



VALOR & VICTORY

MODERN EXPANSION

**SQUAD-LEVEL GAME EXPANSION
FOR CONFLICTS IN THE POST-1945 ERA**

**VALOR & VICTORY RULES
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**MODERN EXPANSION
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1.0 Introduction

1.1 Purpose: This document is presented as a rules expansion for the *Valor & Victory* rules system originally created by Barry W. Doyle for World War II squad-based infantry combat. This expansion is in no way intended as a replacement or critique of the original *Valor & Victory* system. **No rule presented here replaces or overwrites any rule presented in the original system. You must have the original rules to play this expansion.**

1.2 Scope: *Valor & Victory Modern Expansion* (hereafter referred to as VVME) offers new options for players interested in creating *Valor & Victory* scenarios set in more modern eras and conflicts after 1945.

1.21 Base Rules: While these new modern rules could be used with most editions of *Valor & Victory*, using the most recent update to the rules (V&V D+1 Standard Game Rules) is recommended. These VVME rules are most directly designed to “stack on top” of the D+1 Standard rules.

1.22 Optional: Of course, any and all of these rules are optional. No VVME scenario would ever use *all* of them. Players should feel free to pick and choose when designing your own modern-era scenarios.

2.0 Counters and Markers

2.1 New Counters: In addition to all the counters and markers already presented in *Valor & Victory*, there are a few new ones used in VVME scenarios. Most of these new counters (and the rules that go with them) are designed to reflect the limited, *asymmetrical* nature of most modern conflicts, the idea that we don’t see two armies fighting so much as an army vs. an insurgent militia. The two sides are playing by different “rules of war,” imposing more restrictions on the more advanced “regular” army side. In modern games where two regular armies are fighting in a more “World War II” type setting, many of these new counters can be left out of the scenario.

2.2 Casualty Counters: Regular or “Free World” armies often operate under a “no man left behind” mandate. Thus, when an infantry unit is eliminated in gameplay, the unit is not simply removed, but replaced with one or more casualty markers. Such casualty markers must then be evacuated my medics or other infantry units. Casualty markers that fall into enemy hands are usually worth

double victory points, and often spell defeat for the “Free World” player. Insurgent / militia / rebel armies *never* use casualty counters.

2.3 Prisoner of War (POW) Counters: When insurgent / militia / rebel infantry units are eliminated by successful regular army *assaults*, they are replaced by POW counters. These represent surviving or wounded insurgents that are now captured. While they are not *required* to be evacuated, doing so can earn the regular forces player additional victory points in many scenarios.

2.4 Civilian Counters: Far too many modern-era conflicts take place with civilians caught in the crossfire. These are placed on the board if dictated by the scenario. Neither side really controls them, but the insurgent player can certainly take advantage of them.

2.5 Booby Trap Counters: Militia players sometimes have booby traps on the table, especially in Vietnam-era scenarios.

2.6 Improvised Explosive Device (IED) Counters: Iraq or Afghanistan scenarios may include IEDs, buried or hidden explosive devices remote-detonated by the insurgent player.

2.7 Medics: Regular army forces often include Medics. These are specialists who have enhanced capabilities in evacuating casualties, and thus reducing the victory point impact of eliminated regular army infantry units.

2.8 Helicopters: These are new vehicles sometimes seen in VVME games. Put most simply, they are “flying trucks” with infinite movement and special rules regarding landing, carrying troops, and altitude.

2.8 Fighter Bomber / Helo Strikes: These new counters enhance and replace the “Fighter Bomber” counters in *Valor and Victory*. Their rules are slightly different than Fighter Bombers in those in *Valor & Victory*, reflecting the nature of modern tactical airpower.



3.0 General Concepts

3.1 Overview: This section provides an introduction to *Valor & Victory Modern Expansion* (VVME) and presents some of the fundamental ideas upon which this expansion is based, especially where they differ from classic *Valor & Victory*.

3.2 Symmetrical Warfare: Even in the post-1945 era, history provides a fair amount of “conventional” conflicts ready to be explored in VVME. These are symmetrical conflicts, where we see stand-up, army vs. army fights in the open, even if the armies may have very different quality levels in troops and equipment. Examples could include the French vs. the Viet Minh in French Indochina, Israelis vs. Egyptians in the Sinai, British vs. Argentinians in the Falklands, or even US vs. Iraq in 1991. These are actually some of the simplest scenarios in VVME, where just about all the rules in original *Valor & Victory* can be used with the new unit counters. Have fun.

3.21 Victory Conditions: Even in “simple” symmetrical scenarios like this, remember that one side almost always has far better soldiers, equipment, and off-board support weapons. Scenarios featuring the US Marine Corps vs. NVA at Khe Sanh will technically feature two “regular armies” fighting each other, but clearly the air strikes available to the Marines will have a huge impact. These kinds of scenarios usually give the “advanced” side one victory point per half-squad or leader eliminated, and the “less” advanced side double that value . . . along with a huge advantage in numbers to the less advanced side.

3.3 Asymmetrical Warfare: The vast majority of conflicts after 1945 are considered “asymmetrical,” where one side is a “regular army” and the other is an insurgent force of militia, insurgents, rebels, or terrorists. These are two vastly different *types* of force, literally fighting two different kinds of war and in some cases using completely different rules in VVME.

Therefore, through the rest of this reference, the terms “Regular” and “Insurgent” will be used to clearly distinguish between these two types of forces.

3.31 Regular Forces: These are trained armies, ranging from drafted conscripts to elite special forces. All forces seen in original WW2 *Valor & Victory* are regular forces. These are the ones with which *Valor & Victory* players will be the most familiar. In VVME, they are often subject to Casualty Evacuation and Civilian rules. They are usually outnumbered and have far more restrictions regarding rules of engagement. However, they are usually vastly superior to their insurgent foes in terms of weapons, troop quality, and especially support weapons (both on- and off-board).

3.32 Insurgent Forces: These are militias, insurgents, rebels, or even terrorists that usually represent the “opposition force” (OpFor) pitted against regular armies in modern conflicts. While they are badly-trained, poorly-equipped, and usually have very little in the way of off-board support missions, they are never encumbered by rules for Casualty Evacuation or Civilians. In fact, they can use civilians to their tactical advantage. They also usually have huge advantages in numbers, and often start in fortified buildings, jungles, or desert caves. They should also have far easier victory conditions in most VVME scenarios. In real modern conflicts, insurgents win simply by continuing to exist, while regular forces are often required to completely clear the table.

3.4 Asymmetrical Victory Conditions: One of the biggest and most fundamental differences between most VVME scenarios and classic *Valor & Victory* is that **VVME games are by definition, usually NOT FAIR.** This is intentional. The insurgent player has to know that he will almost always lose the battle, often to the last man. In terms of battlefield engagement, rebel insurgent forces just stand no chance against high-tech, elite army forces supported by helicopter gunships, strike drones, or air strikes launched from nuclear-powered aircraft carriers.

However, insurgent forces act with far more freedom than regular forces, who are encumbered by the need to secure, defend, and evacuate their casualties. Insurgent forces can shoot into, shoot through, or assault hexes with civilian counters, while regular forces by and large are not. Insurgent forces also sometimes have other advantages like booby traps or IEDs.

Insurgent forces also have a *massive* advantage in victory conditions. **In most VVME scenarios, while insurgent players will almost always lose the BATTLE, they have a fair and equal chance of winning the GAME.**

In most “regular vs. insurgent” VVME scenarios, assume the regular force gets 1 victory point per insurgent half squad, leader, or vehicle eliminated. They get +3 additional victory points if any of those are prisoners or war, but only if they are successfully evacuated from the table. They also lose -4 or -8 victory points if they kill any civilians.

In contrast, these scenarios usually give the insurgent 4 victory points for each regular half-squad, leader, or medic eliminated, 8 points for any regular vehicle eliminated, and +4 additional victory points if any of those casualty counters are “captured” by insurgent forces.

So insurgent forces can be wiped out, but even if they are killed at ratios like 4:1, 6:1 or 8:1, they can still win the scenario on points, and thus win the game.

4.0 Infantry Units

4.1 How VVME Infantry Units Were Created: While infantry units behave essentially the same in VVME as original *Valor & Victory*, one of the first things *Valor & Victory* players may notice is the very high APFP values for modern infantry units. This is because the standard equipment and weapons load-out for most infantry forces has changed a great deal since World War II, and a *direct* conversion of a Vietnam or Desert Storm infantry squad would literally not be possible in a strict *Valor & Victory* setting. In other language, modern infantry fire teams and squads “break” the *Valor & Victory* system, especially in regards to support weapons, so the overall methodology of how infantry units are designed has undergone a slight adjustment.

4.2 Infantry Basics in Valor & Victory: In original *Valor & Victory*, the usual full squad is eight men, armed with bolt action or semi-automatic rifles, and has an APFP value of 4. Squads armed with full-automatic weapons usually get a 6. Thus, we can infer that each semi-automatic weapon gives an APFP “component value” of 0.5, and an automatic weapon gives 0.75. If the squad carried weapons that fired predominantly pistol ammunition, the range was 4. If they fired .30 cal, 7.62mm, or 7.92mm rifle ammunition, the range was 6. Squads with mixed weaponry or armed with early assault rifles like StG-44 had a range of 5. Standard infantry squads had a Casualty Rating of 4, veteran units had a 5, and elite units often carried a 6.

4.3 Modern Fire Teams: Modern squads are usually made of two half-squads, or **fire teams**, of four men. In modern times, they are all armed with automatic weapons (assault rifles). However, unlike World War II, modern fire teams always have at least one full-automatic, belt-fed machine gun of some kind. This is *not* an additional “support weapon” as we see with World War II *Valor & Victory*. So a modern fire team should have something like $0.75 + 0.75 + 0.75 + 3.0$ for the M60, M249, PKM, RPD, etc. This usually yields a APFP value like 5 or 6 for a half squad, and a 10, 11, or 12 for a full squad. They tend to carry assault rifles, so often get a range of 5. And while there is a wide range of irregular, regular, veteran, and elite troop quality levels, body armor is a factor that must often be considered.

4.31 APFP Design Methodology: Since a full squad can only carry one support weapon in *Valor & Victory*, and real-life modern infantry squads carry *at least* two support weapons (thus “breaking” the original system), the decision was made to include “integral” support weapons into the *base* APFP of full and half-squads in VVME. This then allows players to add *additional* support weapons like LAWs, RPGs, light mortars,

grenade launchers, AT weapons, or more machine guns. Indeed, modern infantry units are *very* heavily armed, and thus we see very high APFP values.

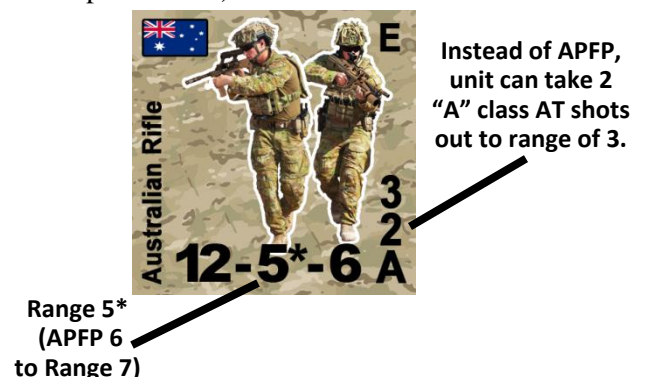
4.33 Modern Ranges: In general, infantry units with “light” assault rifle ammo like 5.56mm NATO or 5.45mm COMBLOC have a range of 5. Infantry units with 7.62 FMJ or COMBLOC ammo have a range of 6. Heavier weapons with similar calibers sometimes have additional range to account for longer barrels, bipods, tripods, pintle mounts, etc.

4.34 Modern Casualty Ratings: This is almost unchanged from *Valor & Victory*. The human body and psyche remain as frail as ever against the threats and terrors of an even deadlier battlefield. However, some “Free World” or “regular army” units will carry a higher casualty rating to account for body armor.

4.3 Range Value “*”: Since all squads and half-squads are assumed to carry at least one light machine gun, most carry a “*” after their range factor. This accounts for the machine gun’s additional range within the unit. If this “*” appears after a unit’s range factor, *allow the unit to use half its APFP (round up) at a +2 range*.

4.4 Integral Grenade Launchers: In most regular armies after 1985, a four-man fire team carries at least one under-barrel grenade launcher like an M-16/M203. If a squad or squad or half-squad carries such a weapon, their firepower is baked into the base APFP of the unit. *However*, you will also see an “3-1-A” or “3-2-A” in the lower right corner. These numbers reflect the light anti-vehicle ability of these weapons.

4.41 Grenade launchers in Anti-Vehicle Role: A unit can chose to fire grenade launchers at a vehicle or gun emplacement, *or* use APFP against a target (never *both*) in in the same Player Segment. The first number (“3”) is the range of the grenade launcher in an anti-vehicle capacity. The second number is the number of AT shots the unit gets (1 for a half squad, 2 for a full squad). The “A” is the armor-piercing class. Clearly these weapons are mostly effective against soft-skin vehicles or unarmored gun emplacements. Grenade launchers used this way have a base “6” to hit on the Antitank To-Hit Table (subject to usual Cover and Leadership modifiers).



4.5 “Very Heavy” Weight Class: In *Valor & Victory*, support weapons have an “H” or “L” weight class. Those rules all still apply. In VVME, some weapons add the “VH” or “Very Heavy” weapons class, such as belt-fed .50 caliber systems like the M2HB and DShK 12.7mm HMG. These weapons can be moved by a half-squad or full squad (not a leader), but movement is always reduced to “2.” They cannot be used to make an assault. They can be used to defend *against* an assault, however.

