. On any night of the others will tease to send Mang since noone will be able to see him.

'Le-the-Short (19): Twin son of Rotheh-Khay is not particularly short, just a little shorter than his twin brother 'Nhe, which is how people distinguish them.

'Nhe-the-Tall (19): 'Le's twin brother. He's the talker of the two, almost continually, even on ambushes and patrols you have to watch him.

Hotang-the-Thin (17): Son of Pran-Holong. Very skinny even by Halang standards. Can run like a greyhound (high St).

Holah-the-Lazy (21): Son of Hung Kui-Posau. He is always the "skater" on any detail, but very brave in a firefight.

Chal-the-Mad (23): Son of Juoi-the-Widow. Hates VC for killing father, a potential berserker in combat. Will take any risk. Since he wasn't born in the village, he tends to be a loner.

Khuong-Bigfoot (16): Son of Pran-Holong. He is very stubborn and difficult to get along with. Can be a problem on patrols.

Honho-of-the-Missing-Fingers (14): Son of Jam-Juoi. A very modest, quiet, dependable young man. His loyalty is beyond question.

Potom-the-Stooped (18): Son of Komur-Lip. His broad shoulders give him a stooped over appearance. Very strong since a small boy. Can hump all day (ideal for a B.A.R.).

Kotam-Big-Navel (20): Son of Goup-Mat Miang. He is so crabby that he is the butt of many jokes. Dok in particular is always teasing him, and the two are inseparable. Dok is the only person that can tease him and get him to smile, or can work with him harmoniously.

Ronung-the-Red-Faced (21): Son of Klan-Tupai. He is the only male 'Yard you will see blush. He is terrified on only one thing, women. He also gets very flush faced in combat or when excited, a sure sign something is wrong.

 YOUNG WOMEN IN SEPARATE AREA OF MARAO:

Kur (14)
 Tonom (16)
 Jonang (18)
 Doya (15)
 Robal (17)
 Yuong (19)
 Drang (18)
 Phalang (13)
 Lwil-of-the-Oily-Hair (21)
 Chum-the-Friendly (16)
 Toih-of-the-Foul-Breath (15) Bad medical problem,
 team medic can fix
 Sap-of-the-Unsmiling-Face (16)
 Hoka-the-Fat (15)
 Ling-of-the-Loud-Voice (15)
 Liem-of-the-Hip (17)
 Juu-of-the-Small-Mouth (18)
 Pi-of-the-Sharp-Tongue (18)
 Robot-the-Gentle (14)
 Phi-the-Hungry (17)

 DAILY EVENTS

- 01 One of the SF (determine randomly) is invited to join the village ("tribe"). A buffalo is sacrificed and there is much food and dodrip (beer). The shaman will go through several chants and consultations with the spirits to safeguard the SF and the village. The SF is dressed in his holai (loincloth); then the kra plei (headman) will place a brass ring bracelet on the SF's wrist as a token of his membership in the village. (If this is done the villagers will listen to him should they be asked to mutiny against the S. Viets.) After the ceremony, and during the drinking, some of the younger men will demonstrate their physical prowess by feats of athletic skill and acrobatics. The SF should join in with some simple gymnastics, requiring an Ag roll to perform successfully. Other SF should also join in to instill a feeling of sharing and belonging with the village.
- 02 Bad news. One of the tribesmen has had a dream the night before in which one of the SF's "loincloth" was burned (this is an omen of the death of this PC). The man who has had the dream has offered to sacrifice a chicken and the proper ritual to ward off the evil omen.
- 03 There are four rituals during the rice growing season. It is now time for one. The bo jou (shaman) leads a waterbuffalo cow down to the field followed by all the
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children of the village, six musicians carrying "guong" large ritual gongs and the other villagers. At the jiek (rice field) notches are cut from the ears of the cow and placed along the borders of the field. Then the bo jou will chant the Khual Yang.

The next day after many rituals the cow is slaughtered and the blood collected by the women (for sickness as a medicine), the meat is divided among the villagers, and villagers drink much dodrip (beer) and laugh and joke.

- 04 At one of the sacrifices, one of the villagers challenges one of the SF to a dodrip (beer) drinking contest. Each will alternate drinking, the amount is measured by how much water it takes to bring the level back up to normal and the opponent must drink that much. For each drink roll 1d10 and subtract from the character's St; the first to reach zero passes out and loses, much to the amusement of the crowd.
- 05 You decide to dig a well (holung dak) inside the village so the women won't have to walk down to the river to fetch water (and there will be water inside the village in case of attack). You're looking for an ideal spot to dig the holung dak (roll 2d100 on village map for the spot--obviously not in any building); however, the shaman has picked another spot (roll 2d100 for his spot) unless both coincide, you're going to have to decide to either go along with his suggestion (good relations) or go along with what your DEMO/ENGINEER was taught in classes. If you end up with a dry hole after disagreeing with the old man you'll never hear the end of it. If you go along with him, you should have the necessary sacrifices made (chicken, dog, goat, pig, or waterbuffalo -- depending on how elaborate you want to get). On 2d10 you have to roll "8" or better or the well comes up dry; however, a sacrifice adds to your roll, a chicken is a +1 to a waterbuffalo, +5 -- the shaman has a lot of folk wisdom, that shouldn't be ignored. The team has to pay for the sacrifice out of their pockets: chicken \$1, dog \$5, goat \$10, pig \$25, and the waterbuffalo \$50 (which may affect their choice). There will be a lot of beer drinking and sharing of the meat from the sacrifice with the villagers.
- 06 Two Kwan (high status individuals) have decided to make an oath of friendship, involving a buffalo sacrifice. Afterwards there is a "greased" bamboo pole erected in the village (it is filled with pig fat and putrid blood that drips down the sides and makes it difficult to climb and it is coated with pepper that burns you as you try to
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climb. At the base is mud, soured beer, and cattle dung which you may fall into. At the top is a basket of food as a prize (which will be distributed to the villagers) the prize is reaching the top. Climbers will alternate trying to climb and two SF are invited to join in. Due the pig fat divide your Ag by three; you have to make 5 successful Ag rolls to reach the top. Alternate with 5 high Ag NPCs until someone reaches the top (have some of the other players run the NPCs in the contest).

- 07 SF offer to help improve the kitchen gardens in the village with seeds and fertilizer. One of the older women, who has always had a successful garden that she is proud of, scoffs at the idea of the SF teaching how to garden. The challenge is made, one woman who has always admired/envied the other woman's garden offers to help you demonstrate your special techniques.

The older woman is making chicken sacrifices and carefully weeding and tending her garden, it's become a real grudge match. The challenger is really putting a lot of time and effort into hers. All the villagers come by each day to compare the growth in the two garden plots. The older woman's garden gets off to a good start with her native seed; the challenger's begins to catch up. They are neck and neck as harvest time nears. There's a dry spell, both are doing poorly, and the women are watering with jugs brought up from the river. Uh-oh, there are bugs eating your garden! The older woman is cackling in glee, and crowing to her neighbors. Bring in the pesticides! Birds are eating her crop! She spends hours each day watching over the garden to shoo away the birds; now, your ally is chortling with glee to her neighbors. Oh, No! the older woman's pig mysteriously invades your patch; SABOTAGE! The women are about to pull each other's hair out. The final day approaches, on a 1-6 your techniques win; on a 7-10 her techniques win.

