

SOLE TUNNELS PLAYER AID CARD (19 Jan 24)

ANNOTATED SEQUENCE OF PLAY

Action Segments	<ul style="list-style-type: none"> • Roll on Fate Table if desired. • Resolve up to all segments in any order, bold priorities mandatory, add or remove marker in Action Segment Display to remind yourself of segment completed. <ol style="list-style-type: none"> 1. MV Move units (6.1) (<i>Maneuver Unit (only) may not leave space with Mine/IED or unsearched Room; may enter only 1 unexplored tunnel space, if not blocked by Barrier; may move any distance of connected explored spaces without threats: may move through other units but no stacking; flip and orient card so open segments match adjacent open segments; draw and reveal 1 Enemy chit if straight tunnel/ 2 chits if other pattern, remove Dummies, place Barrier(s) on open segments</i>) 2. CBT Fight Fireteams; (6.2) (<i>roll dice = CP, Enemy first, and take Losses on 5 or 6 by exhausting Enablers or reducing Strength Levels – Fireteam returned to cup if 1 Loss, removed from game if 2 or more Losses</i>) 3. DIS Disarm Mines or IEDs; (6.3) (<i>roll on table once vs. each Mine/IED</i>) 4. SRC Search rooms; (6.4) (<i>roll on table, remove chit if finished searching</i>) 5. BRE Attempt to Breach Barriers; (6.5) (<i>roll on table once vs. each Barrier</i>) 6. CAP Use Enabler Capabilities; (6.6) (<i>see Unit Identification Chart; use Enablers allocated to 1 selected unit.</i>) 7. REC Conduct Recovery. (6.7) (<i>Company HQ only: redistribute Enablers or raise 1 Unit by 1 level or move 1 Enabler from Exhausted to Available</i>)
When all Action Segments done, reload or empty Action Segment Display, advance Time 1 space and return to beginning	

TABLE OF TABLES (roll 1 die and modify)

Roll	Breach Barrier	Disarm Mine/IED	IED Explosion	Mine Explosion
1	No breach	Explodes (remove chit)	No harm done	No structural damage
2	No breach	Explodes (remove chit)	Roll 1 die	Barrier 1 side of space
3	No breach	Not disarmed	Roll 2 die	Barrier 2 sides of space
4	No breach	Not disarmed	Roll 2 dice	Barrier all sides of space
5	Breach	Disarmed (remove chit)	Roll 3 dice	Collapse – tunnel blocked (remove card, retreat)
6 or more	Breach	Disarmed (remove chit)	Roll 3 dice	Collapse – tunnel blocked (remove card, retreat)
DRM, notes	+2 Engineer allocated (if roll a “1” on die before adjustment, exhaust 1 Enabler if used)	+1 Engineer or MP allocated +2 EOD allocated (if roll a “1” before adjustment, exhaust 1 Enabler if used)	Unit takes 1 Loss on 5 or 6 (record Casualties)	Place Barrier(s) on open side randomly Also roll on IED column to check for casualties












ROOMS TABLE (Consult when searching room: roll 1 die. Remove chit when declared finished searching.)

roll	Ammo Room	Barrack Room	Comms Room	Power Room	Supply Room
1	Nothing found	Nothing found	Nothing found	Nothing found	Nothing found
2	1 Fireteam*	1 Fireteam*	1 Fireteam*	1 Fireteam*	1 Fireteam*
3	Captured stores: +1 Strength Level, scenario bonus	1 Fireteam*	Use PA to broadcast insulting message to enemy (no game effect)	Shut off HVAC, deepest tunnels get no air: choose 2 adjacent unexplored cards and remove them.	Case of Coca-Cola: unit is refreshed (no game effect)
4	Captured stores: +1 Strength Level, scenario bonus	Non-combatants: scenario bonus	Non-combatants: scenario bonus	IED explodes!	IED explodes!
5	IED* (try to disarm)	You’ve found the only toilet in the entire complex. It’s full. (no game effect)	Laptop with info: scenario bonus	Circuit diagram of tunnel complex: scenario bonus	Unit inventory book: scenario bonus
6	Mine* (try to disarm)	IED* (try to disarm)	IED* (try to disarm)	IED* (try to disarm)	IED* (try to disarm)

* **Fireteam**: draw 1 random eliminated chit (if none available, “nothing found”); engage in combat with Fireteam (6.2)

