

# OUR MAN IN SAIGON

## QUESTIONS AND ANSWERS ON TOUR OF DUTY SEPTEMBER 2015

Since *Tour Of Duty* was released, there's been a lot of games played. In the process a variety of questions have come up. These questions and their answers have been gathered into this document. Please note that this is an on-going project and our answers may change over time as we get more feedback from players. In some cases, the answer is 'Opps, that was a mistake', so there is a short list of corrections for current publications as well. To help players who have read earlier versions of Our Man in Saigon, new material is marked with a line in the left margin. — Phil Yates, Game Designer

### AIRMOBILE

The Rifle Company (Airmobile) doesn't have divisional symbols on its platoons. When they are taken as support for another company should they be treated as having the 1<sup>st</sup> Cavalry Division's symbol?

*Yes they should.*

### AIR CAV

The Air Cav rules say that you ignore their platoons when taking Company Morale Checks. Does this apply to other companies they are supporting as well?

*Air Cavalry troops don't actually take Company Morale Checks. Instead, they have their own Air Cavalry rule (page 17) that depends on the number of helicopters lost.*

*That being the case, the rule saying they don't count for Company Morale Checks can only affect other types of company.*

OH-6 Loaches can Mark a target, making it easier to shoot at or Range In on. Does this only apply if I'm using helicopter Rocket Pads?

*No. The words 'with Rocket Pods' should be deleted from that rule.*

An OH-6 Loach limits the placement of Ambushes near it. Does this apply to the Guerilla Deployment rule as well?

*No, it has no effect on the Guerilla Deployment rule.*

Is a single Hog or Cobra a Red team?

*Yes it is.*

The helicopters of the Aerorifle Platoon are both Slicks and Gunships. Can I start the game with my Aerorifle Platoon deployed or do they have to start on the Pick-up Zone?

*They can start on the table. In this case, the Heuys are operating as Gunships rather than Slicks.*

The Aerial Rocket Artillery Battery diagram shows both Artillery Sections with an Command team, yet it appears to be a single platoon. Should it have the second Command team?

*No, it is a glitch. The platoon should only have a single Command team. The other section leader is not a Command team.*

### FREE WORLD

If a tank is Bailed Out when it takes a Nowhere to Run test to avoid surrendering in an assault, is it still Bailed Out afterwards?

*Yes it is.*

Can a tank fire an AA MG at the same time as it fires Beehive?

*Yes it can.*

Do the Flechette Rounds (page 93) and Ammo Resupply (pages 61 and 99) rules apply to teams that are firing their LAW anti-tank rockets?

*No they don't.*

The M113 Passengers rule (page 94) allows M113 tracks to carry passengers as if they are Transport teams. Does this make the Transport teams for Vietnam Victory Points on page 120?

*No. They are still Tank teams.*

### ARVN

Can ARVN M113 tracks carry passengers inside?

*No. They are already carrying their own Tank Escorts and cannot carry any more troops.*

### US

The Company HQ of the Rifle Company (Mech) has two infantry command teams and two M113 tracks. The M113 tracks are Tank teams, but they are also the personal transport of the command teams. Does it form an HQ Support Platoon or remain with the commanders?

*They remain with the command teams as their individual transports as if they were Transport teams.*

Can the M42A1 Duster shoot at aircraft?

*Yes. Its twin M2A1 40mm guns should be noted as Anti-aircraft.*

### ANZAC

The Ammo Resupply rule (pages 61 and 99) allows ANZAC M113 tracks to boost the ROF of a nearby platoon. Does the whole platoon need to be within 6"/15cm or just one team?

*Just one team from the platoon is enough to resupply the whole platoon.*

If the M113 doesn't move or shoot while using the Ammo Resupply rule, is it Gone to Ground?

*No it isn't. The soldiers running to and from it give its position away.*

Does the platoon have to be an ANZAC platoon to be resupplied?

*Yes. ANZAC M113 tracks can only resupply ANZAC platoons.*

There are photographs of M113 FSV with pintle-mounted machine-guns on the turret. Can I put these on my FSV?

*Yes. Add an AAMG for +5 points.*

Do the helicopters of the Light Fire Team count as a destroyed platoon for Company Morale Checks?

*No they don't.*

## NATIONALISTS

Can the Nationalists use the RPG Salvo rule when they Ambush?

*No. They cannot use it when conducting an Ambush.*

Can the Nationalist player use Charlie Owns the Night (page 115) to fight at night in Contact! Contact! or Search and Destroy?

