

DINKY DAU: TACTICAL QRS

OFFICIAL TACTICAL QUICK REFERENCE SHEET • VERSION 0.1 • 15MM SKIRMISH

PLAYTEST ACTIVE

1. TURN SEQUENCE (THREE PHASES)

1. Phase 1: The Tension Phase

- **Fire Support Clocks:** Advance artillery/air delay counters by 1 turn.
- **Ambush Tokens:** Insurgent rolls D3 Ambush Tokens (max pool 4).
- **Command Points (CP):** Platoon Commander rolls 1D6 + surviving leaders.

2. Phase 2: Engagement Impulses

- **Alternating Activations:** Activate 1 Squad or Support Element at a time.
- **Ambush Interrupts:** Defending Insurgent may expend Ambush Tokens to spring sudden reactions if triggers are crossed.
- Repeat until both players pass or run out of Command Points.

3. Phase 3: Consolidation & The Fade

- **Wound Triage:** Roll 1D6 for unstable casualties (Stabilize, Critical, KIA).
- **Dustoff Medevac:** Resolve extraction slicks landing at cleared LZs.
- **The Guerrilla Fade:** Unsuppressed VC within 4" of jungle edge fade off-board on 3+.
- **Rally:** Clear temporary Pinned markers; advance turn counter.

2. TACTICAL ACTION ECONOMY & CP COSTS

ORDER / ACTION	CP COST	TACTICAL EFFECT & RESTRICTIONS
Standard Move	1 CP	Squad advances up to 6 inches . Maintains firing readiness.
Dash / Sprint	2 CP	Move up to 9 inches . Cannot fire; +1 bonus to enemy spotting rolls.
Aimed Fire	1 CP	Fire equipped small arms at confirmed target in LOS. Base TN 7+.
Cyclic / Recon by Fire	1 CP	Roll full Firepower pool; stand gains Low Ammo marker.
Spotting Action	1 CP	Entire squad rolls 1D10 to inspect an Echo or Blind.
Area Suppression	1 CP	MG designates 3" circular Beaten Zone. All targets test Morale.
Set Overwatch	1 CP	Stand holds 90° arc to trigger reaction fire during enemy impulse.
Rally / Clear Shock	1 CP	Remove 1D3 Suppression tokens or remove a Pinned state.
First Aid / Triage	1 CP	Medic or point man in base contact stabilizes bleeding casualty.

Squad Activation: Spending CP activates the entire 2-3 stand element collectively.

3. THE GREEN FOG: SPOTTING & LINE OF SIGHT

TERRAIN / CONDITION	VISUAL CUTOFF	SPOTTING TN MODIFIER
Open Ground / Paddy	Up to 24"	Base 5+ (No modifier)
Light Jungle / Tall Scrub	Max 6" Cutoff	+1 TN (Requires 6+)
Dense Canopy / Bamboo	Max 3" Cutoff	+2 TN (Requires 7+)
Bunker / Spider Hole	Max 2" Cutoff	+3 TN (Requires 8+)
Target Fired Unsuppressed	Direct LOS	-2 TN (Revealed immediately)
Target in Motion / Sprint	In Cutoff	-1 TN (Rustling foliage)

- **Spotting Arcs:** Standard patrol covers 180° Forward & Flanks. Unmonitored rear arc imposes -1 TN unless *Tail-End Charlie* security stand is posted!
- **Critical Spot (Natural 6):** Immediately reveals a second adjacent contact within 4".
- **Woodline Rule:** Troops within 1" of edge see out 24" and receive full cover benefits.

4. COMMAND & CONTROL (C2) RADIUS

ENVIRONMENT / NET	COMMAND RANGE	TACTICAL RULE
Open Ground / Roads	6 Inches	Measured from Commander to nearest stand.
Dense Jungle / Structures	4 Inches	Used when foliage obstructs direct sightline.
Operational RTO Net	Board-Wide	Unlimited range while squad radio is functional.

"In Command" Rule: A squad is In Command if **at least one stand** is within radius and internal squad coherency (2" between stands) is maintained.

OUT OF COMMAND (OOC) FRICTION

- **2 CP Surcharge:** Normal order cost for squads beyond command radius.
- **Emergency Check (1 CP):** Roll Morale (4+). **Pass:** Acts normally. **Fail:** Hesitates in fog; must Hunker Down / Hold Position (cannot advance).

