

SEARCH & DESTROY NEW OPTIONAL RULES

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SEARCH & DESTROY was a remake and an improved version of the older game **GRUNT**. It was certainly better and easier to play. These are some new optional rules of my own creation.

New Optional Rules

[31.0] NLF Company and Battalion Cadre Units

General Rule:

In the game the NLF Platoon Cadre units represent more than just the platoon leader, platoon sergeant, and runner. They also represent additional company and battalion level support weapons (in this case, extra medium machine guns and RPGs) which is why they have an Attack Strength of two. The NLF at times supported their troops with regimental support weapons and units, mostly in the way of heavy machine guns, recoilless rifles, and sappers. These would likely be kept under control of the next higher command levels, namely company and battalion commanders. To facilitate this, each company will now have a Company Cadre unit as part of its structure.

Procedure:

Create three Company Cadre units. These will be labeled as 1st, 2nd, and 3rd Companies. Each of these will have an Attack Factor of two and the standard Movement Allowance of twelve, except as noted below. These units follow the same rules as the other cadre units in terms of command control [15.1]. There is one Company Cadre unit in a Mixed Company, a VC Company, and an NVA Company. There are three Company Cadre units in an NVA Battalion.

[31.1] Additional Abilities

In addition to their leadership abilities and Attack Strength, the Company Cadre units, and the Battalion Cadre unit which is in the game, may have Sapper personnel, a Recoilless Rifle, or a Heavy Machine Gun as part of their Attack Strength. These are allocated to the NLF Player by the scenario NLF Player Forces instructions. These are then assigned to the Company and/or Battalion Cadre units in the force, prior to the start of the scenario, by the NLF Player. No more than one of these additional support elements may be assigned to a Company/Battalion Cadre unit. (Example: The NLF Player receives two Heavy Machine Guns and one Sapper for an NVA Battalion. He may assign each to whichever of the three Company or one Battalion Cadre units of his choice.)

[31.11] Heavy Machine Guns: A Cadre unit that has a Heavy Machine Gun assigned to it adds two to the die roll when firing at helicopters. (These are 12.7mm anti-aircraft machine guns, usually Soviet style ones, but these may be captured US .50 cal. ones as well.) However, a Cadre unit that has a Heavy Machine Gun has its Movement Allowance reduced to six Movement Points in the game. (These machine guns are pretty heavy to be carrying around.)

[31.12] Sappers: A Cadre unit that has Sappers assigned to it adds two to the die roll when conducting a Close Assault [32.0]. (Sapper units would normally do their engineering work before or after a scenario, not during it. In normal fire combat they would normally be no better than any other squad in terms of firepower. Their special ability in Close Assaults comes from the occasional flamethrower and explosives that they would carry, from which they could make satchel charges.)

[31.13] Recoilless Rifle: A Cadre unit that has a Recoilless Rifle assigned to it may fire at vehicles as if it is an RPG-7. (These are various types, usually Soviet 82mm models or captured US 75mm ones.) The difference is that a Recoilless Rifle may fire once per turn during the game, not just once per game as with the RPG-7. The Vehicle Defense Table is used, there are no modifiers to the die roll when firing at a tank, but a two is added to the die roll when firing at an APC. A Cadre unit which fires the Recoilless Rifle at a vehicle may not make a regular fire attack during same turn. A Cadre unit that has a Recoilless Rifle may not have an RPG-7 and has its Movement Allowance reduced to six Movement Points in the game. (Again, these weapons are rather heavy to carry around.)

[31.14] In the case of the Heavy Machine Gun and the Recoilless Rifle, when using the Fire and Movement Rule [17.0] the Cadre unit may expend up to three Movement Points and still be able to fire them. Like the RPG-7, the Recoilless Rifle receives no die roll modifiers for this when it is fired.

[31.15] In the case of the Recoilless Rifle, when using the Increased Fire Rate and Ammunition Supply Rule [19.0], Cadre units which have expended four units of fire, regardless of whether they were making normal fire attacks or anti-vehicular attacks with the Recoilless Rifle, are considered to be out of ammunition and must resupply in order to fire again. Recoilless Rifles may not use the increased fire rate, they may only fire once per turn.

[31.16] Once assigned, these additional support elements stay with the NLF Cadre units to which they are assigned and also share in their fate. Either record their location on a sheet of paper or craft some counters to place on the Cadre units when they become visible to US units. When using the Casualty Combat Results Table, casualties incurred by the Cadre unit does not cause the loss of the elements, only the elimination of the Cadre unit causes their loss in the game.

[31.17] For inclusion in preexisting scenarios, here is a list of additional forces for the NLF Player.

