

## Bohica Vietnam War Rules & Tables

### Interpreted, Explicated & Revised

#### Morale Chart

Roll D20 for any figure who has sustained stress during the last turn (i.e., has suffered a MINUS modifier since its last action or has permanent stress induced by a wound or suppression).

Roll D20	+ S & D
Modifiers	Minus
Fired on by small arms	-1
Enemy within 6"	-1
Exiting helicopter	-1
Fired on by MG	-2
Each comrade wounded or killed w/in 12" LOS	-2
Suppressed	-2
Fired on by RPG, mortar, artillery	-3
W/in 3" of a mine or booby trap	-3
In blast zone of HE grenade	-5
Modifiers	Plus
In soft cover	+1
Each unsuppressed uninjured comrade with 6" LOS	+1
Squad leader w/in 3"	+1
Platoon leader w/in 6"	+2
Inflicted WIA or KIA on enemy last turn	+2
In medium cover	+2
In hard cover	+3
Battalion officer w/in 6"	+4

#### Morale Effect

D20 Modified Result	Effect
4 or less	Retire 12" to safe cover. If w/in 3" of enemy and unable to retire away to safety, must surrender.
5-12	Suppressed.
13 or more	No effect.
	<b>All results: Remove all stress points that are not permanent.</b>

Suppressed: Add 1 permanent stress point. Reduced to 1 AP total for the current turn. Lose 1 AP for rest of the game.

## Actions

Actions	Action Points
Hide, Sneak, Walk, Run or Stand	1
Enter or Exit Vehicle (incl. Helicopter)	2
Climb Low Obstacle (1")	1
Climb Higher Obstacle (1"+)	3
Swim	1
Spot Figure or Animal	1
Search for Booby Trap/Track	1
Aim	1
Shoot	1
Reload	1
Throw Grenade	2
Go on Overwatch	2
Switch Weapons	1
Set up MMG or HMG	2
Set up Directional Mine	3
Set up Toe Popper Mine	2
Communicate to Figures w/in 5"	1
Tune in Radio	1
Communicate by Radio	1
Carry Wounded Figure	1 (plus AP for move)
Treat Wounded Soldier	1
Rally Suppressed Soldier	1

## Movement Matrix

Movement in Inches	Open	Light Cover	Medium Cover	Heavy Cover
<b>Hiding</b>	0	0	0	0
<b>Sneaking</b>	2	2	2	1
<b>Walking</b>	4	4	3	2
<b>Running</b>	6	5	4	N/A
<b>Climbing</b>	N/A	1	1	1
<b>Swimming</b>	N/A	N/A	2	2

**Cover.** If any part of the movement action is in a higher cover rating, that rating determines the whole movement rate for the action.

**Hiding.** The figure, either prone or kneeling, is stationary and takes best advantage of the cover.

**Sneaking.** The figure, either prone or kneeling, moves as stealthily as possible by crawling. That figure may not walk or run without first spending an AP to stand.

## Terrain Effects

Terrain	Spotting Effect	Shooting Cover Effect	Movement Effect
Open	None	None	None
Jungle	Heavy	Medium	Heavy
Bamboo Thicket	Heavy	Medium	Heavy
Broken Ground	Light	Light	Light
Stream	None	None	Light
River	None	None	Medium or Heavy
Paddy	None	None	Light
Berm	Light	Light	None
Bomb Crater	Light	Medium	Light
Fighting Hole	Medium	Medium	Light
Bunker	Heavy	Heavy	None*
Wooden Building	Heavy	Medium	None*
Stone or Brick Building	Heavy	Heavy	None*

\*To enter or exit through door -1". To enter or exit through window -2".

## Spotting Matrix

Spotting requires at least one action. A figure may spend up to all his actions in spotting. A figure may roll one spotting action at a time or all together. Roll 1 D6 per spotting action.

Target	Open Cover	Light Cover	Medium Cover	Heavy Cover
Hiding	3-6	4-6	5-6	6
Sneaking	2-6	3-6	4-6	5-6
Walking	Automatic	2-6	3-6	4-6
Running	Automatic	Automatic	Automatic	N/A
Firing	Automatic	Automatic	2-6	3-6
Speaking/Shouting w/in 10"	Automatic	Automatic	3-6	4-6

## Booby Trap Spotting & Tracking Table

A figure may encounter a marker for a potential booby trap or track during any movement action. The GM or opponent places a marker in the spotting/tracking figure's path if it moves within 3" of the trap/track (as shown on map drawn pre-game). Cease further movement for the figure until the trap/track is resolved. The identity of the marker as a toe popper, punji pit, tripwire or a track is disclosed if the figure is spotting/tracking and the attempt is successful.

The figure may first attempt to spot the marker before stepping on it, but only if the figure has spent at least 1 AP in tracking/spotting that turn. A tracker/spotter must announce, prior to any actions being undertaken that turn, how many APs are being devoted by the figure to spotting/tracking. The figure may spend as many APs as desired, up to the maximum available. If no such announcement is made, the figure is deemed not to spend any APs in spotting/tracking. A figure that is not spotting/tracking always steps on the marker before spotting it. A running figure never spots/tracks while running.

**Tracking.** A unit is considered being tracked if so advised by the GM or called for by the scenario. A tracked unit must leave a trail of track markers at 2" intervals following its path for each turn. Leave one marker for every 2" of forward movement and every 3" of lateral frontage to the unit. A figure trained to do so may remove a marker at any point on the trail for each AP spent covering the trail. A figure may intentionally leave a false trail by backtrack movements. A figure may replace a track marker with a toe popper or directional mine tripwire, if available.

