SNIPER! ™

GAME OF MAN-TO-MAN COMBAT, 1941-90

2ND EDITION

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

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SNIPER!

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[1.0] INTRODUCTION

The SNIPER!™ Game is a simulation of house-to-house and close-quarters fighting from World War II to the near future. The game includes various scenarios featuring missions in which an average infantry squad typically becomes involved: patrolling, ambushes, assaults, raids, and reconnaissance. Most major combatants of the Twentieth Century are covered in the game.

The game is divided into Basic, Intermediate, and Advanced sections, plus optional rules. Each level introduces new rules, concepts, equipment, and options to the game. All players, regardless of experience, should begin with the Basic rules and the Patrol scenario. The SNIPER!™ game contains many unique rules and procedures, and a thorough understanding of the basics helps tremendously when learning the higher levels. Even players familiar with the original SNIPER!™ and PATROL™ games will find many differences and improvements in this edition.

[2.0] COURSE OF PLAY

The SNIPER!™ game is played in game turns. Each turn is divided into phases and rounds. During the turn, both players have the opportunity to move their men, attack, or perform other actions. The number of actions that can be performed in a turn varies randomly.

[3.0] GAME EQUIPMENT

A. Inventory of Game Parts

- 32-page rule book
- 600 die-cut counters
- 2 identical 22″ x 33″ two-sided mapsheets
- Sheet of game tables and cut-out vehicles
- 2 six-sided dice
- counter storage tray
- game box

If any parts are missing or damaged, please write to:

SPI Consumer Service Dept.
P.O.B. 756
Lake Geneva, WI 53147

Short rules questions should be sent, along with a stamped, self-addressed return envelope, to the above address and marked "SPI Game Questions: SNIPER!™ Game."

B. The Game Maps

Two identical mapsheets are included with the SNIPER!™ game. One side depicts urban terrain, the other side depicts rural terrain.

The urban map shows streets and buildings of varying sizes and heights. Each building has at least two levels: ground floor and roof. Many buildings have multiple floors plus a basement. Buildings are divided into rooms and stairwells by interior walls. Doors and windows allow soldiers to move and shoot through walls.

The rural side of the map depicts slopes, shrubs, rocky ground, trees, and open ground. The map can represent open, sparsely covered desert, lightly-wooded farmland, or dense jungle, depending on the terrain mode used.

C. The Playing Pieces

Five differently-colored sets of die-cut counters are provided which represent the men of opposing armies:

- Green: United States, United Kingdom, and NATO.
- Gray: Nazi Germany.
- Brown: USSR and Warsaw Pact.
- Khaki: Imperial Japan.
- Dark Gray: North Korean, Chinese, and North Vietnamese.

These counters can be used to create scenarios from all theaters of World War II, the Korean War, the Vietnam war, and contemporary Central Europe.

Each man is represented by a counter; one side shows him standing and the other shows him prone. Also printed on the counter are a code indicating the soldier's weapon, and his identification number. Additional information about each man is listed on the Counter Index. At the beginning of a scenario, after each player has drawn his soldier counters, this information must be copied down on a roster sheet for handy reference during the game.

The following weapon codes are used on the counters and in the scenarios: **R** = rifle (which may be bolt-action rifle, BR, semi-automatic rifle, SR, or assault rifle, AW, depending upon the scenario); **AR** = automatic rifle; **FT** = flamethrower; **GL** = grenade launcher; **MG** = machine gun; **MP** = machine pistol; **P** = pistol; **RL** = rocket launcher; **SC** = satchel charge; **SG** = shotgun.

Neutral counters represent various combat and environment effects such as smoke, craters, mines, and barbed wire. Other counters identify the combat status of men and their weapons, such as unloaded, unarmed, and incapacitated.

Because vehicles take up six hexes, they are printed on a separate card. The vehicles must be carefully cut apart before they can be used. The same card also includes several stand-alone buildings which can be used on the rural map.

D. Sample Playing Pieces

See diagrams.

E. The Activation Tracks

The activation tracks are printed on a separate sheet. Place this sheet face up near the map where it is handy to both players.

F. The Roster Form

A blank roster form is printed on the back of the activation track sheet. Players are advised to photocopy this form before playing so that each player has a clean copy. Important information about each soldier is recorded on this roster before the game begins. TSR, Inc. grants permission for players to photocopy this roster. (If players don't have access to a photocopier, a functional roster can be drawn on a sheet of lined paper; the form is very simple.)

G. Game Scale

Each hex on the maps represents 2 meters from side to side. Each turn represents from 30 seconds to 5 minutes. Each counter represents one man or one vehicle.

Label			Label
Smoke	(icon)	(icon)	Crater-Foxhole
Flare	(icon)	(icon)	Crater-Foxhole
Wounded	WND	INCP	Incapacitated
Wounded	WND	KIA	Killed
Basement	B	2	Second Story
Roof	R	3	Third Story
Quick Fire Prep.	QF	QT	Quick Throw Prep.
Satchel Charge Prep.	(icon)	(icon)	Breach
Fire	(icon)	(icon)	Breach
Vehicle Burning	(icon)	Buttoned Down	Buttoned Down
Imobilized	Im-mobile	Gun Disabled	Gun Disabled
Preservation Chit	2		
Activation Marker	2		
Soldier, standing	MP 14	GL 46	Soldier, prone
Turret (open)	(icon)	(icon) +2	Turret (closed)
Moving	Move (x4)	Evade (x6)	Evading
Panic	Panic	Stun	Stun
Sighting	(icon)	(icon)	Exposed
Rifle Gren.	(icon)	UNL	Unloaded
Defensive Gren.	(icon) 6	UNA	Unarmed
Offensive Gren.	(icon) 3	(icon) 3	Armed Gren.
Smoke Gren.	(icon) S	(icon) S	Armed Smoke Gren.
Pillbox	(icon)	(icon)	Nest
Wire	(icon)	(icon)	Partial Nest
Sewer Entrance	(icon)	MG	Exchanged Weapon
Barricade	(icon)	RL	Exchanged Weapon
Grenade Launcher unloaded	GL UNL	UNL	Unloaded

PART 1: BASIC RULES

[4.0] SEQUENCE OF PLAY

The SNIPER!™ game can be played by two or more players. All activity is performed during the game turn according to the following sequence. All actions in the game are sequential; nothing happens simultaneously unless specifically noted otherwise.

A. Recovery Phase

Both players return their activation chits to their respective containers. Stunned men recover; remove Stun markers. Panicked men may recover; make panic checks where necessary (Intermediate rules).

B. Artillery Impact and Satchel Charge Explosion Phase

Satchel charges set to detonate this turn explode now (Intermediate rules). Artillery rounds scheduled for this turn impact (Advanced rules).

C. Initial Sighting Phase

Each player rolls one die. The result is the number of sighting markers the player can place on the map. (A player who rolls a 1 is allowed to place 2 markers.) The player with the highest roll places his markers first; the other players do the same in turn, with the low roller placing his markers last. If the die rolls are tied, both players get the same number of sighting markers and the dice are rolled again to determine which player places his sighting markers first. No combat or movement takes place during this phase: only sighting marker placement.

D. Operations Phase

The player who placed his sighting markers first receives the first round. Players alternate performing rounds until both have reached their limit. The player performing a round is called the phasing player.

First, the phasing player removes all movement and evasion markers from his men. Second, he draws one activation chit from his cup and places it on his activation track. He then performs tasks with all eligible soldiers. When all eligible soldiers have acted or passed and grenade explosions have been resolved, all friendly soldiers can be turned in their hexes to face any hexside. The other player then becomes the phasing player.

There is no established sequence for tasks within this phase. Activated soldiers can perform tasks in any order the player desires. One soldier can shoot, clearing the way for another to move, clearing the way for another to shoot, and so on.

If only one player is still eligible to continue drawing activation chits, he is automatically the phasing player and continues drawing activation chits until he reaches his limit. When both players have reached their activation limits, proceed to step E.

E. Smoke Dissipation Phase

One player rolls one die for each smoke pattern on the map to determine whether the smoke drifts or persists into the next turn.

F. End Phase

Remove all sighting, exposed, moving, and evading markers. Begin the next turn.

[5.0] ACTIVATION

At the beginning of the game, players decide who is the Alpha player and who is the Bravo player. This designation is merely for convenience in referring to the two sides (in some scenarios it determines who is the attacker and who is the defender.) Each player takes a set of activation chits (numbered from 1 to 6) and places them in a small, opaque container such as a coffee cup. Each side uses its own cup. During the Operations phase, players alternate drawing chits from their cups. The number on the chit indicates which soldiers can perform tasks.

CASES

[5.1] Activation Ratings

Each soldier in the game has an activation rating from 1 to 6. The activation rating is a measure of the soldier's aggressiveness, his willingness to seek out the enemy and attack.

At the beginning of each round, the phasing player draws one activation chit from his cup. The number on this chit determines which men may perform tasks during the round. Any man whose activation rating equals or is less than the number on the chit is active and can perform one task that round. However, a soldier isn't required to do anything just because he is eligible to act.

[5.2] Activation Tracks

Each side uses an activation track, which is specified for each scenario. This track, in combination with the activation chits, determines how many rounds the player performs during the Operations phase. The activation track is a measure of a squad's motivation, training, and cohesiveness. Well-trained squads use the longer tracks and, in general, get more rounds during a turn than poorly-trained or dispirited squads. Each player should use his nationality marker to indicate his activation track.

When an activation chit is drawn, it is placed in the first empty box of the track. If the number on the chit is equal to or higher than the number in the box, the current round is the player's last round of the turn; he is not eligible to draw any more activation chits. He does perform the current round. If the number on the chit is less than the number in the box, the player can draw another chit the next time he becomes the phasing player.

A player may draw his activation chit and pass if he wishes, but he must draw an activation chit and place it on the track when he is the phasing player, even if he chooses to have his men do nothing.

If none of the soldiers who were activated by the current chit can do anything, or there are no soldiers eligible to act, play passes to the other player.

EXAMPLE: The German player gets to perform the first round. He is using activation track B. He draws chit number 3 from the cup and places it in the first box of track B. All German soldiers with activation ratings of 3, 2, or 1 become active and can perform tasks this round. The number in the first box of activation track B is 6, so the German player is eligible to draw additional activation chits in subsequent rounds.

The Soviet player now becomes the phasing player. He is using activation track E. He draws chit number 5 from the cup and places it in the first box of the track. All Russian soldiers with activation ratings of 5, 4, 3, 2, or 1 become active and can perform tasks this round. However, because the number in the first box of activation track E is 5, the Russian player is not eligible to draw any more activation chits this turn.

The German player becomes the phasing player again.

NOTE: It is possible that some soldiers (particularly those with activation ratings of 5 or 6) may never be activated during a turn. While this is frustrating, it is also reasonably accurate. The challenge is in accomplishing your mission in spite of the soldiers who won't fight.

[5.3] Recovering Activation Chits

In the Recovery phase of each turn, both players replace their activation chits in their cups. Activation chits cannot be held out of the cup from turn to turn or returned at any time other than the Recovery phase.

[6.0] TASK SUMMARY

An active soldier can perform one task per round. If a soldier attempts a task and fails, he is done for that round; he cannot attempt another until the next round.

CASES

[6.1] Movement Tasks

Move*: The soldier may spend up to eight movement points moving horizontally. Place a movement marker on the soldier.

Evade*: The soldier may spend up to four movement points moving horizontally. He is moving quietly and making use of cover, and so receives a defensive benefit if attacked. Place an evasion marker on the soldier.

Climb*: The soldier may climb a flight of stairs or a ladder.

Descend*: The soldier may descend a flight of stairs or a ladder.

Jump*: The soldier may jump from a higher to a lower elevation (but not vice versa).

Stand Up: A prone soldier may stand up.

Fall Prone: A soldier may fall prone at any time if he is performing a task that is marked with an asterisk. A soldier may also fall prone as his entire action.

Button Down: The commander of a tank or APC may seal the tank or APC against small arms fire (Advanced rules).

Open Up: The commander of a tank or APC can open his hatch to improve visibility (Advanced rules).

Bail Out: Crew members of a tank, APC, or truck can abandon the vehicle (Advanced rules).

Exchange Positions: Two crew members can exchange positions within the vehicle (Advanced Rules).

Mount: Soldiers can climb into an APC, into a truck, or onto a tank (Advanced rules). Mounting expends a soldier's entire movement point allowance.

Dismount*: Soldiers can climb out of an APC, out of a truck, or off of a tank (Advanced rules). Dismounting expends four movement points.

Change Speed: A driver can increase or decrease the speed of his vehicle (Advanced rules).

*A soldier can fall prone after performing any task marked with an asterisk.

[6.2] Preparation Tasks

Reload: A soldier with an unloaded, ready weapon may reload.

Rearm: An unarmed soldier or a soldier with a prepared grenade may rearm himself with his main weapon.

Exchange Weapons*: A healthy or wounded soldier may exchange weapons with a friendly soldier in the same hex (Intermediate rules).

Prepare Grenade: The soldier may prepare a grenade to throw during a later round. Place an appropriate grenade marker on the soldier.

Prepare Satchel Charge: A soldier carrying a satchel charge may set its fuse to explode at the beginning of next turn or a coming turn (Intermediate rules).

Prepare Rifle Grenade: A soldier with a rifle capable of firing a rifle grenade may attempt to load the rifle grenade (Intermediate rules).

Prepare Quick Fire: The soldier prepares to both fire and move in the next (or a following) round. Place a quick fire marker on the soldier.

Prepare Quick Throw: A soldier with a prepared grenade or satchel charge may prepare to throw it and move in the next (or a following) round. Place a quick throw marker on the soldier.

*A soldier can fall prone after performing any task marked with an asterisk.

[6.3] Combat Tasks

Sight: The soldier watches the area ahead, ready to shoot at any enemy targets moving through the area. A sighting marker is placed on the soldier.

Direct Fire: The soldier may shoot at one target (more if using an automatic weapon). Place an exposed marker on the firing man.

Quick Fire*: The soldier fires his weapon with one-half his normal firepower, and expends up to four movement points.

Opportunity Fire: A soldier with a sighting marker may perform opportunity fire during the opponent's round. Opportunity fire can only be performed during the opponent's round. Flip the firing soldier's sighting marker to its exposed side.

Throw: A soldier with a prepared grenade or satchel charge may throw it. (Falling prone is sometimes mandatory after throwing; see 13.2.)

Quick Throw*: A soldier with a quick throw marker may throw his grenade or satchel charge and expend up to four movement points.

Attack Hand-to-Hand: A soldier may attack an adjacent enemy soldier in hand-to-hand combat (Intermediate rules).

*A soldier can fall prone after performing any task marked with an asterisk.

