

GRUNTS, LEATHERNECKS AND CHARLIE

VIETNAM Battalion Level Rules

By Rudy Scott Nelson

Players who are interested in a FUN and FAST Vietnam game system can consider these rules a flexible framework for use. I designed these rules to be used by both beginners and veteran players. Play can be quick and easy OR made more realistic and slower by adding advanced options. If you do not trust your opponents, then this is not the right rules' set to use. It will assist any player who has an interesting scenario to run at a convention or at a local shop. The Combat systems reflect volume of fire into a specific area combined with the maneuvers of combat units. Procedures show that every round even hits into a target area will not cause casualties. The type of scenario used, Convoy ambush, village search and destroy, and relief operations will all change in how the board will not only look but also on the weapon effectiveness and operational ranges. This game is more of a Command system rather than a weapons effectiveness system.

I would like to thank Tom Dye of GFI for his input and readers should note that they have a 10mm range of Vietnam castings

TABLE OF CONTENTS

Sequence of Play

- 1.0 General Rules & Terms
- 2.0 Activity Operations
- 3.0 In-Direct Fire Specifics
- 4.0 Direct Fire Specifics
- 5.0 Infantry Combat
- 6.0 Aircraft

SEQUENCE OF PLAY

Each player will complete the actions of a Specific Phase, then proceed to the next Phase. There is a fluid sequence of play during a single game turn. All In-Direct Interdiction fire will be conducted after the Activity Phase in order to represent the time-to-target delay in the Fire Request and the Effective rounds on target. There are three total Phases but there may not be any actions in a particular phase, such as Melee or Interdiction Fire.

ACTIVITY PHASE

- A. Determine which force will conduct actions first.
- B. Allocate Command Dice.
- C. Assign Artillery and Aircraft to either Direct or barrage Fire support,
- D. Conduct Unit Actions

IN-DIRECT GENERAL INTERDICTION FIRE PHASE

- A. Determine the actual impact point of the barrage or Aircraft Sortie
- B. (AA Fire at Sorties then) Resolve damage to units in the impact zone
- C. Adjust rounds for next turn & Call for new fire AND move the aircraft Sortie

MELEE PHASE

- A. Infantry vs Infantry Melees
- B. Infantry Assaults vs Tanks & Bunkers

GENERAL RULES AND TERMS .

1.1 General Premise. The selected scenario dictates terrain and all of the board may be designated as Dense, Moderate or Thin terrain. If patches of lighter or heavier terrain are desired then terrain models for those types can be used. Weapon ranges reflect operational distances often limited by terrain not the effective or maximum range for those weapon systems.

1.2 SCALES

1 Turn = 30 minutes

1 Vehicle Casting = 1 combat vehicle or enough trucks or transport items to carry one combat squad.

1 Infantry BASE = An squad of 8-11 men

Distance scale : 1 inch = 50 yards or 50 meters ; One cm = 25 yards or 20 meters

1.3 Terrain will affect both the number of Kill Dice to be rolled and the 'To Hit' number needed to affect the target.

Base Operational range in Thin and Open terrain is 300 yards. The range in Moderate terrain is 200 yards and in Dense terrain the range is 100 yards.

If firing at a target at a distance longer than the base Operational type, then the Firer will deduct two Kill Dice from the number allowed to throw.

1.4 Defensive Armor and Terrain Protection Classes (DA). These ratings are based on the natural protection offered by the terrain of the combat area or combat vehicles
HARD = Mainly Heavy tanks with very thick armor. Also reinforced bunker complexes.
DENSE= Terrain that is thick and limits a unit's ability to sight a target as well as offer considerable protection to the target.

MODERATE = Terrain that covers substantial protection to small arms and in-direct fire. It also includes being in thinly armored personnel carriers such as M113 APCs.

THIN = Sparsely wooded terrain with most protection offered from the natural folds in the ground.

OPEN = Flat terrain including beaches and roads.

1.5 Definitions and Clarifications.

A. Base Operational terrain is determined by the terrain type composing the majority of the board. This will determine the base Operational range.

B. Suspected enemy locations are positions where local intel indicates that there may be possible enemy activity. More data is given in rule 1.7.

C. Command levels will determine how many maneuver elements are on the board. The lowest command level is the platoon. The next level is Company that controls three platoon units. Above the company is the battalion level which controls three companies unless additional support companies are attached for the scenario.

