IN THE ‘NAM

Scenario for WarpQuest set in the Vietnam War.
Written by Lloyd Krasner



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INTRODUCTION

Scenario for WarpQuest set in the Vietnam War.
Your platoon has been de-assed in the bush. You must patrol the area and meet at a new pick-up point.

THE SCENARIO

The map spaces represent abstract time and distance. There is only one Module. There is no "Artifact". The Scenario is a one way trip.
When your Platoon reaches the End Space (Landing Zone) it is airlifted out. The winner is the Platoon with the most confirmed Kill points.

FAILURE

If you ever have less than 20 men left in the platoon, the survivors are airlifted out and your game ends.

THE PLATOON

Each player has a platoon of 42 men. The platoon has 12 rolls on the skill table.

SKILLS TABLE

1D6	Skill:	Notes:
1	Jungle Warfare +1	Ability to set-up & detect Booby Traps & Ambushes
2	Fire Support +1	Ability to call in Artillery Strikes & Close Air Support
3	Firepower +1	Ability to achieve small arms fire superiority
4	Diplomacy +1	Ability to communicate with villagers
5	Leadership +1	Ability to avoid strife within the platoon
6	Medical +1	First Aid (Maximum of +2)

FOES

If you encounter a Foe, you have to make several challenge Test Rolls:
1. Make a test vs Jungle Warfare x2: if successful, add 1 to your next roll.
2. Make a test vs Firepower x2: if successful, you kill the Foe. Discard it. If not:
    2a. Make a test vs Fire Support x2: if successful, you call in Artillery or Air support that kills the Foe. Discard it. If not:
    2b. Make a test vs Leadership x2: if successful, you are able to make an orderly retreat. Discard the Foe card.
3. Roll 1D6 to determine casualties:
Subtract your Medical Skill roll.
Subtract 1D6 if you passed the Jungle Warfare Test.
Add 1D6 if you failed the Firepower test.
Add 1D6 if you failed the Navigation test.
Add 1D6 if you failed the Leadership test.
Casualties are airlifted out on a medevac chopper.
If you passed your Firepower test, you get a Confirmed Kill Point.

BOOBY TRAPS

If you fail a Jungle Warfare x2 test, roll 1D6 to determine casualties. Subtract your Medical Skill.

LEADERSHIP & DIPLOMACY TESTS

If you fail a Non-Foe Leadership test, all future challenge rolls are at –1.
If you fail a Non-Foe Diplomacy test, go back 2D6 spaces.

MODULE CARD LIST

Card Name:	Challenge:
Victor Charlie	(Foe)
Heavy Contact	(Foe) DM +1 (Worth 2 Confirmed Kill Points)
Dinks in the Bush	(Foe)
Viet Cong	(Foe)
Hot Landing Zone	(Foe)
NVA Assault	(Foe) DM +1 (Worth 2 Confirmed Kill Points)
Fire Zone	(Foe)
Ambushed	(Foe) DM +1
Village Warfare	(Foe) Replace Jungle Warfare with Diplomacy
Guerilla Warfare	(Foe)
Sniper	(Foe) DM +1
Charlie Owns the Night	(Foe)
Search & Destroy	(Foe) DM –1 for Fire Support Roll
Set up Ambush	(Foe) DM –1
Tunnel Complex	(Foe) DM +1 (Worth 2 Confirmed Kill Points)
Bunker	(Foe)
Toe Popper	(Booby Trap) Max 1 Casualty
Punji Stakes	(Booby Trap)
Trench foot & Snakebites	(Booby Trap)
Friendly Fire	(Treat as Booby Trap)
HE Shell & Tripwire	(Booby Trap) Casualty roll +1D6
Tripwire Grenade	(Booby Trap)
Mortar Attack	(Treat as Booby Trap)
Child with Grenades	(Treat as Booby Trap)
Landmine	(Booby Trap)
Chinese Claymore	(Booby Trap) Casualty roll +1D6
Navigation Errors	Jungle Warfare x2. If failed go back 1D6 spaces
Protected by the People	Diplomacy x2
Pacification	Diplomacy x2
Winning Hearts & Minds	Diplomacy x2
Relocation	Diplomacy x2 (Counts as a Confirmed Kill)
Destroy VC Stockpile	Diplomacy x2 (Counts as a Confirmed Kill)
Interrogations	Diplomacy x2
Fragging	Leadership x2 (If failed take 1 casualty)
Torch Village	Leadership x2
Dead Marines	Leadership x2
Communist Propaganda	Leadership x2 DM –1
Short Timers	Leadership x2
Live Bait	Leadership x2
Drug Addiction	Leadership x2
Civilian Deaths	Leadership x2
1000 Yard Stare	Aid: Jungle Warfare +1
Avoid Trails	Aid: Jungle Warfare +1
Special Forces	Aid: Jungle Warfare +1
Point Squad	Aid: Jungle Warfare +1
Stay Alert	Aid: Jungle Warfare +1
Intelligence Report	Aid: Leadership +1
Chocolate Bars	Aid: Diplomacy +1
ARVN Interrogator	Aid: Diplomacy +1
Medic	Aid: Medical +1
Field Dressings	Aid: Medical +1
Fire Superiority	Aid: Firepower +1
Grenade Launchers	Aid: Firepower +1
M60 GP Machineguns	Aid: Firepower +1
M16 Rifles	Aid: Firepower +1
Defensive Perimeter	Aid: Firepower +1
Blast the Gooks	Aid: Firepower +1
Helicopter Gunship	Aid: Fire Support +1
Map Reading	Aid: Fire Support +1
Forward Observer	Aid: Fire Support +1
Artillery Barrage	Aid: Fire Support +1
Radio Contact	Aid: Fire Support +1
Napalm Strike	Aid: Fire Support +1

IN THE 'NAM - LOG SHEET

Skills

Jungle Warfare	*Fire Support*	*Leadership*	*Medical*
Firepower	*Diplomacy*	*First Aid*	

Squad

1									10									20	
21									30									40	

Notes

IN THE 'NAM – MISSION MAP

