

Is it Worth A Rat's Ass?

An Expansion Rules Pack for Rat Six

by Joe Nixon

Character Generation for RAT SIX Campaign: Rolling on these 2 tables really adds more description to a member of your RAT Team. Of course you can always choose to have a normal guy on the team who doesn't have a particular advantage or disadvantage.

Advantages

- 1) You've picked up a nice vocabulary a few key Vietnamese phrases.
- 2) Grunt is smaller than average and can enter the smallest spaces.
- 3) Tunnel Rat can detect new construction and sloping passages.
- 4) Steel Hands: You get a plus on in Hand-to-Hand combat rolls.
- 5) Your one quick SOB you can get 1 extra action point a round
- 6) none

Disadvantages

- 1) Signature weapon: The signature weapon of the grunt varies (.45 Colt, Shotgun, some WWII vintage piece) what's important is without it the rat has -1 to firing rolls when not using this weapon.
- 2) Kluts: Your kind of kluts; you can't swim it takes longer for you to crawl through holes and if it came up in the limited confines of this game you'd get penalized AP for any action requiring lots of dexterity.
- 3) Fears: You a little jumpy. Bats, Rats any other creature you could find in the shafts will send you reaching for your .38 or spend 1d3 action points avoiding it before you get control of yourself. Water is another problem you can't swim.
- 4) Careless: You have a "Come on Let's get out of here" attitude -1 on search rolls.
- 5) Moral Qualms: You cant just kill a enemy soldier in the back. You must ask him to surrender or just Knock him out. You also cant do anything else immoral if it came up in the limited confines of this game
- 6) none...I guess your momma raised you right.

Hand-To-Hand Combat

Each participant must be in touching square and spend 2 APs to join in hand to hand.

Hand-To-Hand occurs after both movement and gunfire. Each fig rolls 1d10 the winner inflicts a wound on his opponent. If the result bad gunshot is rolled treat this as a KO Punch. If for some reason a fig can not pay 2 APS he instantly turns and spends any

remaining APs fleeing. If that doesn't work then apply the correct modifier on the table below.

- +1 The guy is a hardened veteran soldier
- +1 Soldier has a DRAWN bayonet, knife, etc
- + 2 for garroting.
- + 2 The combatant has complete surprise on the other soldier.
- +1 To a who combatant paid 2 APs the other poor bastard paid only 1
- +2 To a who combatant paid 2 APs his victim who paid zero.

Searching: Searching comes up a lot in this game because that's all a Tunnel Rat was made to do. These are some sample difficulty rolls I used.

- 1-4 on a 1d6 to find something obvious like a loaded AK-47 in a pile of them
- 1-3 Determining if a door is booby-trapped, a wall is hollow etc.
- 1-2 Something requiring some skill like determining what that noise you keep hearing is
- 1 figuring out that you got a leech attached on the ball of your ankle soon after you leave a water lock

Ammo Crates: From what I read these were like the department stores of Vietnam you could find anything in them and they were everywhere. Here's a quick table to generate what's inside a random box

- 1 Viet Cong Ammunition
- 2 Rotten Food
- 3 Booby Trapped!
- 4 Medical Supplies
- 5 Enemy Documents.
- 6 Empty

Appendix Useful Websites:

Non Gratum Anus Rodentum. "Not Worth a Rats Ass!"

<http://www.diddybop.demon.co.uk/>

has many nice Vietnam articles including one on tunnel rats.

Grunt!

<http://www.soft.net.uk/entrinet/boobytrap4.htm>

Contains an interesting list of items that can be found in a tunnel complex. Elsewhere on this site is much detail on Tunnel Rat Operations, equipment etc.

Future:

I Plan on releasing a Scenario Module soon.