*No. The rule can only be used where the Meeting Engagement rule is not in force.*

## LOCAL FORCES

What are the characteristics of a Local Forces Type 31 60mm mortar?

*It is a Man-packed Gun team and a medium mortar with the following characteristics:*

*Shooting: Range 24"/60cm, ROF 2, Anti-tank 1, Firepower 3+.*

*Bombardment: Range 32"/80cm, ROF -, Anti-tank 1, Firepower 6.*

Can a Local Resistance team move and then Spot for an Artillery Bombardment?

*No. They still have to obey the normal Spotting rules which preclude them from moving.*

Can a Local Resistance team move the LZ Objective?

*No it can't. The rules explicitly state that the LZ Objective can't be moved.*

## FORTIFICATIONS

Where can the Nationalists place their Bunkers, Booby Traps, and Minefields? Are they limited to their Deployment Area?

*They may place their fortifications anywhere on the table.*

If a team is Destroyed by a Booby Trap, should the Nationalist player roll to see if they are just Wounded?

*Yes they should.*

If a team is on a Booby Trap when it is required to Break Off from an assault, and then fails its Motivation Test to move off the Booby Trap, is it captured since it can't move?

*Yes it is. They choose to surrender rather than blow themselves up on the booby traps.*

## GUERRILLA RESERVES

Which Nationalist companies use Guerilla Reserves? Do things like mortar and anti-aircraft companies use the rule?

*All Nationalist companies, apart from those that specifically do not have the rule, use the Guerilla Reserves rule. Basically, everyone except: the Tieu Doan Thiet Giap HQ, Thiet Giap (Ironclad) Companies, Thiet Giap Anti-air Companies, and Thiet Giap Mechanised Infantry Companies*

If I already have Reserves, do I just add Destroyed Nationalist companies to the same pool of Reserves, or do I roll for them separately?

*They go into the same general pool of Reserves. You can choose whether the next to arrive is a company held in Reserve or a company that was Destroyed and is returning.*

Are Guerrilla Reserves ever Delayed Reserves?

*No. They always arrive as if from Reserves, never with the delay until turn 3.*

If the Nationalist Objective is placed across the boundary between two or more quarters, where do the Guerrilla Reserves arrive on a roll of 5?

*If it isn't clear which quarter the Objective is most in, Get the Nationalist player to pick one of them and move the Objective slightly to make it clear for the rest of the game.*

## HELICOPTERS

Where can I place my Helicopters?

*Anywhere that their stand can be placed flat on the table (i.e. no balancing them on terrain!).*

Can Helicopters be Concealed?

*Yes they can. Simply treat them as any other team and see if they are half or more covered by terrain when you attempt to shoot at them.*

Can they be Gone to Ground?

*No. They are constantly moving around, so cannot be Gone to Ground.*

Can Helicopters be Pinned Down?

*No they can't.*

What is the Command Distance for Helicopters?

*The same as the Command Distance for Tank teams.*

Do Helicopters firing their Rocket Pods need to Range In? If so, what effect do failed rolls to Range In have?

*They are firing a Bombardment, so they need to Range In as normal. As Rocket Launchers, there is no penalty if it takes them two or three attempts to Range In.*

Do all of the Helicopters from a platoon need to Rearm (page 105) at the same time? What about Flying High?

*Helicopters can take turns at Rearming while the rest remain on table giving fire support to the ground troops. Likewise, any or all of the platoon can elect to Fly High in any turn.*

If a Helicopter expends all of its rockets on turn one, then leaves to rearm on turn two, which turn does it return?

*It returns in the Movement Step of turn three.*

Do Self-defence Anti-aircraft Weapons get the extra 8"/20cm range when shooting at Helicopters?

*Yes they do.*

Can I shoot at a Gunship helicopter with a Flame-thrower?

*I can't imagine that it would be very successful. The down draft from the rotors would blow the flames straight back at the operator, so no!*

Can I shoot at a Helicopter with another Helicopter?

*No. As far as I know, it is not something that anyone has succeeded in doing.*

Can the Nationalist player deploy within 30cm/12" of a landed Slick using the Guerrilla Deployment rule?

*Yes they can. Helicopters don't stop Guerrilla Deployment.*

If some of my Slicks, including the one with the Platoon Command team, are forced to return to the Pick-up Zone, do the rest still unload their Passengers before returning to the Pick-up Zone in their Movement Step?

*Yes they still Unload, leaving the platoon leaderless until its Platoon Command team can be brought in on a later lift.*

Can a Slick be used to take the survivors of a battered platoon off table?