- 08 One of the villager's invites the team to eat with them. It's a special feast, and you better be on your company manners. You arrive and the host and hostess (and just about everyone in the village) is proud of the meal they have set up for you. YUM, YUM, there's baked dog, cooked bark, bats wings, sparrow, lizard, raw frog, insects, fried beetles, herbs, pigs feet, and congealed pigs blood (No lie!) You've just got to try this, it's mom's specialty! So, each SF must try each item, and make an Al roll to avoid showing any reaction. The villagers are having a good time, laughing, joking, teasing the unmarried young women and men; so, they are not too likely to notice unless someone hits a "00"
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and upchucks over what he has just eaten. Afterwards, make a St roll, if you roll over your St you get "Ho Chi Minh's Revenge"(diarrhea) for 1d10 days. Gee, aren't you glad you became a Green Beret?

- 09 SF sees villager weaving a mat from rattan strips in front of his house. SF stops and watches. The man stops and begins talking with SF. If SF compliments him, the villager will attempt to teach him how; this will, of course, gather a large crowd. To match the pattern will require A1 rolls, each unsuccessful A1 roll is greeted with jokes. Eight in a row is a rousing success and the SF can quit.
- 10 SF has built a latrine as part of the sanitation system to improve the health of the villagers. One day, the SF notice that someone has been going at the edge of the village. They decide to identify the offender so they can discretely talk with them. SF on sentry duty must find. Each night MD will roll 1d10, on a "one" the person is sneaking out, SF sentry must make a A1 roll to detect (HOWEVER, MD will roll 2d100 using village map to locate where villager is, and where SF is, they must be in same or adjacent spaces to detect). If sentry fails, the other SF will tease about being "boobytrapped by ol' Victor Charlie" for failing to catch. Different SF will be on sentry duty, and will continue until some one makes A1 roll. Roll against village list to ID the NPC; then can discretely pass a hint the next day.
- 11 SF decide to build rope bridge (Boy Scout "monkey bridge") across river to shorten villagers' trip to nearest ford (shallow place) for crossing. Villagers willingly help. Shaman upset; may offend water spirits! (If they are smart will get him to make sacrifice before starting.) Once built, must demonstrate it is safe. One SF must walk across, rapidly. Must make 12 A1 rolls or lose footing (can make Ag roll to prevent fall). If fails Ag roll falls into river, and will be joked by team as proof he offended water spirit, needed a bath anyway. Villagers think it's the best thing since canned beer.
- 12 After rain, SF notice pools of stagnant water that may breed mosquitos, decide to organize trenches to drain. This becomes a contest with several SF and villagers trying to outdo the other teams. Randomly assign villagers and SF to teams, add PC and NPC Strengths together and divide by number in team (average St) roll 2d100 OVER the St to successfully drain a pool. The first team to drain 10 pools wins. The villagers in that team will be fond of SF and will help in mutiny, attack, or betrayal situations.
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- 13 One of the younger boys in the village is really impressed by the SF. He has a personal hero that he follows around the village, offers to do little chores for, and imitates the way he walks and talks.
 - 14 Guon Mat: as SF moves about camp he sees kids playing Blindman's Buff, he joins in playing with kids, they squeal with glee as he comes near (must make an Al roll) and they run around him.
 - 15 Special Forces sees kid playing with stilts. He tells them he used to be pretty good with stilts and tries it out. For each successful Ag roll he moves 5 feet, if he makes 5 rolls in a row successfully, they are impressed; anything less and they giggle and laugh.
 - 16 SF sees kids spinning a top (la thwa). He gets down with them and tries his hand. For each successful Ag roll the top continues to spin, anything over 3 in a row is a long and impressive spin.
 - 17 SF sees kids flying kites (klang). Dredges up boyhood memories and he tries his hand. Must make Al to keep from tripping over things in village as he runs around pulling kite; can make Ag roll to keep from falling and a separate roll to keep kite flying if he falls.
 - 18 SF sees kids playing see saw (pang dul). He gets on one end, three or four on other end (depending on his weight) and all are having a good time when another SF comes along. On a "one" 1d10 it's the team commander, on any other roll it's another team member. If team commander, he almost dumps the kids (they squeal and giggle) as he jumps off embarrassed. Any other member and he challenges them. Kids have a ball watching these two SF trying to bounce each other off the see saw, use Ag rolls, first to miss falls off.
 - 19 One of the men in the village is going out hunting with his crossbow (moneng). He invites one of the SF to accompany him. They stop at edge of forest and listen for bird calls. If from left, they continue (1-5, 1d10) if from right, they postpone (6-10, 1d10). Use Animal Table on Recon Contacts as they hunt for dok (monkey). If SF already trained with moneng he can hunt; otherwise must use rifle or use moneng as "unfamiliar weapon".
 - 20 One of the men in the village is working on his moneng (crossbow). SF is curious and wants to try it. They set up some gourds, and while nearly everyone in the village watches, the SF tries his hand. Use Back Attack head shot for hitting gourds; if successful everyone is
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very vocal in their approval; if unsuccessful, everyone is equally vocal that a grown man doesn't know how to use the moneng.