Tracks go stale and are removed after five turns on the ground. Rain or high wind causes removal of all tracks.

D20 Roll/AP Spent	Modifiers	Result of Spotting or Tracking
	+ Spotter's S & D #	
	+1 for Trained Tracker/Point Man	
	+1 if sneaking or stationary	
1-14		Failure. If all attempts fail, spotter/tracker steps on marker, triggering any booby trap or removing any track without revealing it.
15-20		Success. Figure spots trap/track before stepping onto it.

## Shooting Table

Firer Modifiers	Roll D20		Target Modifiers	Hits on 15-20
	Shooter's S & D #	+ X		
<b>Weapon</b>	M-79/Grenade Launcher	+2		
	Bazooka/RPG	+1		
	MMG or HMG w/out assistant	-2		
<b>Position</b>	Firing from above	+1		
	Firing from below	-1		
	Aimed	+2		
	Sniper Scope	+3		
			Within 10"	+3
			Three targets in enfilade	+2
			Hiding in Overwatch	-1
			Hiding	-3
<b>Movement</b>	Running (before & after shot)	-2		
			Climbing, swimming	+1
			Walking, sneaking	-1
			Running	-2
<b>External conditions</b>	Dark	-1		
	Under Barrage	-1		
	Suppressed	-2		
	Wounded	-4		
<b>Cover</b>			Light	-2
			Medium	-3
			Heavy	-4
			Prepared Defenses	-5

Weapon	Range	Spread	Reload
M-16, CAR-15, AK-47*	Unlimited	-	Roll unmodified 1, shooter must reload
M-16, CAR-15, AK-47 FULL AUTO**	24"	2"	Shooter must reload
SMG*	30"	2"	Roll unmodified 1, shooter must reload
Bolt Action Rifle	Unlimited	-	Shooter must reload
Carbine*	30"	-	Roll unmodified 1, shooter must reload
Pistol*	24"	-	Roll unmodified 1, shooter must reload
M-79 or Grenade Launcher	24"	3"	Shooter must reload
RPG	24"	4"	Shooter must reload
Thrown Grenade	18"	4"	N/A
LMG (M-60, RMG) *	Unlimited	3"	Roll unmodified 1, shooter must reload
MMG	Unlimited	4"	N/A
HMG	Unlimited	4"	N/A
Directional Mine	15"	1-6" Cone	N/A
Toe Popper	0	1"	N/A

**Thrown Grenades.** A fragmentation grenade is thrown by a figure up to a maximum range of 18". The throwing figure places a marker on or adjacent to the target.

Roll D20	Modifiers	Roll Unmodified 20
Thrower moving	-2	
Throwing to lower level	+2	
Throwing to higher level	-2	
	Result	
1-14	15-19	
Miss Roll for deviation Roll for delayed explosion	Hit Roll for delayed explosion	Hit Immediate explosion

**Hit.** All figures within blast circle must roll on the Casualty Table.

**Deviation.** Roll the arrow die for direction of deviation. Roll a D6 for amount of deviation. Target marker moves that number of inches in the direction of the arrow. Center the 4" blast circle on that spot.

**Delayed Explosion.** Roll a D20 for when the grenade explodes. A Free World grenade explodes at the end of the turn on a roll of 1-10. It explodes immediately on a roll of 11-20. A Communist grenade fails to explode on a roll of 1-5, explodes at the end of the turn on a roll of 6-12, and explodes immediately on a roll of 13-20.

Grenades exploding at the end of the turn may be thrown back by the closest unwounded and unsuppressed figure if that figure rolls 12-20 on a D20. The re-thrown grenade explodes immediately after determining deviation.

## Casualty Table

Weapon	Suppressed	WIA	KIA
M-16, CAR-15, AK-47, SMG	1-8	9-14	15-20
Bolt Action Rifle	1-10	11-14	15-20
Pistol, Carbine	1-10	11-15	16-20
Grenade	1-10	11-15	16-20
M-79	1-2	3-5	6-20
RPG	1-10	11-15	16-20
LMG (M-60, RMG)	1-4	5-10	11-20
MMG	1-3	4-7	8-20
HMG	1-2	3-4	5-20
Directional Mine	1-2	3-4	5-20
Toe Popper Mine	1-10	11-15	16-20
Punji Stick	1-10	11-15	16-20

**Flak Jacket.** Any figure protected by a flak jacket modifies the casualty roll by -3.

**Suppressed:** Add 1 permanent stress point. Reduced to 1 AP total for turn figure is suppressed. Lose 1 AP for rest of the game.

**WIA:** Add 2 permanent stress points. Lose 2 APs for rest of the game. A second WIA result becomes a KIA.

**Hand-to-Hand Combat Table**

Roll D20	Modifiers	Attacker	Modifiers	Defender
<b>S &amp; D</b>	+X	S & D		
	+2	Each extra AP spent		
			- X	S & D
<b>Weapons</b>	+2	SMG		
	+2	Close combat weapon		
			-1	Close combat weapon
			-4	MG or shotgun defending to front
<b>Position</b>			+3	Attacked in rear
			+3	Hiding
	-1	Ran into combat		
<b>Injuries</b>	-1	Lightly injured		
			+1	Lightly injured
	-4	Seriously injured		
			+4	Seriously injured

**Hand-to-Hand Casualty Table**

D20 Roll	Result
1-2	Attacker KIA
3-7	Attacker WIA
8-9	Attacker runs away for 1 move
10-13	Defender runs away for 1 move
17-20	Defender KIA