A soldier can change facing after performing any task listed in **bold italics**; see also 7.2.

[6.4] Task Interruptions

A soldier's action may be interrupted by enemy opportunity fire, by moving adjacent to an enemy soldier, by panic, or by mine detonation. See the corresponding rules sections for more information.

[6.5] Falling Prone

A soldier can fall prone immediately after performing any task marked with an asterisk, or as his entire task.

[7.0] FACING AND SIGHTING

Each soldier must be positioned in a hex so that the top of the counter is aligned with one of the hex sides. The soldier is then facing the hex directly ahead of the counter.

CASES

[7.1] Fields of Fire

Fields of vision and fields of fire are the same. Each soldier has a 120 degree field of fire, as shown in the Field of Fire diagram.

A man who is directly behind a window or door hexside may see through that hexside only if he sights through it (indicated by placing a sighting or exposed marker ahead of the counter). The soldier must be active to place a sighting marker, except during the Initial Sighting Phase. When a sighting or exposed marker is placed on a soldier at a door or window, the soldier is considered as a target to be occupying the two hexes on both sides of the door or window hexside which he is facing and may be fired at in either hex.

[7.2] Changing Facing

A soldier moving from hex to hex can change his facing as often as desired, including in the last hex entered. Performing certain other tasks also allow a soldier to change facing; these are listed in the Task Summary (see 6.0). An active soldier may also change his facing as his only task.

All unstunned, unpanicked soldiers may change facing at the end of a friendly round regardless of whether or not they were active.

Changing facing causes a soldier to lose a sighting marker (unless he is changing facing as part of sighting). It does not cause the removal of an exposed marker. An exposed marker can be removed only at the end of the turn or when the soldier performs certain tasks (see 7.4).

[7.3] Blocking Terrain

Walls, slopes, vehicles, soldiers, and rough terrain may block fields of vision.

All terrain is defined as either blocking or non-blocking. The Terrain Effects chart lists the effect of each type of terrain. For purposes of sighting, terrain fills the entire hex or hexside it occupies.

The ability of a man to see from the hex he occupies to a target hex depends on the type of terrain entered or crossed by the line of sight. A line of sight (LOS) is a straight line from the center of the shooter's hex to the center of the target hex. This line is blocked (making sighting impossible) if it crosses or runs along the side of a hex containing blocking terrain. If a LOS can be traced then the target is seen. If not, the target is unseen.

Terrain in the shooter's or target's hex never blocks sighting, but may provide cover.

A soldier can shoot through an adjacent door or window at any target in his field of vision. The soldier must be directly facing the door or window hexside.

A soldier can fire through a non-adjacent door or window at the hex directly beyond, as long as he can see an enemy soldier in the hex beyond the door or window.

Grenades can be thrown into any hex in a soldier's field of vision, and into the hex directly beyond a non-adjacent door or window, regardless of the presence of enemy soldiers.

Rifles, automatic rifles, and machine guns can fire through interior walls and floors. Only one interior wall hexside may be crossed by fire.

Men in buildings may not direct their weapons at targets on different height levels in the same building, with two exceptions.

1. Rifles, automatic rifles, and machine guns may be fired through ceilings at targets that are one level above the shooter. This fire may not simultaneously pass through any other type of wall or door. No weapons can be fired down through the floor. Grenades cannot be tossed through unbreached ceilings. Each height level crossed is equivalent to one hex when computing range.

2. Any weapon can be fired up or down one level in a staircase hex. The blast from a grenade which detonates in a staircase hex extends through all levels in that hex. Grenades can be thrown up or down one level in a staircase hex.

A soldier can sight or fire around a corner; see the Field of Fire diagram. The soldier receives a cover benefit if the line of fire between the attacker and the hex containing the soldier's counter crosses or runs along the edge of an adjacent building hex.

[7.4] Sighting and Exposed Markers

Exposed markers are used to indicate men who

are looking through windows and doors or around corners. Sighting markers are used to indicate men who are eligible to perform opportunity fire. A man with an exposed marker is not eligible to perform opportunity fire. Both markers indicate that the man is visible across a door or window hexside directly ahead of him.

In general, a sighting marker is placed directly on a soldier's counter if he is in the open. If he is sighting through a window, door, pillbox slit, or around a corner, the marker is placed in the adjacent hex he is sighting into; see the Fields of Fire diagram.

During the Initial Sighting Phase, both players roll a die. The number rolled is the number of sighting markers the player can place in the Initial Sighting phase. A player who rolls a 1 is allowed to place 2 markers. The player with the higher number places his markers first. If the numbers are tied, roll again to determine who places markers first.

When a man with a sighting marker performs opportunity fire, flip the marker over to its exposed side (remove it if the man is not sighting across a window or door hexside or around a corner). The soldier cannot perform additional opportunity fire until he sights again (Exception: see 12.8.)

A man with a sighting marker who is activated in his own round can perform direct fire (or any other task). He cannot perform direct fire unless active.

During the Operations phase, sighting markers can be placed only on soldiers who were active and who spent the round sighting. Exposed markers can be placed only on soldiers who performed direct fire, opportunity fire, quick fire, throw grenade, quick throw, or throw satchel charge.

A soldier must be facing directly toward a door or window, or be leaning around a corner, to have an exposed marker. Any soldier can have a sighting marker. No soldier can have both a sighting marker and an exposed marker simultaneously.

All sighting and exposed markers are removed at the end of the turn. An exposed marker must be removed when a soldier performs any of the following tasks: move, evade, climb, descend. An exposed marker may be removed at the player's option when a soldier performs any of the following tasks: stand up, fall prone, prepare quick fire, reload, prepare grenade, prepare quick throw, rearm, exchange weapons, prepare satchel charge, prepare rifle grenade. An exposed marker is not removed if a soldier only changes facing.

[7.5] Sighting in Three Dimensions
Soldiers on upper levels of buildings can sometimes see over intervening buildings to attack targets on the other side.

A LOS is blocked if it crosses a building that is higher than both the target and the shooter. A LOS is blocked if it crosses a vehicle to which the target is adjacent.

In all other cases, consult the Three-Dimensional Sighting grid.

To determine whether a soldier has a clear line of sight to a target on a different level, find the elevation of the sighting soldier along the left side of the grid. Note that each level has two sighting elevations, depending on whether the soldier is standing or prone. Next, count the distance from the attacker to his target. Count an equal number of spaces across the bottom of the 3-D Sighting Grid, and up to the elevation of the target. A straight line between these two points is the line of sight. Locate intervening obstacles at their appropriate distances and heights relative to the attacker and the target. If any portion of a building extends above the LOS, the LOS is blocked. If the LOS grazes the corner of an intervening building, the LOS is blocked. The LOS must be completely clear to allow an attack.

[8.0] STACKING
Stacking refers to the presence of more than one soldier in the same hex.

CASES

[8.1] Stacking Restrictions
There may never be more than three men in one hex at any time. Any hex already containing three men may not be entered by a moving man.

Entering a hex which already contains one or two men costs one additional movement point. Dead and incapacitated men count against stacking limits.

In the Basic game, no soldier may enter a hex containing an enemy soldier. (This restriction is lifted in the Intermediate game—see 17.0 Hand-to-Hand Combat).

[8.2] Stacking Effects on Fire Combat
When direct fire is used against a hex containing more than one man, the attacking player must either divide his firepower equally between all targets in the hex, or else apply it all against a single target. If more than one soldier is attacked, a separate dice roll is made for each. This is the only case in which a non-automatic weapon can be used against more than one target simultaneously.

All men in a hex may use their weapons. However, when firing a weapon or tossing grenades across adjacent window or door hexsides, each man must fire across a different hexside.

Men in the same hex but on different heights are considered to be in separate hexes.

[8.3] Stacking and Concealing Markers
Many tasks are recorded by placing a marker on the acting soldier. Any player who wishes can, at any time, place these markers underneath the soldier without showing or telling his opponent what the markers are. The only information a player is required to give is what is obvious: that a soldier is doing something and a marker is being placed beneath him. If asked, a player must tell his opponent how many soldiers are in a hex, but nothing more. All other information is concealed until it comes out in the course of play.

[9.0] HORIZONTAL MOVEMENT
During each player's round, any man assigned to move, evade, crawl, or execute quick fire or quick throw is moved, hex by hex, across the map.

CASES

[9.1] Movement Allowances
A man assigned to move receives eight movement points. A man assigned to evade, quick fire, or quick throw receives four movement points. A wounded man reduces his movement allowance by half.

[9.2] How to Execute Movement
Movement is executed by actually moving the counter representing the soldier through the hexes. Movement must be done hex by hex, movement point by movement point, unless interrupted.

[9.3] Movement Restrictions
Movement points must be used immediately. They cannot be saved from one round to the next or traded from one soldier to another.

Each hex entered costs at least one movement point. Certain terrain features increase the cost of moving from one hex to another (see the Terrain Effects chart).

A man may not expend more movement points than he is allowed. If a man has insufficient movement points to pay the cost of entering a hex, he may not enter that hex.

Whenever a man moves adjacent to an enemy, he must stop moving immediately unless they are separated by a wall or other impassable hexside.

[9.4] Prone Movement
Normally, a man is considered to be standing upright. A soldier may fall prone after performing certain types of tasks (those marked with an asterisk in the Task Summary, 6.0). A soldier may also be required to fall prone due to panic (Intermediate rules) or enemy action.

A prone man can crawl one hex per round. This does not expend movement points; he has a movement allowance of one hex, regardless of terrain. He may crawl through a door, but may not crawl through a window or change height level.

A man who is attacked while falling prone is considered a moving target. A man who is attacked while in the act of standing up receives the modifier for being prone.

A prone man may be hidden (making himself as small a target as possible) or exposed (with head and shoulders slightly raised). A prone man who has performed any task during the current turn is exposed; a prone man who hasn't performed a task is hidden. Being prone and hidden provides perfect concealment in some types of terrain; see the Terrain Effects chart.

[9.5] Carrying Incapacitated or Killed Men
An incapacitated or killed man may be carried by any two men who are from the same army

though (they need not be from the same army as the man being carried). These two carrying men and the man being carried move as a unit, without paying stacking penalties. However, their movement allowance is reduced to four.

Flamethrower and rocket launcher-equipped men cannot help carry another man, nor can stunned, panicked, or wounded men do so.

In order to carry a man, both carrying men must begin the round in the same hex as the body and must be facing the same hexside. They must also spend one round slinging their weapons, leaving themselves unarmed. There is no movement point cost to pick up the body. Only one of the carrying men needs to be active; the other helps automatically.

If either carrying man becomes stunned, wounded, or panicked, the carried body is dropped.

[9.6] Movement and Evasion Markers

When a man moves or performs quick fire or quick throw, a movement marker is placed on his counter. When a man evades, an evasion marker is placed on his counter. These markers remain in place until the beginning of the player's next round or until the end of the turn, whichever comes first. The marked soldier receives the defensive movement or evasion multiple when attacked by direct, quick, or opportunity fire. Crawling, prone, and stunned men can never have movement or evasion markers.

[9.7] Combat Effects on Movement

If a healthy man becomes wounded as he moves, his remaining movement points are reduced by half immediately. If he had only one movement point left when wounded, he stops moving immediately. A man who is panicked or stunned during his move stops moving immediately.

[10.0] VERTICAL MOVEMENT

In addition to moving from hex to hex, soldiers may move from floor to floor in buildings. Normally, all men are assumed to be on ground level (first floor) unless otherwise marked. Whenever a man moves to a level above or below ground level, a marker must be placed to indicate exactly which level the man is on.

All buildings have at least two levels: ground level and the roof. Many buildings have upper floors and basements. Any building with more than one floor has a staircase that extends from the basement to the roof. A few one-story buildings have basements which are connected to the ground level by a staircase; these staircases do not extend to the roof.

There are three means of changing level: climbing a staircase, climbing a ladder, and jumping. Vertical movement may not be combined with horizontal movement (from one hex to another) except by jumping.

CASES

[10.1] Staircases

A soldier does not expend movement points when climbing or descending stairs: he can move up or down one level, and may move no further that round. A soldier must be in a staircase hex at the beginning of the round to change levels.

Men in, or sighting into, staircase hexes may fire up or down the staircase to the next level. This is not considered firing through the ceiling. Only targets in, or exposed in, the staircase hex can be attacked. A target in the staircase has cover (defense multiple 2) against an attack from another level.

Grenades and satchel charges can be thrown into staircases. A soldier in, or adjacent to, a staircase can throw a grenade or satchel charge up or down one level in the staircase. The burst effect extends all the way up and down the staircase, but not out doors or windows. A staircase provides defense multiple 2 against bursts on different levels but no protection against bursts on the same level.

[10.2] Ladders

Ladders extend between all levels except basements.

Movement on ladders is identical to movement on stairs, with the following exceptions: Wounded men may not climb or descend ladders; Men on ladders may not fire or throw (Exception: a man on a ladder can drop a grenade on an enemy directly beneath him), and have no cover; Grenade blasts do not extend through all the levels of a ladder hex.

[10.3] Jumping

Men may jump from roofs or windows to a lower elevation. A man may not jump if the difference in elevation levels is more than one. A man may, for example, jump from a second-floor window to the ground, or from the roof of a three-story building to the roof of a two-story building. Men may also jump through holes in floors created by satchel charges; this is the only way a man can jump into a basement.

A jumping man moves down one level and moves directly forward one hex.

A jumping man risks being injured. After jumping, the player rolls one die. If the result is 1, the soldier is incapacitated. If the result is 2 or 3, the soldier is wounded.

[10.4] Restrictions

Prone men may never change elevation.

[11.0] TERRAIN

There are six types of terrain on the maps: buildings, streets, clear, rough #1, rough #2, and slope.

CASES

[11.1] Types of Terrain

The urban map contains 13 separate structures called blocks. Each block is surrounded by exterior walls. In addition, each block is further divided into individual buildings by exterior walls.

All buildings are assumed to be intact, except that all glass has been removed from windowframes, and all doors have been removed from doorfra-

mes and doorframes are called "windows" and "doors" for simplicity's sake.

Each building is a specific height, from one to three stories. In addition each building has a roof level and may have a basement level. Heights of buildings are indicated on the map by the thickness of the walls and the number of windows shown per hexside. Exterior walls extend through all floors of the building except the roof.

Building interiors are divided into rooms by interior walls. Interior walls are identical on all floors of the building except the basement and the roof, which have no interior walls.

Staircases in multi-story buildings connect all levels of the building from the basement to the roof. Staircases in one-story buildings connect only the basement and the ground floor. Ladders extend through all height levels except basements. Staircases on basement levels are not surrounded by walls.

Wall hexsides are pierced by doors and windows. Doors in exterior walls are on the ground floor only. Doors in interior walls function as doors on the first, second, and third floors of the building.