- 21 Young boy has found a dak sut (honey) tree. Members of his family will be going to collect; SF may go out of curiosity. Build fire near base of hollow tree, add green leaves to smoke out bees, men climb to gather honey and beeswax. All the bees are not gone, just buzzing angrily about. Any SF will get some stings, and on a "one" or "two" on 1d10 will be swarmed and will have to run to nearest stream and jump in. On a 3-5 one of NPCs is swarmed. Whoever is swarmed, the villagers will laugh and joke about watching them run off, swatting at the air like they were pursued by an invisible demon (koyak).
 - 22 Villager offers to trade for some personal item of one of the SF (knife, metal mirror, etc.). Offers raw gold nugget! For sufficient bribe, will offer to take SF to his secret spot to pan for gold. (Halang actually panned for gold in rivers.) SF and NPC will sneak off and pan sifting bottom mud in wooden tray. Will collect 3d10\$ worth of gold per afternoon's work; not a way to get rich quick.
 - 23 One villager accuses another of stealing! The other counters, he had originally loaned the item, but the other man had never paid him for it. Both families get into it, each supporting their member. Lots of yelling, claims, counter claims, Can't seem to settle; so, the bo jou (shaman) leads both men down to a deep place in the river; whole village follows. Both jump into river; the "guilty" man will surface first (being nervous he will consume oxygen faster). The winning family will really rub it in on the loser and his family.
 - 24 Older woman begins to "mother hen" one of the SF. She will offer to sew up his torn uniforms, bring him food, explain things around village. Good sign of being accepted into village.
 - 25 SF falls in love with young woman (or in lust). At all parties or sacrifices he will talk to her, etc. She is modest and shy. Older women in village will tease about the new "lovers". A couple of older men will offer to act as go betweens in arranging marriage (this is offered in a half-way joking manner, but they will be willing to arrange marriage -- good sign that you are being accepted into village). If player's/PC's attitude is negative; villagers will assume SF feel they are too good for villagers and produce hostility.
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- 26 (Mrs.) _____ asks a particular SF to help her pound the morning rice (phe), they will ask each SF until one accepts. Every day thereafter they will tease him, by asking if he will help. This is women's work, and it is a big joke in the village that the SF will do women's work.
- 27 SF (several) going down to river to bathe (must bathe downstream of women). Waterbuffalo (kopuo) are being cooled down at end of day by "buffalo boys" who tend them. Set up river's edge, nearest trees, and PCs and NPCs. Waterboo begins to snort, eyes get wide, tosses head around (doesn't like smell of Americans) begins to chase one SF. Must make Ag roll to jump up to limb of tree, run behind tree, or jump in river. Will take boy 3d10 CRs to manage to control waterboo, may chase several PCs before finally brought under control.
- 28 Bo klie! Tiger has jumped village fence and attacked hog at night. Villagers (and SF?) going after, may attack human next. Need Al rolls to trail, can use NPC tracker, who is a good hunter (high Al). After long hunt will hear "hunf! hunf!" ("cough" of tiger, rarely growl when hunting). Tiger is nearby in a stand of bamboo. On a "one" on 1d10, he comes out; on a "two" to "four" he stays in the bamboo; and on any other roll he departs (to return to village another day).
Can set up tree stand with pig or goat as bait under. Tiger will approach 1d10 nights later, Al will be lower late at night (SEE Sentries in San Succ). Roll Al to hear tiger cough. On 1-3, 1d10, tiger will climb tree after SF instead of going after bait, 4-8 goes after bait; 9-10 watches until SF come down in morning. (SEE Dangerous Animals contact for tiger damage/hits).
- 29 Young woman in love with team member, roll to determine which one. Makes new mats for floor of team hut.
- 30 Young woman in love with team member, begins to bring food over. (May be different woman/SF than #29)
- 31 Young woman in love with team member (may be a different team member), begins to follow all over camp.
- 32 SF on sentry duty discovers Striker asleep at gate at night
- 33 SF on sentry duty notices someone slinking under the houses (adulterers/young lovers sneaking to clandestine meeting) Awakens village? Wounds or kills? NPC will alibi was answering a call to nature, and will be a secret between NPC and SF character, if he keeps his mouth shut.
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- 34 At night, explosion in mine field (hog wanders into field while rooting for food).
- 35 One morning find stranger in village after the gates have been locked that night. Striker on guard duty has allowed a stranger in!
- 36 (Mrs.) _____ is ill (Ji Kol = a stomach ache) and the bo jou (shaman) is placing a phak-chak (an open topped bamboo stake filled with bamboo tubes, a gourd, and eggs) at the village gate to appease the yang (spirits).
- 37 _____, _____, and _____ are going fishing by feeling under the overhanging banks and in holes, where you "tickle" the fish or gently stroke until you can get both hands on the fish; they invite SF to come along. Roll A1 to detect a fish; and Ag to tickle ('lok ka). Each attempt represents 5 minutes of searching and tickling (have players help roll for NPCs). If SF catches less the villagers will tease; if catches more they will brag about prowess as fishermen.
- 38 Whole village going fishing. Men build dam in river and pound poisonous roots to release sap into river. As fish float up, villagers scoop up fish (you ka) in shove nets, mainly women. Men throw cast nets. SF throwing cast nets: each 3 minute turn roll 1d10, on a 1-3 there are fish nearby, make Ag roll to successfully cast net, roll 2d10 for number of fish per cast. If SF makes more than 1/2 his casts, villagers will brag about how good a fisherman he is; otherwise, will tease he fishes like a child (kuon).
- 39 SF decide to teach villagers to fish using grenades. Go to pool and toss in grenades. For each grenade, roll 5d10 for number of fish that come up stunned. May use up to 6 grenades. Villagers will laugh and joke as plunge in after fish. Since fish don't keep long, will have party that night, and drink much rice beer (dodrip).
- 40 One of the villagers offers to make a buffalo sacrifice for a friendship oath with one of the SF (this is an individual oath, it does not bind the whole village nor is it made to the whole team). The bo jou will make the proper chants, the buffalo will be slaughtered and the meat divided among the villagers (not necessarily in equal amounts, as it is used to pay off old debts, etc.) Now these two are bound together should any problems arise within the village.
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- 41 One night while sitting around, one of the villagers is grumbling. He has just returned from the local Viet market town and was fined for wearing a loincloth instead of trousers (a Viet effort to force the 'Yards into accepting their ways). When the man continues to grumble one of his friends jokingly asks what the fine would have been if he hadn't worn any loincloth? Everyone gets a good laugh on the Viets for this.
- 42 One night while sitting around, one of the older men recalls how he had fought for the French in the earlier Vietnamese war. He is particularly proud that he went so far as to see the ocean. When he tried to describe the ocean ("Dak. Dak. Dak. Dak.--water, water, water, the others are incredulous. There's not that much water in the whole world.) They accuse him of mohok (boasting). He tells how he sailed in a big ship/canoe and became sick, which mysteriously went away when he touched land again. And while he was at sea he saw fish (porpoises) as big as waterbuffalo. To which everyone really ribs him then about boasting.
- 43 One night while sitting around, one of the men whose wife is pregnant tells the men he has had a dream in which a waterbuffalo was born. (This omen means his child will be wealthy and powerful.) The man is very proud of his child.
- 44 One night while sitting around, one of the men is teasing a very small child. The child retaliates by calling him a "monkey peacock" (an insult) and everyone breaks up laughing including the man.
- 45 One night while sitting around talking one of the men teases another by saying the man intends to marry his own mother-in-law (taboo). The man is almost speechless, and can only say, "That's a lie. That's a lie." While everyone else breaks up laughing.
- 46 One night while sitting around talking, one of the men tells how he dealt with his wife's constant nagging. He finally had enough, so one day as she was walking down a path ahead of him he took his mak (brush knife) and with one swing split the basket on her back from end to end, without touching her. It stopped her nagging.
- 47 Every day, the village women ask the SF men who are unmarried, "When are you going to get married?" To them an unmarried man is an unhappy man. Now, it is a daily ritual or game between the women and the SF.
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- 48 _____ has just had a son born. He must decide on an appropriate name for the child with the help of the ancestor spirits. He takes the root of the magic plant and splits it lengthwise and drops it after calling out the name of one of his ancestors, until a "favorable" configuration indicates the appropriate name. Since the 'Yards believe in reincarnation, the child may actually be the reincarnation of that ancestor.
- 49 There is to be a marriage in the village. The go between for the two families have already made the preliminary arrangements. At the marriage there is an exchange of gifts to the clans, the drinking of much dodrip (beer), and the slaughter of a pig.
The next day, among much dodrip drinking, the elder of each family will recite the entire family history by memory (there is no written language). Then the bride and groom kneel with their foreheads nearly touching while someone ties and then unties a lock of their hair together symbolically uniting them and then knocks their heads together and they are married. The new bride then offers a ritual handful of rice to each member of her husband's family.
- 50 One night while the men are talking, one of the men comments on his bad cough. Another remarks that he or someone in his family must have walked or spit on the tracks or dung of a bear (potom).
- 51 One night while talking, you ask _____ how he came to be in this village since he is from another clan. He says, his wife was a "dik cho" (slave, actually more of an indentured servant) who ran away from her master. He married her, intending on paying off her debt, but poor crops prevented him from doing this before they caught up with her and claimed her and him as their dik cho (since he had married her). Fortunately, over the years he has paid off her debt and they are free.
- 52 One morning one of the men comments that he has had a dream in which he saw _____ (a dead villager) flying in a helicopter that lands in the village. (Dreams of flying are bad omens of death or epidemic that may wipe out the entire village.) He makes the appropriate sacrifice of slitting the throats of two chickens and then anointing his magic crystals with the blood while revolving a small jug of beer above the heads of each family member and then marking their foreheads with a drop of the dodrip (beer). This will protect not only the family but the larger village as well.
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- 53 _____'s wife is about to give birth, but she has been in labor for a long time. Many of the village women are with her. The husband is outside worrying about what could take so long (what he might have done wrong to offend the spirits). A neighbor suggests that his doya (thatch on his roof) is too tightly bound (symbolically like the child's umbilical cord). He climbs up on the roof and loosens the bindings, and sure enough his child is soon born.
- 54 One evening as the men are sitting around talking, _____ mentions that the VC once came to the village years ago and kidnapped him and several other young men to be porters for the VC. At first it wasn't too bad, as they felt they were helping to create a montagnard republic after the war, but most of them died from poor food, disease, homesickness, and bombs. Finally, he left and returned home. (He calls VC, "Viet Minh".)
- 55 One evening as the men are sitting around talking, _____ mentions that he was once a member of the VC. He had joined the Viet Minh (as he called them, the old anti-French movement) but soon saw that the war was just a matter of Vietnamese fighting other Vietnamese; so, he left.
- 56 One evening as the men are sitting around talking, _____ mentions that he once spent many months in a Viet prison for helping to organize the montagnard independence movement.
- 57 One evening as the men are sitting around, one of them tells the legend ('muon) of how an ancestor of one of the neighboring clans was fishing from a canoe with a pole and line. He caught a fish which he put in the bottom of his pirogue (canoe). An ant crawling about nibbled on the fish and began to grow and grow and it finally became a dragon. In the long struggle the ancestor bashed the dragon's foot as it leapt from the canoe, and all that remained as evidence was a claw which is now an important clan talisman.
- 58 One evening as the men are sitting around, one begins to tell the 'muon (legend) of why his people have no written language. Long ago, all the kuon ngon ('yards) were called together by Ai Die (the creator) to receive the gift of a written language. Each kotum kotong (tribe) brought pounded bamboo to write upon; except for our ancestors, who being proud brought a tanned buffalo hide. Our ancestors wrote our language upon the hide and began to make their way home, when a wild dog stole it away. After giving up the chase, our ancestors decided that, who needs a written language.