5. MASTER ARMORY & SMALL ARMS REFERENCE

WEAPON NAME	FORCE	FIREPOWER (FP)	OPTIMAL / MAX	PEN (AP)	TACTICAL RULES & TRAITS
M16A1 Assault Rifle	US / Allied	3 D10	12" / 24"	Pen 1	Burst fire; effective in jungle brush; fragile in monsoon mud.
AK-47 / Type 56	PAVN / VC	3 D10	12" / 24"	Pen 1	Rugged reliability; +1 FP in close assault (≤ 2").
M60 GPMG	US / Allied	5 D10	18" / 36"	Pen 2	Sustained Fire; Grazing Fire corridor; Area Suppression (3" zone).
RPD Light Machine Gun	PAVN / VC	4 D10	16" / 30"	Pen 1	Drum-fed squad automatic; portable mobile support.
M79 "Thumper" Grenade	US / Allied	2 D10 Blast	8" / 18"	Pen 2	Indirect arc; ignores light cover; min arming range 3".
B-40 / RPG-2 & RPG-7	PAVN / VC	3 D10 AT	6" / 18"	Pen 4	Shaped charge; dangerous backblast (suppresses friendly stand directly behind).
M72 LAW	US / Allied	3 D10 AT	6" / 12"	Pen 4	Disposable one-shot anti-armor; satchel equivalent vs bunkers.
M2HB .50 Cal / DShK 12.7mm	Heavy Support	6 D10	24" / 48"	Pen 3	Anti-cover; punches through bamboo hootches and softskin vehicles.
M18A1 Claymore Mine	Defensive	5 D10 Blast	8" Cone	Pen 2	Directional 60° fan of steel spheres; command detonated.

6. FIREFIGHT MODIFIERS & COVER SAVES

TACTICAL FACTOR	TO-HIT / COVER EFFECT
Base Target Number (TN)	7+ on 1D10
Point-Blank Range (≤ 3")	+1 to Hit; ignores brush cover saves.
Moving / Advancing Shooter	-1 to Hit dice pool.
Target in Light Cover (Tall Grass)	5+ Cover Save
Target in Heavy Cover (Jungle/Trench)	4+ Cover Save
Target in Hard Bunker / Sandbags	3+ Cover Save (Immune to small arms)

Close Assault (≤ 2"): Simultaneous combat. Base 4+ to hit with NO cover saves allowed! Loser breaks and retreats 4".

7. SUPPRESSION, CASUALTIES & TRIAGE

- **Suppression Tokens:** Each token gives -1 to Spotting and Firefight dice. Cleared via Rally (1 CP = remove 1D3).
- **Pinned State:** Triggered upon taking 2+ tokens (militia) or 3+ tokens (regulars). Movement halved, loses Overwatch, cannot advance.
- **Phase 3 Casualty Triage (1D6):**
 - **1-2 (KIA):** Soldier killed. Leaving body behind costs -3 VP!
 - **3-4 (Critical Wounded):** Litter drag required (halves carrier move).
 - **5-6 (Light Wound):** Bandaged; remains on board at -1 FP.
- **Dustoff Medevac:** Pop violet smoke on 6" cleared LZ. Helicopter touches down next turn. Extracting wounded scores +2 VP!

8. VEHICLE & ARMOR DAMAGE RESOLUTION (1D6 + PEN VS AV)

ROLL + PEN VS AV	DAMAGE CATEGORY	TABLETOP TACTICAL RESULT
Equal or Less than AV	GLANCE / BOUNCE	Shots ricochet off sloped armor or sandbag skirts. Zero damage effect.
Exceeds AV by +1	SHAKEN / PINNED	Concussive shock! Vehicle takes Pinned marker; loses next tactical activation.
Exceeds AV by +2	MOBILITY KILL	Treads shredded or drive axle shattered. Speed permanently reduced to 0".
Exceeds AV by +3	WEAPONS KNOCKOUT	Turret jammed or main gun destroyed. Crew bails out or fires secondary weapons only.
Exceeds AV by +4 or more	CATASTROPHIC KILL	Brewed Up! Ammunition explodes. Smoking hull becomes burning terrain; all passengers take hits on 1–3.