

# River Rats: SEAL Team - Quick-Start Guide v1.0

Welcome, playtesters! At around 15 pages, the Tables books may look intimidating, but the game is actually very easy to pick up and start playing, with practically no learning curve or rules memorization required. **Note:** One D20, one D12, one D6, and two D10 dice are required to play. For convenience (and to reduce the # of dice rolls), four D10 dice are recommended.

## 1. How to Win the Game

\* As the squad leader of an elite US Navy SEAL team operating in the Vietnam Mekong Delta region, your ultimate goal is to survive a 1-year Vietnam tour of duty during the year 1968. Mission assignments against the Viet Cong will include search & destroy, reconnaissance, downed US airmen rescues, demolition of VC structures, and VC officer assassinations. **Note:** The game skips over all those boring, uneventful missions and only focuses on the more dangerous ones where enemy action occurs. **Note:** The first mission begins on January, 1, 1968, and the final mission is on December 31, 1968 (at the latest).

## 2. Time Sequence

\* A round is 1 turn during combat. There may be multiple rounds during a single mission depending on the situation.

## 3. Movement

\* During River Rats: SEALs games, the team start out in the Insertion/Extraction point and travels through each Travel Zone on their way to and from the MZ. Upon returning to the Insertion/Extraction point, the mission ends.

\* During combat, each Seal Team Member may move 1 Range Zone at the beginning of each combat round if not SW.

**Note:** Movement through Range Zones does *not* count as a Combat Action (see step 4 below).

## 4. Combat Actions

\* During combat, each SEAL Team Member may only perform 1 attack or action per combat round. This includes firing a weapon, using a knife, throwing a grenade, releasing smoke, launching a flare, placing a C-4 unit, etc.

**Note:** If SW, the SEAL Team Member may not perform any actions, nor may he move on his own. Also, any skill bonuses he had no longer apply.

## 5. Bonus Points

\* Bonus Points (BPs) are points used for purchasing SEAL Skill Points, and for increasing chances of helo MEDEVAC flights being available. BPs may only be earned by killing VC.

## 6. SEAL Skills

The following SEAL skills are available to all SEAL team members:

\* **Blade:** Improves KA-BAR knife attacks.

\* **Demolition:** Improves C-4 explosive attacks on VC Bridges, Workshops, Ammo Dumps, and Bunkers. **Note:** Demolition skill bonuses only apply to STM placing the C-4 unit.

\* **Detection:** Improves chances of detecting Booby Traps.

\* **Gunnery:** Improves Rifle, Machine Gun, and Shotgun attacks.

\* **Gunslinger:** Improves Pistol attacks.

- \* **Gunsmith:** Improves chances of unjamming weapons during combat. **Note:** Gunsmith skill bonuses only apply to STM carrying the jammed weapon.
- \* **Medic:** Improves chances of successfully treating wounds with First Aid Kits. Also helps prevent SW STM and rescued Downed Airmen from dying when moving through Travel Zones. **Note:** Skill may not be used *during* combat.
- \* **Pathfinding:** Decreases chances of becoming lost when moving through Travel Zones. Also improves chances of helo CAS Gunships and MEDEVACs locating the SEAL team's location.
- \* **Pickle Barrel:** Improves M61 Grenade attacks.
- \* **Sniper:** Improves M21 Sniper Rifle attacks.
- \* **Spotting:** Improves chances of spotting hidden VC during Recon missions. Also helps prevent VC ambushes.
- \* **Stealth:** Improves chances of remaining undetected.