- 59 Legend ('muon). How the world began. Long, long ago the world was a barren rock and the people lived inside. One day, a man and his wife were hunting a monkey down a long rocky tunnel which led them to the surface. They returned with earthworms and seeds; and so it was that life began on earth.
- 60 Long, long ago, Monkey and Man lived together in harmony. One season, Man's crop was poor and Monkey's was good; so, Man tricked Monkey into trading fields by bragging over how much better his own fields were than those of his friend (Monkey).
When the harvest was poor, Monkey asked Man for advice. Man told him to kill his children to survive, which Monkey did. That night Man sneaked over and stole the bodies of the monkey children to eat.
The next day, when Monkey found Man eating his dead children, he fled in terror into the forest.
To this day Monkey steals food from man for having stolen the souls of his children.
- 61 Radio message from B team: Aircraft/helicopter will be arriving today, bringing: (Roll 1d10)
- 1 High ranking ARVN officer and U.S. counterpart. The ARVN is here to see about bringing in LLDB (Viet Special Forces) to enlarge into CIDG camp, he can hardly disguise his dislike for the moi (savages) (The 'yards ain't going to like this! Tell the Viets how dangerous an outpost it is.)
 - 2 High ranking U.S. officer has come out of his air conditioned trailer to show off for the press. He is accompanied by his staff (3 yes men), a bodyguard in starched jungle utilities and spitshined boots, two "Stars and Stripes" correspondents (who are sympathetic to your plight), and half a dozen newspaper and TV correspondents. They arrive in 3 choppers.
 - 3 U.S. Senator and straight leg officer checking out "These Special Forces with their Frenchie headgear I've been hearing so much about." "Go'll durn, these women ain't got no blouses over their *****; bet you Special Forces types get lots of *****" (You get the drift, the usual yokel tourist total misunderstanding of a different culture trip.) His spitshined aide acts like he's afraid of getting dirty.
 - 4 Novelist, author of hairy chested macho fantasies wants to "get out in the boonies (on patrol) with you guys and blow away some of them little @#%ç*."

- 5 Newspaper correspondent wants to root out all the atrocities your team has been committing hidden up here on the borders. (Nothing like an open mind?)
 - 6 U.S. AID officer (cover for CIA, sometimes) comes to propose high risk cross-border mission.
 - 7 Supply run. Chopper bringing in medical supplies, mail, and orders.
 - 8 Supply run. Small aircraft OV-10 bringing in arms and ammo.
 - 9 Supply drop. Parachute drop of rice, cloth, and other supplies for village.
 - 10 Supply drop.
- 62 Set up generator and movie projector in village. This will be the first movie that many of the villagers have ever seen and will be fascinated irregardless of how old the film is.
- 63 Funeral. People still die of natural occurrences. One of the older villagers has died. For two days his body will be on display before his house. During this time some of the men will make a coffin by splitting a large tree trunk with wedges and decorating it. Both nights, the women of the village come to mourn, quite vocally. Finally the coffin is carried on a frame to the village cemetery and buried above ground with ritual incantations and sacrifices. The family will bring a small bowl of rice every day for a year, and will sit at the grave one night a month during the full moon.
- 64 MEDICAL EMERGENCIES:
The team medic will provide routine medical help as part of the Civic Action Program (MEDCAP) to this and neighboring villages. Since most players won't have the background to diagnose and treat daily problems, we will bypass the numerous daily cases of skin infections, malnutrition, respiratory diseases, etc. Instead, we will only roll for the emergency situations: 1d10
- 1 Child backed up to fire on cold night and clothing caught on fire, badly burning him (45%)
 - 2 Man brought in from neighboring village badly mauled by bear (65%)
 - 3 Worker nearly chops foot off while cutting bamboo (95%)
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- 4 Boy gets hand mangled playing with live cartridge he found in village (15%)
- 5 Woman is brought in with venomous green pignake bite (90%)
- 6 Woman is having breech delivery (baby in wrong position to be born properly, 80%)
- 7 Child is brought in with high fever and diaharrea from cholera (highly contagious) 20%
- 8 Woman is carried in by family after breaking leg 90%
- 9 Old man comes in with high fever from highly infected gums; 98%
- 10 Child is brought in with tetanus ("lockjaw") from unsanitary bamboo used to cut umbilical cord, 8%

The percent chance given with each condition is your chance of success with the equipment and medications available in the village. For low % cases, medic may prefer to medivac the patient. There's a 5% chance of an ARVN chopper, 25% of US. If can't medivac must treat locally. (Check weather for aircraft.)