4.51 Armor-Piercing .50 Cal Weapons: Note these weapons also have an “A” class AT value. Thus they can sometimes punch holes in light armored vehicles and because they are “AT” weapons, they always destroy unarmored vehicles when they hit. When used in an AT role, .50 cal rolls to hit on a base “8” (subject to Cover and Leadership modifiers).

5.0 Casualties and Medics

5.1 Overview: Some “asymmetrical” modern-era VVME scenarios (featuring a regular military force against rebel insurgents of some kind) will include casualty markers and medics for the *regular army* only. These represent the killed and wounded personnel in an eliminated regular army unit, casualties that must be stabilized, evacuated, or at the very least recovered. Even KIAs cannot be left on the street for morale, intelligence, and propaganda reasons, and almost all regular armies in the world today operate under a firm understanding that no matter what “no man is left behind.” *Insurgent forces never use casualty counters.*

5.2 Placement: When a regular infantry unit suffers eliminated infantry units, the units are removed as usual, but one or more casualty markers are also placed in the same hex where the units were lost.

One casualty counter is placed per half squad, leader, or medic team lost. Two casualty counters is placed if a full squad is lost. If a full squad is reduced to a half squad, replace the full squad counter with a half squad counter as usual, but also add a single casualty counter for the half squad that was lost.

Casualties are always placed in the same hex where the units were lost. Naturally, more than one casualty counter is allowed in a hex. Casualties cannot move, fight, or defend, and do not count toward stacking limits.

5.21 Casualties from Vehicles: When a regular army vehicle is destroyed or a helicopter crashes, roll a die. On a 1-3, the crew has survived relatively intact and a new **half squad** is placed in the hex with the wrecked vehicle. On a 4-6, the crew is killed or wounded, and a single casualty counter is placed in the hex instead. Execute this same procedure with each passenger unit.

5.3 Evacuating Casualties: Casualties can be evacuated in two ways. One, other friendly *unpinned* infantry units in the same hex can try to evacuate the wounded and recover the KIAs. Two, *unpinned medics* in the same hex automatically remove one casualty counter per turn.

5.31 Casualty Evacuation Procedure: This takes place in the friendly **After-Action Phase**, at the same time as rallying units. Therefore, note that pinned friendly infantry units and medics *cannot* evacuate casualties, even if they make their rally checks. These units spent their After-Action Phase rallying, they can’t evacuate casualties at the same time.

5.32 Infantry Unit Evacuation: Friendly infantry units or leaders that start the After-Action Phase in the same hex with the casualty counter can try to “stabilize and evacuate” one casualty counter per infantry unit or leader. This is accomplished with a simple “morale” dice roll as if the unit was trying to rally (6 for normal units, 7 for elite units, subject to leadership bonuses from leaders in the same hex). Leaders can apply their bonus to only one evacuation roll per After-Action Phase, just like applying their bonus to fire checks. Vehicles *cannot* “stabilize and evacuate” casualties.

Note: If there are multiple infantry units *and* multiple casualty counters in the hex, multiple rolls are allowed. However, a single casualty counter cannot benefit from two evacuation rolls in the same phase. If one friendly infantry unit fails, another infantry unit or medic is not allowed to “try again” in the same After-Action Phase.

5.33 Medics Evacuation: An *unpinned* medic counter in the same hex as the casualty can evacuate one casualty counter per After-Action Phase. No roll is required. They are specialists and automatically succeed with one casualty counter.

5.34 Successful Evacuation: Casualty counters that are successfully evacuated are simply removed from the table. They have made it home, and are assessed at the normal victory point rate.

5.4 Medics in Combat: Note that medics (a counter is considered a two-man team) are on the field to treat the casualties and evacuate POWs. Thus, they have a “0” in APFP. They do not add to a unit’s attack value, either in fire phases or when *making* an assault. Medics can also hold prisoners, per **Rule 5.2.3**. However they also carry weapons and will defend themselves and their casualties in certain circumstances.

5.41 Medics Defending Against Assault: Note the “*” after the Medic’s “0” APFP value. This indicates that if a Medic team is in a hex that is *assaulted by the enemy*, they add 3 APFP points to the defender’s total.



5.42 Medics Using Support Weapons: If a player really wishes to “transfer” a support weapon to a medic team in the Command Phase, this is technically legal (they are considered half squads for stacking and weapons crew purposes). But this should be done only in the most dire circumstances.

5.43 Medics Stacking: A medic counter represents a two-man squad with extra equipment. They therefore count as infantry unit “half squads” for purposes of stacking, carry capacity in vehicles, etc. Medics can also be pinned to assess one casualty point against a hex taking fire. Medics who are eliminated generate a casualty marker just like any other half-squad.

5.5 Losing Casualties: For regular forces, there is a real danger in *not* evacuating casualties as quickly and safely as possible. Casualties can “bleed out.” Casualties can also be captured by the enemy (to be tortured, exploited in a propaganda video, dragged through the streets, etc.). The victory point value for lost units is bad enough, but in most VVME scenarios, the insurgents’ victory point award for “lost” or “captured” casualties is usually double. Thus, failing to stabilize and evacuate casualties often plays a key role in regular-force players losing a game.

5.51 Bleed-out Checks: At the *end* of the After-Action phase, *after* all casualty evacuation checks are made, any casualties *still* on the board must make a die roll. On a 5 or 6 ... the casualty expires from blood loss and shock. The casualty counter is immediately removed and a “lost casualty” victory point award is tallied to the enemy player (double points).

5.52 Casualties Captured by Enemy: Any time a friendly casualty counter is in the same hex as an *unpinned enemy infantry unit* at the end of the enemy's After-Action Phase, any such casualty counter(s) are considered "lost." They are either summarily shot, bayoneted, or dragged off to captivity and probable torture. Again, the casualty counter is immediately removed and a "lost casualty" victory point award is tallied to the enemy player (couple points).

Note: Enemy vehicles alone do not “capture” friendly casualty markers, unless that vehicle debarks an infantry unit.

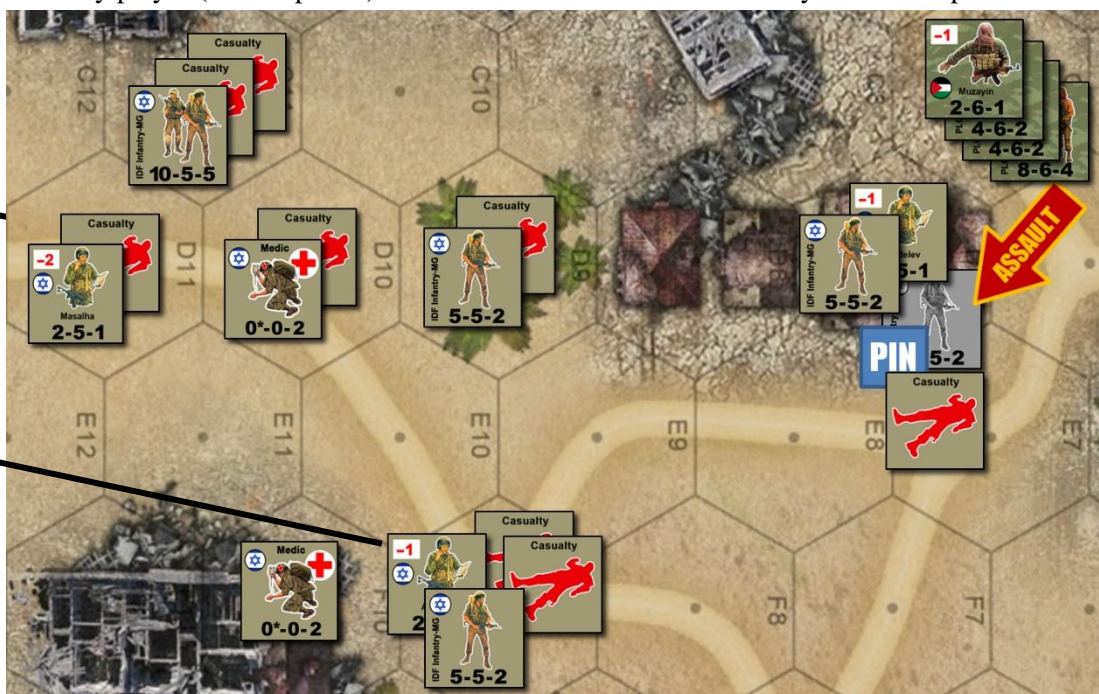
5.53 Casualties and Enemy Assaults: Per Valor & Victory

rules, enemy units mounting a successful assault immediately occupy that hex. Thus, insurgent assaults on regular-force hexes are very dangerous and possibly game-ending. Remember that any friendly infantry units that are lost in an assault immediately become casualty markers ... *in a hex that is immediately occupied* by enemy survivors of the assault. Thus such casualties are *immediately* “lost casualties” (assuming there is at least one enemy infantry unit unpinned in the wake of this assault). The victory awards for such an insurgent assault can be huge, especially if the regular-force stack was large.

Note: Per *Valor & Victory* rules, any *pinned* units in an assaulted hex are immediately lost against an enemy assault. In VVME, these “pinned kills” immediately become casualty markers, and are captured by the enemy *if* the enemy assault is successful. If the enemy assaults a hex that has some pinned units and the assault is *not* successful, the pinned units still become casualty counters but are not “captured” by the enemy since the enemy never occupied the hex.

Casualty Marker Placement
Full Squad 2
Half Squad 1
Leader 1
Medic 1
Vehicle Crew ... 1
***if the crew fails survival check**

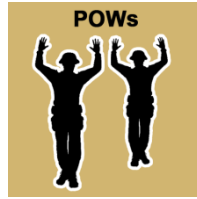
Evacuation Checks
Leader can make check, half-squad can make one. Leader can apply -1 to ONE of those rolls. Medic can move in Advance & Assault Phase and auto-evac ONE casualty counter.



Casualties in an Enemy Assault: PLO assault hits IDF stack with one pinned half-squad in the hex. Pinned unit is eliminated, replaced with one casualty marker. If the assault succeeds, IDF leader and second half squad are also casualty markers and all three are considered "captured" as PLO occupies hex. If the assault fails, normal IDF losses are also converted to casualties, but NOT captured as PLO does not occupy the hex.

6.0 Prisoners of War

6.1 Overview: Some “asymmetrical” modern-era VVME scenarios (featuring a regular force against rebel insurgents) will include prisoner of war (POW)



markers for the *insurgent army* only. These are militia, rebels, and terrorists captured alive by government forces, which can be evacuated as valuable sources of intelligence. Most VVME scenarios give the regular forces player a sizable victory point bonus for capturing and *evacuating* insurgent operators. Thus, evacuating POWs becomes a key strategy in winning VVME scenarios for regular forces. Holding POWs in a firefight is difficult, though, and they are always ready to escape. Therefore, it is in the interest of regular-force players to evacuate POWs as fast as possible. *Regular forces never use POW counters* - regular force prisoners are handled through the casualty rules in **Section 5**.

6.2 Placement: When insurgent infantry units are lost in a *successful* regular-force assault, the insurgent units are removed as usual. However, as the target hex is occupied by the surviving regular units that carried out the assault, POW markers are also placed in that same hex, one per insurgent half squad, leader, or vehicle (if a vehicle was close-assaulted). Two POW counters are placed for every full squad that is lost. Naturally, more than one POW counter is allowed in a hex.

6.21 Exceptions: If the regular force assault *fails*, no POW counters are placed in the hex even if insurgent units are eliminated in the failed enemy assault. POWs are also not created by vehicle overruns, support mission strikes, or any kind of APFP fire. POW counters are *only* created in the wake of successful assaults by enemy regular-force infantry units. POW counters are also *not* created by failed insurgent assaults against regular force hexes.

6.3 POW Characteristics: POWs cannot move, fight, or defend, and do not count start stacking limits (represent a single person). They automatically move with the enemy units holding them (i.e., stacked with them), both in the Movement Phase and the Assault & Move Phase. Until evacuated, POWs must always be stacked with (held by) enemy infantry units. If the enemy stack holding them divides or merges with another stack, the POWs can be “transferred,” so long as a POW counter is always stacked with enemy infantry. If POW counters are ever “alone” in a hex for whatever reason, they automatically escape and are simply removed from the board. They can also be voluntarily released by the regular force player.

6.33 POW Limits: Within such a stack, each *unpinned* infantry unit (including leaders and medics) can hold only two POW counters. If this limit is ever exceeded

(either through infantry units leaving, combining half-squads into full squads, being eliminated, or being pinned), simply remove the excess POW counters. There aren’t enough infantry to hold all the POWs, some of them escape and the regular force player loses the additional victory points for evacuating them.

6.4 Evacuating POWs: The reason for having POW counters is so the enemy can evacuate them for additional victory points. Living insurgents, rebels, militia, or terrorists talking under interrogation are worth far more than another corpse in the street. *Only evacuated POWs yield any extra victory points*. POWs that escape, are killed, or released are simply removed and do not yield additional victory points.

6.41 POW Evacuation Procedure: The process for evacuating a enemy POW counter is the same as for friendly casualties. It is done in the After-Action Phase. Medics can auto-evacuate a POW if in the same hex. Unpinned infantry units can try to evacuate a POW counter on a successful morale check, subject to troop quality ratings and leadership bonuses. For full details, see **Rules Section 5.3** on evacuating casualties.