## 7. Weapons & Ammo Basics

- \* Only 1 Rifle, MG, Grenade Launcher, or RPG may be held in the blue *Rifle/MG* box (SEAL mats 13 & 14).
- \* Only 1 Pistol may be held in the blue *Pistol* box (SEAL mats 13 & 14).
- \* In the gray *Ammo* boxes, for each shot fired during combat, move the *Ammo* counter 1 box towards the white *Empty* box. After the making the final shot, remove the *Ammo* counter from the white *Empty* box for the remainder of the mission (SEAL mats 13 & 14).
- \* The following Miscellaneous items are expendable and are immediately removed from their yellow *Misc.* box after one use: *C-4*, *First Aid Kit*, *Flare*, *M18*, *M61*.
- \* The following Miscellaneous items have unlimited use during a mission (unless destroyed during combat or due to a Random Event): *Binocs*, *KA-BAR*, *Radio*, *Starlight Scope*.
- \* If a weapon jams during combat and the unjamming attempt fails, the weapon remains jammed and unable to fire for the remainder of the current combat. Once combat ends, the weapon is automatically unjammed and may fire again.
- \* US Military and VC weapons Ammo is *not* interchangeable. Ammo from the same side, but for different weapon types and models are also *not* interchangeable. **Note:** The only exception to this rule is with the CAR-15 and M16 rifles. They both share the same Ammo and *are* interchangeable.
- \* Extra Rifles, MGs, Pistols, Grenade Launchers, RPGs, or Ammo units may *not* be carried in the yellow *Misc.* boxes (SEAL mats 13 & 14).
- \* Once Weapons, Misc. Equipment, or Ammo units are dropped, they are gone forever. However, Weapons and Misc. Equipment units may be transferred between SEAL team members if space allows.

## 8. Weapons Guide

### **\* AK-47 \***

▲ **Type:** Rifle (VC).

▲ **Ranges:** Close, Medium, Long.

▲ **Advantages:** **1.** Extra Ammo units may be acquired from SW/KIA VC Soldier units.

▲ **Disadvantages:** **1.** Less accurate from Close and Long Range Zones. **2.** Must be acquired from SW/KIA VC Soldiers.  
**3.** May *not* attack VC Bunkers.

▲ **Skill Bonuses:** Gunnery.

### **\* C-4 \***

▲ **Type:** Plastic Explosive.

▲ **Ranges:** Close.

▲ **Advantages:** **1.** Able to destroy VC Structures and Bunkers. **2.** Standard issue. Does not require BPs to equip.

▲ **Disadvantages:** **1.** May not be used from Medium or Long Range Zones. **2.** May only be used against VC Bunkers.  
May *not* attack other VC unit types. **3.** Requires 1 combat round to detonate.  
**4.** Chance of no detonation.

▲ **Skill Bonuses:** Demolition.

### **\* CAR-15 \***

▲ **Type:** Rifle.

▲ **Ranges:** Close, Medium, Long.

▲ **Advantages:** **1.** Ammo is interchangeable with M16. **2.** May be used with Starlight Scope. **3.** Standard issue.  
Does not require BPs to equip.

▲ **Disadvantages:** **1.** Less accurate from Medium and Long Range Zones. **2.** May *not* attack VC Bunkers.

▲ **Skill Bonuses:** Gunnery.

### **\* KA-BAR \***

▲ **Type:** Knife.

▲ **Ranges:** Close.

▲ **Advantages:** **1.** Silent. Does not alert VC when attacking if SEAL Team undetected. **2.** Unlimited attacks. No  
Ammo units required. **3.** May *not* attack VC Bunkers. **4.** Standard issue. Does not require BPs to equip.

▲ **Disadvantages:** **1.** May not be used from Medium or Long Range Zones.

▲ **Skill Bonuses:** Blade.

### **\* M16 \***

▲ **Type:** Rifle.

▲ **Ranges:** Close, Medium, Long.

▲ **Advantages:** **1.** May *not* attack VC Bunkers. **2.** Ammo is interchangeable with CAR-15. **3.** May be used with  
Starlight Scope. **4.** Standard issue. Does not require BPs to equip.

▲ **Disadvantages:** **1.** Less accurate from Close and Long Range Zones. **3.** May *not* attack VC Bunkers.

▲ **Skill Bonuses:** Gunnery.

**\* M21 \***

▲ **Type:** Rifle.

▲ **Ranges:** Medium, Long.

▲ **Advantages:** **1.** More accurate from Medium *and* Long Range Zones. **2.** May be used with Starlight Scope.

▲ **Disadvantages:** **1.** May not be used from Close Range Zone. **2.** May *not* attack VC Bunkers. **3.** Special issue.  
Requires BPs to equip.

▲ **Skill Bonuses:** Sniper.

**\* M37 \***

▲ **Type:** Rifle (Shotgun).

▲ **Ranges:** Close.

▲ **Advantages:** **1.** More accurate from Close Range Zone.

▲ **Disadvantages:** **1.** May not be used from Medium or Long Range Zones. **2.** May *not* attack VC Bunkers.  
**3.** Special issue. Requires BPs to equip.