TRAINING

- 65 Supposed to have safety on, on "one" on 1d10, "accidental discharge" (SEE #83 BELOW)
- 66 See a Striker straining as he pulls trigger & nothing happens (Safety on)
- 67 Fighting to get magazine in (backwards)
- 68 Gets thumb caught as bolt slams forward ("bites" him)
- 69 Shooting at wrong target (No hits on his own)
- 70 Shooting low, knocking up dirt in front of target
- 71 Shooting high, knocking off branches in trees down range
- 72 Shooting with both eyes open
- 73 Shooting with both eyes closed
- 74 Shooting with wrong eye closed
- 75 Jerking when "squeezing" the trigger

-
- 76 Flinches from noise and closes eyes
 - 77 Weapon jams and Striker hammers on it
 - 78 Weapon jams and Striker tries to clear by jamming cleaning rod down the barrel (with round in chamber, 2% chance)
 - 79 Weapon jams and Striker looks down barrel
 - 80 Shoots too fast to control, everybody scatters
 - 81 Spraying everything but target on "Rock & Roll" (full auto)
 - 82 Has range cranked up to the max (if a little helps . . .)
 - 83 Fails to clear weapon, on "one" on 1d10 has "accidental discharge", roll 1d10 for outcome:
 - 1 Just misses SF instructor
 - 2 Just misses own foot
 - 3 Goes off into air
 - 4 Goes off into ground near someone else's foot
 - 5 Just misses another Striker, who chases him all over village (or back from range into village)
 - 6 Just misses another Striker, who coldcocks offender
 - 7 Just misses another Striker, but pretends it was a sniper's round and fools everyone
 - 8 Just misses another Striker, attempts to pretend it was a sniper, unsuccessfully (chases)
 - 9 Just misses another Striker, who comes up grinning
 - 10 Shoots self in foot
 - 84 Brag about how good a marksman _____ is (high Mk)

GRENADe TRAINING INCIDENTS

- 85 Man releases backward when cocked arm, pin out (SEE #87)
 - 86 Man throws without pulling pin
 - 87 Man drops, PC must make A1 roll to notice in time and Ag roll to throw safely
 - 88 Man consistently throws dangerously short, everybody edgy and ready to dive for cover everytime he throws frag
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- 89 Man consistently overthrows
 - 90 Man consistently throws to left
 - 91 Man consistently throws to right
 - 92 Man inconsistent, no two in the same direction
 - 93 Man "freezes" after pulling pin (10% chance will drop when instructor tries to take it from him, must make Ag roll to throw safely away or take and reinsert pin)
 - 94 Tries to throw but can't make hand release, tries 1d10 times before instructor finally convinces to release
 - 95 Bragging about how good _____ is (NPC with high Ag)
-

96-100 VC HARASSMENT (Roll 2d100)

VILLAGER RETURNING FROM VIET MARKET REPORTS:

- 01 SF advisor killed by Striker patrol that "went over" to VC
 - 02 A Striker patrol from another camp was wiped out by VC
 - 03 NVA are encircling the ARVN District Headquarters
 - 04 VC overran nearby CIDG camp
 - 05 Strikers betrayed CIDG camp, opened gates for VC
 - 06 Strikers have firefight with LLDB in CIDG camp
 - 07 High Committee of the United Front for the Struggle of the Oppressed Race (Montagnard nationalist group) calls for revolution in the Highlands
 - 08 ARVN burned 'Yard village
 - 09 ARVN aircraft bombed 'Yard village, killing 3d10 people
 - 10 ARVN forced village to move so Viets could have land
 - 11 ARVN soldier attacked 'Yard woman during sweep
 - 12 ARVN "drafted" all men from neighboring village
 - 13 ARVN forcing all 'Yards to move to Strategic Hamlets
 - 14 ARVN to resettle this village in a Strategic Hamlet
-

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- 15 RVN District Chief stealing rice money for this village
 - 16 RVN District Chief selling medical supplies for this village to VC
 - 17 RVN poisoning food sent to villages (to get land)
 - 18 LLDB stealing Strikers' wages in CIDG camps
 - 19 LLDB abusing Strikers in CIDG camps
 - 20 LLDB will be replacing SF in this village

VILLAGER FROM NEIGHBORING VILLAGE/LOCAL RETURNING FROM VISITING ANOTHER VILLAGE REPORTS:

- 21 Many NVA in area
 - 22 VC killed family that came to SF for medical help
 - 23 Will be VC assault in 3 days
 - 24 Will be SF heads on pikes in front of village in a week
 - 25 Village elders' heads will be on pikes before next full moon
 - 26 VC threatened to destroy village if helped Americans
 - 27 SF duping 'Yards to fight for South Viets
 - 28 VC warned medical help is poison
 - 29 VC warned medical help will steal soul in syringe
 - 30 VC warned medical help will steal virility
 - 31 SF built well in another village poisoned everyone
 - 32 SF in another village took all food and women, killed all old people, and sold young men as slaves to Viets
 - 33 SF don't respect spirits, will bring bad luck
 - 34 VC entered neighboring village and beheaded elders
 - 35 VC kidnapped all young men
 - 36 VC took all rice
 - 37 Plague in neighboring village, need SF doctor (ambush?)
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- 38 VC cutoff arms of all children vaccinated by SF
 - 39 VC surrounded village, burned it, and shot refugees
 - 40 VC mortared village, killing 3d10
 - 41 VC disemboweled chief and family in village
 - 42 VC agitprop cadre skit said U.S. planes spraying poison
 - 43 VC brought American prisoner to display in village
 - 44 VC preparing caskets for their casualties in upcoming assault
 - 45 If help VC, will grant 'Yards independence after war
 - 46 VC boast Strikers helped by opening gate of CIDG camp
 - 47 VC boast SF can't protect, VC wiped out village for collaborating with Americans
 - 48 SF-built bridge offended water spirits, collapsed killing family as they crossed
 - 49 SF work with Viets to get 'Yards killed off
 - 50 SF deserted CIDG camp as it was about to be overrun

PHYSICAL HARASSMENT

- 51 Wanted posters for SF appear on gate one morning
 - 52* Reports lone VC (with SVD Dragunov sniper rifle, 4d10+5 for damage)
 - 53* Reports lone VC with AK (courier or sniper)
 - 54* VC mortar crew (82mm mortar), 3 + 1d10 men
 - 55* Armed patrol (Main Force, 3d10)
 - 56* Armed patrol (NVA, 3d10)
 - 57* Armed patrol (KKK, Khmer Kampuchea Krong, Cambodian Communists) stray over border, 3d10
 - 58* Armed patrol (Pathet Lao, Laotian communists wearing leather billed hats, equal to local force skills) 2d10+5
 - 59* NVA porters pushing bikes loaded with rice sacks, 10+1d10, only 1/3 armed
-