In almost all cases, doors and windows overlap onto two hexsides. This indicates that the opening is in effect on both hexsides, and a soldier can move or sight through the opening across either hexside.

Roofs are surrounded by a small parapet directly above the exterior wall. A soldier who is prone and adjacent to this parapet cannot be seen from the other side of the parapet unless he has a sighting or exposed marker. The soldier himself cannot see over the parapet unless he has a sighting or exposed marker. A grenade cannot scatter across a parapet hexside.

No windows or doors extend from the outside of a building into the basement. Staircases and breaches provide the only access to basements.

Certain one-story buildings have no basements. Breaches cannot be blown in the ground floors of these buildings.

There are four types of terrain on the rural map: clear, rough #1, rough #2, and slope. The exact effects of these depend on the terrain mode in use: open, mixed, or dense.

Open Terrain: This represents open steppe or desert. Rough #1 hexes are considered clear and rough #2 hexes represent ground with boulders or thin brush. Slopes are gentle.

Mixed Terrain: This is gently rolling, lightly forested countryside. Rough #1 represents brush or broken ground, rough #2 represents dense brush or thin woods. The slopes are more pronounced, but still gradual.

Dense terrain: This represents a semi-mountainous area with extensive cover. Clear hexes have deep grass, rough #1 is light forestation, and rough #2 is dense woods, thick jungle, or boulders.

Each scenario instructs players on which terrain mode to use. The same terrain mode is in effect across the entire map.

[11.2] Terrain Effects on Movement

Soldiers can cross walls only by crossing door or window hexsides or by moving through a breach.

Soldiers can change levels in buildings only by climbing or descending staircases or ladders or by jumping.

Entering a hex usually costs one movement point. However, terrain in the hex or along the hexside being crossed can increase the cost. These costs are summarized on the Terrain Effects chart. A soldier with insufficient movement points cannot enter a hex (however, see 9.4).

[11.3] Terrain Effects on Line of Sight

If at any point a line of sight drawn from the center of the attacker's hex to the center of the target's hex crosses blocking terrain, the line of sight is blocked and the target cannot be seen. Blocking terrain is an interior or exterior wall hexside, or other terrain as indicated by the Terrain Effects chart.

The LOS is blocked if it runs exactly along the side of a blocking hex.

Interior walls and ceilings prevent a target from being seen but not from being shot at. Rifles, automatic rifles, and machine guns can fire through interior walls and ceilings, although the target gets a large defensive multiple.

A soldier may fire through an adjacent window or door if he is directly facing the window or door hexside.

A soldier may fire through one non-adjacent window or door into the hex directly beyond. This fire is allowed only if the hex is occupied by a visible enemy soldier. A grenade may be thrown into such a hex regardless of whether or not there are enemy soldiers in the hex.

A soldier can sight around the corner of a building the same way he sights through a door. The soldier must be adjacent to the wall. He can be standing or prone. He receives the defense multiple of the corner (two if standing, four if prone) if the line of sight from the attacker or explosion to the hex containing his counter (not his sighting or exposed marker) crosses or runs along an exterior wall hexside. See the Fields of Fire for examples.

A soldier can see into a blocked hex, but cannot see past it. Walls, however, always block line of sight unless pierced by a window, a door, or a breach.

[11.4] Terrain Effects on Sighting When Prone

There is a limit to how far a prone soldier can see. This limit varies with the terrain being used in the game.

Open or Urban Terrain: A prone man has unlimited sighting range in this type of terrain. He may sight through rough #1 but not rough #2.

Mixed Terrain: A prone man has a sighting range of 40 hexes. He may sight into but not through rough #1 or rough #2.

Dense Terrain: A prone man has a sighting range of 20 hexes. He may sight into but not through rough #1 or rough #2.

These sighting limits also restrict the maximum range at which a man may fire his weapon, as he may not fire at a target he cannot see.

The sighting limits placed on a prone man also limit the maximum range at which any other man can sight the prone man.

[11.5] Effect of Markers on Sighting

An exposed marker should be placed in the hex directly in front of an exposed soldier. A sighting marker should be placed directly in front of the soldier if he is sighting across an adjacent window, door, or pillbox slit hexside or around a corner. Otherwise it should be placed on top of the soldier.

When tracing a line of sight to a soldier with a sighting or exposed marker, the line can be traced to either the hex containing the soldier's counter or the sighting or exposed marker. The same applies when tracing a line of sight from a soldier with a sighting or exposed marker.

[11.6] Terrain Effects on Combat

When firing, each difference in elevation between the attacker's hex and the target hex counts as one hex of range. This is in addition to the apparent horizontal range.

Each level of elevation counts as five hexes when determining the burst radius of a grenade, except for staircases.

Terrain in the target hex, or crossed by the line of fire, may provide cover to the target. See the Terrain Effects chart to determine the defense multiple of the defender's terrain.

The defender receives the defense multiple of any terrain crossed by the line of sight regardless of whether he occupies the hex containing that terrain. The defense multiple for a particular type of terrain can be received only once. Defense multiples for different types of terrain are cumulative.

[12.0] FIRE COMBAT

Every man is depicted on his counter according to the firearm that he carries.

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[12.1] Which Men May Fire

To fire, an active man must have a ready, loaded weapon.

The firing man must be able to trace a line of sight to the target hex. The LOS is traced in a straight line from the center of the hex which the man occupies to the center of the target hex. (Players are advised to use a straightedge or a stretched rubber band when making this determination.) If at any point this path it crosses or runs tangent to a blocked hex or hexside, the line of fire is blocked and the man may not fire at that target hex.

A soldier may not fire at an enemy soldier located in the same hex as himself.

[12.2] Opportunity Fire

Opportunity fire differs from direct fire in that it occurs during the opposing player's round, and only during an opposing player's round. The firing man performed a sighting task during a previous round in hope that an enemy would enter his field of fire.

To be eligible to perform opportunity fire, a man must have a sighting marker. A sighting marker can be placed on a soldier during the Initial Sighting phase or during a round when the soldier is active and he sights. He does nothing else during that round, but may fire at any one enemy soldier who becomes visible during an enemy round. Opportunity fire may never be used against more than one target (Exception: see 12.8, Automatic Weapons).

Opportunity fire can be triggered:

1. When an enemy soldier moves into a hex in a sighting man's field of fire. This applies only to the hex being entered, not the hex being exited.

2. When an enemy soldier changes his facing, stands up, or voluntarily falls prone in a sighting man's field of fire.

3. When the opposing player places a sighting marker on or ahead of an enemy soldier in a sighting man's field of fire.

4. When a soldier (with or without a sighting marker) performs direct fire or throws a grenade or satchel charge, or when a soldier performs quick fire or quick throw in a sighting man's field of fire.

A man with a sighting marker need not fire at the first enemy man to enter his field of fire. However, the player eligible for opportunity fire must announce immediately whether or not he intends to fire. Once opportunity fire is declined, the player cannot change his mind and fire later (Exception: if an enemy man enters a sighting man's field-of-fire but is out of range of the sighting man's weapon, the sighting man does not have to decide whether or not to shoot until the enemy comes within range. The decision to fire or not fire is made hex by hex, not once for the whole Field of Fire. If declined in hex A, it can still be taken in hex B. When a soldier is moving through an enemy field of fire covered by a sighting marker, the soldier must be moved slowly, one hex at a time, so the opposing player can announce opportunity fire when he is eligible to do so. A soldier who declined opportunity fire at one target is still eligible to perform opportunity fire at other targets triggering it.

When performing opportunity fire, the firing soldier's firepower is halved. This modification is cumulative with other modifiers.

A soldier can perform opportunity fire only once during a round (Exception: 12.8). When the fire is declared the soldier's sighting marker is flipped over to its exposed side. The soldier must sight again during a friendly round or the Initial Sighting phase before he can perform opportunity fire again.

A soldier who performs opportunity fire during the opponent's round can perform direct fire during the immediately following friendly round, if he is activated.

[12.3] Multiple-Man Fire Combat

If a player wants more than one soldier to fire at a single target, he must announce all of the attacks before resolving any of them.

Each fire attack against a given target is resolved separately. If a single man is the target of more than one attack, each attack is resolved individually. The allocated attacks may be performed in any order the attacking player wishes. If the target is killed before all of the attacks are resolved, the rest of the attacks cannot be redirected. The remaining men must fire at the original target, even though their attacks can have no additional effect (except possibly to unload the weapons of the firing soldiers). If the target is knocked prone, he receives the moving defense multiple against all subsequent attacks.

When performing opportunity fire, more than one man may attack an enemy soldier. All attacks must be declared before any are executed, however. Once the player begins resolving attacks, no more can be declared unless the target man triggers additional opportunity fire.

When fire is directed into a hex containing more than one man, the firing player must announce whether he is attacking just one man or dividing his firepower equally between all soldiers in the hex. He cannot fire at two out of three men or divide his firepower unequally.

Automatic weapons (machine pistols, automatic rifles, assault rifles, and machine guns) can be fired into more than one hex at a time. All of the hexes being attacked must be adjacent to at least one other hex being hit in the same attack and must be in the attacker's LOS. All of the target hexes must be in the same range category (1-10, 11-20, etc.). The firepower of the firing weapon is divided evenly between all of the targets (round fractions up) and each man is attacked separately. Some of the hexes in the group may be empty, but each empty hex counts as one target. Prone targets may not be fired at this way unless all of the targets are prone.

[12.4] Fire Against Friendly Men

A soldier may never fire in a direction that would cause his line of fire to cross or enter a hex containing a standing, friendly man (or the sighting or exposed marker of a standing, friendly man). Fire can be directed across hexes containing friendly, prone men, unless both the firer and the target are also prone.

[12.5] Quick Fire

A man with a quick fire marker can fire and move in the same round. This is called quick fire.

The soldier's fire is resolved first, from the hex where he began the round. The soldier cannot move or change facing before firing. After firing, he may move, expending up to four movement points or crawling one hex. After performing quick fire, remove the quick fire marker.

A quick-firing man's firepower is halved at all ranges. Wounded men cannot use quick fire.

[12.6] How to Resolve Direct, Opportunity, and Quick Fire

Divide the firepower of the firing man by the defense of the target man. Round fractions down and express the result as a single number. Roll two dice and cross-reference their sum with the appropriate column on the Fire Attack Results table. Apply the result immediately.

Every firearm has a basic firepower. Firepower decreases with range. Count the number of hexes in the shortest path from the attacking soldier to the target soldier, including the target's hex but not the attacker's hex. Range is always counted from the hexes containing the soldiers' counters, regardless of whether either soldier has a sighting or exposed marker.

Consult the Firepower table to find the firepower of the attacker's weapon at that range. Modify this firepower further according to the following:

1. Divide by 2 if the firer is wounded

2. Divide by 2 if the firer is using opportunity or quick fire

3. Divide by the number of targets being attacked.

These adjustments are cumulative. Round fractions down. Thus, a man firing an automatic rifle (AR) at a target 14 hexes away has a firepower of 30. If he is wounded and using opportunity fire, his adjusted firepower is 7:

$$30/2 = 15 \text{ (wounded)}$$

$$15/2 = 7.5 \text{ (opportunity fire)}$$

Every target man has a basic defense of 1. This is modified according to the following:

1. Multiply by 4 if the target is moving (or has a movement marker), or is climbing, descending, jumping, falling prone, mounting, dismounting, or bailing out

2. Multiply by 6 if the target is evading (or has an evasion marker)

3. Multiply by the terrain defense multiple of the target hex.

These modifiers are cumulative.

The terrain defense multiple depends on the terrain in the target's hex and whether the target soldier is standing or prone. If a man receives opportunity fire as a result of standing up, he still receives the prone terrain defense multiple.

No adjustment is made for the casualty status of the target man. A wounded man is just as vulnerable as a healthy one.

[12.7] Assessing Combat Results

All casualties caused by direct fire, quick fire, or opportunity fire take effect immediately. In the case of opportunity fire, casualties may affect the remainder of the target soldier's move.

[12.8] Automatic Weapons

Automatic weapons include machine pistols, automatic rifles, assault rifles, and machine guns. These weapons have certain advantages and disadvantages in combat.

A machine gun that is being fired by a man who is neither prone nor adjacent to and firing across a window hexside is treated as an automatic rifle.

Automatic rifles, machine pistols, assault rifles, and machine guns may run out of ammunition. After executing a fire attack with one of these weapons, roll one die. If the result is 1 or 2, the weapon becomes unloaded. Place an Unloaded marker on the soldier.

Unloaded weapons cannot be fired until reloaded. Reloading requires that the soldier be active and spend the round reloading. A stunned or panicked man cannot reload. An unloaded marker stays with the weapon if it is exchanged before being reloaded. A soldier is under no obligation to reload; he can carry an unloaded gun for the rest of the game, or perform any other tasks instead of reloading.

When fired by the lone man carrying it, a machine gun must roll for unloading normally. If the machine gunner is prone or firing through an adjacent window and another friendly man is in the same hex, facing the same hexside, the machine gun need not roll for unloading, if the second man is acting as a loader. The loader may be healthy or wounded, but may not be stunned or panicked. He may not perform any other task during a round in which he acts as a loader. In any round that a loader performs any other task, the machine gun checks for unloading as normal. A loader becomes active automatically, regardless of his activation rating, at the same time as the machine gunner. A soldier need not sight or be exposed to act as a loader.

A machine gun or automatic rifle that is being fired prone or across an adjacent window can perform opportunity fire up to three times in one round. The first time the weapon fires, the sighting marker is flipped to the exposed side. Subsequently, the next two enemy soldiers to cross the line of fire that extends from the shooter to the hex at which he fired and continuing in a straight line to the edge of the map or blocking terrain are also attacked. Each attack is resolved individually. The weapon must be checked for unloading after each attack (unless the machine gun has a loader).

An assault rifle can be fired as an AW or as an SR. The player must announce prior to each attack whether the weapon is firing in automatic or semi-automatic mode. When fired as an SR, the weapon need not check for unloading. When fired as an AW, the weapon checks for unloading normally.

[13.0] HAND GRENADES

There are three types of hand grenade: offensive, defensive, and smoke. Offensive and defensive grenades (collectively called fragmentation grenades) are used to injure or kill enemy soldiers; they differ only in blast radius. Smoke grenades provide temporary cover. All three types must be prepared beforehand. They are then thrown at a target hex. Grenades explode at the end of the round in which they were thrown; fragmentation grenades explode before smoke grenades.

[13.1] Preparing a Grenade

Before he can throw a grenade a soldier must spend one complete round slinging his weapon and preparing the grenade. A stunned or panicked man may not prepare a grenade. Place a grenade marker of the appropriate type on a soldier who has prepared a grenade. Assume that all soldiers have an unlimited supply of all three types of grenades.