Note: Remember, each unpinned infantry unit or medic can only make one evacuation attempt per After-Action Phase. An infantry unit that rolls to evacuate a casualty counter or a medic that automatically evacuates a casualty counter cannot *also* evacuate POWs the same After-Action phase. This situation comes up very often after successful assaults by regular forces. In the After-Action Phase following such an assault, there are often friendly casualties, friendly units pinned (trying to rally) and enemy POWs, all that assaulted hex. This represents the chaos in the immediate aftermath of these assaults, where leaders are hard-pressed to restore order.

Note: Most players prioritize evacuating friendly casualties rather than enemy POWs because friendly casualties are subject to bleed-out checks (**Rule 5.51**).

6.5 POWs in Combat: Although POWs cannot attack, they do influence combat in some ways.

6.51 POWs vs. APFP fire: A regular-force infantry stack that takes incoming enemy APFP fire while carrying POWs can choose to assess some of the resulting casualty points against the POWs instead of their own soldiers. POWs cannot be pinned, but a *POW counter is worth two casualty points* if the target player *chooses* to have them take the fire. This naturally saves his own men, but sacrifices the victory points that evacuated POWs would give. Insurgent players may also try this tactic in an attempt to kill POWs before they talk under government interrogation (in game terms, deny the opponent POW victory point awards).

6.52 POWs and Assaults and Overruns: If a regular-force infantry stack is assaulted by insurgents or overrun by insurgent vehicles, the POWs have no effect on the assault or overrun. However, if the assault or overrun is successful and the regular force stack is eliminated, any POWs in that stack escape (rescued) and are immediately removed from the table. Also remember that even if the regular-force stack repels the assault or overrun, any casualties or pins they suffer doing so may allow some POWs to escape per **Rule 6.33**.

Note: POWs can never be taken *into* an assault. If a regular-force stack carrying POWs wants to assault an insurgent hex, they must either release the prisoners (simply take the counters off the table) or leave behind at least one half squad or leader or medic for every two POW counters they want to still hold.



EXAMPLE OF ASSAULT, CASUALTIES, AND POWs

Lt. Bergman makes a US Marine assault into NVA-controlled light buildings. The assault succeeds, so the NVA stack is eliminated. The NVA half-squad and leader become POW counters. However, the Marines take four casualty points (2 for light buildings and 1 for each enemy infantry unit). They “kill” their half squad (replacing with a casualty marker) and pin the full squad. With Bergman and the corpsman (medic) team, in the hex, the Marines can hold both POW counters. In the After-Action Phase, the full squad is trying to rally. Bergman can try to evacuate either a POW counter or the casualty marker. The medic can automatically evacuate the casualty or a POW counter. Note Lt. Bergman can only apply his +1 leadership bonus to one of these rolls. Also, if that Marine casualty is still on the board, it is immediately subject to a bleed-out check.

7.0 Civilians



7.1 Overview: Most modern conflicts sadly take place with neutral civilians in the crossfire. In a scenario includes civilians, it should specify number of civilian counters (usually around three) and hex numbers where they begin.

7.2 General Characteristics: Civilian counters represent a small group of 3-5 of terrified noncombatants. They are controlled by neither player and thus move randomly (representing their panic). They cannot attack. They cannot be pinned, but are worth two casualty points if they are subjected to fire. In general, killing civilians is no concern to insurgent forces, but is usually a catastrophic event (victory point penalty) to the regular-forces player. They *do* count as an infantry unit for stacking purposes. They *do* benefit from terrain modifiers in the hex they occupy.

7.3 Civilian Movement: Civilians are controlled by neither player. At the beginning of *both* players’ Movement Phases, roll a die for each civilian counter. On a 1-3 result, the civilian counter stays put. On a 4-6 result, the civilian counter moves two hexes in a random direction (use the Artillery Scatter Diagram). This movement is carried out immediately, before the current player’s Movement Phase actually begins. This movement is carried out regardless of terrain costs, unless the terrain is impossible (lakes, coastlines, cliffs, etc.). In such a case the civilian counter moves as far as it can and stops. If no movement is possible in the direction indicated by the Artillery Scatter Diagram, the civilian counter does not move. They can enter buildings, entrenchments, and fortifications (except barbed wire, minefields and bunkers). They can’t enter vehicles of either side (remember neither side really controls them).

Note: If the civilian counter’s movement takes it off the game board, remove the civilian counter from the table. They are safe and have escaped the battle.

Note: Both sides may move through or stack with civilian counters. Just remember civilian counters count as an infantry unit for stacking purposes. In fact, stacking with civilians is a favorite tactic of insurgent militia, using them as “human shields” against regular-force opponents.

7.4 Civilian Effects on Combat: Civilians can have a profound effect on combat, especially for the regular-forces player.

7.41 Shooting Through Civilian Hexes: At no time is any regular-forces infantry unit, vehicle, or aircraft ever allowed to shoot through a hex containing a civilian counter. For regular forces, treat civilians as obstructing terrain. If a LOS / LOF passes exactly along a hex *side* with civilians in it, assess a +1

hindrance to regular forces APFP rolls, again, just like obstructing terrain in *Valor & Victory*. In contrast, insurgent forces are allowed to shoot through civilian hexes with no penalties.

7.42 Shooting Into Civilian Hexes: For regular forces, shooting *into* a civilian hex (assuming they are stacked with enemy units) is technically legal, but almost never advised. This is because the insurgent player will certainly assess the first casualty points inflicted by such APFP fire against the civilians, not only saving his own infantry units but also inflicting a massive victory point penalty on the regular force opponent. In extreme cases, however, the regular force player may be forced into making this unthinkable decision. Remember civilians cannot be pinned, so while they can absorb two casualty points, a single casualty point also eliminates the civilian counter.

Note: Again, insurgent players may fire into hexes containing civilian hexes with no penalties. The regular forces player may choose to let civilians stacked in his own hex take the first two casualty points. Usually the regular-force player does *not* suffer the victory point penalty in this case, since the civilian blood is not on their hands. Exceptions would be hostage rescue scenarios, where civilian survival is part of the regular force's objective.

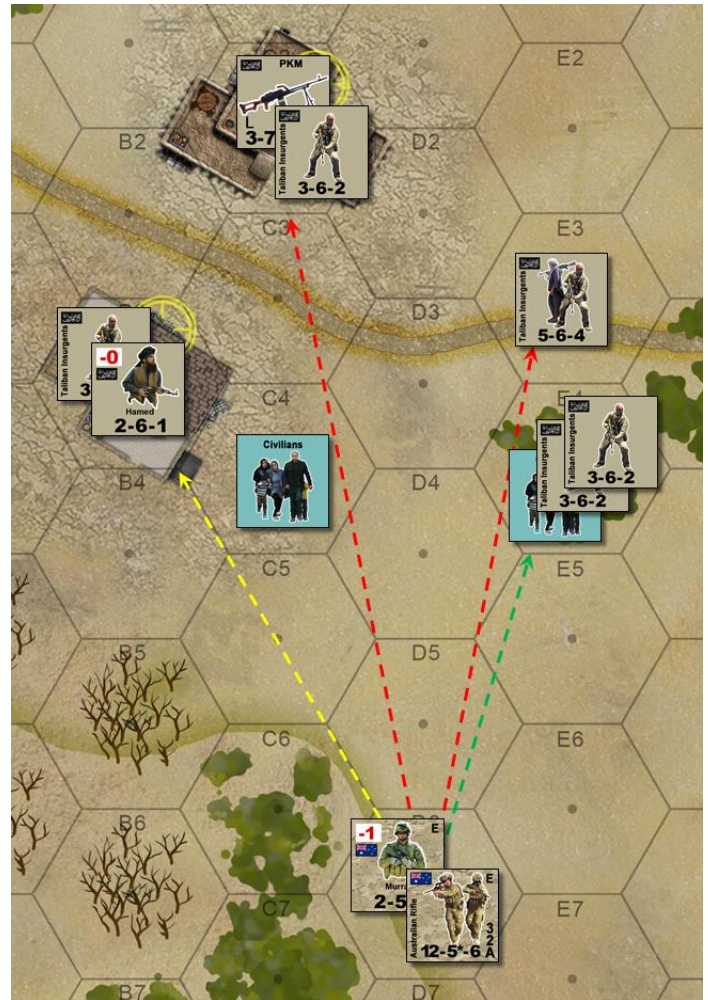
7.43 Shooting Out of Civilian Hexes: Both regular and insurgent forces are allowed to shoot *out* of a hex where they are stacked with civilian counters.

7.44 Assaulting Civilian Hexes: This is legal, but risky. If a regular-force player assaults an insurgent hex containing a civilian counter, and the assault succeeds, roll a die. On a 1-3 result, the civilians have survived the point-blank shootout. On a 4-6 result, they are eliminated with the insurgents in the assaulted hex and the regular force player suffers the victory point penalty for killing civilians. If the assault *fails*, the insurgent player can assess his first two resulting casualty points against the civilians, not only saving his own units but also inflicting a victory point penalty on the regular force opponent. Insurgent assaults against regular stacks containing civilians are allowed. If successful, the civilians are eliminated along with the regular units. If they fail, the regular-force player can choose to assess the first two resulting casualty points against the civilians, as per **Rule 7.42 (Note)**.

7.45 Overrunning Civilian Hexes: Regular-force armored vehicles are never allowed to overrun hexes with civilian counters. In those rare cases where an insurgent player has armored vehicles, insurgents are allowed to overrun civilians if they wish.

7.46 Incidental Civilian Casualties: Regular forces

calling in off-board artillery or air strike support missions can miss, and with the Artillery Scatter Diagram, these missions can accidentally hit hexes with civilian counters. In such a case, assess the damage as normal, and if the civilians are eliminated, the victory point penalty is assessed against the regular forces player. Civilian counters eliminated by insurgent support missions incur no victory point penalty against the insurgent player.



EXAMPLE OF CIVILIANS AND LOS / LOF

These regular-force Australians in Afghanistan are faced with a number of bad choices. From their location in Hex D6, they can barely shoot at the Taliban in Hex B3, although the trees in C6 and civilians in C4 will add hindrance penalties to their APFP check. APFP fire to Hex C2 is completely blocked and not allowed because LOF passes through a hex with civilian counters. Fire into E3 is blocked by civilians and trees. Fire into Hex E4 is technically possible, but the Taliban player will almost certainly assess the first two casualty points inflicted by the Australians against the civilian counter, saving his own insurgents and inflicting a very high victory point penalty on the Australian player. So unless Hex E4 gives the Australian the game, this is not recommended. Note that the Australian player can see through these civilian counters, so indirect fire or support missions can certainly be called in on hexes B3 and C2. Support missions on Hex E4 is also technically allowed, but not recommended except in extreme cases.

8.0 Helicopters

8.1 Overview: Helicopters have changed the face of squad-level infantry combat out of all recognition since their introduction in the 1950s. Even so, many VVME scenarios will not include them on the actual game board. Heliborne infantry may have been already landed before the game started. Landing Zones (LZs) can be considered off the table, with new infantry units entering from a designated map edge. The same goes for “dust off” or extraction points, with withdrawing infantry escaping off a map edge to be evacuated by helicopters off the table. Lastly, pure “gunship” fire support missions have their own type of “fighter bomber” strike in VVME, and can be handled in this way instead of actual combat pieces like those shown to the right.

In other words, just because helicopters are a nearly universal factor in modern infantry combat, there are ways to approximate their presence in a VVME game without using all these additional pieces and rules.

All that said, sometimes helicopters have to get “up close and personal,” and these new pieces and rules are included for intrepid players who really want to get the helicopter experience fully in their VVME games.

8.1 General Characteristics: Helicopters are generally considered unarmored vehicles. They have a facing when in a hex, a forward firing arc for fixed weapons, a 360-degree arc for door-mounted guns, a troop transport rating, and a casualty rating for withstanding enemy ground fire.

8.2 Helicopter Movement: Helicopters have unlimited movement. However, players should still move the piece from hex to hex so the opposing player can take Opportunity Fire per all the normal *Valor & Victory* rules (APFP and AT fire against Unarmored Vehicles).

8.3 Helicopter Stacking: Helicopters may *never* stack with other helicopters, either in flight or landed. Helicopters in flight are allowed to pass *through* hexes with other helicopters, however. When landed, helicopters may never stack with other ground vehicles. Landed helicopters count as standard vehicles for stacking purposes with infantry, unless said infantry is loaded on the helicopter (usual *Valor & Victory* rules for passengers aboard transport vehicles apply). Flying helicopters never effect stacking with ground vehicle or infantry units.



8.4 Helicopter Altitude: Moving helicopters can have three different altitudes: High, Low, and Landed. A helicopter must declare their altitude when they *begin* their Movement Phase. Helicopters can also change altitude when

they *end* their Movement Phase. Helicopters don't change altitude *in the middle* of their Movement Phase. Counters are used to track which altitude a helicopter uses when it begins, flies, and ends its movement phase.

8.41 High Altitude: Helicopters at high altitude use the simplest movement rules. They have infinite movement (just track which hexes they are moving through for opportunity fire purposes and their facing for FFA weapons purposes), and can see all hexes on the table regardless of any terrain rules. They can also *be seen* from any hex on the table. **Exception:** There is no LOS / LOF between a helicopter and a ground unit if the ground unit is *immediately* behind a woods, jungle, or building hex. Helicopters at High Altitude cannot land troops or “fast-rope” insert troops.