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- 60* 'Yard porters carrying supplies (10 + 3d10) with one NVA guard/five 'Yards (to prevent escapes & protect supplies)
- 61* Agitprop (propaganda) cadre, 4+1d10, may include women
- 62* Tax collector, 4 + 1d10 Main Force with 3d1000\$
- 63* NVA medical team moving into S Vietnam with supplies 2d10 + 5 with 4 NVA guards
- 64* NVA nurses (1d10 + 5), armed, 5 NVA, heading South
- 65* Main Force medical team (2d10 + 5), armed, carrying wounded from recent attack
- 66* Main Force (1d10 + 2) with captured American pilot
- 67* Main Force (1d10 + 2) with captured SF from another camp
- 68* Main Force (1d10 + 2) with ARVN POW
- 69* Main Force (1d10 + 2) with U.S. Army POW)
- 70* Main Force (1d10 + 2) with doorgunner/helicopter pilot
- 71* Main Force (1d10 + 2) with captured U.S. AID worker (may be C.I.A. -- a "one" on 1d10)
- 72* Main Force (1d10+2) with kidnapped 'Yards from another village to be forced to become porters (2d10 + 10)
- 73* VC kidnapped 3 local young women at stream
- 74* VC kidnapped 1d10 local boys from fields
- 75* Non-VC refugees (1d10 + 4) mistaken for VC
- 76* ARVN RevDev (Civic Action) team mistaken for VC
- 77* Anthropologist with Viet helpers mistaken for captured American with VC guards
- 78* American missionary doctor with Viet helpers mistaken for American with VC guards
- 79* Viet settlers moving into Highlands mistaken for VC, ('Yards will not like interlopers trying to take their land)
- 80* Main Force (1d10+2) with French accomplice pretending to be captured American for propaganda purposes
-

81* Main Force (1d10+2) with Australian communist "journalist" gathering info for book, mistaken for captured American

*For 52-81, roll 1d10 to determine who reported sighting:

- 1 Buffalo boy
 - 2 Small children gathering food in forest
 - 3 Small children sailing toy boat in stream
 - 4 Woman washing clothes in stream
 - 5 Woman gathering firewood in forest
 - 6 Woman going to bathe in stream
 - 7 Woman working in fields
 - 8 Man out hunting in forest
 - 9 Man going to/returning from another village
 - 10 Traveler from another village (on "one" or "two" on 1d10 it is a trap with 1d10 + 4 Main Force in ambush)
-

82 New punji pit in trail wounds old woman/man

83 Striker (young man)

84 Young woman

85 Child

Puni will do 1d20 damage, on "20" request Medivac = Dustoff

86 Mine/boobytrap explodes doing 5d10 (roll individually) to, roll 1d10 (on 45 or above Medivac)

1 Old Woman

2 Old Man

3 Striker

4 Young woman

5 Child

6 1d10/2 (e.g., 1-5) Older women

- 7 1d10/2 (e.g., 1-5) Older Men
 - 8 1d10/2 Strikers off duty
 - 9 1d10/2 Young Women
 - 10 1d10/2 Children
-

- 87-91 Sniper Fires 4d10 rounds into village over one or more hours time ("Just as you thought it was safe to go back into the open again. Pow!") This is harassing fire, not a well-trained sniper out to assassinate one of the SF; you are mainly interested in dinging rattan walls, pigs, and clay jars, and knocking up dirt near the PCs. This guy is firing at maximum range from the treeline (he will move occasionally); so, he only has a 5% chance of actually hitting anyone he is firing at (01-05 on 2d100) using an AK. One of the PCs will probably gather some Strikers together to go after him (will require someone with high AI to track his spoor and actually catch him).
- 92 Mortar fires (1d10+2) rounds into village (SEE #93)
- 93 Mortar fires (3d10) rounds into village as harassing fire. This is harassing fire, not aimed at any specific target; so, roll 2d100 and use grid on village map to locate impact sites of individual rounds. These are 82mm mortars (designed so they can use captured U.S. 81mm rounds, but we couldn't use their ammo); damage is the same as the 81. Rattan longhouse taking damage will be "destroyed" for five yards from the point of impact ON the structure; only PART of a longhouse will be destroyed by any one 82mm shell. There's a 10% chance the longhouse will burn, "one" on 1d10.
- 94¹ Overhear Striker trying to convince others about the need for an autonomous montagnard nation separate from South Vietnam.
- 95¹ Find leaflets on paths near village for autonomous 'Yard nation.
- 96¹ Strikers refuse to go on patrol "to help South Vietnamese" If any SF has friendship oath with villager, can defuse situation with his help. There's a 50% chance, 1-5 on 1d10 of shaming them into going by accusing of being old women and afraid to go out; if this fails you better find the ringleaders fast and get them out of the camp 'cause things are going downhill fast.
- 97¹ Loyal Striker warns there is danger in the camp
-

98¹ Fistfight breaks out between loyal Strikers and those plotting mutiny/betrayal. All are reluctant to talk about the cause of the fight.

99¹ Inventory shows weapons, ammo, and medical supplies are missing (passed either to VC or FULRO = montagnard nationalist organization)

194-99 indicate that something seriously wrong is happening in your camp. If three occur without the team identifying and dealing with (generally shipping out of camp or imprisoning troublemakers), there will be a mutiny or betrayal.

A mutiny involves the Strikers disarming the SF and marching on the District capital to demand an autonomous nation for the Montagnards, separate from the South Vietnamese government. This is not a direct action with the VC/NVA.

A betrayal is a direct action in support of the VC/NVA such as opening the camp gates at night to allow the enemy to enter and capture the SF, to sabotage the camp prior to an attack, or to assassinate the SF in the camp or on patrol.

The choice is up to the MD, whether it will be a mutiny (which did happen in 1964 to five SF camps) or a betrayal, which happened to the A Shau SF camp in March of 1966. A betrayal makes future ops useless in this village.

The players can attempt to prevent this by assigning the team intelligence specialist to investigate (in addition to his other duties). Each day, thereafter, he will roll against his AI - 50 (to compensate for all his other duties he will do each day). He may not want to act until he has discovered all of the conspirators (probably one, three-man cell in a small camp such as this). After the first success, he can watch that suspect, and make a normal AI roll to detect other activities. When he has discovered all three, the team may decide to ship any Strikers plotting mutiny out of the camp or to ship any VC sympathizers off to prison. There's a 10% chance, "one" on 1d10 that you can successfully "double" a VC into a loyal agent working for you (and supplying info on the VC). Any attempts to "double" a VC, and the players won't know it was unsuccessful until they walk into an ambush.

SUSPICIOUS ACTIVITIES OBSERVED (1d10):

- 1 Striker making map of village defenses
- 2 Striker scattering leaflets at night near camp on paths
- 3 Striker stealing weapons
- 4 Striker stealing ammo
- 5 Striker stealing medical supplies
- 6 Strikers taking stolen goods outside of camp
- 7 Secret meeting with 1d10 + 5 sympathetic strikers
- 8 Meeting with cell (other two co-plotters), can ID all 3
- 9 Meeting with VC outside village for new orders
- 10 Preparing to sabotage camp defenses immediately before VC/NVA assault or to capture SF before mutiny

- 100 Probe, a probe is a small scale VC action, primarily to determine the defenses of a base. At night the gate sentry and the SF on sentry duty will make AI rolls, if there is a probe in progress. (You may want to reduce their AI using the table in SAN SUCCI.) The most likely occurrence would be sappers trying to plot or defuse the camp minefield; however, they may be preparing the way for an assault by blowing the walls; sabotaging the mortar pits, ammo bunker, and team hut; and zapping the team as they come out of the team hut.