A grenade does not have to be thrown in the round immediately following its preparation. It may be thrown on any future round or turn. It may even be returned to the carry position and the soldier's firearm unslung if he rearms. There is no limit to how long a prepared grenade may be held.

If a man with a prepared grenade is wounded, stunned, incapacitated, or killed, the grenade does not explode. (It is assumed that the soldier does not arm the grenade until just before throwing it.)

A man with a prepared grenade is normally unarmed. However, a man may rearm while he has a prepared grenade. When the soldier rearms, he can return the grenade to the carry position or arm the grenade and unsling his weapon. If the grenade is armed, place an armed grenade counter on the soldier.

A soldier with an armed grenade and a ready weapon cannot fire his weapon until he gets rid of the grenade. The grenade cannot be returned to the carry position. When the soldier throws the grenade, remove the grenade marker. The soldier is armed and may fire the next time he becomes active.

If a soldier with an armed grenade is stunned, incapacitated, or killed, he drops the grenade in his own hex and it explodes at the end of the round.

[13.2] Throwing a Grenade

Hand grenades are thrown, not fired. Throwing a grenade is not subject to all of the restrictions on fire combat.

The maximum modified range of a thrown grenade is 20 hexes. If the thrower is prone or wounded, or quick-throwing, double the true distance for purposes of range limitation and scatter. The modified (doubled or quadrupled) range can never exceed 20.

Grenades are thrown toward a specific target hex. This target hex must be in the thrower's field of vision. The target hex need not contain an enemy man. A grenade can be thrown at a hex above the thrower, but not through a hex above the thrower (it could scatter into or through such a hex).

A grenade may be thrown through an adjacent window or door without penalty. It may be thrown through a non-adjacent door or window only into the hex directly beyond.

If a man who is not in a building throws an offensive or defensive grenade and the grenade lands in a hex which also is not in a building, the thrower must drop prone immediately.

A man directly facing a door, window, or parapet hexside can drop a grenade across the hexside without exposing himself to anyone on the other side. Thus he is not affected by the blast or exposed to opportunity fire. A grenade dropped across a window, door, or parapet never scatters.

[13.3] Grenade Scatter

Thrown grenades are subject to scattering. Count the range in hexes from the throwing man to the target hex, counting the target hex but not the thrower's hex. Double this number if the thrower is prone or quick-throwing. Double it if the thrower is wounded. Add five hexes for each difference in height if the target hex is higher than the thrower's hex. (All of these modifications count against the maximum distance that a grenade can be thrown. The final, adjusted range cannot exceed 20 hexes.)

Find the range on the Hand Grenade line of the Scatter table. The number listed at the top of that column is the scatter coefficient for that toss. Roll two dice. Subtract two from the result if the grenade is being thrown through a non-adjacent door, window, or breach. If this number equals or is greater than the scatter coefficient, the grenade lands in the target hex.

If the modified dice roll is less than the scatter coefficient, the grenade scatters out of the target hex. Subtract the modified dice roll from the scatter coefficient; the difference is the number of hexes that the grenade scatters. Roll one die and consult the scatter diagram printed on the map. The indicated direction is the direction that the grenade scatters from the target hex. The final hex is the hex where the grenade lands and explodes. A grenade may scatter more than 20 hexes from the thrower, or back into the thrower's hex.

If a scattering grenade was aimed through a non-adjacent window, door, or breach, it scatters from the last exterior hex crossed by the line of sight. If the line of sight passes directly between two exterior hexes, roll a die to determine which hex the grenade scatters from. If a grenade is indicated to scatter across a wall, window, door, or parapet hexside, it lands in the hex immediately in front of the wall.

A grenade dropped through an adjacent window or door never scatters.

[13.4] Fragmentation Grenade Effects

An offensive grenade has a burst radius of 3 hexes. A defensive grenade has a burst radius of 6 hexes. All possible targets within that radius are affected.

Count the range from the detonation hex to the target soldier's hex. Find this range listed across the top of the Burst table. The number listed on the Grenade line of this column is the blast strength which hits the target soldier.

Blast is identical to firepower and its effects are determined the same way. Compare the grenade's blast to the soldier's defense and resolve the attack on the Combat Results table. Only terrain and posture multiples contribute to a soldier's defense; movement and evasion multiples do not apply to blast attacks.

A grenade burst does not penetrate a wall, window, or door. A soldier with a door or window between him and the explosion is not affected by the explosion unless he has a sighting or exposed marker that pertains to the door or window.

A man with a sighting or exposed marker is affected by blast. If the grenade explodes in a hex containing a soldier's sighting or exposed marker the range is zero, but wall and window defense multiples can still be applied.

Every man who is attacked by the blast is stunned unless the dice roll on the Combat Results table is a 2 (Exception: see 27.1, Pillboxes).

If a grenade explodes in a stairwell, the blast affects all levels of that stairway hex.

A fragmentation grenade explosion immediately dissipates any smoke within three hexes of the explosion hex.

A man may be caught in the burst radius of more than one grenade per round. Each grenade attacks individually, and each result is applied before the next attack is resolved. If the man is knocked prone by one grenade, he gets the benefit of being prone when the next one explodes.

[13.5] Smoke Grenade Effects

Smoke grenades are thrown and scatter just like fragmentation grenades. However, instead of exploding and causing injury, smoke grenades release clouds of obscuring smoke.

If a smoke grenade lands in a room or stairwell, each hex in that room (on that height level) or each height level in that stairwell fills with smoke.

If a smoke grenade lands in the open, the smoke pattern is a straight line of hexes. The direction of the line of hexes is determined by rolling one die and consulting the scatter diagram. The length is determined by rolling one die and doubling the result. That number is the length of the line in hexes from the landing hex of the grenade (and including that hex). Each hex in this line becomes a smoke hex. If the line of hexes runs into a wall hexside (even a window or door hexside), the smoke stops at that hexside. If the grenade lands next to a wall and the smoke drifts toward the wall, shift the direction of the smoke by one hexside so that it drifts parallel to the wall. Smoke is considered taller than all buildings and other terrain.

If a smoke grenade lands inside a vehicle the interior hexes of the vehicle fill with smoke. The smoke stays with the vehicle if the vehicle moves.

Men in or behind smoke hexes may be fired at, but their defense is greatly increased (see Terrain Effects table).

Any type of grenade may be thrown into, through, or out of a smoke hex. However, the grenade automatically scatters. Roll one die to determine how far it scatters. Rifle grenades cannot be fired into, through, or out of smoke hexes.

Entering a smoke hex costs one additional movement point for both men and vehicles. This does not apply to vertical movement. If a man jumps into or out of a smoke hex, subtract two from the die roll (treat a result less than one as one).

During the Smoke Dissipation phase, one player rolls one die for each smoke pattern on the board. If he rolls 1 or 2, that particular smoke pattern dissipates immediately; remove the smoke counters from the map. If he rolls a 6, the smoke drifts. Use the smoke hex furthest away from the detonation hex as the base for a new line of smoke hexes. Roll one die (without doubling) to determine its length. The new line cannot be longer than the previous line; if the die roll gives a result longer than the previous line, treat it as equal to the previous line. Remove the original line of smoke hexes. Smoke inside buildings and vehicles never drifts.

A fragmentation grenade explosion causes all smoke within a radius of three hexes to dissipate immediately.

[13.6] Quick Throw

Men can throw a grenade and move in the same round. This is called quick throw.

In order to quick throw, a man must spend one entire round preparing to quick throw. This is an individual task. Place a Quick Throw Prepared marker on the soldier.

If a man prepared to quick throw performs any task other than quick throw, or becomes stunned or panicked, he loses his quick throw preparation. Remove the Quick Throw Prepared counter from the man; he must prepare again before performing quick throw.

To perform quick throw, the procedure is the same as throwing a grenade normally. The true distance to the target is doubled for purposes of range limitation and scatter.

After throwing the grenade, the quick-throwing man can move, expending up to four movement points or crawling one hex.

Wounded, stunned, and panicked men may not perform quick throw.

[14.0] CASUALTIES

All men begin the game 100% fit and able-bodied. Thereafter, as a result of enemy fire and explosions, they may become casualties. There are three casualty states: wounded, incapacitated, and killed. These states are progressive, degenerative, and irreversible. There is also a temporary condition— stunned—which can affect both healthy and wounded men.

[14.1] Effect of Casualties

Healthy: Movement, combat, and all other capabilities are unimpaired.

Wounded: Movement allowance is reduced to four points. Firepower is halved at all ranges and for all types of fire. Grenade throwing ability is impaired, as is Hand-to-hand attack strength (Intermediate rules).

Incapacitated: All movement, combat, and other tasks prohibited. The man is prone and can do nothing.

Killed: self-explanatory.

Stunned: A stunned man can do nothing for the remainder of the turn. Stunned men recover during the Recovery phase of the turn.

[14.2] Casualty Progression

Casualty status progresses from wounded to incapacitated to killed. Since a man may be attacked more than once in a turn or a round, he may suffer multiple casualty results. Two or more injuries of the same type cause a man to degenerate one casualty state as follows:

Two wounds = incapacitated
Two incapacitations = killed

This degenerative effect is not compounded; once a man is incapacitated, he can be killed only by a K result or by a second I result. Wounds have no effect on an incapacitated man. A more serious result always supercedes a less serious result. Stun results always apply (although they have no effect if the man is also incapacitated or killed).

If a man suffers multiple combat results in the same round, determine his final casualty state according to the sequence in which he is attacked. For example, Man 1 is shot by man 2, 3, and 4. The results, in order, are wounded, incapacitated, and wounded. Man 1 is only incapacitated since the second wound came after the incapacitation result.

Ignore "P" results when using only the Basic rules.

[15.0] BASIC SCENARIOS

Scenarios using the Basic Rules are included. Players compose scenarios by combining a type of action—patrol, raid, block clearing, ambush, etc.—with two specific groups of soldiers. The Basic Rules allow players to play the Patrol scenario, depicting one of the most common infantry assignments. For information on how to set up the Patrol scenario, Part 4, Scenarios. Read sections 36.0 and 37.0, and begin playing. Ignore references to preservation limits.

PART 2: INTERMEDIATE RULES

[16.0] INDIVIDUAL ABILITIES

Under the Intermediate rules, each soldier can have up to three individual ability bonuses or penalties. These are for firing ability, throwing ability, and hand-to-hand combat ability.

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[16.1] Identifying Abilities

If the ability portion of a soldier's description is blank, that soldier has no ability bonuses or penalties. Otherwise, the abilities are abbreviated as follows:

F = firing ability
G = throwing ability
H = hand-to-hand ability

The letter alone indicates the soldier receives an ability bonus. The letter inside a parenthesis indicates the soldier receives an ability penalty.

[16.2] Applying Abilities

A soldier with a firing ability bonus adds 1 to the dice roll when performing direct, opportunity, or quick fire. A soldier with a throwing ability bonus adds 1 to the scatter dice roll when throwing or quick throwing a grenade or satchel charge. A soldier with a hand-to-hand ability bonus adds 1 to his own dice roll when attacking in hand-to-hand combat and subtracts 1 from his opponent's dice roll when he is attacked in hand-to-hand combat.

A soldier with an ability penalty subtracts 1 from his dice rolls when firing, throwing, or attacking hand-to-hand. His opponent in hand-to-hand combat adds 1 to his dice score.

[16.3] Effects of Wounds

Individual ability ratings are unaffected by wounds.

[17.0] HAND-TO-HAND FIGHTING

Hand-to-hand fighting can occur when two enemy men occupy adjacent hexes or the same hex. A soldier must be active to attack hand-to-hand. Any soldier can defend himself if attacked.

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[17.1] Moving Adjacent to the Enemy

A soldier must check for panic before moving adjacent to a healthy or wounded enemy (see 24.0, Panic). If the check is successful, the soldier may move adjacent to the enemy soldier. If unsuccessful, the soldier may continue moving but cannot move adjacent to any healthy or wounded enemy during that round. A panic check is not required to move from one hex that is adjacent to an enemy soldier to another hex that is adjacent to the same enemy.

Whenever a man moves adjacent to a healthy, wounded, or incapacitated enemy, he must stop moving immediately. Two men are not considered adjacent if they are separated by an elevation level or by a wall that does not contain a window, a door, or a breach. Killed enemy soldiers are ignored, except for the +1 movement point penalty to enter their hex.

A man adjacent to an enemy soldier at the beginning of a round can move into the enemy's hex. The active player rolls one die. If the result is less than or equal to his panic rating, he enters the enemy hex. Both soldiers immediately fall prone and are considered unarmed for hand-to-hand combat. If the die roll exceeds the soldier's panic rating, the soldier may not enter the enemy's hex, but does not panic.

[17.2] Hand-to-Hand Combat Procedure

Find the attacker's weapon listed across the top of the Hand-to-Hand Modifiers table and the defender's weapon listed down the side. Cross-reference to find the modifier. Add any additional modifiers that apply, listed beneath the

table. Roll two dice, adding the final modifier to the result, and cross-reference it with the attacker's weapon on the Hand-to-Hand Fighting table. Apply the result immediately.

The presence of two or more attackers does not influence the dice roll; each attack is resolved individually.

Hand-to-hand fighting is always voluntary. A soldier is not required to attack simply because he is adjacent to or in the same hex as an enemy soldier.

A soldier with a prepared grenade is considered unarmed in hand-to-hand combat.

Men can fight across doors and windows. Exception: No hand-to-hand fighting is allowed between a man inside a pillbox and a man outside a pillbox.

If the two fighters are in the same hex, both are considered unarmed for hand-to-hand fighting.

[17.3] Hand-to-Hand Combat Results

KD—The defender is knocked prone. If already prone, treat as no result.

W — The defender is wounded.

I—The defender is incapacitated.

K—The defender is killed.

F — The attacker is disarmed. Place an Unarmed marker on the soldier. He may pick up his weapon by rearming in the same hex.

[18.0] RIFLE GRENADES

A special type of defensive grenade can be mounted on R-type weapons. It is called a rifle grenade and it can be fired further and more accurately than a hand grenade can be thrown. All riflemen are assumed to carry an unlimited number of rifle grenades.

CASES

[18.1] Preparing a Rifle Grenade

A soldier must be active to prepare a rifle grenade. The owning player rolls one die. If the result is one or two, the soldier prepares a rifle grenade; place a Rifle Grenade marker on the soldier. If the result is three or more, the soldier does not get his grenade prepared and may not perform any other task that round. In addition, place an unloaded marker on the soldier. This marker can be removed by reloading or by successfully preparing a rifle grenade.

A wounded, panicked, or stunned man cannot prepare a rifle grenade.

