



COMBAT EQUIPMENT.

- a "character card" (with each character's statistics) per team figure is drawn by the player(s).
- per character a "gun card" is drawn by the player(s).
- Each figure always has basic "tunnel rat" equipment: a flash light, ammo, a combat knife and a first aid field dressing (FAFD) on top of his gun. Applying a FAFD counts as an action.

Each "character card" shows following characteristics:

- **Agility:** determines how easy a player can avoid booby traps or dodge bullets (in wargames' terms: "a save").
- **Firing:** shows how good a shot the player is.
- **Close Combat:** a high figure means the player is deadly with a knife or his bare hands.
- **Awareness:** capability to find hidden entrances and booby traps.

ACTION POINTS.

At the start of each round (one of) the tunnel Rat player(s) casts 2 average dice (possible results between 4 and 10). **This is the number of action points both sides each have at their disposal for this turn. Every action (Moving, shooting, close combat, searching, dress wounds and reloading) costs 1 action point.**

The turn ends when all action points have been expended. Action points are spent one by one subsequently by each side (Tunnel Rats go first). When a side prefers not to take an action, an action point is forfeit.

MOVEMENT.

There are three possible ways of moving:

- | | |
|--|-------------------|
| Running: fastest, but easily detected and the greatest chance to get hit (R). | 15 cm – 6" |
| Crouching: not as fast as running but more difficult to detect and less chance of being hit (O) | 10 cm – 4" |
| Crawling: slow, but the best way to approach an enemy undetected and very hard to hit (A). | 05 cm – 2" |

Depending on the availability of figures, this is either represented by figures in the correct mode or by placing an appropriate marker next to the figure (R, O or A)

FIRING – SUFFERING WOUNDS – GETTING KILLED.

Rats can only fire at visible enemies. LOS ("line of sight") applies.

Rats – to score a hit: Shooting ability + Accuracy + D20. You need a total of 15 to score a hit.

Rats - to inflict a wound: Power + D20. You need a total of 15 to score a wound.

If a figure is wounded, it gets a **yellow wound marker**. In case the wound is not treated prior to receiving a second wound, the figure gets a **red wound marker**. In case this second wound is not treated prior to receiving a third one, the figure is **killed** and removed from the game. Treating a **red wound** by spending an action point or using a first aid field dressing results in the figure still having **yellow wound** status.

NOISE.

Each turn the game master will test for noise generated by the shots. If this totals more than 15, there's a 50% chance another enemy soldier (VC or NVA) will join the fight (1-3 on 1D6).

CLOSE COMBAT.

To initiate close combat a Rat has to be in a 2.5 cm (1") range of the enemy.
Rats - to inflict a wound: close combat factor + D20. You need a total of 15 to score a wound.
 If a figure loses a close combat round, it gets a **yellow wound marker**. In case the wound is not treated prior to receiving a second wound, the figure gets a **red wound marker**. In case this second wound is not treated prior to receiving a third one, the figure is **killed** and removed from the game. Treating a **red wound** by spending an action point or using a first aid field dressing results in the figure returning to **yellow wound** status.

WOUNDS & DRESSING WOUNDS.

Wound effects:

yellow wound	No running	-1 firing	-2 close combat	-1 awareness
red wound	No crouching	-2 firing	-4 close combat	-3 awareness

A Tunnel Rat can always dress his own wounds by applying his FAFD (= 1 action).
 A Tunnel Rat can always dress a comrade's wounds by applying either his own FAFD or spending an action point (= 1 action).

RELOADING.

Reloading your gun costs a action point (= 1 action).
 A revolver can be reloaded before it is empty, automatics not.

SEARCHING THE TUNNELS.

Find entrances to further levels: a Tunnel Rat has to be in a 2 inch range from the entrance to find it.
Awareness + D20 You need a total of 15 to find the entrance.

Find (and disarm) booby traps:

There are two kinds of booby traps; **obvious** (represented by an item) and **hidden**.

The chance to find and disarm an **obvious booby-trap** depends on the current stance of the Tunnel Rat:

<p>If running awareness + D20, minus eventual wounds If crouching awareness + D20 +2, minus eventual wounds If crawling awareness + D20 +4, minus eventual wounds</p>	<p>You need 15 to find and disarm. If the booby trap is not disarmed the Tunnel Rat is hit and gets one wound marker.</p>
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The chance to find and disarm a **hidden booby-trap** depends on the current stance of the Tunnel Rat:

<p>If running awareness+ D20 – 4, minus eventual wounds If crouching awareness + D20 – 2, minus eventual wounds If crawling awareness + D20, minus eventual wounds</p>	<p>You need 15 to find and disarm. If the booby trap is not disarmed the Tunnel Rat is hit and gets one wound marker.</p>
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BOOBY TRAPS.

Obvious booby traps are part of the scenario and thus fixed and only known as such by the umpire.

For **hidden booby traps**, the umpire casts 1D6 (hidden) prior to the first Tunnel Rat moving (1-3: no booby trap, 4-6: one booby trap this turn. In case of 4-6, the umpire decides where the booby trap is placed and when triggered at any point in time of this turn.

SPOTTING TUNNEL RATS.

NVA soldiers are not great tunnel experts and may have difficulties of spotting a marauding Tunnel Rat in the dark tunnels. Depending on the stance of the Tunnel Rat an NVA soldier has to throw a D6 die and score

6	to see a crawling Tunnel Rat
4	or more to see a crouching Tunnel Rat
3	or more to spot a running Tunnel Rat.

VC are more experienced tunnel fighters and spot a Tunnel Rat somewhat easier.

5	to see a crawling Tunnel Rat
3	or more to see a crouching Tunnel Rat
2	or more to spot a running Tunnel Rat.

Once enemies are spotted, VC and NVA soldiers can open fire at them.

FIRING & CLOSE COMBAT – SUFFERING WOUNDS – GETTING KILLED.

Here NVA soldiers have the advantage thanks to their superior weapons and training.

To hit (firing or close combat), cast 1D6:

Attacker	Weapon	Target stance	Score needed
VC	Pistol	Running	5
		Crouching	6
		Crawling	N/A
	Rifle	Running	4
		Crouching	5
		Crawling	6
	Machine Pistol	Running	5
		Crouching	6
		Crawling	N/A
	Assault Rifle	Running	3
		Crouching	4
		Crawling	5
NVA	Machine Pistol	Running	4
		Crouching	5
		Crawling	6
	Assault Rifle	Running	2
		Crouching	3
		Crawling	4

When a Tunnel rat is hit by gunfire he receives 1 wound counter, unless he can dodge the bullet by throwing less than his agility score on a D6 (“SAVE”).

If a VC/NVA figure is wounded, it gets a **yellow wound marker**, and for a subsequent wound a **red wound marker**.

A 3rd wound **kills** any figure, bet it Rat or VC/NVA.

WOUNDS.

Wound effects:

yellow wound	No running	-1 firing	-2 close combat
red wound	No crouching	-2 firing	-4 close combat