▲ **Skill Bonuses:** Gunnery.

**\* M61 \***

▲ **Type:** Grenade.

▲ **Ranges:** Close.

▲ **Advantages:** **1.** More accurate from Close Range Zone. **2.** Increases chances of SW/KIA target. **3.** May attack VC Bunkers. **4.** Standard issue. Does not require BPs to equip.

▲ **Disadvantages:** **1.** May not be used from Medium or Long Range Zones. **2.** Limited use. 1 attack per unit.

▲ **Skill Bonuses:** Pickle Barrel.

**\* M79 \***

▲ **Type:** Rifle (Grenade Launcher).

▲ **Ranges:** Medium, Long.

▲ **Advantages:** **1.** Increases chances of SW/KIA target. **2.** May attack VC Bunkers.

▲ **Disadvantages:** **1.** May not be used from Close Range Zone. **1.** Less accurate from Long Range Zone. **2.** Special issue. Requires BPs to equip.

▲ **Skill Bonuses:** Pickle Barrel.

**\* M1891 \***

▲ **Type:** Rifle (VC).

▲ **Ranges:** Medium, Long.

▲ **Advantages:** **1.** More accurate from Medium *and* Long Range Zones. **2.** Extra Ammo units may be acquired from SW/KIA VC Sniper units.

▲ **Disadvantages:** **1.** May not be used from Close Range Zone. **2.** Must be acquired from SW/KIA VC Snipers.

▲ **Skill Bonuses:** Sniper.

**\* M1911 \***

▲ **Type:** Pistol.

▲ **Ranges:** Close.

▲ **Advantages:** **1.** Standard issue. Does not require BPs to equip.

▲ **Disadvantages:** **1.** May not be used from Medium or Long Range Zones.

▲ **Skill Bonuses:** Gunslinger.

**\* MK 22 \***

▲ **Type:** Pistol.

▲ **Ranges:** Close.

▲ **Advantages:** **1.** Silent. Does not alert VC when fired if SEAL Team undetected.

▲ **Disadvantages:** **1.** May not be used from Medium or Long Range Zones. **2.** Special issue. Requires BPs to equip.

▲ **Skill Bonuses:** Gunslinger.

**\* RPG-7 \***

▲ **Type:** Rifle (Rocket-Propelled Grenade Launcher) (VC).

▲ **Ranges:** Medium, Long.

▲ **Advantages:** **1.** More accurate from Medium Range Zone. **2.** Extra Ammo units may be acquired from SW/KIA VC RPG Soldier units. **3.** Increases chances of SW/KIA target.

▲ **Disadvantages:** **1.** Less accurate from Long Range Zone. **2.** May not be used from Close Range Zone. **3.** Must be acquired from SW/KIA VC RPG Soldiers.

▲ **Skill Bonuses:** Gunnery.

**\* Stoner 63 \***

▲ **Type:** Machine Gun.

▲ **Ranges:** Close, Medium, Long.

▲ **Advantages:** **1.** Fires 2x per combat round. **2.** Standard issue. Does not require BPs to equip.

▲ **Disadvantages:** **1.** Less accurate from Medium and Long Range Zones. **2.** May *not* attack VC Bunkers. **4.** Runs out of Ammo more quickly.

▲ **Skill Bonuses:** Gunnery.

**\* Type 56 \***

▲ **Type:** Machine Gun (VC).

▲ **Ranges:** Close, Medium, Long.

▲ **Advantages:** **1.** Fires 2x per combat round. **2.** Extra Ammo units may be acquired from SW/KIA VC MG units.

▲ **Disadvantages:** **1.** Less accurate from Medium and Long Range Zones. **2.** May *not* attack VC Bunkers. **3.** Must be acquired from SW/KIA VC MG Soldiers. **4.** Runs out of Ammo more quickly.

▲ **Skill Bonuses:** Gunnery.

## 8. Miscellaneous Equipment Guide

**\* Binoculars \***

▲ **Ranges:** Close, Medium, Long.

▲ **Purpose:** **1.** Decreases chances of VC ambushes. **2.** Increases chances of spotting hidden VC during Recon missions.

▲ **Reusable:** Yes. Unlimited uses.