8.42 Low Altitude: Helicopters at low altitude use all the same rules as high altitude, with two important differences. For helicopters at low altitude, certain terrain matters in terms of LOS / LOF. These are woods, jungle, buildings, and hills. These types of terrain have the usual blocking and hindrance effects on LOS / LOF between low-altitude helicopter units and other hexes on the table. Helicopters at low altitude can “climb” slopes and elevation hexes while flying, but *should not enter woods, jungle, or building hexes* except to insert troops via rappel rope, if such rules are included in the scenario.

8.43 Landed Altitude: Helicopters that are landed cannot move. They can declare they are landed at the end of their Movement Phase, but then must stop there (presumably to embark or debark passenger troops). Helicopters *can only land in clear terrain hexes*. They cannot land hexes with any terrain features (exceptions may include farmland, rice paddies, or the rooftops of very large, flat buildings – such exceptions should be specified in the scenario). Helicopters also cannot land in any hex where there is elevation *change* (“flat” hilltops or plateaus are allowed, assuming there is no *other* prohibitive terrain in the hex). Landed helicopters cannot fire FFA weapons, only 360-degree “door guns” are allowed to fire while landed. A landed helicopter is considered landed until the beginning of the player's *next* Movement Phase, when the player declares a new altitude and moves the helicopter normally. Landed helicopters benefit from and are subjected to *all* terrain rules for LOS / LOF purposes.

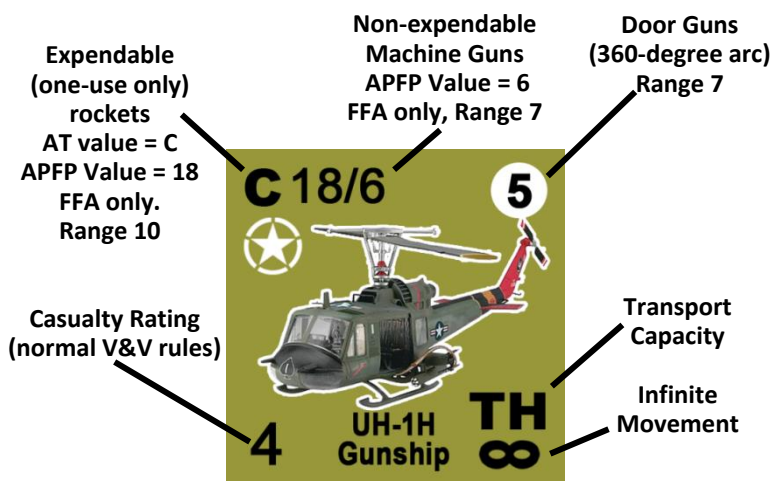
8.5 Helicopter Weapons: Unlike other units, helicopters can fire their weapons *after* they move, assuming they did not shoot in the Fire Phase. They can't start their movement, fire, and move some more. However, they can move, land, and then fire from door guns to cover debarking troops (remember FFA weapons cannot fire while landed). Passenger troops can also fire as they are coming in, per *Valor and Victory* **Rule 8.5**. Helicopters also take Opportunity Fire and Defensive Fire during the enemy Player Segment. Normal helicopter weapons are assumed to have a range of 7, expendable weapons (see below) have a range of 10. Target units under helicopter weapons fire get the terrain bonuses of their hex, even if other LOS / LOF restrictions have been waived due to the helicopter's altitude.

8.51 Helicopter FFA: Helicopters often carry weapons in nose-mounts or wing-mounted hard points. These weapons only fire in the helicopter's forward firing arc (FFA). FFAs for helicopters are the same as other vehicle weapons in *Valor & Victory*. Helicopters cannot fire FFA weapons while landed, but hovering helicopters using fast rope rappel *can*.

8.52 Helicopter Door Guns: Some helicopters carry weapons on flexible mounts, usually in the side doors. These have 360-degree fire arcs and can form fire groups with FFA weapons. Their range is always 7.

8.53 Helicopter Expendable Weapons: Some more-heavily armed gunships carry rockets that can be used only once a game. These are always FFA weapons, and usually also have AT values that can destroy armored vehicles. If a helicopter carries these, the counter will have a **letter** AT value and a **number** APFP value if the rockets are used against soft targets. These weapons have a **range of 10**.

Sometimes, there is a slash and a second APFP number for FFA machine guns that are *not* expendable and can fire all game. All these weapons can be used in a massive fire group if the target is in FFA and range of all weapons (usually 7).



8.6 Ground Fire vs. Helicopters: Helicopters are very vulnerable to ground fire. Players will quickly learn that careful timing, suppression of enemy ground units, and use of terrain and low altitude are crucial in mitigating the perils of a "hot LZ" to safely insert or extract friendly infantry units. Once hit, all the normal *Valor & Victory* rules for damage against unarmored vehicles apply.

8.61 APFP vs. Flying Helicopters: When a helicopter is at High or Low Altitude, all APFP attacks against it are made at *half value*, round up. So a stack that would normally throw a APFP attack of 17 gets a 9 and rolls on the appropriate row of the APFP table. Carefully consider legal fire groups and LOS if the helicopter is at low altitude. Also remember, belt-fed .50 cal / 12.7mm HMG weapons like M2HB and DShK have "A" class AT value, so actually use the AT Fire vs. Helicopters rule below (**Rule 8.63**).

8.62 APFP vs. Landed Helicopters: When a helicopter is landed, *or* is using "fast rope" insertion rules (if allowed in the scenario), the helicopter is considered "on the ground" or at the very least, low and stationary. All APFP attacks against landed helicopters are made at *normal* value. APFP attacks against helicopters using "fast rope" rappel are made at normal value *during opportunity fire phase only*. During Defensive Fire or Friendly Dire Phase, they are considered "flying" at low altitude.

8.63 AT fire vs. Helicopters: Only certain AT weapons are allowed to fire at flying helicopters. These include RPGs, LAWs, belt-fed .50 cal / 12.7mm HMG weapons like M2HB and DShK, and light cannon systems like 20mm or 23mm. Normal range factors apply.

Rolls to hit a helicopter at **high** suffer a +4 penalty.

Rolls to hit a helicopter at **low** suffer a +2 penalty.

Rolls to hit a **landed** helicopter have no penalty.

*includes hovering helicopters using fast-rope rules during *opportunity fire only*.

Remember that helicopters in VVME are *unarmored*, so any hit against them by an AT weapon automatically destroys the helicopter (Helicopter Crashes, **Rule 8.66**).

8.64 Pinned Helicopters: Helicopters are subject to the same "casualty point" rules as other unarmored vehicles in *Valor & Victory* (D+1 Edition **Rules 14.64 and 14.65**). Thus, they can easily be pinned but "pinning" a flying helicopter works differently than ground units. If a helicopter suffers a pinned result (*and* it survives any required Vehicle Survival Rolls), move it immediately to any hex where *no* enemy unit can hit it. If no such hex exists, move the helicopter off the table. It can re-enter from the same side with its passengers once it makes a rally check, or after the next

friendly Command Phase when it rallies automatically per normal *Valor & Victory* rules. If a helicopter is pinned while landed, it is pinned in the same manner as other ground vehicles.

8.65 Opportunity Fire vs. Helicopters: Opportunity fire can be taken against helicopters at *any* point of their movement where LOS/LOF, range, and weapons type permits. This includes after a helicopter changes altitude, lands, or enters a hover for fast-rope rappel. Debarking troops *cannot* be targeted (they are technically not moving), but the enemy can shoot down the *helicopter* as troops debark and thus trigger the survival checks outlined in **Rule 8.66** below.

8.66 Helicopter Crashes: If a helicopter is hit by an AT weapon, or fails a Vehicle Survival Check after being hit with sufficient APFP fire, the helicopter is considered destroyed and immediately *crashes*. The procedure for a helicopter crash is listed below:

- For all flying or hovering (fast-rope) helicopters use the Artillery Scatter Diagram to see which hex the crash actually happens. Note the helicopter does *not* execute “pinned movement” first as per **Rule 8.64**.
- If the helicopter was *physically* landed, the helicopter does not “scatter” in this way, it is simply wrecked where it sits.
- The helicopter crashes in the indicated hex.
- Roll a die for the helicopter crew. A result of 1-3 indicates the crew has survived the crash. Place a new half-squad in the crash hex to represent the crew. On a result of 4-6, the crew is killed or wounded. Place a casualty counter in the crash hex.
- Repeat the above process for each infantry unit, leader, or medic carried as passengers in the helicopter when it crashed. If a given unit survives, place it in the crash hex. They are automatically debarked from the crashed helicopter in the hex. If a given unit does not survive, replace with the appropriate casualty counter(s).
- Crashed helicopters can give a +1 cover bonus for any units in the crash hex, *if* no other terrain with defensive bonuses is in the hex. If any other defensive bonus terrain is in the hex, use that bonus. The helicopter does not add a *cumulative* +1.

8.7 Helicopter Passengers: Helicopters carry passengers like “flying trucks.” They usually have an T1 or TH carry capacity, per *Valor & Victory* rules. T1 helicopters can carry one squad (or two half squads), one leader, and one support weapon. TH helicopters can carry a half squad, a leader, and a support weapon. Larger helicopters like a CH-47 may have T2, T3 or even T4 (!) carry capacity.

8.71 Debarking From Helicopters: Passenger troops aboard helicopters debark from the helicopter during the Movement Phase, usually after the helicopter has moved and declared a “landed” altitude at the end of the helicopter’s movement (exception: see Fast-Rope Rappel, **Rule 8.72** below). They can only debark from helicopters that are landed. They are placed in the same hex as the landed helicopter or *any adjacent hex*. They are not allowed to move further this Movement Phase and are thus *not* subject to opportunity fire (they moved already with the flying helicopter).

Note: Troops that have just debarked from a helicopter cannot move further this Movement Phase, but they *do* still get the Assault & Move phase later in the turn. Thus, they can move one hex later in the turn, *or launch an assault* if adjacent to enemy units.



EXAMPLE OF GROUND FIRE AND HELICOPTER CRASH
An American UH-60 Blackhawk flying at low altitude in Hex L5 is hit by a Somali RPG. AT weapons to-hit is an 8, +2 penalty to roll for low altitude helicopter, -2 bonus to roll for leadership bonus. The Somali player rolls a 7 and a hit is scored. RPG is an AT weapon, so the Blackhawk automatically crashes. Artillery Scatter roll is a 6, so the bird crashes 1 hex to northwest. The crew rolls a 4 on the survival die, they are now a casualty counter. Lt. Ericson rolls a 1, so he is placed unharmed in the crash hex. The first half-squad rolls a 5, so they are a casualty counter. The second half-squad rolls a 3 so they are also unharmed in the crash hex. The crash hex has defensive terrain bonus +2 (damaged buildings) so the crashed Blackhawk does *not* give the +1 cover bonus. Note it is still the American Movement Phase, so SSgt Williams’ half-squad and medic in Hex N8 can still reach the crash hex to reinforce and evacuate casualties, probably using those trees and low wall as cover as they make their dash.

8.72 “Fast Rope” Debarkation: If specified in the scenario, troops can debark from flying helicopters at low altitude using the “fast rope” rules. Basically they rappel out of the helicopter and wind up in the helicopter hex or any adjacent hex. The difference here is that the helicopter never technically lands, so troops can be fast-roped into any hex, regardless of terrain. However, the helicopter is hovering motionless for at least thirty seconds, and is thus considered “landed” when it comes to taking enemy ground fire during the *opportunity fire* phase. As soon as the Movement Phase is complete, enemy Defensive Fire or Fire Phase shooting is done with the helicopter considered in “low altitude flight” with all appropriate penalties.

Note: Troops can never be recovered by “fast rope” rappelling.

8.73 Loading Onto Helicopters: Troops can load onto helicopters. Helicopters must be *landed* (fast-rope is allowed for unloading only, not loading). Helicopters can move, land, and accept troops close enough to load that same movement phase. Infantry units can load into a helicopter at a cost of 1 MP (plus the MP they spent entering the helicopter’s hex). However, the helicopter is then “landed” through the subsequent enemy turn. Alternatively, helicopters can land safely away from enemy troops. Then in the *next* turn, friendly infantry can run to the helicopter, load with +1 MP, and then the helicopter can declare Low- or High-Altitude flight and execute the rest of its movement.

8.8 Assaulting Landed Helicopters: Helicopters that are fully landed (not hovering for fast-rope rappel) *can* be assaulted like any other ground unarmored target. Their APFP value is based on non-FFA weapons only (door guns). If they have no door guns, they get the usual 2 APFP points, per *Valor & Victory Rule 15.5*.

9.0 Modern Air and Artillery Missions

9.1 Overview: Modern support packages like artillery, fixed-wing air strikes, and dedicated helicopter gunships (like AH-1s, AH-64s, Mi-24s) are, quite simply, devastating, far eclipsing the firepower and accuracy of World War II weapons described in *Valor & Victory*. But when creating VVME, the intent was to keep all original *Valor & Victory* rules and charts (in this case the APFP, Antitank To-Hit Number, and Armor Elimination charts). So the VVME rules for support weapons are designed in such a way that all these charts are still used.

A gentle word of warning, when designing modern-era scenarios, be careful not to overload with support



missions. In the modern era these are *extremely* powerful, and can quickly unbalance a scenario.

9.11 Support Mission Roll To-Hit: Many times in VVME, support missions hit on a **die roll of 1-5** instead of a 1-4. If the rule or scenario designates a to-hit target of 1-5, note that a “6” result drifts the support mission by one hex, not two. When the target to-hit number is 1-5, the mission can never drift two hexes.