27.11: ADD 1 Company Cadre Unit, 1 Recoilless Rifle

27.12: ADD 1 Company Cadre Unit, 1 Sapper

27.13: ADD 2 Company Cadre Units, 1 Sapper, 1 Recoilless Rifle

27.14: ADD 3 Company Cadre Units, 1 Sapper, 2 Heavy Machine Guns

27.21: ADD 1 Company Cadre Unit, 1 Heavy Machine Gun

27.22: None

27.23: ADD 1 Company Cadre Unit, 1 Sapper

27.24: ADD 1 Company Cadre Unit, 1 Sapper

27.25: ADD 1 Company Cadre Unit, 1 Sapper

27.26: ADD 1 Company Cadre Unit, 1 Heavy Machine Gun

27.31: ADD 1 Company Cadre Unit, 1 Heavy Machine Gun

[32.0] Close Assault Tactics

General Rule:

A Close Assault may occur between opposing units that are in adjacent hexes. This optional rule simulates the close in fighting at under fifty meters range where point-blank fire, hand grenades, and in some cases, hand-to-hand fighting reigns supreme. All personnel units may be close assaulted, but only those units with an Attack Strength have the ability to close assault enemy units. Snipers are an exception, they may not close assault enemy units even though they have an Attack Strength. Close Assaults may only occur at the end of a Player's Combat Phase and also during the US Player's Search Phase. Vehicles may also be close assaulted as described later on.

Procedure:

After all fire attacks are made against enemy units during a combat phase, a player may then conduct Close Assault attacks against enemy personnel units in hexes adjacent to those containing friendly personnel units. An enemy unit may be close assaulted by friendly units from more than one adjacent hex. The attacking player adds up all of the Attack Strengths of the participating close assaulting units to get a total and compare it to the Attack Strength of the defending enemy unit to get the combat odds. Defending personnel units with no Attack Strength defend with a strength of one. The attacker then rolls the die using the appropriate Combat Results Table. Terrain has no effect on the defending unit's Attack Strength, but Improved Positions in the defending unit's hex does subtracts one from the die roll results. Pinned units may not perform close assaults but may be close assaulted.

[32.1] Combat Results in Close Assaults

[32.11] Points Combat Results Table

[32.111] If the defending unit receives no result, it remains in the hex.

[32.112] If the defending unit receives a Pinned result, a Pinned marker is placed on it, if it does not have one already, but it does not move from the hex.

[32.113] If the defending unit receives a Destroyed result, it is removed from the board and the attacking player receives ninety Victory Points if he is US or 240 Victory Points if he is NLF.

[32.114] If the defending unit receives a Pinned result, and the attacking player scores Victory Points in the attack, the defending unit is retreated into an adjacent hex that is clear of enemy units and receives its Pinned result there. The attacking player receives the Victory Points listed on the Combat Results Table. If the defending unit cannot retreat because it is surrounded, then it is destroyed as in rule [32.113] above.

[32.115] The Attacking player may only score one set of Victory Points. If the defending unit is destroyed for any reason, the attacking player only receives the points listed in rule [32.113]. He can- not score the Victory Points listed on the Combat Results Table in this case.

[32.12] Casualty Combat Result Table

[32.121] If the defending unit receives no result, it remains in the hex.

[32.122] If the defending unit receives a Pinned result, a Pinned marker is placed on it, if it did

not have one already, but it does not move from the hex.

[32.123] If the defending receives a Pinned result and also receives casualties of any kind, it retreats out of its hex into an adjacent hex that is clear of enemy units and receives its Pinned marker there. In addition, the defending unit leaves any casualties in vacated hex, both those just received and those sustained in previous combats.

[32.124] If the defending unit cannot retreat out of the hex because it is surrounded, it is removed from the board and six KIA markers are placed in the hex if the defending unit is a squad or Cadre unit, one KIA marker if the unit is a Sniper, and two KIA markers if the unit is any other type of personnel unit. These casualty markers are in addition to those already there in the hex.

[32.125] Casualties in excess of those required to eliminate the unit are ignored for scoring purposes.

[32.2] Advance After Close Assault Combat

One attacking unit must enter the defending unit's hex if that hex is vacated by the defender. The attacking unit(s) do not take casualties in Close Assault attacks.

[32.3] Close Assaults During the US Search Phase

During the Surprise Attack Segment of the US Search Phase, the defending NLF unit may, if it is capable of performing Close Assaults, either conduct a normal fire attack or perform a close assault, the NLF Player's choice. If the NLF Player close assaults the US unit, it adds two to the die roll when resolving the surprise attack on the Combat Results Table (both types). All other Close Assault rules apply.

[32.4] Restrictions

[32.41] Units may not conduct a normal fire attack in the same player turn that they perform a Close Assault.

[32.42] A unit may not move on the turn that they Close Assault, except to move into a vacated hex after the attack is resolved. (Exception: Rule [32.5])

[32.43] Attacking units which are transporting units (casualties and/or heavy weapons) may not conduct Close Assaults.

[32.44] A defending unit which suffers no result in a Close Assault combat may freely move or fire in the defending Player's subsequent player turn.

[32.45] A personnel unit may only Close Assault one enemy unit per friendly player turn but may be close assaulted by as many as six enemy units during an enemy player turn.

[32.46] A unit is not required to Close Assault an adjacent enemy unit, it may fire instead but all fire attacks must be resolved before the player may conduct a Close Assault.