▲ **BPs Required to Equip:** None.

▲ **Notes:** **1.** Effect is cumulative per Binocular unit carried (bonus limited to 1 unit per SEAL).

**\* First Aid Kit \***

▲ **Ranges:** N/A

▲ **Purpose:** **1.** Increases chances of healing wounded SEAL Team Members and rescued Downed Airmen.

▲ **Reusable:** No. Single use only.

▲ **BPs Required to Equip:** None.

▲ **Notes:** **1.** May not be used *during* combat. **2.** The Medic skill increases chances of successfully healing wounded SEAL Team Members and rescued Downed Airmen with First Aid Kits.

**\* Flare \***

▲ **Ranges:** Close, Medium, Long.

▲ **Purpose:** **1.** Increases chances of hitting VC targets at night.

▲ **Reusable:** No. Single use only.

▲ **BPs Required to Equip:** None.

▲ **Notes:** **1.** Flares also increase the chance of VC hitting SEAL targets at night. **2.** Effect is cumulative per Flare launched.

**\* M18 \***

▲ **Ranges:** Close, Medium, Long.

▲ **Purpose:** **1.** Grenade that releases smoke.

▲ **Reusable:** No. Single use only.

▲ **BPs Required to Equip:** None.

▲ **Notes:** **1.** Smoke reduces the chance of both SEALs and VC of hitting their targets during combat. **2.** When an M18 is released, SEALs not in that same Range Zone are unaffected and do not incur a DRM penalty when attacking. **3.** M18s only last 1 combat round. **4.** Effect is cumulative per M18 released if all in the *same* Range Zone. **4.** M18s may only be released in the same Range Zone as the SEAL using it.

**\* Radio \***

▲ **Ranges:** N/A.

▲ **Purpose:** **1.** Used to request helo MEDEVACs when SEAL Team Members are SW or KIA.

▲ **Reusable:** No. Single use only (1 MEDEVAC request per Radio unit *only*).

▲ **BPs Required to Equip:** None.

▲ **Notes:** **1.** MEDEVAC requests may not be made *during* combat. **2.** Only 1 MEDEVAC request may be made per Radio unit. After each request is made (whether successful or not), 1 Radio unit is discarded.

**\* Starlight Scope \***

▲ **Ranges:** Close, Medium, Long.

▲ **Purpose:** **1.** Increases chances to hit VC targets at night when used with CAR-15, M16, or M21 Rifles.

**2.** Increases chances of spotting hidden VC during *Night* Recon missions.

▲ **Reusable:** No. Single use only (1 MEDEVAC request per mission *only*).

▲ **BPs Required to Equip:** 2 BPs.

▲ **Notes:** **1.** Effect is cumulative during Recon missions for each SEAL Team Member armed with CAR-15, M16, or M21 *and* Starlight Scope.

## 9. Starting Out and Gameplay Tips

- \* During combat, remember that while the SEAL # targeted by each VC unit is random, the player may choose which VC units are targeted by each SEAL Team Member.
- \* Never hesitate to abort mission by exiting the combat zone if the situation is dire. Although you may lose VPs, it's usually better than losing one or more SEAL team members.
- \* Always try to keep at least several BPs in reserve for requesting helo MEDEVAC assistance in case of SW or KIA SEALs.  
**Note:** Helo MEDEVACs may only be requested *once* per mission.
- \* Due to the devastating effects of VC ambushes, *Spotting* is one of the most important SEAL skills in the game. Always try to max out (5 points each) at least one or two SEALs with this skill early on to reduce the chances of being ambushed during random VC encounters.

## 10. Common Acronyms

Here is a list of common acronyms used in the River Rats SEALs game:

- \* **BP** - Bonus Point
- \* **Inop** - Inoperative (non-functional)
- \* **KIA** - Killed in Action
- \* **LW** - Light Wound
- \* **MEDEVAC** - Medical Evacuation
- \* **MG** - Machine Gun
- \* **MW** - Moderate Wound
- \* **MZ** - Mission Zone
- \* **RPG** - Rocket-propelled Grenade
- \* **SEAL** - Sea, Air, and Land
- \* **ST** - SEAL Team
- \* **STM** - SEAL Team Member
- \* **SW** - Severe Wound
- \* **VC** - Viet Cong
- \* **VP** - Victory Point