9.2 Modern Light Barrages: In World War II, these were usually 81mm, 8.0cm, 76mm / 3-inch, or 82mm mortars (essentially battalion-level mortars fired from off board). In modern times, most battalions use a mortar somewhere in the 120mm range. So scenarios will simply give a player *more* light barrages to account for this extra firepower. All other *Valor & Victory* rules apply.



9.21 Light Barrage Enhanced Accuracy: In some scenarios that take place from 1990 and later, the scenario may specify that light barrages hit on a 1-5 instead of a 1-4. This takes into account GPS and other navigation and positioning technology that make the mortar fire missions more accurate.

9.3 Modern Heavy Barrages: In World War II, these were usually 105mm, 10.5 cm, 25-pounder, or 122mm field howitzers, assigned at the regimental level and fired from off-board. In modern times, not only has the caliber of these weapons increased, but expanded into battlefield rocket systems like BM-21 “Grad” and the MLRS, and artillery ammunition now comes in everything from huge rocket barrages to guided antitank missiles, cluster-delivered sub-munitions (DPICM, dual-purpose improved conventional munitions), and artillery-delivered mines. So when it comes heavy barrages, the scenario should list not only the number of heavy barrages, *but the type(s) available*.



9.31 Conventional Heavy Artillery: In modern times, artillery is often simply bigger, such as 152mm, 155mm, 203mm / 8-inch, or large rocket barrages. Thus, scenarios may simply give a player *more* barrages to account for this extra firepower. Of course multiple heavy artillery missions can be placed on a single hex. All other *Valor & Victory* rules apply.

9.32 Heavy Barrage Enhanced Accuracy: In some scenarios that take place from 1990 and later, the scenario may specify that conventional heavy barrages hit on a 1-5 instead of a 1-4. This takes into account GPS and other navigation and positioning technology that make the mortar fire missions more accurate.

9.33 Submunitions Artillery: These artillery shells break open over the target and shower the area with

thousands of grenade- or mine-sized bomblets. For each of these missions, designate *four connected hexes* is a “square” or “rhomboid” shape, and the mission hits each of these hexes with an orange-row APFP attack. They hit on a 1-4 or 1-5, depending on the scenario specification. If the fire mission drifts by one or two hexes (per *Valor & Victory* **Rule 21.4**), shift all four targeted hexes together.



EXAMPLE OF AREA EFFECT ARTILLERY

A US Special Forces team in 1970s Laos calls in a submunitions artillery mission from a firebase near the DMZ in South Vietnam. The four target hexes are designated with orange “Heavy Barrage” counters. They all connect in a “square” or “rhomboid” shape. Note the red “X” target hexes, showing illegal configurations. The scenario designates these missions hit on a 1-4, so they could drift one hex on a result of 5 or two hexes on a result of 6. If it drifts, all four impact hexes drift together. Note there is a slender possibility these Americans could have hit themselves with part of their own fire mission.

9.34 Laser-Guided Munitions: These artillery shells actually resemble guided missiles (the M712 Copperhead is a good example). The round is fired from an artillery tube but mid-flight, the projectile casing falls away to reveal a weapon guided to its target by a laser designator with LOS on the target. The scenario will specify if any such strikes are available, how many, and how powerful they are.

The procedure for these missiles is as follows: At least one friendly half squad stacked *with a leader* must

“paint” the target with a laser with a normal LOS (unlimited range) during the Command Phase. The target must be a vehicle, building, bunker, or gun emplacement of 23mm or larger, (large target with metal in the construction or glass windows). This “painting” half squad cannot fire at any other target in the upcoming Fire Phase, nor can that leader fire or apply any leadership bonuses during the upcoming Fire Phase. Assuming these criteria are met, LGM Heavy Support Missions roll on the **Anti-Tank To-Hit** table during the same Command Phase. The target to hit is a dice roll of 9 or less, subject to any protective terrain in the target hex. Leadership bonuses do *not* count.

Typical AT FP values for an LGM hit can be D, E, or F, depending on the scenario. LGM Heavy Barrages always attack the flank of armored vehicles (strike from above). Unarmored vehicles and guns are automatically destroyed if hit. If a building or bunker was the target, any infantry inside is subjected to a “heavy barrage” APFP attack, the building or bunker provides *no terrain bonus*. Any dismounted infantry that happened to be in the hex with a targeted vehicle also suffers a “heavy barrage” APFP attack.

9.35 Artillery-Delivered Mines (FASCAM): These Heavy Barrage missions don’t explode, but instead deploy surface mines. For each of these missions, designate *four connected hexes* is a “square” or “rhomboid” shape, and the mission deploys a new minefield in each of these hexes. These mines are not “hidden,” and effect infantry units as described in *Valor & Victory* **Rule 20.7** (Die roll, 1-3 = unit eliminated). For vehicles, also roll a 1-3 to destroy an unarmored vehicle entering the hex, and apply a “C” class AT FP attack against an armored vehicle’s flank armor as it enters such a hex. These missions always hit their intended hexes on a 1-5. **Note:** Units already *in* the hex when the minefield fell are *not* attacked. Per *Valor and Victory* rules, a minefield attacks a unit only when it *enters* a minefield hex.

9.4 Modern Jet Strikes: In World War II, “fighter bomber” support missions were usually bombs or rockets delivered by piston-powered aircraft. The lethality and accuracy of tactical air-delivered ordinance has increased exponentially since 1945. There are also many more options available. In VVME, these new options and capabilities are reflected while still using the original charts provided in *Valor & Victory* (D+1 Edition). The scenario should specify not only the number of “Jet Strike” fighter missions available, but also the *type(s)*.

In summary, Jet Strike missions in VVME land on the intended hex on a **roll of 1-5** instead of 1-4. Thus, a “6” result drifts the mission’s impact point by one hex

(determined by the Artillery Scatter Diagram), drifting by two hexes is impossible. Jet Strikes still use the “Fighter Bomber” row on the APFP table, and still don’t need a ground unit to have LOS on the target per *Valor & Victory* **Rule 21.3.** (exception, Laser-Guided Bomb strikes, see **Rule 9.43** below). VVME Jet Strikes also apply an *automatic bonus* to any APFP dice rolls for damage, based on the time of the scenario:

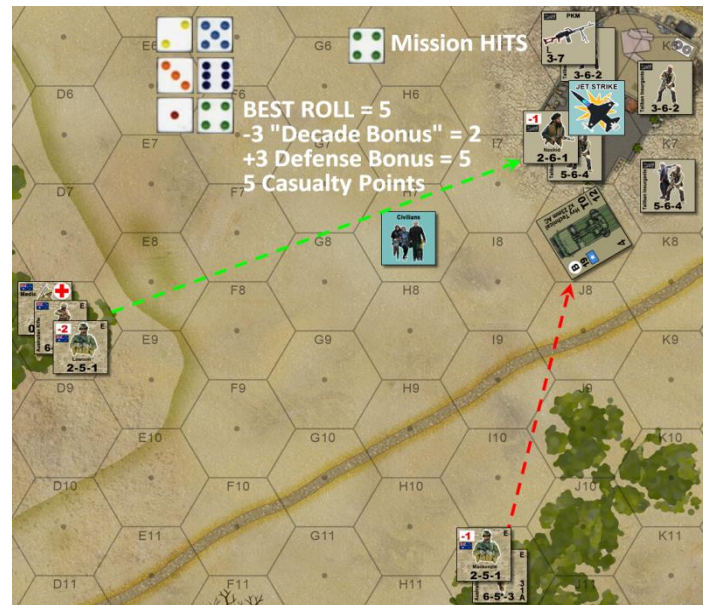
“Decade Bonus” for Air Strike APFP

- 1940s and 50s: -0 to APFP dice rolls
- 1960s and 70s: -1 to APFP dice rolls
- 1980s: -2 to APFP dice rolls
- 1990s - Present : -3 to APFP dice rolls

9.41 Modern Conventional Bombs: In modern times, larger and more powerful aircraft mean bomb loads are much heavier. Some scenarios will simply give a player *more* Jet Strikes to account for this extra firepower. All other *Valor & Victory* rules apply. Remember they now hit the intended hex on a die result of 1-5 and remember to apply the “decade bonus” to the APFP result, as listed above. If bombs target a vehicle or gun, use the normal “8” to hit number, and apply the “D” ATFP value against the flank armor. Unarmored vehicles and guns are destroyed automatically if hit.

9.42 Modern Area Effect Air Strikes: This includes any “splash effect” ordinance like napalm or cluster-bombs. For each of these missions, designate *four connected hexes* is a “square” or “rhomboid” shape, and the mission hits each of these hexes with an blue-row APFP attack. Remember the die result of 1-5, and remember to apply the “decade bonus” to APFP as listed above. There is *no* AT value to this strike.

9.43 Modern Laser-Guided Bombs: Laser-guided bombs can hit with pin-point precision, if the target is properly targeted by a ground-based designation device. The procedure for these bombs is largely the same as Laser-Guided Munitions from an artillery piece, as seen in **Rule 9.34** above. At least one friendly half squad *with a leader* must “paint” the target with a laser with a normal LOS (range is unlimited) during the command phase. This half squad cannot fire later in the Fire Phase, nor can the leader fire or apply leadership bonuses in the Fire Phase. The target must be a vehicle, building, gun emplacement of 23mm or larger, or bunker. The LGB air strike hits on the target on a 9 or less on the ATFP table. LGB strikes usually have an AT value of E, and always attack flank armor (they strike from above). Unarmored vehicles or guns are automatically destroyed if hit. If a building is hit,



EXAMPLE OF LASER-GUIDED BOMB DELIVERY

Australian commandos in 2006 Afghanistan laser-paint a target (building) for a LGB strike. The target is a building, they have a half-squad with a leader with valid LOS. Note the second team cannot laser-designate the truck, their LOS is blocked by woods. The first team can laser-designate through civilians, as they aren’t actually firing weapons. The mission rolls a 4, so it hits (target is 1-5). APFP dice roll is made *three times*, the best one is used (best result = 5. A -3 “decade” bonus is applied for 1990+ accuracy, a +3 defensive terrain penalty is applied for the building. On the blue fighter-bomber APFP row, a modified 5 indicates 5 casualty points against the Taliban insurgent fighters inside the building.

roll a d6. It hits on 1-5. On a 6, it scatters by one hex. Whatever hex is struck, roll on the blue fighter-bomber row *three times* and select the best roll, applying the damage effects for that roll. Remember to apply the “decade bonus.”

9.44 Modern Air-Delivered ATGWs: Air-delivered ATGWs (Anti-Tank Guided Weapons) are precision missiles primarily used to destroy enemy tanks. Only vehicles, landed helicopters, guns of 23mm or larger, buildings, or bunkers may be targeted by ATGWs. Unlike artillery-delivered ATGWs, air-delivered ATGWs don’t need a land-based unit to designate the target with a painting laser (or even a ground unit LOS). Unless the scenario specifies otherwise, the ATGW Jet Strike simply hits the target on the AT To-Hit Table on a 10. Typical AT FP values are D, E, or F, depending on the scenario. ATGW Jet Strikes always attack the flank armor of the target (strike from above). Any unarmored vehicles or guns or missile sites are automatically destroyed if hit by ATGWs. Infantry in buildings or bunkers suffer a single blue fighter-bomber attack, but get *no* terrain bonus from the building or bunker. The ATGW is considered to have already penetrated the structure before exploding.

9.45 Modern Air Strafe Attacks: In the modern age, automatic cannon has become one of the deadliest weapons of many ground-attack aircraft. To execute a “Strafe” type Jet Attack, the player designates three connected hexes in a row. The to-hit number may be 1-4 or 1-5 depending on the scenario. A miss indicates drift per the Artillery Scatter Diagram as normal. As always, remember to apply the “**decade bonus**” to the Jet Strafe attack’s APFP results for all three hexes. Each hex is hit by a blue “Fighter Bomber” attack.

Note: These are not machine guns, but automatic (usually *rotary*) cannon. As a result, they usually have an AT value as well. If any vehicles or gun emplacements are in an impacted hex, consult the table below (subject to normal terrain penalties):

- Non-Rotary Guns: Hit on 7 or less, ATFP: B
- Rotary 20, 23, 25mm: Hit on 8 or less, ATFP: C
- Rotary 30mm: Hit on 9 or less, ATFP: D

** All Jet Strafe support missions are resolved against the *flank* armor of the target vehicle.

** Any unarmored vehicle or gun / missile site that is successfully hit by a Jet Strafe attack is destroyed automatically.

9.5 Modern Helicopter Strikes:

These are different than the transport helicopters and light, improvised gunships that appear on the VVME game board as actual pieces. These are dedicated, fully-armored *attack helicopter* gunships that can attack targets from far off the game board. Therefore they are represented in VVME by a specialized type of “fighter bomber” support mission counter. As with Light Barrages, Heavy Barrages, and Jet Strikes, the scenario should specify whether any “Helo Strikes” are available, how many, and *what type(s)*. As with Jet Strikes, no ground unit needs an LOS on the intended target to call in a helicopter strike.



9.51 Unguided Rockets: Many attack helicopters carry ripple-fired rocket pods that shower their target with huge amounts of firepower. They hit a single hex with a target of 1-4 or 1-5 (the scenario will specify), scattering if they miss per the Artillery Scatter Diagram (if the target is 1-5, a “6” result scatters the strike by one hex only). If they hit, they roll *twice* on the blue fighter-bomber row of the APFP, adding their casualty points together (terrain penalties assessed against both strikes, basically just “attack twice”). Note that helicopters do not get the “decade bonus” like jets do. If the rockets target a hex with a vehicle or gun, the to-

hit number is the normal “8” with a “C” class ATFP value to be applied against the flank armor. Unarmored vehicles, landed helicopters, and guns are destroyed automatically if hit (hit by AT weapons).