[18.2] Firing a Rifle Grenade

A prepared rifle grenade is a fire weapon and is used like a normal rifle in all ways except that it is fired at a target hex rather than an enemy soldier. It can be fired using direct fire, quick fire, or opportunity fire. An enemy need not be sighted to use a prepared rifle grenade except as opportunity fire.

A fired rifle grenade may scatter. Consult the Rifle Grenade line of the Scatter table. The dice roll is modified by the firer's fire ability. Double the actual range for purposes of range limitation and scattering if the rifle grenade is being quick-fired; the modified range cannot exceed 50 hexes.

[18.3] Effect of a Rifle Grenade

A rifle grenade detonates with exactly the same effect as a defensive hand grenade except that a rifle grenade explodes upon impact. Determine the effect of the burst immediately rather than waiting until the end of the round.

[18.4] Restrictions

A man need not fire a rifle grenade immediately after preparing it. He may carry it prepared for any number of rounds or turns. While he does so, however, his rifle cannot be used for normal fire. In hand-to-hand fighting, treat him as if armed with a machine gun.

After firing the rifle grenade, a man is considered unloaded. He must reload before using his weapon normally.

[19.0] GRENADE LAUNCHERS

The grenade launcher ("thump gun") fires a 40mm shell with fair accuracy out to about 300 meters. The shell has the explosive and fragmentation power of a defensive hand grenade, explodes on impact, and arms itself after about 30 meters of flight.

CASES

[19.1] Using a Grenade Launcher

The grenade launcher is fired like a rifle grenade. The firer may use direct, quick, or opportunity fire. The target must be a particular hex. Each round may scatter; consult the Grenade Launcher line of the Scatter table. The round explodes immediately. Its effect is identical to that of a defensive hand grenade.

[19.2] Restrictions

A grenade launcher has a magazine capacity of one round. It becomes unloaded every time it is fired. The soldier must reload before firing again.

The minimum range at which the grenade will arm itself and explode is 15 hexes. A man with a loaded grenade launcher can fire it at an enemy soldier within 14 hexes but the shot is treated as normal rifle fire with firepower of five.

[19.3] Japanese Grenade Launchers

The Japanese grenade launcher ("knee mortar") was a very simple, inaccurate device. Always subtract 2 from the dice roll when determining whether the shot scatters. The knee mortar cannot be fired at any target closer than 15 hexes.

[19.4] M709 Grenade Launchers

In some scenarios (those set in contemporary Europe), US soldiers will be assigned M709 grenade launchers. The M709 grenade launcher attaches to the M16 rifle beneath the barrel. M709 grenade launchers become unloaded after each shot but the soldier can fire his rifle without reloading (assuming the rifle is not also unloaded). Use a "GL UNL" marker to indicate soldiers with unloaded M709 grenade launchers but loaded rifles. If both weapons are unloaded, only one can be reloaded per round.

[20.0] SATCHEL CHARGES

A satchel charge is a bag of explosives. When detonated within a confined space its concussive blast is extremely lethal and destructive. When detonated in the open its lack of fragmentation reduces its lethality.

CASES

[20.1] Preparing a Satchel Charge

A satchel charge can be carried by any man except one armed with a flamethrower. A player should indicate on the roster which man is carrying a satchel charge. Don't place a satchel charge counter on the map until the soldier prepares the satchel charge.

Preparing a satchel charge takes one complete round. The carrying man can do nothing else during the round of preparation.

The fuse may be set to explode in the Satchel Charge Explosion phase of the first, second, or third following turn. The player notes this on the roster and reveals it at the appropriate time. Be sure to count the turns as they go by.

A satchel charge can be thrown up to 10 hexes. The actual range is doubled for purposes of scattering and range limitations if the thrower is prone or wounded (quadrupled if he is both prone and wounded). The modified total cannot exceed 10. Consult the Satchel Charge line of the Scatter table for the chance to scatter.

A stationary man can place a satchel charge in the hex he occupies. A moving man can drop it in any hex he moves through.

A man with a prepared satchel charge is otherwise unarmed and cannot rearm until he uses the satchel charge. A satchel charge can never be disarmed once prepared, and it can never explode except by the action of its fuse.

[20.2] Effect of a Satchel Charge

An exploding satchel charge has a burst radius of 10 hexes. Consult the Satchel Charge line of the Burst table and resolve the attack for every man, friendly or enemy, within the burst radius. All men attacked by the blast are stunned unless the dice roll on the Combat Results table was a 2.

When a satchel charge explodes inside a pillbox, building, or vehicle, add 2 to the combat resolution dice roll.

A satchel charge creates a breach in any wall hexside that forms part of the detonation hex. A breach is treated as a door. The charge also blows a hole in the floor of the hex it occupies, unless that hex is a staircase or has no open room beneath it. Soldiers can jump through this hole. A hole hex costs one additional movement point to enter. Place appropriate breach and hole markers.

A man directly on the opposite side of a wall or directly beneath an exploding satchel charge is attacked as if the wall was not there.

A satchel charge can affect a tank. If it explodes directly adjacent to or on top of a tank, treat the explosion as a rocket hit. If it explodes underneath the tank (possible only if the tank moved

over the already-placed charge), the tank suffers an automatic mobility hit.

If a satchel charge explodes directly adjacent to, underneath, or inside an APC, halftrack, or truck, the vehicle suffers a mobility hit. All personnel inside a truck are affected as though the truck wasn't there. All personnel inside a halftrack or APC suffer burst results only if the charge explodes inside the vehicle or if they are sighting or exposed. Otherwise, all occupants are stunned.

[20.3] Effect of Satchel Charge on a Pillbox

A man who is directly adjacent to a pillbox firing slit or door, or who is lying or standing on top of a pillbox, can automatically insert a satchel charge into the pillbox. A man who is two or three hexes from the pillbox can throw a satchel charge through the door but the attempt is subject to scatter. Satchel charges cannot be thrown through firing slits.

An unwounded man inside a pillbox can toss a satchel charge back out if: a) he is active and; b) he doesn't panic. Make a panic check for the man immediately. If he passes, he tosses the charge back out the same door or firing slit into the adjacent hex. If he fails, he panics.

A satchel charge that explodes outside a pillbox has no effect on anyone inside the pillbox, and vice versa.

Add 2 to the combat resolution dice roll when a satchel charge explodes inside a pillbox. A satchel charge does not create a breach in a pillbox.

[21.0] EXCHANGING WEAPONS

Two friendly soldiers can exchange their weapons by spending one round in the same hex. Place counters showing the appropriate weapons beneath the soldiers. Do not switch counters. (Wounds, ability ratings, and prone markers stay with the man, not the weapon.)

At least one of the exchanging soldiers must be wounded, incapacitated, or killed. Two healthy men cannot exchange weapons.

CASES

[21.1] Non-Exchangeable Weapons

All individually-carried weapons can be exchanged except flamethrowers. Soldiers may never use an enemy weapon.

[21.2] Exchanging with Killed or Incapacitated Soldiers

One of the exchanging men may be a killed or incapacitated man. Only the conscious man need be active to exchange weapons.

[22.0] LEADERS

A leader's function is to eliminate or reduce the effects of panic and isolation and coordinate the efforts of his men.

CASES

[22.1] Designating Leaders

Each side chooses three soldiers who may be leaders. These three are placed in an opaque container and drawn randomly, one at a time. The first drawn is the squad leader, the second drawn is the assistant squad leader. The third is not a leader. The two leaders' identities are recorded on the roster and kept secret from the opponent until the soldier acts as a leader.

[22.2] Effect on Activation

If a leader is active, any other friendly soldier satisfying either of the following conditions also becomes active regardless of his activation rating.

1. The soldier is in the same room with the leader. Two men are in the same room if both are inside a building and a path of hexes can be traced from one to the other without crossing any walls, doors, windows, breaches, or elevation levels.

2. The soldier is within eight hexes of a standing leader or three hexes of a prone leader and can trace a line of sight to him. When tracing this line of sight the soldier is allowed a 360-degree field of vision. (In other words, he could see his leader if he was looking in the right direction.)

[22.3] Restrictions

A leader's effect applies only during a round when the leader is active.

A leader cannot activate other soldiers if he is stunned or panicked.

A leader's effect is judged at the beginning of the round. He cannot move to a better position before activating other soldiers.

A leader can activate only as many friendly soldiers as the number on the current activation chit. For example, if the current activation chit is 3, the leader can activate three other soldiers besides himself.

A leader can perform any movement task during a round when he activates other soldiers. The leader cannot perform a preparatory or combat task unless all soldiers he activates perform the same task as the leader.

[22.4] Effects of a Leader Casualty

The squad leader acts as the only leader until he is removed (by being killed or incapacitated). The assistant squad leader has no effect as long as the first leader is in command. The assistant squad leader takes over when the squad leader is removed. If the assistant squad leader is removed, the squad is left without any leader. Wounds, panic, and stun do not shift command to a new leader.

A new leader can take over only at the beginning of a turn. A squad whose leader is removed is without a leader until the beginning of the next turn.

Every time an acting leader is wounded, incapacitated, or killed, two preservation chits are drawn (see 25.0, Preservation).

[23.0] ISOLATION

Soldiers function much better in groups than alone.

CASES

[23.1] Definition of Isolation

A man is isolated if he cannot fulfill any of the following conditions:

1. He can trace a line of sight to any friendly, standing man within eight hexes or any friendly, prone man within three hexes.

2. He is inside a building and can trace a path no more than five hexes long between himself and any other friendly man without crossing more than one door, window, interior wall, and/or elevation level.

3. He is outside a building and can trace a path no more than three hexes long between himself and any other friendly man without crossing more than one door, window, or wall.

A man is allowed a 360-degree field of vision when determining isolation. Also, only healthy or wounded men are considered; incapacitated or killed friendly men are ignored. Panic and stun have no effect on isolation.

[23.2] Effects of Isolation

An isolated man's activation rating is increased by 2 when performing any combat task. Isolated soldiers with modified activation ratings higher than 6 cannot perform any combat tasks.

EXAMPLE: An isolated man with an original activation rating of 3 cannot perform direct fire unless the current activation chit is a 5 or 6.

Isolation does not effect opportunity fire or the placement of sighting markers during the Initial Sighting phase.

[24.0] PANIC

When the stress and fear of combat build up to an unbearable level, soldiers panic. A soldier's panic rating is a measure of how willing he is to risk his life doing his job. (Low panic ratings do not necessarily correspond to low activation ratings, and vice versa. In many cases, the most seasoned soldiers are also the quickest to hit the dirt, while the rookies are too green to understand how immediate their danger is.)

To check for panic, the player rolls one die. If the number rolled is less than the soldier's panic rating, the soldier panics. If the number rolled equals or exceeds the soldier's panic rating, the soldier does not panic.

CASES

[24.1] When to Check for Panic

A soldier must check for panic in all of the following situations:

1. A soldier must check for panic when he is wounded or when a panic check is called for by the Combat Results table.

2. A soldier must check for panic when another friendly man in his line of sight, adjacent to him, or in the same room with him gets wounded, incapacitated, or killed.

3. All soldiers must check for panic the first time in the scenario that a shot is fired or a grenade explodes. Only the soldier who fired the shot or threw the grenade is exempt from this check.

4. A soldier must check for panic just before moving adjacent to an enemy soldier and before moving into the same hex as an enemy soldier. A soldier who fails this check doesn't panic, but he cannot enter the hex.

5. A soldier must check for panic before moving if he intends to cross an existing line of fire from a machine gun or automatic rifle that is performing opportunity fire (see 12.8, Automatic Weapons). A soldier who fails this check doesn't panic, but he cannot perform any other task that round.

Resolve all attacks from a multi-target shot or an explosion before making any panic checks. Some soldiers may need to make several panic checks as the result of a single attack. If a soldier panics, he ignores further checks triggered by the same attack. For example, a soldier who sees a friendly man get wounded by a grenade and then receives a P result from the same blast must check twice. If the first check causes him to panic, the second check is not required.

[24.2] Panic Modifiers

If the soldier is already panicked, subtract 1 from the die roll. (This modifier does not apply when the soldier is trying to recover from panic, but only when making additional panic checks called for by combat results.) If the panic check was caused by a P1 or P2 combat result, subtract the indicated number from the die roll. These modifiers are cumulative.

[24.3] Effects of Panic

If the difference between the soldier's panic rating and the modified die roll is 1 or 2, the panicked soldier drops prone immediately. Any movement, evasion, sighting, exposed, Quick Throw Prepared, or Quick Fire Prepared markers are removed. A Panic marker is placed on the soldier.

If the difference between the soldier's panic rating and the modified die roll is 3 or more, the soldier bolts. The owning player rolls one die and consults the scatter diagram. The soldier runs in the indicated direction or in either of the adjacent directions, at the owning player's option. After picking a direction the player rolls the die again to determine how many hexes the

soldier moves. The soldier can cross door, window, and breach hexsides. The soldier drops prone at the end of this move. Place a panic marker on the soldier.

EXAMPLE: A soldier with a panic rating of 4 is standing in hex 1229. The owning player checking for panic rolls a 1, so the soldier bolts. The player rolls a second time and the result is 1. The panicked soldier can bolt in direction 6, 1, or 2. The player chooses direction 2 because that will take the soldier into the building. He rolls again and the result is 4. The soldier runs to hex 1531 and can go no further, so he drops prone there.

A soldier can bolt regardless of whether he was standing or prone.

Note that a soldier who bolts can remain in the same hex if the player chooses to send the soldier in a direction which is blocked by an impassable hexside. This occurs most frequently in pillboxes and the cabs of vehicles.

A panicked soldier can do nothing except defend himself against hand-to-hand attacks.

[24.4] Recovering from Panic

During the Recovery phase, remove the panic marker if the panicked soldier is in the same room as his leader, or within three hexes of his leader and not separated from him by any walls. If neither of these conditions applies, then roll one die for the panicked soldier. If the result is equal to or greater than his panic rating, he recovers; otherwise, he remains panicked. The -1 die modifier for being panicked does not apply to this die roll.

A leader cannot rally his men if the leader himself is inactive, stunned, panicked, or incapacitated.

During the Operations phase, roll one die for any friendly, panicked soldier whose activation rating equals the number on the current activation chit. The soldier recovers if the die result is greater than or equal to his panic rating. The soldier cannot perform any other tasks during this round.

A soldier who recovers from panic is prone.

[25.0] PRESERVATION

A group of men can endure combat for only so long before saving themselves becomes their overwhelming interest to the exclusion of any military objective. When a group reaches this point it is said to have reached its preservation limit. The preservation limit of any group of soldiers varies according to their determination and the situation in which they find themselves.

CASES

[25.1] The Preservation Limit

Each side's preservation limit is defined by the scenario.