D. Unit is the term used to designate a group of stands under the control of a command. The base unit is the platoon that contains 3 squad bases/elements. So in the rules the reference may refer to normally a platoon or Company Command group.

E. Element is the term used to refer to individual Squad or weapon system bases.

1.6 BOARD LAYOUT. The board may appear cluttered but unless you use a double blind method, this is a viable alternative. The players during setup will place a variable number of labeled poker chips on the board. They should not be more than 12 inches apart and no closer than 8 inches. If using a hex map, then the chips should not be in adjacent hexes and no more than three hexes in distance to the next chip. The placement on a hex map will appear to be in a regular pattern but this is not required and would be very difficult on a normal non-hex board. These poker chips are referred to as Suspected enemy locations and will control movement and deployment for the VC/NVA player.

1.7 Playing Card Recordkeeping Procedure: The use of playing cards can reduce the clutter of activity chips on the board. Each Platoon unit is given a red and black suit of the same ID number (For example the third Platoon of Company B of the 1/8 Cavalry Bn is given the number Spade #8 and Heart #8; the First platoon is given the Spade King and the Heart King; etc.) The black suit is used to record movement and the red suit is used to record direct fire, In-direct fire or Opportunity fire. When an element moves simply remove the card for that element from your hand. If a unit fires the red card for that element is removed from your hand. Once all of the cards are discarded from both players' hand then that turn is over. The discarded cards are picked up and the next turn begins. There is NO shuffling or drawing of cards. They are only used to help keep track of the actions of each element. A Deployed Company who is inactive will have their movement cards placed in an Inactive pile. Un-deployed Company will keep their cards in the active (player's hand) but they are discarded at the end of the turn. Fire cards are retained in case opportunity fire occurs.

1.8 Minefields. A minefield section is 300 yards X 300 Yards. It is classified as Hasty, marked on the board, OR Deliberate, marked on the deployment sheet and revealed as an enemy unit enters it. Minefields are considered Mixed with both AP (anti-personnel), and AT (antitank) mines. Each unit must stop for the remainder of the turn and roll for damage when they enter the minefield. A minefield section cannot be cleared if it is hit by artillery. It is cleared if a minesweeper unit moves onto it or an infantry unit spends three turns in it. The infantry unit does not have to roll for casualties IF it was a known minefield AND the owning player stated a 'clearing mission' at the beginning of the turn. Since the target is mainly infantry, the terrain type will determine the effectiveness of the minefield. The more Dense the terrain the more mines that will be missed and protective cover provided in the blast area.

Target	Open	THIN	MODERATE	DENSE	HARD
Chance to Hit	30%	30%	20%	10%	5%

1.9 Suppression. The term Suppression indicates that enough firepower is being placed into an area that will prevent effective maneuvers by the unit. How to mark a suppressed unit? Some players may prefer to use markers but a simple way is to turn the facing of the

unit away from the enemy. There is no front or rear to deployment positions so facing should not be a factor. A unit that is Suppressed can fire at a minus 2 FP but cannot move. Suppression markers are removed at the end of the turn after they received it.

1.10 Impairment of Units. Force Impairment is a combination of destroyed equipment and troop casualties. A marker should be used to designate impaired units. Infantry, Artillery and Towed AT units have a number of step force levels equal to its FP value. If a unit is impaired it will drop one FP per impairment. Vehicle units all have FOUR step force levels regardless of their FP value and will drop TWO FPs per impairment hit.

1.11 Vehicles. Vehicles are mainly used for transportation and to provide close armor support. Scenarios will determine who has what vehicles but in most cases the US Forces will have most of them. Troops in jeeps and trucks will be considered in Open terrain target. Unless armed with MGs the trucks will not add to the FP of the transported unit. APCs such as M113s will be considered Moderate terrain for troops carried in them. APCs will add +1 to the FP rating of the troops that they are transporting or supporting. Heavy Armor will be considered Hard targets. They will have a FP rating of 6.

ACTIVITY OPERATIONS

2.1 Determine the force activity order for the forces. Each player will roll a d10 dice to determine the number of command Points that the Senior Command HQ will allocate. Each Company Command HQ will also roll a D6. Inactive Company HQ will still roll Command Dice and have their total added to the force total. The force with the highest total of all the Command dice rolled will be the first player to conduct actions. The players will alternate conducting actions until every unit has moved and/or fired.

2.2 The use of Command Points are limited to Command HQs that are not under direct fire or melee actions. This does not apply to platoon HQ that does NOT roll Command Dice. After the Command dice are rolled they are allocated to a Company Command HQ with the D10 being assigned to the Bn HQ.