9.52 Helicopter-Delivered ATGWs: Helicopter-mounted ATGW support missions work exactly the same as those on Jet Strike missions. Only vehicles, landed helicopters, buildings, bunkers, or guns of 23mm or larger may be targeted by ATGWs. No LOS or land-based “painting laser” unit is required. Unless the scenario specifies otherwise, the ATGW Helo Strike simply hits the target on the AT To-Hit Table on a 10. Typical AT FP values are D, E, or F, depending on the scenario. ATGW Helo Strikes always attack the flank armor of the target (strike from above). Any gun, missile sites, or unarmored vehicles are destroyed automatically if hit by an ATGW. Buildings, bunkers, and infantry inside are effected as per **Rule 9.44**.

9.53 Helicopter Strafe Attacks: Modern attack helicopter gunships are also gun platforms, mounting powerful chain cannon or rotary cannon to provide a deadly strafing ability. To execute a “Strafe” type Helo Strike, the player designates three connected hexes in a row. The to-hit number may be 1-4 or 1-5 depending on the scenario (if the target is 1-5, a “6” result scatters the strike by one hex only). A miss indicates drift per the Artillery Scatter Diagram, all the target hexes drift together. There is no “decade bonus” as we see with jet strikes, just roll three blue fighter-bomber APFP attacks and result to all three hexes. **However**, unlike jets, helicopters can “hover” while strafing, putting more than one of these attacks into a single hex. They can put all three into one hex.

Note: These are not machine guns, but automatic cannon. As a result, they usually have an AT value as well. If any vehicles or gun emplacements are in an impacted hex, consult the table below:

- Non-Rotary Guns: Hit on 6 or less, ATFP: B
- Rotary Guns: Hit on 7 or less, ATFP: C

** All Helo Strafe missions are resolved against the *flank* armor of the target vehicle.

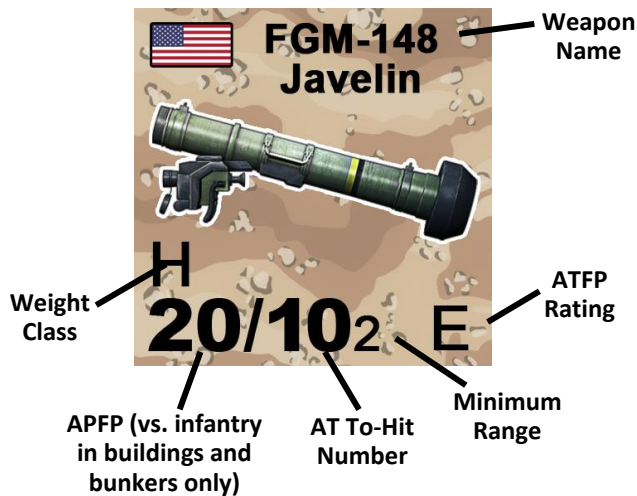
** Any unarmored vehicle or gun / missile site hit by a Jet Strafe attack is destroyed automatically.

** If more than one Helo Strafe attack was designated for the targeted hex, more than one AT attack is made. Different attacks can be allocated against different vehicles in the hex (each attack impacts only *one* vehicle), or multiple attacks can be piled on one vehicle. Each attack gets its own rolls to hit and its own roll on the Armor Elimination Table.

10.0 Antitank Guided Weapons

10.1 Overview: Infantry antitank weapons have been around as long as the antitank grenade. In World War II, weapons like the Bazooka, PIAT, PTRD, Panzerschreck and Panzerfaust gave this antitank capability some range as well. In VVME, similar weapons like the RPG, LAW, AT-4, and Gustav work exactly the same (albeit with better range and AT FP values). However, there is another classification of much heavier *guided* antitank weapons that are deadlier to enemy tanks, but also carry additional restrictions for the units who use them.

10.2 ATGW characteristics: ATGWs are almost always “H” class support weapons. They have unlimited range, but usually a minimum range as well. Primarily antitank weapons, they have very high AT FP ratings, and later generations tend to have very good “To-Hit” numbers as well. They can also be used against unarmored vehicles and gun / missile sites, and even infantry *if* the infantry are in buildings or bunkers. They can even engage flying helicopters at the usual -2 or -4 altitude penalty. They can *never* be fired from inside buildings, bunkers, or my passengers inside vehicles (vehicles may have “built-in” ATGWs as their primary weapon, see **Rule 10.25**).



10.21 ATGW Rate of Fire: ATGWs are heavy, cumbersome, and slow to reload. In VVME, they can only fire at *half* the rate as other weapons. What this means is the player decides at the beginning of the game whether he will fire his ATGWs in *his* Player Segment ... or his opponent's. He cannot fire ATGWs in *both*. A player can either decide at the beginning of the game, or the first time he actually fires one of his ATGWs. The segment in which he fires his first ATGW “locks in” the choice for the remainder of the game. In any event, ensure that ATGWs are only fired in a player's Fire Phase *or* the Opportunity Fire /

Defensive Fire Phase of the opponent's Player Segment, *never both*.

10.22 ATGWs against Vehicles or Guns: An infantry ATGW needs a valid LOS to engage an enemy vehicle or gun / missile site. Range is unlimited, but most ATGWs have a minimum range, *within* which it cannot fire. To hit, roll 2d6 against the weapon's Anti-Tank To-Hit value (second large number on the counter). All terrain effects apply, as to leadership bonuses for leaders in the firing unit's hex. If a hit is scored, apply the ATFP rating against the vehicle's armor, as in *Valor & Victory* rules. Any gun / missile sites or unarmored vehicles successfully hit by an ATGW is destroyed automatically.

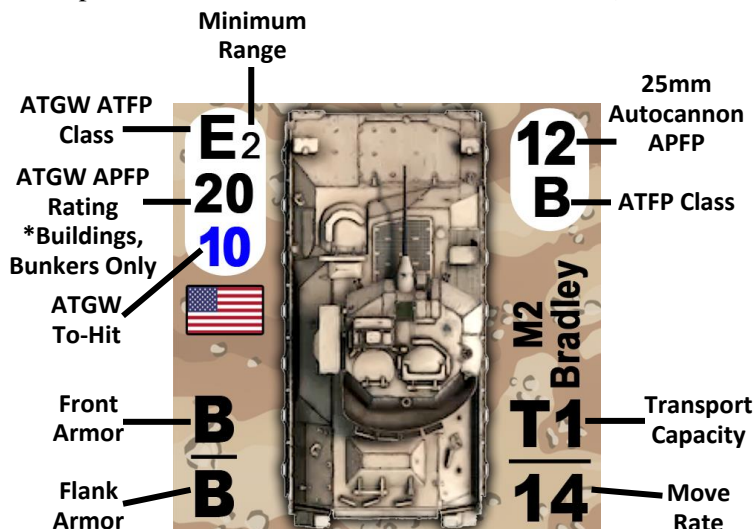
Note that ATGWs have antitank to-hit numbers *specific* to their model, because of vast technological and accuracy differences between different ATGW systems (they can't use simple “gun” or “antitank weapon” to hit numbers).

10.23 ATGWs against Buildings or Bunkers: An infantry ATGW attacks a building the same way it attacks a vehicle as described above in **Rule 10.22**. If it hits, enemy infantry are attacked by the APFP value printed on the ATGW counter (first large number). This is done *without* the terrain penalty of the building or bunker (the ATGW is assumed to have already penetrated the structure before firing).

10.24 ATGWs against Helicopters: An infantry ATGW may fire on enemy helicopters, assuming there is a valid line of sight. Range is unlimited, but most ATGWs have a minimum range. Use the ATGW as an antitank weapon, applying the normal -2 or -4 to the target to hit depending on low or high altitude. ATGWs firing at landed helicopters have no penalty. Any helicopter hit by an ATGW is automatically destroyed on the ground if landed or undergoes the crash procedure if flying (**Rule 8.66**).

10.25 ATGWs in Vehicles: Vehicles can also mount ATGWs as part of their integral weaponry. This is the only time an ATGW can be fired from a vehicle. Vehicle-mounted ATGWs follow all the rules of infantry ATGWs. They have unlimited range, a minimum range, and must choose whether they will fire in their Fire Phase of their own Player Segment or the Opportunity Fire / Defensive Fire Phases of the opponent's Player Segment. On the counter, their attack values are displayed in white circles if they have 360-degree fire arcs, or no white circles if they are FFA only. A vehicle ATGW weapon has an ATFP letter class, and APFP number rating (only eligible to use against infantry in buildings and bunkers), and a To-Hit

number specific to that ATGW weapon type (in blue - please note this is *not* a second APFP number).



11.0 Booby Traps

11.1 Overview: Simple, ingenious, deadly, and cruel, the booby trap is one of the oldest weapons in warfare. Ironically, these ancient weapons have enjoyed a renaissance in the age of high-tech modern combat, where one side is so often weaker than the other and must thus resort to these dirtiest of battlefield tricks.



11.2 Booby Traps in a Scenario: The scenario will state whether one side has booby traps in the scenario. This will almost always be the insurgent side. Never will *both* sides have booby traps on the table. If one side has booby traps on the table, the booby trap rules apply only to the *enemy* side. Never does a friendly unit blunder into one of their own booby traps.

11.3 Triggering a Booby Trap: Enemy units (almost always the regular force player) must check for booby traps every time they move a *stack* of infantry or vehicles. Every time a regular force *stack* moves, that stack must roll a dice at the end of its movement phase. An 11 or 12 results in a booby trap being triggered.

11.31 Booby Traps vs. Infantry: If a booby trap is triggered by infantry units, immediately remove either a half-squad, leader, or medic team (owner's choice). If casualty counter rules are being used and this is the regular forces army, place a casualty counter

11.32 Booby Traps vs. Unarmored Vehicles: When an unarmored vehicles hits a booby trap, the vehicle is automatically pinned. The vehicle then makes an immediate Unarmored Vehicle Survival check. If they make the check, they remained pinned, and no casualties are inflicted. If they fail the check, the vehicle is destroyed. The crew and any passengers make the normal survival checks (**Rule 5.21**). Crew

and any passengers are either safely debarked from the vehicle or become casualty markers, depending on the results. Note that booby traps never effect helicopters, even as they land (they never move on the ground from hex to hex, when triggering a booby trap occurs).

11.33 Booby Traps vs. Armored Vehicles: Armored vehicles that set off a booby trap suffer a "B" class AT FP rating against their flank armor. Normal results are applied (ok, immobilized, or destroyed). If the vehicle is destroyed, the crew and passengers are debarked from the vehicle or become casualty counters, depending on the results of the survival rolls (outlined above in **Rule 5.21**).

11.34 Booby Traps vs. Mixed Stacks: If a stack is moving that has a mix of dismounted infantry, unarmored vehicles, and armored vehicles, the player suffering the hit chooses *which* unit in the stack hit the booby trap. Only one unit is hit by the booby trap.

11.4 Expended Booby Traps: Once a booby trap is hit, place a "Booby Trap" counter in the hex. It is spotted, marked, and disarmed. No unit must make a booby trap check when moving into that hex for the rest of the game.

11.5 Caution against Booby Traps: Infantry units using "Assault Movement" (*Valor & Victory Rule 6.4*) only hit a booby trap on a 12, not an 11 or 12. Vehicles using half or less their movement in a move phase only hit a booby trap on a 12, not an 11 or 12. Units never hit Booby Traps in the Advance and Assault Phase.

12.0 IEDs

12.1 Overview: IEDs (Improvised Explosive Devices): These are hidden bombs placed by the insurgent player before the game, often based on old artillery shells. If available, they will be included in the insurgent player's force pool (usually in scenarios set in Iraq or Afghanistan). Each IED is placed when the insurgent player secretly records the hex in which they are placed. IEDs can be placed in any terrain.



12.2 Detonating an IED: In VVME, IEDs are set off by the insurgent player. They can be set off as "opportunity fire" during the opponent's Movement Phase (as enemy units draw near the IED hex), during the insurgent player's Fire Phase, or the insurgent player's Defensive Fire phase. They cannot be set off during Advance and Assault Phase. They do not go off automatically when a unit (of either side) or a civilian counter enters the hex where the IED is located. They are not "mines," but remote-control bombs that go off when the insurgent player specifically *chooses* to set them off.