At the beginning of the game, all 20 preservation chits are placed in a cup or other opaque container. These chits are used by both sides. Every time a man is wounded, incapacitated, or killed, the controlling player draws one preservation chit from the cup. He keeps these chits face down. When their total reaches or exceeds his side's preservation limit, his soldiers are subject to preservation effects.

[25.2] Preservation Effects

Preservation effects begin immediately when a side reaches its preservation limit.

Once a side reaches its preservation limit, the activation rating of all affected soldiers is increased by 2 for any combat or preparatory task except reload and rearm. Soldiers with unmodified ratings of 5 or 6 can only perform movement tasks, reload, rearm, and defend himself in hand-to-hand combat (Exception: A soldier who is being activated by his leader can perform any action that his leader is eligible to perform).

It is possible for both sides to reach their preservation limits.

A player need not announce that he has reached his preservation limit. (It probably will be obvious to an astute opponent, however.)

[26.0] SCENARIOS

The Intermediate rules cover everything necessary to play scenarios 37.0 (Patrol) and 39.0 (Ambush Patrol). Read 36.1, Secret and Concealed Deployment, before setting up.

PART 3: ADVANCED RULES

[27.0] FORTIFICATIONS

Five types of fortifications are used in the game: pillboxes, foxholes, craters, nests, and barbed wire.

CASES

[27.1] Pillboxes

Pillboxes are bunkers built of logs or cement. They are enclosed on all sides and the top, but have two adjacent firing slits and a door.

Pillboxes are deployed at the beginning of a scenario, before play begins. Once placed they cannot be moved. Pillboxes cannot be built during a scenario.

A pillbox supercedes any other terrain in the hex. The 18 hexes surrounding the pillbox (all within a radius of two hexes) are considered clear terrain, regardless of what is printed on the map.

The maximum number of men allowed inside a pillbox is three. In addition, up to three men may be in the pillbox hex but outside the pillbox. They are on top of the pillbox (in clear terrain).

Two pillboxes can be placed adjacent to each other forming one large bunker. All four firing slits must be on adjacent hexsides. Up to three men can occupy each hex of the bunker.

Only one man may fire or sight across a single firing slit or door. All three men can fire and sight, but each must be facing a different firing slit or door.

A man firing out of a pillbox has a slightly restricted field of fire; see the Fields of Fire diagram.

A man inside a pillbox cannot be attacked from outside unless he has a sighting or exposed marker. He can only be seen and attacked by soldiers within his field of fire. This restriction applies to all attacks: direct fire, opportunity fire, and explosions (Exception: see 30.0 and 30.3). When an enemy soldier fires into a pillbox across a firing slit or door he can only hit the soldier who is sighting across that same slit or door hexside. Any other member of the pillbox garrison is completely protected from that attack. A soldier inside a pillbox is stunned by an explosion only if he is sighting or exposed and the combat resolution dice roll is a 7 or higher.

Men firing or throwing from inside a pillbox must be standing.

Crossing the door hexside of a pillbox costs four additional movement points. Firing slit hexsides cannot be crossed. The inside of the pillbox is considered clear terrain. Men from either side may enter the pillbox, so long as it never contains more than three men. Soldiers must make panic checks before moving adjacent to or entering an enemy-occupied pillbox (see 24.1).

Soldiers inside a pillbox cannot fire rifle grenades, flamethrowers, or rocket launchers. They cannot throw grenades out firing slits, but they can drop grenades through firing slits into the adjacent hex. Grenades can be thrown out the door. When a man inside throws a grenade out the door, the actual range to the target is doubled for purposes of range limitations and scattering.

A grenade or satchel charge can be dropped into the pillbox by men on top of the pillbox. A grenade can be thrown through a firing slit or door from an adjacent hex but is subject to scatter.

A soldier inside a pillbox can try to toss an enemy explosive back out. The soldier must not be wounded, stunned, or panicked, and he must not have a quick fire, quick throw, or prepared grenade marker. The soldier then makes a panic check. If he passes, the explosive goes back out the opening it came in. If he fails, he panics and the grenade or satchel charge remains inside (unless another man is eligible to toss it out and does not panic).

Add 2 to the combat resolution dice roll when a satchel charge explodes inside a pillbox.

A pillbox blocks line of sight through its hex.

[27.2] Craters and Foxholes
Foxholes are small, man-made holes which are placed at the beginning of the scenario. Craters are holes created by artillery. Their effects on movement, sighting, and defense are identical, and are listed on the Terrain Effects chart.

No more than one crater or foxhole can be placed in a hex. When artillery is in use, additional rounds hitting a cratered hex do not create more craters.

If more than one man occupies a crater or foxhole hex, both men are in the same hole and are attacked equally by explosions.

A grenade or satchel charge never negates the defensive multiple of a foxhole or crater.

[27.3] Barbed Wire
Barbed wire can be deployed by the defender at the beginning of some scenarios. If the defender (Bravo player) has mines, he can exchange any number of mine hexes for an equal number of barbed wire hexes.

Movement through barbed wire hexes is restricted. A soldier must stop moving as soon as he enters a barbed wire hex. The soldier cannot leave the hex unless the player announces that the soldier is trying to leave and then rolls a 1 on one die. On any other result, the soldier remains stuck on the wire.

If a soldier in the wire hex falls prone he forms a bridge across the wire. Other friendly soldiers can move through the hex freely, ignoring the

wire. The player must roll a 1 on one die to get the bridging soldier out of the wire.

Wire can be destroyed (and its marker removed) by an exploding satchel charge or artillery shell in the same hex or by the passage of a tank or APC through the hex.

[27.4] Nests
A nest is a small stone, log, or sandbag strongpoint similar to a pillbox but without a roof. It is large enough for three men.

A nest can provide all-round cover or cover on only two sides. The type is specified by the scenario.

A nest can be placed anywhere except in a hex with another fortification. If placed in a window or door, only the nest's defensive multiple applies: the window or door multiple is ignored.

Grenades and satchel charges cannot scatter into nests across protected hexsides. A grenade that explodes inside a nest negates the defensive multiple of the nest. Grenades and satchel charges cannot be thrown through windows and doors protected by nests.

[28.0] ROCKET LAUNCHERS
Rocket launchers in the form of the bazooka or panzerfaust appeared in the later years of World War II. These weapons—simple rockets with shaped-charge warheads—gave infantry the means to attack armored vehicles and fortifications which were otherwise unassailable.

CASES

[28.1] General Use
Rocket launchers are fired as direct or opportunity fire. Only a tank, APC, or truck can trigger opportunity fire from a rocket launcher.

A rocket launcher is fired just like a rifle grenade. Consult the Rocket line of the Scatter table.

If the rocket scatters beyond the target, trace a line of fire from the firer's hex to the indicated scatter hex. The rocket detonates in the first obstructed hex or hexside crossed by the line of fire. If that hex is part of a target vehicle, the rocket has no effect; it is a complete miss or a dud. If the line of fire crosses no obstructions, the rocket detonates in the indicated scatter hex. A rocket can scatter beyond a pillbox or vehicle, but if it scatters beyond a building hex it strikes the building one elevation level above the target hex.

[28.2] Effect Against Personnel
A rocket that hits anything other than a vehicle, building, or pillbox has an effect identical to a rifle grenade. If the rocket hits a vehicle or building, the blast cannot affect anyone who is not inside the target. If a rocket hits a pillbox that has men on its roof, the men on the roof are attacked as if by a rifle grenade (this is in addition to any effect on the pillbox itself).

[28.3] Effect Against Buildings and Pillboxes
A rocket affects a building or pillbox only if it hits it. A rocket which hits a building is treated the

same as an offensive grenade scattering against the wall, but it creates a breach. A rocket which hits a pillbox attacks each man inside the pillbox once on the 7 column of the Fire Attack Results table. Everyone inside is automatically stunned and the pillbox fills with smoke. The men inside cannot shoot out until the smoke dissipates.

[28.4] Effect Against Vehicles
If a rocket hits a vehicle (tank, APC, or truck), determine whether it hit the front, side, or rear of the vehicle (see Vehicle Hit diagram). Roll two dice, add flank or rear modifiers, and consult the appropriate line of the Vehicle Damage table to determine the effect of the hit.

[28.5] Restrictions
A rocket launcher can be fired only once (Exception: see below). Afterward the firing soldier is unarmed. The soldier can rearm with a rifle.

American, British, and Soviet rocket launchers in World War II and Korean War scenarios can be reloaded. The launcher is unloaded after firing. The firer can reload if active and if the player rolls 1 or 2 on one die. If the rocket launcher man has a loader, reloading is automatic but still takes one round. A loader must be in the same hex facing the same direction as the rocket launcher man. The loader becomes active with the rocket launcher man, regardless of his activation rating. A loader can perform no other task that round and is considered unarmed after loading.

A rocket launcher cannot be fired from inside a building unless there are at least three clear hexes directly behind the firer. All three hexes must form a line extending straight out behind the rocket launcher. Doors and windows are not considered clear hexes.

[29.0] FLAME THROWERS
A player with a rocket launcher in his force can substitute one rocket launcher-equipped man for a man with a flamethrower.

CASES

[29.1] Movement
The movement allowance of a man with a flamethrower is halved in all situations. A flamethrower man cannot fall prone. If he panics in the open, he automatically bolts. If he panics in a position where his defense multiple is two or more, he remains in place and standing.

[29.2] Combat
German and Japanese flamethrowers have a range of 12 hexes. All other flamethrowers have a range of 20 hexes.

Flamethrower attacks are subject to scattering. Flamethrower attacks always have a scatter coefficient of 5. A flamethrower never scatters into a pillbox or vehicle or across a wall, door, or window.

Consult the Burst and Combat Results tables to determine the effects of the attack. Targets receive no defensive benefit from terrain, structures (unless completely concealed), posture, or movement; all targets have a defense of one.

BASIC FIREPOWER TABLE

Range (hexes)				Weapon				
	BR	SR	AW	MP	AR	MG	SG	P
1-10	21	25	60	75	60	90	75	15
11-20	10	15	30	30	30	45	30	8
21-40	5	8	20	15	20	30	4	2
41-60	3	6	12	5	15	20	0	0
61 +	3	6	8	2	12	20	0	0

COMBAT RESULTS TABLE

Dice Roll	Adjusted Firepower or Blast								
	0	1	2	3	5	7	11	15	21
1	—	—	—	—	—	—	—	—	P
2	—	—	—	—	—	—	—	P	P1
3	—	—	—	—	—	—	—	P	P2
4	—	—	—	—	—	—	P	P1	W
5	—	—	—	—	—	P	P1	P2	W
6	—	—	—	—	P	P1	P2	W	I
7	—	—	P	P	P1	P2	W	W	I
8	—	P	P	P1	P2	W	W	I	I
9	P	P1	P1	P2	W	W	W	I	K
10	P	P1	W	W	W	I	I	K	K
11	P1	W	W	I	I	I	I	K	K
12	W	I	I	K	K	K	K	K	K
13	I	K	K	K	K	K	K	K	K

K = Killed
I = Incapacitated
W = Wounded
P = Panic check
P# = Panic check; add # to die roll
— = No Effect

SCATTER TABLE

Weapon	Scatter Coefficient at Indicated Range							
	2	5	6	7	8	9	10	11
Hand Grenade	0-1	2-4	5-8	9-12	13-16	17-20		
Satchel Charge	0	1-2	3-4	5-6	7-8	9-10		
Rifle Grenade		1-5	6-10	11-20	21-30	31-40	41-50	
Rocket Launcher		1-5	6-10	11-20	21-30	31-40	41-50	
Grenade Launcher		15-20	21-30	31-50	51-75	76-100	101 +	
Flamethrower		1-20						
Tank Main Gun	1-10	11-50	51-100	100 +				
Artillery					LT	MDM	HVY	SHV

Subtract 2 from dice roll if throwing or firing through non-adjacent door or window or into firing slit, vehicle, crater, foxhole, or nest.

Double counted range if grenade thrower is prone, wounded, or quick-throwing.

Artillery scatter coefficient is determined by weight of artillery, not by range.

TERRAIN EFFECTS TABLE

Terrain	MV	DMS	DMP	LOS
Urban Terrain				
Clear	1	1	2	—
Door	+1	2	4	A
Window	+4	2	I	A
Interior Wall	NA	10	20	B
Ceiling	NA	10	10	B
Exterior Wall	NA	I	I	B
Parapet	NA	1	2	I
Open Terrain				
Clear	1	1	2	—
Rough #1	1	1	2	—
Rough #2	3	2	6	PbN
Slope	+1	6	10I	Pb
Mixed Terrain				
Clear	1	1	4	—
Rough #1	2	2	8	PbN
Rough #2	3	10	20	B
Slope	+2	10	20I	BB
Dense Terrain				
Clear	2	1	8	—
Rough #1	3	3	12	PbN
Rough #2	4	10	20	B
Slope	+2	10	20I	B
All Terrain				
Crater	3	6	10I	—
Nest	2	6	10I	—
Pillbox Door	4	10	I	FB
Firing Slit	NA	20	I	F
Smoke	+1	10x	10x	—

TERRAIN EFFECTS TABLE NOTES:

MV = Movement Point cost
DMS = Defense Multiple when Standing
DMP = Defense Multiple when Prone
LOS = Effect on Line of Sight

— No effect.

NA Movement across this type of hexside is prohibited unless a breach exists

A LOS from non-adjacent hex extends only one hex beyond door or window.

B LOS blocked (pillbox blocks LOS).

BB LOS blocked if it crosses two or more slope hexsides which are not adjacent to either the target or the shooter.

F Men who are not firing or exposed through the door or firing slits are completely protected from small arms fire and explosions outside the pillbox.

I Slope: Complete concealment if prone and inactive.
Parapet: Complete concealment if prone and unexposed.
Wall: Complete concealment.

N Blocks LOS at night.

Pb Blocks LOS to or from prone man.

10x Normal terrain defense multiple of other terrain in hex is multiplied by 10.

BURST TABLE

Weapon	\t Range from Burst and Blast Strength						
	0	1-3	4-6	7-10	11-15	16-20	21-25
Defensive Grenade	20	10	5				
Offensive Grenade	20	10					
Satchel Charge*	30	10	3	1			
Flamethrower*	20	7					
Rocket*	20	10	5				
Tank Main Gun*	40	20	10	5	1		
LT artillery*	40	20	10	5	1		
MDM artillery*	80	40	10	5	1		
HVY artillery*	K	80	40	20	5	1	
SHV artillery*	K	K	80	40	10	2	1

K = Target automatically killed or destroyed at this range.

*These weapons also have special effect against vehicles.