Command points represent the focus of a Commander and his staff to the situation on the battlefield. Command points are used to order units to conduct certain functions.

- A. Orders can be given to artillery or Aircraft to conduct In-Direct Interdiction Fire. The CP cost is 1 CP. Request for support can be issued by BN or Company HQs.
- B. It requires more coordination to order Air or artillery support for Direct Artillery support, so the CP cost is 2 CP.
- C. It requires 1 BN level CP point to activate a Company that has not been fired at by enemy forces. A Company that has been fired at by enemy forces no longer require a BN CP point to conduct actions.
- D. Company CPs are required to order a platoon unit to conduct actions.
- E. If the BN or Company command unit was fired at last or this turn, then 1 CP must be spent to control its own troops.
- F. If more than one platoon fires on the same target, then it will require the expenditure of a Company CP to coordinate the fire of the platoons. If only one

enemy unit can be targeted at the normal operational range, then NO Company CPs have to be spent for the platoons to fire at the same target.

2.3 UNIT STATUS. Deployed vs Un-deployed vs Active. Deployed Units are those units that have been seen and placed on the board. Un-deployed units are those VC/NVA units that have not been seen by the US. Active units can be of either force but have not been committed to action by the Battalion Commander.

2.31 **Spotting** is when an enemy unit which was Un-deployed becomes identified and Deployed on the board. In the basic system once a unit has been spotted, it will remain deployed for the entire battle.. For advanced games, units must be spotted again by each new firer and/or if the target is lost behind terrain.

Automatic Spotting/Deployment situations are

1. Unit that moves within 50 yards of the enemy in a Suspected Enemy position. If hexes are used then the enemy in a Suspected Location is deployed when the enemy enters the same hex.

2. A unit that fires at an enemy element

Deployment procedure is to place a CD disk on the Suspected Location and the unit's elements must be placed within that CD radius.

2.4 MOVEMENT TYPES

Ambush Movement: This is the movement used by units that are hidden (un-deployed). Normally this will be the movement used by the VC and NVA player. It requires some book-keeping in order to keep track of the units' location. A command can only move to an adjacent Suspected Location marker. A command unit can move from one suspected location to another as long as it is within EIGHT inches. If it is more than Eight inches then the unit is considered In-transit and is located in a direct line halfway between the markers.

LEAPFROG MOVEMENT: This movement requirement is a method used to reflect the US doctrine of Bounding Over-watch practice. It is used by American units deployed on the board. In this case the elements (platoons) of a company will move from the furthestmost from the enemy unit to the closest. Example Alpha Company has three platoons. The first is six inches from the known enemy unit. The Second platoon is 8 inches from the enemy unit and the Third Platoon is four inches from the enemy unit and was fired upon by Opportunity fire. In this case Second Platoon will move first, First platoon second and Third platoon last if able.

PATROL MOVEMENT: This is the movement procedure used by deployed units, both US and VC/NVA, which are more than ten inches from the nearest DEPLOYED enemy unit. Any element is a command can move in any order. The maximum movement rate is EIGHT inches and a stand may move any, all or none of the allowed distance.

2.5 Terrain Modifications. Movement rates are based on cautious movement in any type of terrain except dense. Deployed Units in Dense terrain can move a maximum of four inches. Un-deployed units can always use Ambush movement.

Stands on roads may move at a 'hurry up' speed of +2 additional inches. The Hurry Up bonus can only be used if the unit is outside of 12 inches from a Deployed Enemy unit and it must stop if engaged or comes within six inches of a deployed enemy unit AND it must remain on the road.

2.51 Hex Grid Movement Points One movement point equals one inch, so the average infantry unit has a MP allowance of 8. Three MP points are expended if a unit wants to enter another hex. It must expend one point to turn (any number of hex-sides) otherwise it must move straight ahead. It costs all of a unit's MPs to a hex containing Dense terrain or water features. If a unit remains on the road the entire turn it can move three hexes instead of the normal two and it will not spend any MPs to turn hex-sides in order to remain/follow the road.

2.6 FIRE ACTIONS. A unit may fire at any time during an Activity phase of his side and he may fire in his enemy's Activity phase as part of Opportunity Fire.

Opportunity Fire. He may also Fire during his opponents Activity phase if they are moving a unit. He may announce Opportunity Fire and engage the base that was moving as the target. He must fire at the unit that was moving and may not at another target. Opportunity Fire cannot be used against units that are Un-Deployed and using Ambush Movement.