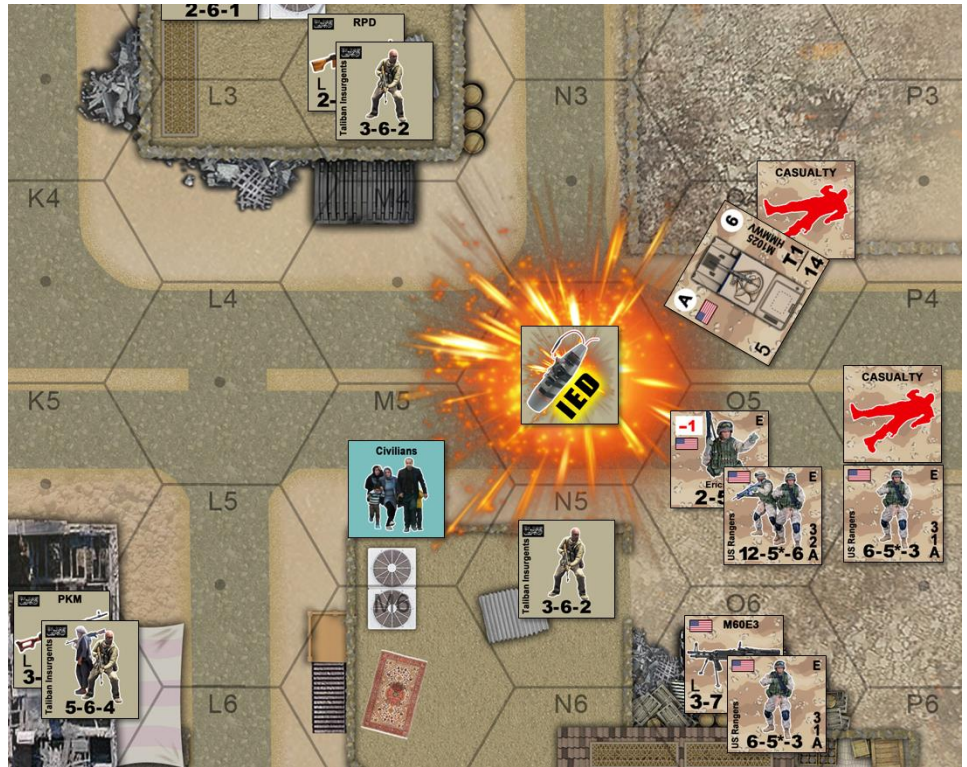
12.21 LOS on IED Hex: IEDs are set off by insurgent units, presumably by using a radio, mobile phone, or

contact wire connection. As such, an insurgent unit must have a valid LOS on the hex where the IED is located to set it off.

12.22 Detonation Procedure: To detonate an IED, the insurgent player designates what unit is setting it off, and what hex the IED is placed in. An IED counter is placed in the hex. The insurgent player rolls 1d6. On a result of 1-4, the IED explodes. On a 5-6, the IED misfires. Misfiring IEDs causes no damage or casualties, and are revealed to the Regular Forces player. Insurgent player cannot “try again” with this IED later, the IED is ruined.

12.23 IED Effects: When successfully detonated, an IED effects units in the IED hex *and all adjacent hexes*. The blast immediately eliminates one unit (leader, medic team, or half squad or full squad) and produces one casualty counter in any affected hex where there are any units, enemy or friendly. If there are multiple enemy units in an affected hex, the target player chooses which unit will be eliminated. The blast does not eliminate more than one unit / cause more than one casualty counter per hex. They can only cause multiple casualties if there are units in more than one affected hex.

- If there is a *full* squad in the blast hex, and the owning player chooses to apply the IED blast against that unit, reduce the full squad to a half squad and place *one* casualty counter in the hex. Remember, eliminated full squads produce *two* casualty counters and IEDs only create one casualty counter per hex (exception: vehicles, see below).
- IEDs effect both sides equally. If the insurgent and regular players both have units in the IED blast radius (in or adjacent to the IED’s hex), both sides remove units. Yes, insurgent units *in the blast area* can be the units that activate the IED (insurgents can blow themselves up). The insurgent player does not use casualty counters, of course, per **Rule 5.1**.
- Civilians are also eliminated if caught in an IED blast, but they are not assessed as victory point



EXAMPLE OF IED (IMPROVED EXPLOSIVE DEVICE) EXPLOSION

The Taliban player has an IED in his beginning forces. He writes down secretly that the IED is concealed in hex N4. The American player moves a leader and full squad into hex O5, but the Taliban player chooses not to set off the IED yet. When the HMMWV moves into hex O4, however, the Taliban player decides to set off the device. He reveals the IED by placing an IED counter in the recorded hex. Taliban units in M3 and N5 are both eligible to set it off (K6 has no LOS). The Taliban player rolls a 4 on his die, indicating the IED has successfully gone off (if he rolled a 5-6, the IED is still revealed, but does not explode). The blast inflicts one casualty counter’s worth of damage in its hex and all surrounding hexes. The civilians in M5 are eliminated automatically (no VP penalty to American player). The Taliban half squad in N5 is eliminated. The HMMWV (unarmored vehicle) is automatically eliminated, the American player rolls a 4 on the crew survival check, indicating that the crew is now a casualty. In O5, the American player must suffer *ONE* casualty. He can either eliminate the leader, or reduce the full squad to a half squad. Either way, a casualty counter is placed. Americans in hex O6 are unaffected, safely out of the blast area.

penalties against the regular forces as they were killed by the insurgent player.

- IED blasts are unaffected by terrain or LOS.
- IEDs automatically destroy *any and all* soft vehicles in *all* affected hexes. They attack the flank armor of armored vehicles with AP of C if adjacent, D if the vehicle is in the same hex. Vehicles destroyed by IEDs apply the crew survival and bailout procedure in **Rule 5.21**. If there are two vehicles in a hex, the blast attacks them *both*. Note this is the only way an IED blast causes more than one casualty counter in a single blast hex. If there are vehicles *and* dismounted infantry units in the hex at the time of the blast, the IED attacks either the vehicle(s) *or* the infantry, insurgent player chooses. IEDs never affect flying or fast-roping aircraft. Landed helicopters are instantly destroyed by exploding IEDs like any other unarmored vehicle.

12.3 Locating/Disposing of IEDs: Clearly IEDs are very dangerous. For the regular forces player, the best way to counter this threat is to locate and neutralize these weapons before they are activated.

12.31 IED Sweeps: Instead of APFP Fire during the friendly Fire Phase, a regular forces leader, or *infantry* unit stacked *with* a leader, can attempt an IED sweep. This is done during the friendly fire phase. Make a “rally check” dice roll (target number usually 6, modified by any troops quality or leader bonuses). If this roll is successful, Insurgent Player must reveal the location of *any* IEDs that are within two hexes of the searching unit *and* within the unit’s line of sight. Immediately place the IED counter in the IED hex, where it is subject to immediate disarming attempts by *other* regular forces units. Vehicles and aircraft cannot make IED sweeps.

Note: If there is more than one infantry unit in the stack, more than one check can be made. Each check, however, is made *instead* of an APFP fire attack for that specific unit. This means that any unit that makes an IED sweep cannot fire in the Fire Phase, nor move

in the Movement Phase (can still Advance & Assault, however). Also, if the leader applies his leadership bonus for an IED sweep, he cannot apply that bonus to *other* IED sweeps or APFP fire checks made in the same player segment.

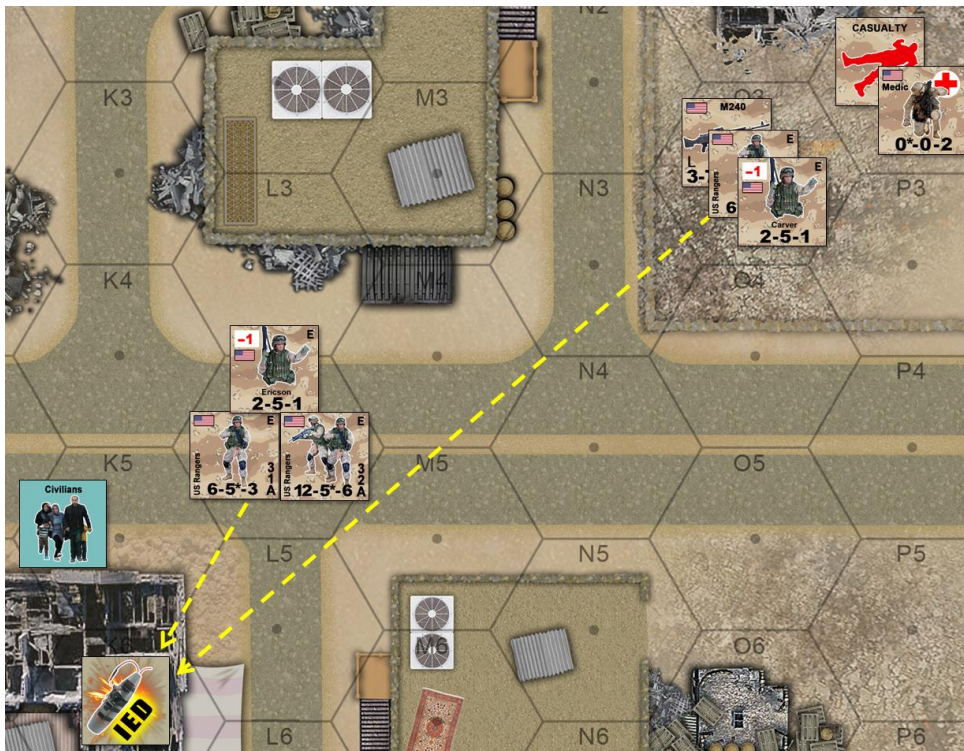
12.32 Revealed IEDs: IEDs revealed in IED sweeps are spotted only (IED counters placed on the board). The regular forces player can simply stay away from them, never moving into their hex or an adjacent hex.

12.33 Disabling IEDs: IEDs revealed in IED sweeps can also be disabled. This is done by making a normal APFP fire check that results in at least two casualty points. Note the IED gets the benefit of any terrain in which it is placed. Also, note that a stack that has multiple infantry units can conduct IED sweeps with some units, while *other* units execute APFP attacks on the IED in the same Fire Phase (remember the same unit cannot do both in the same turn). IEDs can also be automatically disabled by any support mission (helo strike, air strike, light barrage, heavy barrage). Finally, this APFP attack to disable an IED is like any other APFP attack by regular forces, it cannot pass through

or enter hexes containing civilians.

Note: IEDs that are disabled by APFP or support mission fire *may* explode. Roll a die. On a 1-3, the IED does not explode, the regular forces fire has crippled the trigger mechanism. On a 4-6, the IED explodes. This may blow up enemy insurgents, friendlies, or even civilians in the blast hexes. Unlike IEDs set off by the insurgent players, civilians killed by IEDs set off by regular forces trying to disable them *do* count as victory point penalties against the regular forces player.

12.33 Disarmed IEDs: IEDs that misfire or are disabled by regular forces fire (that didn’t explode) are permanently rendered harmless. They cannot go off by accident or be salvaged by the insurgent player. Their counters can be removed from the table or inverted to show they are disabled and harmless. They are considered “disabled and marked” for EOD (explosive ordinance disposal) specialists after the battle.



EXAMPLE - DISABLING AN IED

American units in hex L4 decide to make some IED sweeps. They qualify since they have a leader in the hex. The half-squad rolls dice first. Their target is a 8 (normal target = 6, +1 for elite troops, +1 for Lt. Ericson). They roll a 10. They find no IEDs. The full squad repeats the roll, except they don’t get the +1 bonus for Ericson (applied only once per fire phase). They roll a 6, and succeed. The Taliban player must reveal any and all IEDs within two hexes and LOS of L4. There is an IED in K6. Ericson himself can fire to disable it, but is unlikely to succeed. Carver’s fire team with the extra M60 has a better chance (+1 penalty to APFP for the low wall in N3, +2 for damaged building in K6, -1 bonus for Carver’s leadership). If at least two casualty points are scored, the IED is crippled. If they succeed, however, they *may* set it off and kill the civilians in hex K5 (roll die, 1-3 it does not explode, 4-6 it does explode and destroys the civilians).

13.0 Drones

13.1 Overview: Turn on the news and in almost any report on a modern conflict you're likely to see drones (often called UAVs or Unmanned Aerial Vehicles) being used in one capacity or another. Indeed, the 21st Century is rapidly becoming the age of drone warfare. Drones in VVME come in three basic varieties: On-Board, Off-Board, and Armed. The rules for these are below:



13.2 On-Board Drones: On-Board Drones are very small UAVs piloted by personnel actually on the table. These can be very useful for seeing behind cover, calling in support missions, or even conducting IED sweeps.

13.21 Piloting: On-Board Drones must be piloted by a leader. They move during the owning player's movement phase. There does *not* need to be an LOS between the drone and the pilot. The leader who is flying the drone can also move, apply leadership bonuses, evacuate casualties / POWs, etc. He can also execute IED sweeps *with* the drone, using the drone's position and LOS. However, that leader cannot fire, carry out his "own" IED sweep from his own location, or carry out an assault in a turn in which the drone moves. *In short, the leader just cannot "attack" in any way.* If the piloting leader has fired in the Fire Phase, carried out an IED sweep from his own location, or plans to assault that turn, the drone simply doesn't move that turn. The drone doesn't crash, the piloting leader simply lands it or puts it in a holding hover, etc.

Note: For this reason, many scenarios will have a "drone specialist" leader staying back under cover in a support position and not leading actual assault squads.

13.22 Drone Movement: On-Board Drones are always considered low-altitude aircraft. They have unlimited movement, but must abide by terrain movement rules and obstructions. They should also trace their hex-by-hex movement as they are subject to opportunity fire.

13.23 Drone LOS: On-Board Drones can see anything in their LOS. This definitely includes calling in support missions during the friendly Command Phase. To do so, the piloting leader simply calls in the support mission in the Command Phase, using the drone's position and LOS. This is the only "attack" a drone pilot can make and still move the drone in the same turn.

13.24 Drone IED Sweeps: Drones can also be used to carry out IED sweeps. The piloting leader makes his IED sweep using the drone's location and LOS. Note that a drone used this way can still move later that turn, but the piloting leader cannot (his IED check counts as a fire phase "attack"). All other IED sweep rules apply (**Rule 12.31**, morale roll, possible leader's bonus, if

successful all IEDs within two hexes and drone LOS are revealed). Note this takes place in the Fire Phase, so players must maneuver the drone to the intended location in the *previous* turn's movement phase.