HAND-TO-HAND COMBAT MODIFIERS

Defender's Weapon	Attacker's Weapon		
	R	SG,MP,AR,MG,P,GL	UNA
R (BR, SR, AW)	0	−1	−2
SG, MP, AR, MG, GL	0	0	−1
P	+1	0	0
UNA, RL, FT	+2	0	0

+1 if defender prone
+2 if defender stunned
−2 if attacker prone
−2 if attacker wounded
+ attacker's hand-to-hand ability rating
- defender's hand-to-hand ability rating

HAND-TO-HAND COMBAT RESULTS TABLE

Dice Roll	Attacker's Weapon				
	R	SG,MP,AR,GL	MG	UNA	P
1	F	F	F	—	F
2	—	—	—	—	—
3	—	—	—	—	—
4	—	—	—	—	—
5	—	—	—	—	—
6	—	—	—	—	—
7	KD	KD	—	—	W
8	W	KD	KD	—	W
9	W	W	W	—	W
10	I	W	W	KD	I
11	K	I	W	W	K
12	K	K	I	I	K
13	K	K	K	K	K

F = Attacker Disarmed
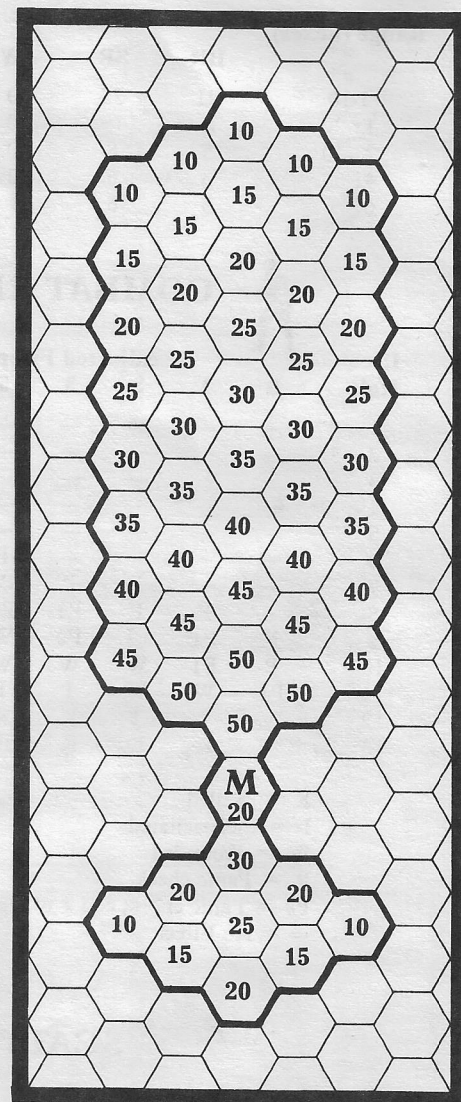KD = Defender Knocked Prone
W = Defender Wounded
I = Defender Incapacitated
K = Defender Killed

CLAYMORE MINE

VEHICLE HITS

VEHICLE DAMAGE TABLE
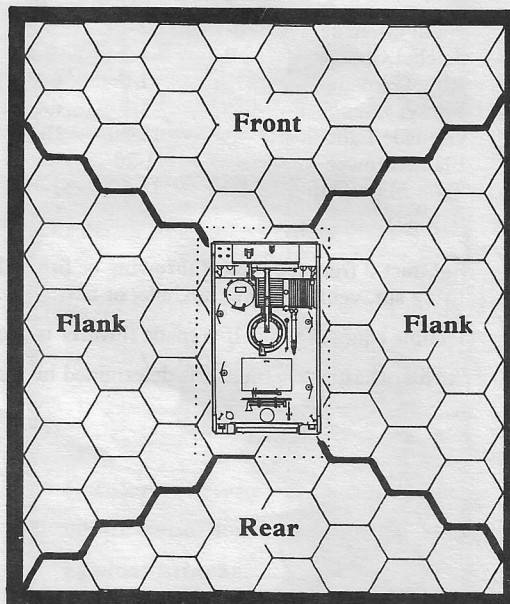
Modifiers:
+1 If rocket or satchel charge hits rear of tank or APC
+2 If rocket or satchel charge hits flank of tank or APC

Vehicle	2	3	4	5	6	7	8	9	10	11+
				Dice Roll						
Tank	MW	W	M	MTH	MWH	H	MTG	WG	TG	BH
APC	W	H	WM	M	W	MH	WM	WH	BH	BH

M = Immobilized, stops moving immediately.
W = Machine guns destroyed.
T = Turret disabled, unable to rotate.
G = Main gun disabled, unable to fire.
H = Everyone inside attacked on 7 column of Combat Results table

B = Vehicle burning. Roll one die every Satchel Charge Explosion phase. On one or two, vehicle explodes. Vehicle is destroyed by explosion and everyone inside is killed. Everyone within 15 hexes is attacked as if a light artillery round hit the right rear hex of the vehicle.

A destroyed vehicle remains on the map. It still blocks LOS. No one can enter a destroyed vehicle.

Weapon	World War II					Korea		Vietnam		Europe	
	US	GB	Ger	USSR	Japan	UN	PLA	US	VC	NATO	WP
BR	—	3	3	2	2	—	2	—	2	—	—
SR	3	—	—	5	—	3	—	—	2	—	—
AW	—	—	10	—	—	—	—	3	3	3	3
MP	5	6	5	4	8	6	4	5	5	5	5
AR	6	6	—	5	5	6	8	—	6	—	—
MG	9	9	7	9	9	9	10	9	9	9	9
RL	6	6	4	—	—	6	—	6	6	6	5
FT	6	6	6	—	6	6	—	—	—	—	—
SG	—	—	—	—	—	—	—	5	—	—	—
GL	—	—	—	—	6	—	—	6	8	—	—
SC[1]	4	4	4	6	5	4	5	4	4	4	4
Mine	1	1	1	1	1	1	1	1	1	1	1
Wire	1	1	1	1	1	1	1	1	2	1	1
Foxhole	5	5	5	3	4	5	5	5	5	5	5
Nest	8	8	8	6	6	8	8	8	8	8	8
Pillbox	15	15	15	10	8	15	15	12	15	12	12
LT	15	15	15	12	18	12	15	10	15	10	10
MDM	20	20	20	16	25	16	20	15	20	15	15
Called[2]	+3	+3	+4	+6	+8	+3	+6	+2	+4	+2	+3
Truck[3]	5	5	5	6	6	5	6	10	15	8	8
HT/APC[4]	25	25	25	35	35	25	30	20	15	8	8
Tank[5]	40	40	40	50	70	40	50	40	—	40	40

— Weapon not available to this army.
1 Satchel charge only, must be assigned to soldier.
2 Add the indicated points to the cost of each artillery round.
3 Comes with driver.
4 Comes with commander and driver.
5 Comes with commander and full crew.

THREE-DIMENSIONAL SIGHTING GRID

Fourth Level — Standing / Prone
Third Level — Standing / Prone
Second Level — Standing / Prone
Ground Level — Standing / Prone

Activation and Preservation

Die Roll	Activation Track	Die Roll	Base Pres. Limit
1	A	1	14
2	A	2	13
3	B	3	12
4	B	4	11
5	C	5	11
6	C	6	10
7	D	7	10
8	D	8	9
9	E	9	9
10	E	10	8
11	F	11	8
12	F	12	7
13	G	13	7
14	G	14	6
15	H	15	6
16	H	16	5
17	I	17	4
18	I	18	3

Activation and Preservation Die Roll Modifiers

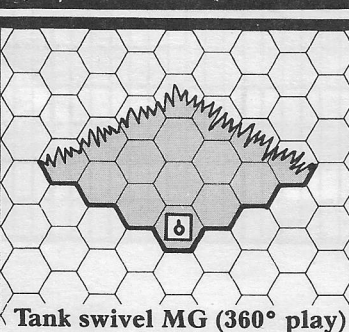| Army	Year	Act. Mod.	Pres. Mod.
USMC	1942	+5	+6
	1943	+3	+6
	1944-45	+1	+8
	1950-53	+3	+8
	1964-69	+3	+8
	1970-73	+5	+10
US Army	1943	+5	+12
	1944-45	+3	+10
	1950-53	+3	+10
	1964-69	+3	+10
	1970-73	+5	+12
	1991-99	+3	+10
Great Britain	1940	+1	+6
	1941-42	+3	+8
	1943-45	+3	+10
Germany	1940-41	−2	+8
	1942	0	+8
	1943	+1	+8
	1944	+3	+8
	1945	+5	+6
Japan	1941-42	+3	+4
	1943	+4	+4
	1944-45	+5	0
USSR	1941	+12	+6
	1942	+9	+4
	1943	+7	+3
	1944	+3	+4
	1945	+1	+6
	1991-99	+5	+8
North Korea	1950-53	+3	+4
NVA	1964-73	+3	+8
Viet Cong	1964-73	+3	+8

FIELDS OF FIRE
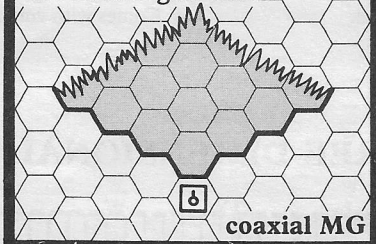

Sighting through window or door
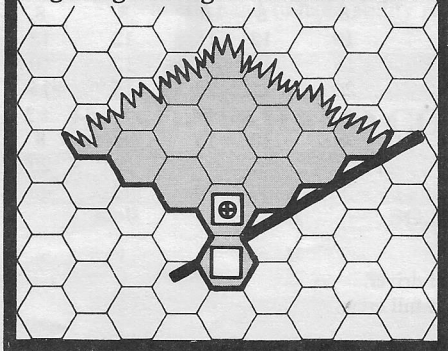
Soldier in open
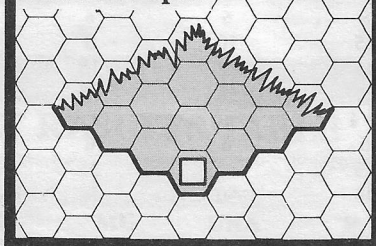
Tank main gun and coaxial MG

Pillbox

Tank hull MG

Tank swivel MG (360° play)

Sighting around corners
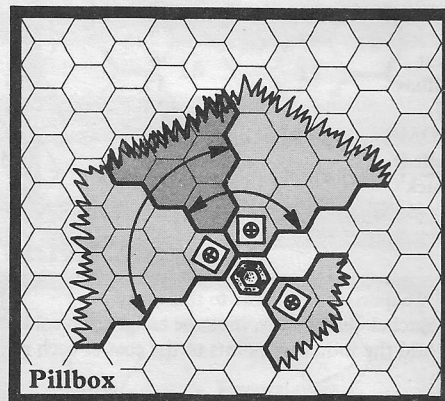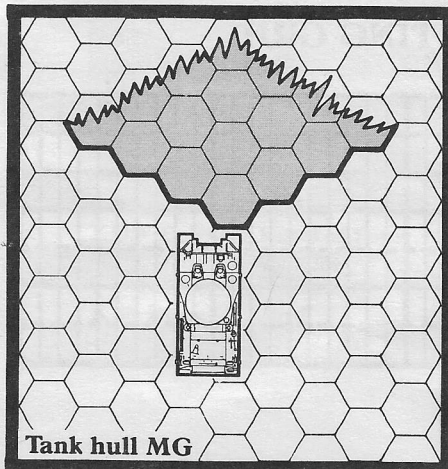
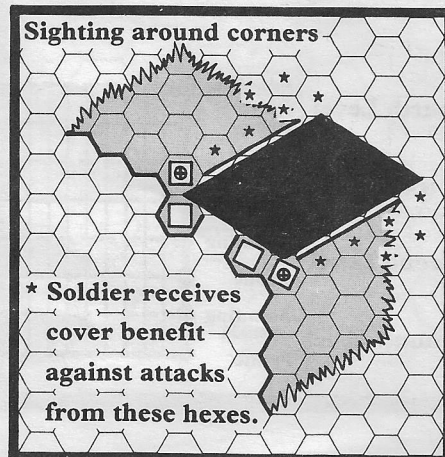* Soldier receives cover benefit against attacks from these hexes.

If the impact hex is inside a building, that hex and the six adjacent hexes continue burning for the rest of the game. Place a fire marker in the impact hex. Any soldier passing through or adjacent to that hex inside the building is attacked on the 7 column of the Combat Results table. I and K results are reduced to wounds and panicked soldiers bolt automatically.

A player must draw one extra preservation chit every time a friendly man becomes a casualty as a result of a flamethrower attack (i.e. two chits for soldiers, three for leaders).

If a flamethrower-equipped man is wounded, incapacitated, or killed, the flamethrower might explode. Roll one die; add 1 if the man was only wounded. If the result is 1, 2, or 3, the flamethrower explodes. A flamethrower explosion is identical to a flame attack with the hex occupied by the flamethrower as the impact hex.

[29.4] Anti-Vehicle Effects
If the impact hex of a flame attack is one of the two rear hexes of a tank or enclosed APC, the tank or APC is immobilized. Impact on any other hex has no effect.

If the impact hex of a flame attack is one of the two front hexes of a halftrack, the halftrack is immobilized. Impact on any other halftrack hex has no effect.

Trucks are automatically immobilized when struck by a flame attack, regardless of which hex of the truck was hit.

Flame attacks against personnel inside vehicles are subject to all the restrictions of normal direct fire attacks against men in vehicles.

[29.5] Restrictions
A flamethrower can never be exchanged. A flamethrower-equipped man can never use any other weapon, including grenades.

[30.0] ARTILLERY AND MORTARS

In some scenarios one or both players have the use of off-map artillery. Artillery comes in four sizes:

- Light = 75mm artillery, 81mm-90mm mortars
- Medium = 84mm-122mm artillery, 105mm-120mm mortars
- Heavy = 140mm-175mm artillery, 150mm rockets
- Super Heavy = 203mm-240mm artillery, 210mm rockets

There is no difference between artillery, mortar, and rocket fire. The terms are used interchangeably.

CASES

[30.1] Artillery Employment
Artillery fire can be either planned or called.

Planned Artillery: Target hexes and turn of impact must be written down before the scenario begins. Any hex on the map can be targeted. Any number of rounds can be plotted for a turn. Once the game begins, the artillery targets and schedule cannot be changed. Note the information for each turn on a separate slip and show the appropriate slip to your opponent when the artillery impacts.

Called Artillery: A target hex must be plotted beforehand for each round of called artillery, but it can be requested at any time during the scenario. The artillery arrives two turns after being requested. If a player wants, he can substitute planned artillery for called artillery round for round.

[30.2] Artillery Scatter
Artillery scatter is determined the same as grenade scatter. The scatter coefficient is determined by the weight of the artillery.