Probing Fire. This is when the activity Phase player elects to fire at a Suspected position rather than a deployed unit. Any unit in the Suspected Location can return fire or use Opportunity Fire. If a hit has been achieved then they are Suppressed and all Suppressed Modifiers will apply. If the unit has not yet conducted an activity it cannot move but can fire as stated above.

Effective Fire. This is the most common type of fire and is used by most units in attacking deployed enemy units. A platoon can engage one or more enemy elements within the Operational Range of the terrain.

Concentrated Fire is when more than one squad of a platoon engages the same target element. If more than one platoon fires on the same target, then it will require the expenditure of a Company CP to coordinate the fire of the platoons. If only one enemy unit can be targeted at the normal operational range, then NO Company CPs have to be spent for the platoons to fire at the same target.

Artillery Direct Fire Support can be used against any Deployed enemy unit being engaged during the Activity phase by Effective or Concentrated Fire (not Probing or Opportunity Fires. The procedure is simple. Instead of using the unit's Interdiction FP rating, the Firer will receive a bonus of TWO Kill Dice when the Firer rolls to Hit. Artillery and Aircraft are assigned in the Allocation Segment to assist a specific friendly unit in its Firing NOT to attack a certain defender. Players may want to place a chip by the friendly unit being supported by Direct Artillery Support.

IN-DIRECT FIRE = ARTILLERY

3.1 Types of Missions. Artillery, Aircraft and Off Board Artillery or Naval gun support can use either In Direct Interdiction Fire or Direct Support fire. In the Artillery

Allocation Phase, the players will designate which units will conduct In-Direct Interdiction fire; these units are allocated ‘fired’ immediately and marked as fired (use a poker chip or counter) if on the board. They are not eligible for Direct Artillery Fire Support. The other on-board artillery or mortar type units are assigned as firing Direct Support for combat units. These units can use Interdiction procedures to fire counter-battery at enemy batteries even if the batteries are deployed.

3.11 Direct Fire Support Procedures. As the combat units select targets for Direct Fire, the Artillery units simply add their FP rating to the Combat unit being supported.

3.12 In-Direct Interdiction Fire Procedures are as follows: Artillery requests and Orders during the Allocation segment to target the Suspected Enemy Location. During the later Interdiction Phase place an Interdiction/ Barrage Damage Zone (CD disk) and determine any target hits and casualties. The Interdiction Barrage area CD will remain in place until lifted by the firing player. Damage effects are rolled each turn whether any enemy units are in the zone (location) or not.

3.2 Artillery Requests. Written requests are required for all off-board/indirect fire. Fire must be conducted by battery. Only on-board-guns can fire Direct Fire Support missions.

3.21 Order Options:

- A. FIRE at Registration point #?. Listed on deployment map. The initial fire may include a shift from a reg. point.
- B. REPEAT. Fire again at last location. Automatic unless a Cease Fire order is given.
- C. SHIFT A/D # & R/L #. Add or Drop AND Right or Left shifts in yards. The maximum shift allowed is 400 yards per direction. (Advance Rules Only)
- D. CEASE FIRE.

3.22 Artillery Set up Time. All artillery is considered to have set up prior to the start of the scenario and will remain set up for the entire battle. It cannot move during the battle..

3.23 Time Lapse for Initial call to Impact. The short delay factor is based on both sides using pre-registered firing points. The Request for Fire occurs in the Artillery Allocation segment and the rounds land later during the turn in an Activity phase or in the Interdiction Fire Phase. The impact delay represents the Time lapse.

3.24 Artillery Firing Error. (Advanced Rules) Due to the nature of fire using Suspected Location barrages there has not been any error or drift rules included in the basic game. The rules are provided for those players wishing to play a more ‘realistic’ and slower game. There is always a chance (due to human error, wind, gun tube wear) that rounds will land off target. Other causes include unobserved map fire and distance to the target. Observed fire is when the target can be seen by any friendly unit.. At this level all fire is regarded as being Observed.

ERROR CHART									
(Roll a d10 for yards off)									
Type of Fire	0-1	2	3	4	5	6	7	8	9
OBSERVED	0	0	50	50	100	100	150	150	200
Hex Map	0	0	1	1	2	2	3	3	3

Roll a second d10 to determine direction of error.