*It would make sense to allow them to do so. Treat it just the same as bringing in troops to the Landing Zone, except that they mount the helicopters instead of dismounting.*

*Don't forget to take a Skill Test for Leaving the Battlefield (page 60 of the rulebook) to see how badly affected they are by the hammering they've taken!*

## MEDEVAC

A Medic moves as a Heavy Gun team. Does that mean that they take Bogging Checks and can Bog Down?

*Yes. Your Medic teams aren't magically healing teams. What they are doing is relieving them of their wounded so that they can return to combat. Shifting the resulting bunch of wounded across rough terrain isn't easy.*

I can move my wounded to the Landing Zone Objective, but the Medevac cannot land there unless the Medic or a command team is there. Shouldn't the Medevac be able to land on the LZ?

*Yes, that was an oversight and it should be able to. A Medevac Helicopter can land on the Landing Zone Objective like a normal Slick.*

When does a Medevac Helicopter evacuate the wounded and roll to see if the team can go back into action?

*Roll when the Medevac Helicopter leaves the table to return to the Pick-up Zone.*

Can I transfer a Wound marker to a team that already has a Wound marker, or to a vehicle?

*No. Transferring another Wound marker to a team that already has one would Destroy the team, effectively abandoning your wounded — not a desirable outcome. Transferring a Wound marker to a vehicle makes no sense as the crew cannot function without its crew, and the crew replacing the wounded would be unsuitable as infantrymen or gunners.*

Can a team still shoot in the Shooting Step in which a Medic team attempts to treat its wounded?

*Yes it can.*

Does a team being Wounded trigger a Platoon Morale Check if the platoon already has more teams Destroyed than still fighting?

*Yes it does.*

If a Wounded team is Destroyed by an attempt by a Medic to treat it, does this trigger a Platoon Morale Check if the platoon already has more teams Destroyed than still fighting?

*No it doesn't.*

## MISSIONS

Are Free World teams Gone to Ground when the Nationalist player shoots at them using the Ambuscade rule (on page 121) in the Indian Country mission?

*No. They have walked into an ambush and suffer accordingly. They are not Gone to Ground when the Nationalist player shoots at the start of the game.*

The Tunnel Rats rule (on page 122) in the Search and Destroy mission says that teams that did not start the game on table cannot Evacuate an Objective, but most of the Nationalist forces start off table. Does that mean that they cannot Evacuate Objectives?

*Opps, it should read teams that did not start the turn on table cannot Evacuate an Objective.*

In the Blocking Force mission with a defending Nationalist force that can be entirely held in Guerrilla Reserves, do the Nationalists get any troops on the table at the start of the game?

*Yes. Like the other missions, the Nationalists should start with at least one platoon (Nationalist company) on table.*

When do platoons arrive from Guerrilla Reserves in the Fighting Withdrawal mission? Can they arrive, then immediately be withdrawn?

*They arrive immediately after platoon withdrawals are conducted, so no they cannot be withdrawn on the turn they arrive.*

Our group are finding it hard to win any battles as the Nationalists. Any suggestions?

*You could amend the Vietnam Victory Points so that the Nationalist player gains one Battle Point for each Gunship shot down, and two Battle Points for each US or ANZAC infantry platoon Destroyed. If you prefer, you can also ignore Dust Off helicopters when working out Battle Points.*

*These increased Battle Points give the Nationalists a better chance of racking up a decent score against these hard-to-kill units.*

*You could also either prohibit Tank teams from Searching Objectives using the Tunnel Rats rule or require Tank teams to roll a 6 to successfully Search an Objective.*

## TERRAIN

My Nationalists keep getting run down by light tanks racing all over the place. This doesn't seem right. What's supposed to stop this from happening.

*Have a look at the Elephant Grass rules on page 132. Elephant Grass is Slow Going, limiting the speed of tanks to closer to its historical speed.*

*Vietnam is not good tank country (an argument that nearly resulted in the tanks being left behind when forces went to Vietnam). Off the roads (most of which are just dirt tracks), the ground is often boggy and covered in wild grasses, bamboo, and other obstructions, not to mention the woods and jungles. These slow movement considerably.*

Can any type of Tank team attempt to Bush Bash (page 132) through Dense Jungle?

*Yes.*

## BROWN WATER NAVY

What is the correct Anti-tank rating for the M2.50 cal MG on a PBR?

*4 like the other M2 .50 cal MGs.*

## WARRIORS

Does Lieutenant Colonel Hal Moore (from the downloadable pdf) use the Flechette Rounds rule?

*No. Moore doesn't have an M79 grenade launcher, so can't fire flechette rounds. He does have Sergeant Plumly to make up for it though!*