13.25 Combat: On-Board drones can be engaged by enemy ground fire much like any other low-altitude aircraft. Because they are so small, a +3 is applied to the enemy APFP instead of the usual +2. A single casualty point "pins" the drone, it can move no further that turn as it attempts to stabilize itself. A second casualty point destroys the drone automatically. Drones cannot be engaged by AT weapons or assaulted.

13.26 Terror Drones: Insurgent forces are beginning to experiment with bombs on drones. If included in a scenario, such drones can fly to any hex and if it is not destroyed by opportunity fire, it can detonate its bomb at the end of its movement phase. The drone is automatically destroyed, and usually inflicts a 12-point APFP attack on any infantry, unarmored vehicles, or landed helicopters in the hex. Armored vehicles are unaffected by terror drones. Terror drones cannot "intercept" flying helicopters (they are not fast enough).

13.3 Off-Board Drones: Larger drones usually operate from tens of thousands of feet in the air, miles away, and can be piloted via satellite uplink from anywhere on the planet. As such, they never actually appear "on the board." Instead, if the scenario specifies that such a drone is available to the regular forces player, consider *every hex on the table* within their line of sight for purposes of calling in off-board support missions during the Command Phase. Off-Board Drones cannot be used to spot for on-board mortars or any other APFP attacks.

13.4 Armed Drones: Outside of "terror drones," armed drones or "weaponized" drones never appear on the table. The scenario will simply specify whether the regular forces have any drone strikes available and how many. They will almost certainly be "ATGW" strikes as seen with **Rule 9.44** (Jet-Delivered ATGWs) or **Rule 9.52** (Helicopter-Delivered ATGWs). Only vehicles, landed helicopters, bunkers, buildings, or guns of 23mm or larger may be targeted by ATGWs. No LOS or land-based "painting laser" unit is required. Unless the scenario specifies otherwise, the ATGW drone strikes simply hit the target on the AT To-Hit Table on a 10. Typical AT FP values are D, E, or F, depending on the scenario. Drone ATGW strikes always attack the flank armor of the target (strike from above). Any gun / missile sites or unarmored vehicles are destroyed automatically if hit by an ATGW. Infantry in buildings or bunkers suffer a single blue fighter-bomber attack, but get *no* terrain bonus from the building or bunker. The ATGW is considered to have already penetrated the structure before exploding.

14.0 Sample Support Weapons

14.1 Overview: Support weapons in VVME generally work the same they do in original *Valor & Victory*. There are just a lot more of them in VVME and they tend to hit much harder. Also, the advance of technology has made heavy firepower much more *portable*, the antitank capability that used to weigh seven tons in the form of a FlaK 36 8.8cm gun can now be carried by a single man in the form of an FGM-148 Javelin. Below is just a sample of the some the new support weapons we've been experimenting with in VVME, highlighting where the classic *Valor & Victory* rules remain unchanged, and where new VVME rules must be considered as well. This list is *far* from comprehensive, of course. Each conflict covered by VVME is going to have new support weapons particular to that subject matter.

14.2 Light Machine Guns: In game terms, these are pretty much identical to weapons like the Bren, BAR, or DP LMGs we see in *Valor & Victory*. The only difference is that these are typically smaller in caliber but a higher rate of fire and much larger ammunition load. Their APFP is usually approximated off their rate of fire, their range is based loosely off their caliber. So they tend to gave APFPs of 2 or 3, and ranges of 5 or 6. VVME examples include the Negev, the M249 SAW/L108A1, and RPK.



14.3 Medium Machine Guns: These are heavier weapons, usually 7.62mm in caliber. As such, they tend to have longer ranges (usually 6 or 7 in game terms). They hit harder than smaller-caliber LMGs, but also tend to have slower ROFs and smaller ammo loads, so the “game effect” firepower is only *slightly* higher or even the same. VVME examples include the M60 series, the L7 series, the PKM, RPD, the MG3, and FN-MAG/M240 series.



14.4 Heavy Machine Guns: These are the big boys, almost always 12.7mm / .50 cal in size. In VVME, they have the new “VH” weight class (very heavy) meaning they can be transported at a movement rate of 2 only. They cannot be used to carry out an assault, but can defend *against* an assault. Also note they have an “A” class AT value, meaning they automatically destroy unarmored vehicles or unarmored helicopters they manage to hit. Examples include the M2HB .50 and the DShK. Other models are certainly out there, usually mounted on vehicles.



14.5 Light Antitank Weapons:

These are short range, very light, multi-purpose support weapons. Despite the name, don't expect much of a result if actually used against a modern main battle tank, but they will certainly make a mess of any truck, BRDMs, BTRs, BMPs, or other light armor. These *can* be used in an assault, or just as a 5 APFP at a range of 3 hexes. Note the “X” however, designating this as a one-use only weapon.



14.6 Medium Antitank Weapons:

These are the next step up in anti-tank hitting power, not only in terms of range, explosive power, and armor penetration, but in the fact that these weapons can be reloaded and used through the entire game. Note some of them (like the Gustav or Dragon) are actually “H” eight class, meaning they *cannot* be used to carry out an assault and slow down the unit's movement when carrying them. The RPG is a game approximation of the RPG-7, more advanced RPG models may have longer range, better AT ratings, or higher APFP values.



14.7 Antitank Guided Weapons:

These ATGWs are not simply “larger” RPGs, but sophisticated “smart” weapons that can engage their targets from thousands of yards away. They'll actually be pretty rare in most VVME scenarios.



Remember their special restrictions for “half ROF” in **Rule 10.21**. The FGM-148 Javelin is shown here, but examples can go back as far as the AT-3 Sagger or early TOWs of the 1960s. They often have a minimum range, can only be used against vehicles, buildings, bunkers, or gun/missile emplacements, and are “H” weight class. But they but have ranges that are unlimited (at least on a *Valor & Victory* table), are deadly accurate, and hit *very* hard. They are also very expensive, so use them sparingly in your VVME scenarios.

14.8 Grenade Launchers: These are the weapons that replaced the company and platoon mortars of World War II. After the mid 1980s in fact, most infantry fire teams (half squads) have one of these baked straight into their counter with



weapons like the M-203 and GP-25. While hardly war-winners, they do provide some immediate on-hand fire support and even a small degree of short-range anti-vehicle capability with the “A” class AT value.

14.9 Light Mortars: Before the rise of the grenade launcher and the RPG, light mortars were still an important weapon in many infantry armies. Insurgents also made good use of these weapons, often having captured them from previous “imperial”



powers. These can easily make an appearance in scenarios ranging from Indochina in the 1950s to the Falklands in 1982. In game terms, they are unchanged from the weapons we see in classic *Valor & Victory*.

15.0 Notes

15.1 A Humble Offering: My objective in writing *Valor & Victory Modern Expansion* was simply to add a new era of choices to the amazing game system already provided by Barry Doyle. By no means was I trying to “replace” classic *Valor & Victory*, just expand its applicability, especially within our own gaming group and community which was primarily focused on post-1945 conflicts.

One of the best things about *Valor & Victory* is its elegant simplicity and smooth gameplay. Flipping through the new rules I present here, one might get the impression that VVME departs from that. I would only point out that while VVME does indeed add some additional layers to gameplay especially when it comes to casualties, POWs, and asymmetrical victory conditions, I felt these were unavoidable concepts in the post-1945 era. Asymmetric warfare and non-kinetic operations are what make modern warfare “modern” after all. Also, one of the great things about the simplicity of Barry’s original game system is that it leaves room for players to add their own nuances to the base mechanics without overloading the system. We’ve seen this flourish all over the V&V community.

Furthermore, I would be hard-pressed to imagine a historical scenario that would actually include even half of these rules all at once. Please consider these new VVME rules to be a menu from which optional items are *selected*, not an indivisible whole to be digested in totality.

Finally, always remember that battles tend to be smaller in the post-1945 era, so start with smaller scenarios until the new rules mechanics are second nature.

15.2 Scenarios and Counter Sheets: VVME certainly casts a wide net when it comes to historical source material. Trying to come up with scenarios and counter sheets covering the late 1940s to the present day all at once would drive any designer insane. So far I have presented counter sheets for 1993 Somalia (i.e., *Black*

Hawk Down) on BoardGameGeek.com. Further counter sheets can certainly be created depending on community interest. For now, we have recorded games on the **SITREP Podcast** YouTube channel where players can see the kinds of games we have designed and tested so far. These include, but are not limited to:

- 1954 French Indochina
- 1968 Vietnam
- 1982 Lebanon
- 1982 Falklands
- 1993 Somalia
- 2006 Afghanistan

If you’ve downloaded these rules, read them, and are interested in further explorations, please consider reviewing our videos on **SITREP Podcast** YouTube to see these rules in action in live games. We’re also always looking for new players on our live streams, so if one of the settings listed above interests you (or even a new one you’d like to see brought into VVME), contact us at sitreppodcast@gmail.com and we’ll see what we can do.

When it comes to scenarios, counter sheets, and even downloadable maps, I can provide what I have depending on community interest. Again, with a seventy-year span on the table, there’s just too much to publish all at once. If and when the community decides they’d like to see a particular setting or conflict expanded, I can provide counters, scenarios, and maps based on community interest and preference.

15.3 The Future of VVME: Despite all that has been presented in this expansion, even this isn’t everything we have experimented with when it comes to modern-era *Valor & Victory*. Future rules updates may include features like:

- **Night Fighting and Flares:** Modern warfare is often undertaken at night, and we’ve had great games using complete darkness broken only by flares delivered by mortar fire missions, thermal sights, “starlight” scopes, and up-close bayonet charges.
- **Hidden Movement:** This is a tough prospect unless you have a referee and two map tables, but it seems almost required for games in settings like Vietnam. Therefore, we’ve experimented with masked movement rules, complete with dummy counters, to allow Viet Cong or NVA units to maneuver unseen through the jungle, never letting the Americans, Australians, or South Vietnamese to know their true location until it is too late.
- **MANPADS:** Man-Portable Air Defense Systems like the SA-7 or Stinger surface-to-air missiles were left out for now, but could certainly be brought in with

future editions of these rules. They're surprisingly rare in "historical" VVME scenarios, though. Only regular forces usually have them, and they're fighting insurgents that don't usually have air support. Notable exceptions would of course include the Stingers provided to the *mujahdeen* rebels of Afghanistan. More modern settings like the conflict in Ukraine could also see both sides armed with these specialized air-defense weapons.

- **Off-board Snipers:** Snipers are fun in both World war II *Valor & Victory* and VVME. But in the modern setting, snipers can provide support for friendly infantry in contact from literally *miles* away

with the latest-generation .50 caliber "anti-materiel" weapons. Scenarios could include a set number of sniper shots from clear off the table, almost like artillery missions. This would be especially interesting since these long-range, high-caliber weapons would technically have an "A" class antitank value.

- **Expanded Vehicles:** *Valor & Victory* is an infantry-focused game, and always shines best when vehicles, especially heavy tanks and assault guns, are used more as occasional "flavor" than the main focus of the game. Big vehicles don't slug it out at ranges we see on a *Valor & Victory* board. Still, additional vehicles can be created for VVME on a limited basis.



16.0 Summary VVME Turn Sequence

16.1 Overview: Below is a new, expanded turn sequence for the *Valor & Victory Moderns Expansion*.

PLAYER A SEGMENT

COMMAND PHASE

- Rally all pinned units.
- Call in support missions.
 - Regular-force player may have drones available for additional LOS options
- Resolve Support Missions.
 - Roll to hit, resolve drift.
 - Apply damage to hexes that are struck.
- Split or Combine Squads or Half Squads.
 - Ensure combining / combining units are the same type and stacked with a leader.

FIRE PHASE

- Declare and resolve direct fire. Check range, LOS, intervening terrain.
- Roll APFP, apply damage.
- Regular force may make IED checks.
- Irregular force may set off IEDs.
- If Regular force has taken losses, check for escaped POWs

MOVEMENT PHASE

- Check for Civilian Movement. Roll 1d6 for each counter, 1-3 = no movement, 4-5 = two hexes in random direction.
- Move infantry and vehicles that have not fired. Load / unload troops in vehicles at beginning or end of movement.
- Also, move helicopters.
 - Declare new altitude at start of movement?
 - If started move landed or faster-rope hover, embark / debark passenger troops?
 - Move hexes, take opportunity ground fire?
 - Declare new altitude at the end of movement?
 - If ended move landed or fast rope hover, debark / embark passenger troops?
 - Helicopters can fire at the end of their movement (after the specify their final altitude for turn).
- Move drones if piloting leader has not fired.
- Regular force may have to check for booby traps.
- Irregular forces may be able to set off IEDs.
- Opportunity fire can be taken anywhere during this movement phase.

DEFENSIVE FIRE PHASE

- Take Defensive Fire. This can include IED sweeps for regular forces player.
- Irregular forces may be able to set off IEDs.

ADVANCE AND ASSAULT PHASE

- Advance one hex. Resolve any assaults. No opportunity fire, IED explosions, or booby traps.

AFTER-ACTION PHASE

- Attempt rallies.
- Evacuate casualties. Evacuate POWs.
 - Evacuated casualties count as normal VP for insurgent player. Evacuated POWs give 3 VP to regular force player.
- Resolve regular casualty counters “captured” by insurgents.
- Bleed-out Checks. Roll 1d6 for any casualty counters still on the table. On a 5-6, casualty dies and is removed.
 - Captured or expired casualty counters count as double VP for insurgent player.

PLAYER B SEGMENT

Repeat for the opposing player.