Contact Tables

BASIC TABLE (1d20):

- 01-16 Roll on Terrain Table
- 17 Roll on RECON ANIMAL TABLE
- 18 Roll on RECON VILLAGE TABLE or PAK TIME TABLE
- 19 Roll on Civilian Contact Table
- 20 Roll on VC/NVA Contact Table

TERRAIN TABLE (1d20):

- 1 Crest of Hill
- 2 Stream
- 3 Bend in Trail
- 4 Wide Spot in Trail
- 5 Gorge/Narrow Valley

- 6 Natural Clearing
- 7 Trail Intersection
- 8 Fork in Trail
- 9 Horseshoe Bend in Trail
- 10 Tree across Trail

- 11 Vines across Trail (May Be Tripwire)
- 12 Abandoned Field
- 13 Bombed Clearing (B-52 "Arc Light")
- 14 River (40' + 6d10' Wide)
- 15 Valley with Elephant Grass (7' high, 1d10 x 100m across)

- 16 Dense Bamboo Stand, 1d10 x 10m through
- 17 Marshy Bottomland with Waist Deep Water & Mud, 1d10 x 10m
- 18 Log Bridge over Stream/Monkey Bridge over Gorge
- 19 Cliff (Shortcut, climb Ag) 20' + 1d10'
- 20 Small Cave Opening

PAK TIME TABLE (1d20):

- 1 Pick Berries
- 2 Search for Iguana (Lizard) Eggs in River Sand
- 3 Dig Porcupine Out of Burrow
- 4 Poke around Badger Hole (Attacks on 1-3 on 1d10 does 2d10 damage, if fail Ag roll to avoid)

- 5 Follow Bee to Hive (Requires 3d10 AI Rolls to Follow Successfully)
- 6 Find Bird Colony Roosting on Eggs
- 7 Chickens in Long Deserted Village, One NPC Spots, Sneaks Off, Chases, Others See, Soon Everyone Chasing, Takes Ag Roll to Catch, 1d10 + 3 CR between Attempts
- 8 "Wild" Pigs in Bush (No Tusks), Takes 7d10 Damage to Kill, Has Ag 2d100-20 to Avoid Knife Attacks, etc. On 1-3 on 1d10 Will Knock Down Attacker As It Dodges Him
- 9 Find Baby Birds in Colony (Food or Can Be Sold As Pets)
- 10 Surprise Monkeys in Abandoned Field (Treat Like #7 to Catch) on 1-4, 1d10, Bite Doing 1d10/2 Damage (1-5), Takes 3 Successful Ag Rolls in a Row to Subdue.
- 11-20 Uneventful Siesta

CIVILIAN CONTACT TABLE (1d20):

- 1 Old man
- 2 Old woman
- 3 Old man and woman
- 4 Old man and middle aged son or daughter
- 5 Old woman and middle aged son or daughter
- 6 Old man and grandchild
- 7 Old woman and grandchild
- 8 Two older women talking while old man follows silently
- 9 Two older men talking while woman carries heavy load
- 10 Old man, middle aged son with wife and children
- 11 Old woman, middle aged son with wife and children
- 12 Old couple, son with wife and children
- 13 Young man
- 14 Young man and wife
- 15 Young man, wife, and children
- 16 Two to five men
- 17 Two men and teenaged boy
- 18 Three teenaged boys
- 19 Three middle aged women
- 20 Four teenaged young women

Carrying (1d10):

- 1 Wood in Woven Rattan Sling on Back
- 2 Basket on Back (Food from Field or Goods to Viet Market)
- 3 Chickens/Ducks (in Basket on Back or under Arm)
- 4 Puppies (Same as #3)
- 5 Kittens (Same as #3)
- 6 Tropical Bird (To Sell as Pet in Viet Market)
- 7 Monkey (To Sell as Pet or for Food)
- 8 Small Caged Birds (To Sell as Pets in Viet Market)
- 9 Carrying Pole with Two Baskets over Shoulder (SEE #2)
- 10 Clay Jar (Water or New from Viet Market)

VC/NVA CONTACT TABLE (2d100):

- 01 Lone NVA with 'scoped SVD Dragunov sniper rifle
- 02 Lone VC courier with slung k-50M SMG
- 03 82mm mortar crew, 3 + 1d10 men
- 04 NVA porters pushing bikes loaded with rice sacks, 10+1d10, only 1 in 3 armed, slung over back
- 05 'Yard porters (10+3d10) carrying supplies with 1 NVA guard per five porters (to prevent escapes & protect supplies)
- 06 Agitprop (propaganda) cadre, 4+1d10, may include women
- 07 NVA medical team (2d10+5), 1 in 3 armed, K-50M SMGs and 4 NVA with AK-47s
- 08 NVA nurses, 1d10+5, with K-50Ms, 5 NVA with AKs
- 09 Main Force, 2d10+5, carrying wounded in improvised litters (stretchers) after recent attack
- 10 Main Force, 3d10+2, walking wounded from recent attack
- 11 Main Force, 1d10+4, with 1d10 captured 'Yard girls from neighboring village
- 12 NVA (1d10+2) with 2d10+2 kidnapped 'Yards to be porters
- 13 Main Force, 4, with 1d10+2 local boys from fields

ARMED PATROLS

- 14 3d10 Main Force, coming down trail towards you
- 15 coming up trail behind you
- 16 moving up trail ahead of you
- 17 filling canteens at stream
- 18 cleaning weapons (4 of 5 disassembled)
- 19 resting/eating along trail
- 20 1d10+4 NVA, coming down trail towards you
- 21 coming up trail behind you
- 22 moving up trail ahead of you
- 23 resting/eating beside trail
- 24 filling canteens at stream
- 25 cleaning weapons (2 of 3 disassembled)
- 26 1d10+4 KKK, Khmer Kampuchea Krong, Cambodian Communists in ragtag uniforms (treat as Local Force)
- 27 coming down trail towards you
- 28 coming up trail behind you
- 29 moving up trail ahead of you
- 30 on intersecting trail
- 31 coming down fork in trail
- 32 1d10+6 Pathet Lao, Laotian Communists in leather billed officer style caps, treat as Main Force
- 33 coming up trail behind you
- 34 moving up trail ahead of you
- 35 resting/eating beside trail
- 36 filling canteens at stream
- 37 asking guide where they are