[32.5] Hasty Close Assault

When using the Fire and Movement Rule [17.0] a personnel unit may expend up to half of its Movement Allowance and conduct a Hasty Close Assault. This is an exception to rule [32.42] above. However, its Attack Strength is halved.

[32.6] Increased Fire Rate and Ammunition Supply

When using this rule [19.0] a personnel unit may double its Attack Factor in a Close Assault by expending two units of fire. This applies to both attacking and defending units.

[32.7] Sappers

When an NLF Cadre unit with Sappers conducts a Close Assault, it adds two to the die roll on the Combat Results Table (both types). When conducting a surprise Close Assault [32.2], it adds four to the die roll, two for the surprise attack and two for the Sapper. When an NLF Cadre unit with a Sapper is Close Assaulted, the Sapper causes the attacking player to suffer a minus one to the die roll. This is cumulative with other modifiers.

[32.8] Vehicles

Both the M48 and M113 vehicles may be Close Assaulted by the NLF Player. The M113 defends with a strength of one and the M48 defends with a strength of two. The only combat result that applies against either vehicle is the "h" result on the Combat Result Table (both types). The "h" result means that the vehicle is destroyed. Any other result is treated as No Effect. Vehicles may not Close Assault enemy units, but they may fire at them at one hex range. If a Sapper is involved in a Close Assault against a vehicle, two is added to the attacker's die roll.

[33.0] River Patrol Boats

General Rule:

In certain scenarios in SEARCH & DESTROY, the US Player may receive River Patrol Boats as part or all of his forces. These boats were lightly armored, thus giving their crews a increased measure of protection, but as the crew members on deck were still partially exposed, were still vulnerable to ordinary infantry fire. Players will have to craft their own Patrol Boat counters.

[33.1] Patrol Boat Movement

Each Patrol Boat has a Movement Allowance of forty Movement Points. Boats expend one Movement Point for each River hexside that they enter. Patrol Boats move along River hexsides, but the actual boat counter is in an adjacent hex with its bow pointing towards the River hexside that it is actually occupying. Boats may move through each other, but may not end the Movement Phase occupying the same River hexside with another boat. A Patrol Boat may end the Movement Phase in the same hex as another unit, be it friendly or enemy, but is not considered to be stacked with it as the boat is actually in the River hexside. Boats may move along the Bridge hexside (the bridge is assumed to be high enough for the boat to pass under safely). Boats may move in either direction along the River, but may only move in one direction per Movement Phase.

[33.2] Patrol Boat Firepower

Each Patrol Boat has a normal Ground Attack Strength of twelve Strength Points, which may only be used within the limitations of Line of Sight [6.2]. The hex on either side of the River hexside that the boat is in counts as the first hex of range, both to and from the boat. This fire may be applied to a single hex or it may be split into two attacks of six Strength Points each which could be applied to two separate hexes. Patrol Boats may only use their firepower in the Combat Phase of the Friendly Player Turn in which they expend one half or less of their Movement Points in the immediately preceding Movement Phase.

[33.3] Attacking Patrol Boats

Patrol Boats may be attacked by infantry fire. The boat has a Defense Strength of three (due to the light armor). Patrol Boats do not use the Defense Strength of the hex that their counter is in.

[33.31] Points Combat Results Table

A Patrol Boat is considered to be destroyed when it has a total of 180 Victory Points scored against it using the NLF Victory Point values on the Results Table. This will require record keeping for each boat.

[33.32] Casualty Combat Results Table

A Patrol Boat is considered to be destroyed when it has incurred at least six casualties (KIA and/or WIA). Casualty markers are stacked with the boat and move along with it when it moves.

[33.33] Patrol Boats ignore the Pinned results from either Combat Results Table.

[33.34] Patrol Boats may also be attacked with RPG-7s and Recoilless Rifles. Use the Vehicle Defense Table in resolving the attack. There are no modifiers to the die roll. An Immobilized result means that the boat may not move from the hexside it currently occupies, but may still use its firepower. A second Immobilized result means that the boat is destroyed.

[33.35] A destroyed Patrol Boat is removed from the board. Any Victory Points scored against the boat or casualties markers stacked with the boat are ignored or removed from the board. (These are just a means of tracking the progress of the boat's destruction.) The NLF Player does not receive any Victory Points for destroying Patrol Boats except those awarded to him by the Victory Conditions of the scenario in question.

[33.4] Additional Rules

[33.41] A Patrol Boat may not probe or search a hex. It may not use Improved Positions [16.0], Increased Rate of Fire and Ammunition Supply [19.0], and the Leadership [13.0] rules. It may not Close Assault or be Close Assaulted [32.0]. Note that Patrol Boats automatically use the Fire and Movement Rule [17.0] as part of their normal operating procedure [33.2], except that their firepower is not halved.

[33.42] A Patrol Boat may act as a Forward Observer for purposes of calling in Artillery Fire and Air Strikes.

[33.43] A Patrol Boat may not transport any units or counters except the casualty markers incurred from attacks against it.

[33.44] In scenarios where Patrol Boats are being used, no Combat or Personnel units (even Dummies) may move across a River hexside except at the Bridge hexside. (The rivers are considered to be too wide and deep to wade across.)