1,2,3 = LONG 4,5 = RIGHT 6,7 = LEFT 8,9,0 = SHORT

3.3 Off-board batteries are located 1000 yards from the edge of the board. Counter-battery fire at an off-board battery will only Suppress it and will not impair it. Naval Guns are located 5000 yards from the board edge and are not subject to counter-battery.

3.4 Artillery Support Firepower Ratings

W = Weak: Effective damage into an area is minimal. Damage to a unit or casualties caused are as much by luck as intentional. One Battery/Aircraft is used in the mission.

X = Effective: Substantial destruction in an area with a unit's ability being impaired especially for troops in unprotected cover. Two batteries /Aircraft sorties are used in a mission.

Y = Severe = Significant destruction in an area with a unit's ability being impaired regardless of the protective cover troops. Three batteries/Aircraft are used in a mission.

Z = Awesome = Impressive destruction in an area with a unit's ability being impaired with troops in poor or unprotected cover being severely affected. Aircraft using napalm and/or 4 + support missions are used.

3.5 Barrage Damage Zone. The damage zone is measured by using a CD (4") with the open center placed on the point of impact.. A Barrage pattern for a hex map includes the hex of impact plus the six hexes surrounding the hex of impact.

FIREPOWER RATING = CHANCE TO HIT CHART

	W	X	Y	Z
In-Direct Kill	4 dice	6 dice	6 Dice	6 Dice
Open	1**	1,2	1,2,3	1,2,3
Thin	1**	1,2	1,2	1,2,3
Moderate	1**	1**	1**	1,2
Dense/Hard	1**	1**	1**	1,2**

A ** indicates that an odd-even hit re-roll is needed.

3.6 (KILL DICE) Artillery Damage. As with Direct Fire the first 'Hit ' result will only Suppress the target. The remaining 'Hit' dice are re-rolled if it is a vehicle unit or any unit in CC or DD cover. Other units will count the 'hits' as impairment results without additional rolls. Rolls on targets other than hard or in DD terrain count any even result as an impairment hit. Hard vehicle targets or units in DD terrain only count the '0' results on the additional rolls as impairment hits.

DIRECT FIRES

.4.1 Infantry Unit FirePower Ratings. It is based on the FP intensity at a range of 100-300 yards. If the target is more than 300 yards then the firer's FP is reduced by half. . If

the target is less than 100 yards then the FP is doubled to the firer's rate. Example: An infantry stand with four castings has a FP rating of Four.

4.2 Firing Procedures. Each unit is given a basic number of Kill Dice to roll based on its FP rating and the range. The Base To Hit number needed is compared to the target's (DA) rating. The number of Dice rolled may adjusted by the targets (TPD).

To Hit Number based on Defensive rating (DA)

RANGE	HARD	DENSE	MODERATE	THIN	OPEN
Maximum	0**	0	0,9	0,9,8	0,9,8,7
Effective	0**	0	0	0,9	0,9,8
Long	0**	0**	0**	0	0,9

4.3 Unit Damage. The first hit on a target is considered a Suppression result. If the (**) is in the box, then an additional re-roll must be made. As with In-Direct Fire the first 'Hit' result will only Suppress the target. The remaining 'Hit' dice are re-rolled. Hits without (**) will count the 'hits' as impairment results without additional rolls. Rolls on targets other than hard or in Dense terrain count any even result as an impairment hit. Hard vehicle/bunker targets or units in Dense terrain only count the '0' results on the additional rolls as impairment hits. If a hit is made on a Vehicle target, then an impaired marker is placed by the unit. Subsequent hits on an impaired unit will eventually destroy it.

INFANTRY MELEE COMBAT

5.1 Melees were disruptive and costly to both the winner and loser. The outcome would often depend on the amount of close firepower that was available to a unit. Melees are in addition to **not** instead of unit direct fire. The infantry can fire or be the target of Direct fire without conducting a Melee attack.

5.2 Infantry melees are resolved by each side using the Close Assault procedures of rolling a d10 and adding its FP rating (Roll + FP rating). The side with the higher total is the winner. The loser is destroyed. The winner becomes Suppressed. If both totals are the same, then both sides are destroyed. Artillery and Administrative units have a 1 FP rating for melees. Suppressed units have a -2 melee rating modifier. Direct Artillery Support Fire cannot be used as a melee modifier. It firepower was accounted for during the firing activity of the assigned unit.