- 38 NVA (1d10+2) with prisoner (Roll 1d10 for type):
- 1 U.S. jet pilot
 - 2 U.S. helicopter pilot or doorgunner
 - 3 Special Forces trooper from another camp
 - 4 VNAF Skyraider pilot
 - 5 U.S. Army grunt
 - 6 U.S. Marine "crunchie" or "snuffy"
 - 7 ARVN Ranger
 - 8 American civilian (accused of spying):
 - U.S. AID worker
 - Summers' Institute Linquist
 - Missionary doctor
 - 9 French accomplice pretending to be American for propaganda purposes
 - 10 Australian communist "journalist" gathering info for book on National Liberation Front "freedom fighters"
- 39 Headquarters staff meeting (high ranking NVA) having briefing over maps in clearing with 2 bodyguards per officer
- 40 NVA unit, 20 + 1d10, doing calisthenics near trail
- 41 Caves, long abandoned
- 42 Caves, temporarily empty, bamboo bunkbeds, rucks with personal gear (mess kit, razor, ID book, letters from home and photos, indoctrination books, change of uniform, and sewing kit)
- 43 Caves, occupied: 1d10+2 Main Force
- 44 Caves, with sacks of rice (cache)
- 45 Caves with 5 NVA, listening to captured U.S. radioes and plotting units on map, kerosene lantern, one on sentry duty, one cooking, one resting, two on intercept duty
- 46 Abandoned bunkers (wooden pillboxes) 1d10+2
- 47 Abandoned bunkers, one is boobytrapped
- 48 1d10+5 NVA building/repairing bunkers
- 49 10 + 1d10 NVA resting near abandoned bunkers
- 50 Abandoned spiderhole (foxhole with camouflage plants on top) -- plants withered and dry on AI roll
- 51 Abandoned spiderholes (1d10+2) caved in from rains
- 52 Spiderholes (1d10+2) with sleeping sentry in one
- 53-56 Food Cache, small thatch roofed platform with sacks of rice, may be boobytrapped (#56 is)
- SUPPLY CACHE (thatch lean-to off trail):
- 57 Bundles of NVA uniforms
 - 58 Medical supplies
 - 59 Printing press in crate with boxes of ink and paper
 - 60 Bicycles
 - 61 Radio gear and batteries (U.S., still in crates)
 - 62 Mine/boobytrap making kits
 - 63 Propaganda leaflets in bundles

WEAPONS/AMMO CACHE (Stacked crates):

- 64 Crates of AK ammo
 - 65 Crates of AK ammo
 - 66 Crates of RPG B-40 rockets and mortar shells
 - 67 Crates of Chi-com grenades
 - 68 Crates of 122mm rockets (30+5d10)
 - 69 12.7mm DShK (.51 cal.) MG with anti-aircraft ring sights
 - 70 Ammo cans of .223 (M-16) ammo
 - 71 Ammo cans of stolen 7.62 (M-60) belts
 - 72 Crates of AKs still in cosmoline (Chinese or Russian labels)
 - 73 Bundles of old M-1s, BARs, and M-2 carbines
-
- 74 Abandoned Base Camp, old lean-tos
 - 75 Base Camp: Headquarters
 - 76 Base Camp: Hospital
 - 77 Base Camp: Rest Camp (men relaxing)
 - 78 Base Camp: Training new recruits
 - 79 Base Camp: Weapons factory (grenades, mines, etc.)
 - 80 Truck Park: Trucks hidden under trees to avoid detection by U.S. aircraft during day

ROAD REPAIR CREW (1d10+4):

- 81 Removing downed trees
- 82 Rebuilding bridge
- 83 Cutting lower trees for truck park/bivouac
- 84 Clearing rockslide from road
- 85 Building one truck wood ferry/barge for river
- 86 Building secret bridge just below water level
- 87 Towing damaged trucks under tree canopy
- 88 Repairing damaged trucks
- 89 Clearing jungle for new road
- 90 Filling bomb craters in road

TRUCK CONVOY (Rare during daylight):

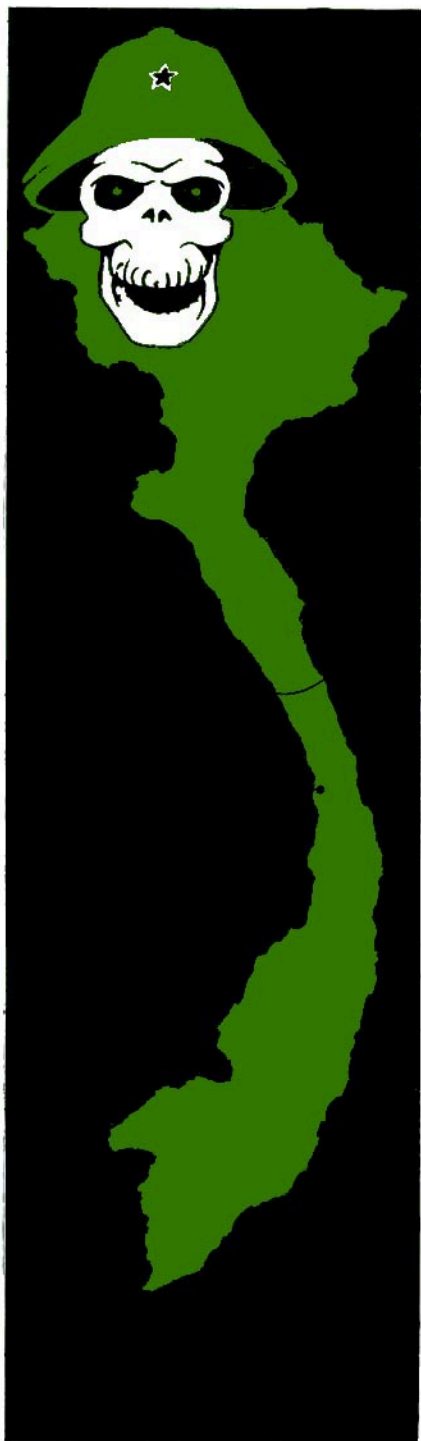
- 91 Single UAZ-69, Soviet "jeep" with officers
- 92 1d10+4 ZIL-150 Soviet trucks with men
- 93 with towed artillery pieces, crews, & ammo
- 94 trucks hauling ammo
- 95 hauling seriously wounded North
- 96 Convoy halted under trees to avoid aircraft

CLANK OF TREADS

- 97 Bulldozer building roads
 - 98 PT-76 amphibious tanks moving South
 - 99 Tank recovery vehicle moving to haul trucks
-
- 100 Camouflaged entrance to underground complex
-

TUNNEL SYSTEM (Roll 1d20 to describe):

- 1 Dead end corridor (under construction)
 - 2 Air vent, small vertical shaft
 - 3 Shaft with bamboo ladder (up or down), probably no more than 3 levels total
 - 4-5 Side corridor on left
 - 6-7 Side corridor on right
 - 8 T-intersection
 - 9-10 Corridors on both left and right
 - 11 Exit/entrance
 - 12 Corridor increases in size
 - 13 Corridor decreases in size
 - 14 Corridor turns left
 - 15 Corridor turns right
 - 16 Contact (Roll 1d10):
 - 1 Single NVA coming towards you
 - 2 Single NVA moving ahead of you
 - 3 Single NVA coming up behind you
 - 4 1d10/2 (1-5) NVA coming towards you
 - 5 moving ahead of you
 - 6 coming up behind you
 - 7 Punji pit
 - 8 Boobytrap
 - 9 False floor/wall (requires A1 to detect)
 - 10 Snakepit with cobra, attacks on 1-4 on 1d10, Ag to avoid; if hits, 5d10 damage
 - 17-20 Room (roll 1d20):
 - 1 Diesel powered electrical generator
 - 2 Print shop
 - 3 Infirmary
 - 4 Headquarters (COSVN!)
 - 5 Radio room
 - 6 Documents stored in wooden crate filing cabinets
 - 7 Prisoner (check #38 for 1d10 roll)
 - 8 Latrine (pit)
 - 9 Messhall
 - 10 Arms factory/repair shop
 - 11-14 Food storage
 - 15-17 Ammo storage
 - 18-20 Barracks
-



In **HEARTS & MINDS** your **RECONtm** character is a member of a U.S. Special Forces A Team organizing and training a Montagnard village in the Central Highlands of the Republic of Viet Nam.

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