***Mine/IED**: take 1 and place on tile (if none available, “nothing found”); player may attempt to Disarm this turn and may not leave

Unit Identification Chart (“in-command”: Maneuver Unit within 3 connected unobstructed tunnel spaces of Company HQ)

Symbol	Type	Capability, Attributes
	Headquarters	Attributes: may not enter unexplored tunnel spaces, may have up to 3 allocated Enablers.
	Infantry platoon	Attributes: Maneuver Unit, CP = current Strength Level (1-6), may have up to 3 allocated Enablers.
	UAV/ UGV (Enabler)	Capability: May examine 1 connected unexplored tunnel space if no Barrier. Flip and orient card, draw and reveal chits; if enemy includes Fireteam, they shoot the robots – exhaust the Enabler. Attribute: CP = 0.
	Military Intelligence (Enabler)	Capability: Draw and reveal 1 chit in all adjacent empty unexplored tunnel spaces. If chit is a Fireteam, leave on card face up; if something else, replace in cup. (low-level voice intercept) Attributes: CP = 0; may reroll Room search table result by allocated unit.
	Explosive Ordnance Disposal (Enabler)	Capability: If allocated to HQ: automatically disarm 1 Mine/IED in space of any 1 in-command unit. Attributes: CP = 0; Disarm roll +2.
	Engineer (Enabler)	Capability: If allocated to HQ: automatically breach 1 Barrier in space of any 1 in-command unit. Attributes: CP = 1; Disarm roll +1; Breach roll +2.
	Military Police (Enabler)	Capability: If allocated to HQ: all in-command Maneuver Units may move any distance through explored tunnel spaces that do not contain any Fireteams, Mines or IEDs. Attribute: CP = 1; Disarm roll +1; may reroll Room search table result by allocated unit
	Medical (Enabler)	Capability: If allocated to a Maneuver Unit: raise Strength Level of Maneuver Unit by 1 (this does not reduce the number of Casualties). Attribute: CP = 0.
	Radio Relay (Enabler)	Capabilities: none Attribute: CP = 0. If allocated to HQ, increase in-command range of all Maneuver Units by 1 space. If allocated to Maneuver Unit, increase its in-command range by 3 spaces.
<i>NOTE: Roll 1 die for each Enabler after Use Capabilities action. The Enabler is Exhausted on a roll of “1” (but it still succeeds in whatever it was trying to do).</i>		
	Fireteam	Attribute: Enemy unit; CP = number on chit Replaced in cup if it takes 1 Loss in combat; removed from game if 2 or more Losses.
	Civilian (8.1)	Attribute: May not move unless with unit; US CP -1 when combat in space with CIV; may be accidentally eliminated in attack or IED detonation; may have special function in scenario.

FATE TABLE

Roll 2d6	Result
11 - 12	Fratricide. Choose 1 Maneuver Unit and either decrease its Strength Level by 1 (no Casualty), or exhaust 1 random Enabler attached to it. <i>Friendly fire incident spreads confusion and prompts caution.</i>
13 - 14	Security. Player must lose total of 2 Strength Levels from their Maneuver Units (no Casualty). <i>Maneuver units are required to divert troops to guard intersections, search rooms, move casualties or supplies, etc..</i>
15 - 16	Loss of C2. All Maneuver Units are treated as not in-command for the rest of the turn.
21 - 22	Low on ammunition. This turn, the CP of each Maneuver Unit is treated as 1 less than its Strength Level, to a minimum of 1.
23 - 24	Lost! 1 Maneuver Unit of player’s choice may not move into unexplored tunnel space this turn.
25 - 26	Structural Damage. Choose 1 unit and place 2 Barrier chits (if available) in its space. <i>Sometimes things just fall down, and they choose the worst time to do it.</i>
31 - 32	Scarce Parts. Exhaust 1 random Enabler allocated to Company HQ.
33 - 34	Reinforcements, Friendly. Add a total of 2 Strength Levels to 1 or 2 Maneuver Units or add 1 Enabler of player’s choice to Available.
35 - 36	Reinforcements, Hostile. Return half (round up) of removed Fireteams to the cup (choose randomly).
41 - 42	It was only the wind... or was it? Return all Dummy chits to the cup.
43 - 46	Lunch Time. Advance the Time marker by 1 and roll again. <i>What do you want for your applesauce?</i>
51 - 66	No Event. Lucky you.