5.3 Infantry vs Vehicle Assaults. This represents the use of organic anti-tank weapons. It can be used by an attacking infantry unit or by a defending infantry unit that is being overrun by a vehicle. An assault on a vehicle or bunker would result in heavy casualties. The loser of a close combat assault is destroyed. A winning infantry element becomes suppressed which cannot assault another vehicle or bunker during the next turn.

Assault Sequence:

1. Tank/ Bunker Direct fire against the infantry unit.
2. Supporting infantry/ CSW can fire at the attackers
3. Surviving assault units can melee the vehicle/bunker. There is a 30% chance for the assault to succeed. The die roll modifiers:

Vehicle target Did Not Move = -10

Attacking Infantry element is a Engineer = -20

Attacking Infantry element is a Suicide Squad = -30

5.31 **Suicide squads** can be effective but costly in lost elements. A player must identify which units have been reclassified as suicide units. Once reclassified, the unit must on that turn attempt to assault the NEAREST enemy element or bunker. Once a suicide squad melees it is destroyed whether it won the melee or not.

AIRCRAFT (ADVANCED and OPTIONAL)

The use of aircraft is optional, since its use will slow down play and may unbalance the scenario. The term planes refer to planes, jets and helicopters.

6.1 **ALTITUDE.** Aircraft operate at either HIGH (501ft+), and LOW (below 500 ft) levels. Planes can change ONE level per turn. High altitude is used mainly to move to the target. Planes cannot attack or be attacked at High altitudes. Planes at LOW levels can be engaged by enemy units. If the unit is currently un-deployed/Hidden, it is deployed once it fires at the planes.

6.2 **Strafing- Impact Zone.** The planes will attack a Suspected location as part of In-Direct Interdiction Fire. Only helicopters not Jets or Planes can be used in a Direct Support Fire Mission. Helicopters conducting an In-direct Interdiction Mission CAN attack an enemy unit that engages it with AA fire. The Helicopter will not attack the original target but will attack the target of opportunity instead. The helicopter can ignore the AA fire and continue on to attack it's primary target.

The impact zone is the board area being attacked is represented by a CD (4") All elements in the zone will roll for damage. Only one MG/bomb/rocket attack can be made per turn. A strafing plane at NOE has its FP doubled.

6.3 **Bombing.** Designate a target, and roll damage against targets in the impact area. High Level Bombers use a Spread pattern and can only used for an Interdiction mission.

6.4 **Direct Fire Support Mission** can be assigned to helicopters only. You will add the helicopters FP to the FP of the platoon being assisted.

6.5 **Basic Aircraft Firepower.** Helicopters Cobra FP8 and others FP5. Any Close Assault plane or jet is FP5. High level Bombers have a FP4.

6.6 **Anti-Aircraft.** Ground units in the impact zone and any AA unit can fire at aircraft. Infantry units use the Inf rating. Tanks, halftracks and Armor Cars use HMG. AA units will use the column based on their main weapon type. The basic number to -Hit is '0'. If the Aircraft is hit then it will not complete its attack.

Firer =	INF	HMG	20mm	37mm	40mm	76mm+
Max Range(yds)=	500	1500	1500	2000	2000	3000
Kill Dice	1	2	2	3	3	3

Notes on Scenario Development, Units and Basing.

Artillery units fire per battery, not per gun. Unless designing a firebase scenario in which one gun is mounted per base, batteries should be mounted on a single base or is if preferred a double-wide base.

Units of two jeeps with a crew (Scout, Recon, Admin) should be mounted as a single model representing both vehicles and crew. Men on foot on the same base is optional. Maintenance and Administrative units should also be mounted with one model representing a two or three vehicle section. (Recovery vehicles, special bridging trucks)

Security and HQ/Command Squads includes Officers and Admin personnel. Trucks and other transportation vehicles are not listed in the TOEs but are assumed to be present with Artillery and HQ units.

The rules are not detailed enough to include extensive rules on helicopter and other aviation assets. The TOEs will note that certain helicopter types are available for transport or Fire Support but will not specify numbers available.

Certain Squad types such as Headquarters, Security, Command, Scout and vehicle will operate at a reduced Squad level of 3 to 6 men. They are often shown at a FP level of less than the basic FP 4. Recon/Scout squad ratings are based on being dismounted without vehicle support. If mounted, they use the vehicle FP rating.

LRRP and other Special Forces teams are less than normal squad size but are FP rated as the same due to weapons and training.

Marines Squads have a higher FP rating due to larger squads.

Heavy weapons Support Squads (mortar or MG) are mounted as two weapon systems per base.