[30.3] Artillery Effects
Artillery acts like a huge fragmentation grenade explosion. Consult the Burst and Combat Results tables to determine its effects on soldiers inside the blast radius. Artillery also creates a crater in the impact hex.

A light artillery round striking a pillbox attacks the occupants directly with a blast of 15. A medium, heavy, or superheavy round striking a pillbox automatically obliterates it and its occupants (regardless of whether or not the occupants were sighting or were exposed), as well as killing any men on top of the pillbox; such fire also creates a crater in the hex. If the round does not strike the pillbox directly, it has no effect on the pillbox.

An artillery round striking a building or a hex adjacent to a building acts like a satchel charge, creating a breach in the roof or adjacent walls. It then attacks soldiers on the other side of the roof or walls as if they were in the open.

A light artillery round hitting a tank has no effect on the tank but the crew members must make panic checks. A direct hit from a medium or heavy round is treated like a rocket hit in the front. A superheavy round destroys the tank and kills its crew. Soldiers riding on the tank are affected by any hit as though they were standing in open terrain. The commander also may be injured if exposed.

An APC or truck hit by any artillery round is destroyed and its crew and passengers are attacked as if they were standing in open ground.

In moderate or dense terrain, light and medium artillery landing in rough #2 hexes detonates at tree-top level. Tree-top bursts do not create craters and reverse the defense multiples for standing and prone targets; i.e., standing targets are considered prone and prone targets are considered standing when determining their defense.

[30.4] Smoke
Smoke rounds can be substituted for any other type of artillery when the round is plotted or requested. These have the same effect as smoke grenades.

[30.5] Limitations
Artillery rounds that scatter off the map are complete misses and have no effect.

Artillery does not discriminate between friends and enemies. Every eligible target within the burst radius is attacked, whether friendly or enemy.

[31.0] MINES
The defending player receives mines in some

scenarios. Two types of mines are available: anti-personnel and anti-tank.

CASES

[31.1] Placing Mines
Mines are not represented on the map by counters. Their locations are recorded secretly by the owning player and revealed only when a soldier enters a mined hex. Any number of anti-personnel mines can be placed in an outside hex. One anti-personnel mine can be placed in an interior hex. Only one anti-tank mine can be placed in a hex.

[31.2] Anti-Personnel Mine Effects
An anti-personnel mine may be triggered whenever any man, whether friendly or enemy, enters the hex containing it. The defending player rolls one die for each mine in the hex; the mine explodes on a roll of one, two, or three. An anti-personnel mine has the same effect as an offensive hand grenade. If more than one mine detonates, resolve each attack separately.

Anti-personnel mines have no effect on vehicles but are automatically detonated by vehicles moving through the hex.

[31.3] Anti-Tank Mine Effects
Anti-tank mines are detonated automatically if any vehicle moves into the hex. If the vehicle is a tank it is immobilized and all crew members must make panic checks. If the vehicle is an APC or truck it is immobilized and all the men inside are attacked as if a grenade had exploded inside the vehicle in the hex occupied by the mine.

[31.4] Clearing Mines
A mine is consumed when it explodes. A mine is destroyed if artillery lands in its hex or a satchel charge explodes in its hex. The artillery or satchel charge must be in the same hex as the mine to detonate it (Exception: a super-heavy artillery round destroys all mines in its impact hex and the six surrounding hexes).

[31.5] Claymore Mines
The claymore mine was developed by the US army to counter human wave attacks. It is a convex-shaped explosive charge with ball bearings lining the convex face. When detonated it blasts an expanding cone of ball bearings in a specific direction.

Claymore mines are deployed secretly, like other mines. Unlike other mines, they must be oriented toward a specific hexside.

A claymore mine can be detonated by a friendly soldier who has been designated by the player as the detonator. The detonator must have a clear line of sight to the mine hex. He cannot perform any other task during the impulse when he detonates the mine. If the detonator is killed or incapacitated, another friendly man can move into his hex and detonate the mine after exchanging weapons with the detonator. The detonator cannot move until the mine is detonated.

A claymore mine can also be detonated by a trip wire. The player chooses one hex in the claymore's blast cone as the trip wire anchor hex. A straight line from the anchor hex to the mine hex forms the trip wire. Whenever a man enters a hex

intersected by this line, roll one die. If the result is one, two, or three, the mine detonates.

If the mine initiates contact, all moving men must be advanced to the positions they would occupy at the moment of detonation.

The blast cone of a claymore mine is shown in the Claymore Mine diagram. Each man in the cone is attacked by the blast printed in the hex he occupies. This blast is compared to the defense multiple of the terrain and a normal fire combat result is determined for each man. Movement has no effect on the blast. All men caught in the blast cone are stunned regardless of whether they were injured.

Claymore mines have no effect on vehicles themselves. Exposed commanders and men in trucks are attacked. Commanders receive the protection of their vehicles, but men in trucks have no cover.

[31.6] Booby Traps
A mine placed inside a building is considered a booby trap. Any number of interior hexes can be mined, but only one mine can be placed per hex. (Note that different levels of the same hex are considered different hexes.)

A mine that detonates inside a building is the same as an offensive hand grenade. It cannot penetrate floors, ceilings, or walls.

[32.0] SNIPER FIRE
Sniper fire is a special danger for men entering a town held by the enemy. Those men may be shot at by enemy sharpshooters they cannot see.

CASES

[32.1] Restrictions
Sniper fire is a special type of opportunity fire. It is executed exactly like opportunity fire with the following exceptions.

Sniper fire may only be used by a player whose forces begin the game deployed on the map.

Snipers must be designated at the beginning of the game, before enemy men enter the map. Any number of men can be designated as snipers. The location and facing of a sniper is written down and not revealed to the enemy until the sniper is spotted.

No soldier can execute sniper fire once he has moved, changed facing, or been spotted by the enemy. A player can discard a soldier's sniper status at any time and treat him as a regular soldier.

A sniper can be armed with any weapon except a flamethrower, a grenade, or a satchel charge. He can use rifle grenades.

[32.2] How to Execute Sniper Fire
A sniper must be sighting in order to fire, but the player simply notes on paper which snipers are sighting; no sighting marker is placed on the map. (Alternately, a sighting marker can be placed off the map on the sniper's counter.) Sniper fire must be aimed at one particular target hex. The player must designate this hex secretly in writing before the enemy enters the map. Each sniper can aim at a different hex.

A sniper is considered sighting for opportunity

fire. His field of fire consists only of his target hex and the six adjacent hexes. He can fire any time he has a target in his field of fire; he doesn't need to wait for a normal chance for opportunity fire.
EXAMPLE: a sniper could fire at an enemy soldier in his field of fire during an enemy round even if that soldier was not active. His presence is enough to trigger sniper fire.

A sniper's firepower is not halved (as in normal opportunity fire) when he fires into his target hex. His firepower is halved if he shoots into any of the six surrounding hexes (unless he is using a rifle grenade or rocket launcher).

A sniper can shift his aim to an adjacent hex every round that he is active. This is the only action he can take that round. This is the only way a sniper can shift his aim.

[32.3] Sighting the Sniper
A sniper's position is not necessarily revealed when he shoots.

If the sniper fired a BR, SR (or AW as an SR), SG, or rifle grenade, the player only needs to tell his opponent which hexside the shot crossed on entering the enemy hex. If the sniper fired an AW, MP, AR, MG, or RL, he is spotted (his counter is placed on the map and he is no longer a sniper).

A sniper is spotted as soon as he performs any task other than reload, prepare rifle grenade, sight, or opportunity fire. Shifting his aim does not cause him to be spotted.

A sniper is spotted if an enemy soldier moves within 10 hexes with a clear line of sight to the sniper's position.

[33.0] BODY ARMOR
Ballistic cloth body armor protects a soldier's torso and abdomen from shrapnel and small-arms fire. It has been in limited use since the 1950s.

CASES

[33.1] Availability
Body armor can be worn by any US or NATO soldiers in Korean War, Vietnam, or NATO scenarios. The player must specify before play begins whether his soldiers are wearing body armor. A force must be uniform; either everyone wears body armor or no one wears it. Once the game begins, the decision whether to wear body armor cannot be changed.

[33.2] Effects of Body Armor
A soldier wearing body armor has an innate defense multiple of two rather than one. This applies in all terrain and postures.

A soldier wearing body armor has only seven movement points. If halved or quartered, this is reduced to four or two, respectively.

[34.0] TRUCKS AND ARMORED PERSONNEL CARRIERS
Trucks and armored personnel carriers (APCs) can be used to transport soldiers. APCs also carry a swivel machine gun, giving them substantial

firepower of their own. APCs and trucks together are referred to as vehicles. Vehicles are represented on the map by playing pieces which fill six hexes: two hexes wide by three hexes long.

APCs used in World War II and the Korean War are open-topped halftracks. Post-Korean War APCs are completely enclosed.

CASES

[34.1] Vehicle Movement
The right front hex of a vehicle is the lead hex. All vehicle movement is counted from this hex. When the vehicle turns, it pivots around this hex. When the vehicle moves forward it enters the hex directly ahead of its lead hex. It may not sideslip. When the vehicle moves in reverse it enters the hex directly behind its lead hex.

A vehicle can change its facing 60 degrees (one hexside) each time it enters a new hex. Turning does not reduce a vehicle's speed or cause it to move fewer hexes.

All of the vehicle's hexes must conform to the hexgrid as the vehicle moves.

No part of a vehicle may ever overlap a hex inside a building. The vehicle is moving illegally if, at any time, there is a wall hexside between two hexes occupied by the vehicle. A vehicle is not hitting a building just because it is adjacent to and seems to be touching the side or corner of a building. A vehicle can drive inside the large building with the two-hex-wide opening (hexes 3243 and 3343).

A vehicle moves whenever the commander is active (the machine gunner commands an APC, the driver commands a truck). A leader can activate a truck driver but not an APC commander. A vehicle has eight movement points per round and always pays the clear terrain cost per hex entered.

Place a Moving counter on a vehicle when it moves. This counter remains in place until the next round when the driver is active. It is not removed automatically at the beginning of the next friendly round or the end of the turn.

If two or more friendly vehicles are moving in a column, all of the vehicles can move when the lead vehicle moves. Vehicles are moving in a column if:

1. The distance between vehicles is no more than one vehicle length;

2. The vehicles are following exactly the same path of hexes.

[34.2] Vehicle Crews
An APC has a two-man crew: the machine gunner/commander and the driver. A truck has one driver. These crew members are included with the vehicle and are not drawn from the player's other squad members.

The driver of a vehicle rides in the front left hex. The commander in a halftrack rides in the middle left hex. The commander in an enclosed APC rides in the front right hex.

No soldier can exchange positions with an original crew member unless that crew member is incapacitated or killed. If an APC commander is incapacitated or killed, the driver becomes the commander.

[34.3] Transporting

The two front hexes of a vehicle form the cab and the four back hexes form the passenger section. Normal stacking restrictions apply in the passenger section. No stacking is allowed in the cab. A truck or APC, therefore, can transport up to 14 soldiers.

When soldiers are riding in a vehicle, place their counters in the appropriate hexes on the vehicle piece. These counters move along with the vehicle as it moves.

[34.4] Mounting and Dismounting

Vehicles have doors on each side of the cab and doors on the two rear hexes of the passenger section. APCs have a door between the passenger section and the cab; trucks do not. Exiting a vehicle via these doors costs two additional movement points. The inside of a vehicle is considered clear terrain for movement.

Men in the passenger section of a truck or halftrack can leave the vehicle by climbing across the sides. This costs four additional movement points.

A soldier can leave a vehicle safely if its speed is zero. A soldier can also jump from a moving vehicle (speed one or more). This is identical to jumping down one elevation level and has the same restrictions and risks (see 10.3).

A soldier can mount a vehicle only if its speed is zero. This takes an entire round; it does not expend movement points.

A soldier in a vehicle can be either standing or sitting. Standing up from a sitting position costs four movement points. Sitting is done the same as dropping prone, with the same restrictions. A soldier who is required to drop prone inside a vehicle sits instead; mark him with a Prone marker. All men in a vehicle must be seated until contact is made with the enemy (Exception: APC commanders may be standing).

[34.5] Opened Up and Buttoned Down

An APC operates most efficiently when the commander opens his hatch and has a clear view all around. This is called open configuration and it is the APC's usual condition. When danger threatens, the vehicle can be sealed against small arms and shrapnel at the cost of restricted visibility. This is called buttoned down and is represented by placing a Buttoned Down marker over the commander.

The activation ratings of APC crew members are increased by 2 when the APC is buttoned down. The commander cannot fire the swivel machine gun when the APC is buttoned down.

[34.6] Vehicles in Combat

The commander can fire the swivel machine gun only when the APC is opened up. This machine gun never becomes unloaded and never requires a loader. It can be fired in any direction the commander is facing.

Soldiers inside a truck or halftrack must be standing to perform any combat tasks. Soldiers inside an enclosed APC cannot perform combat tasks.

Men inside a truck are always visible. Men in the passenger section of a halftrack can be seen from ground level only if they are standing. They can be seen from second level or higher regardless of their posture. Men in the passenger section of an enclosed APC cannot be seen.

Vehicles offer varying degrees of protection against small arms fire and explosions.

Truck cab or passenger section: All occupants of a truck have a defense multiple of 2 against direct fire and opportunity fire. A truck provides no protection against explosions; soldiers are treated as if in open terrain.

APC cab, buttoned down: Small-arms direct fire and opportunity fire, and grenade bursts have no effect on the driver or commander of a buttoned down APC.

APC cab, open: The driver receives a defense multiple of 4 against small arms fire and explosions. The commander receives a defense multiple of 2 if standing or 4 if seated.

Halftrack passenger section: Seated men cannot be seen by soldiers at ground level. Explosions outside the vehicle have no effect on it. Standing men have a defense multiple of 2 against small arms fire and explosions. Soldiers at height level two or higher can see everyone in the passenger section of a halftrack.

Enclosed APC passenger section: All passengers are completely protected from small arms fire and explosions outside the vehicle.

There are exceptions to all of the preceding cases. Anti-tank mines attack vehicle occupants the same as a grenade exploding inside the vehicle. A satchel charge or artillery hit underneath or adjacent to an APC stuns all occupants. A direct hit from a rocket launcher or artillery shell may affect vehicle occupants.

A grenade or satchel charge can be thrown into the passenger section of a truck or halftrack. Subtract 1 from the scatter dice roll if the vehicle is standing still; subtract 2 if the vehicle is moving. The grenade or satchel charge attacks soldiers inside normally. The driver and commander of a halftrack are only stunned by a grenade blast in the passenger section.

Standing soldiers can fire and throw from a moving vehicle (assuming that the vehicle is not completely enclosed). The target receives a defense multiple of 10 against direct fire in addition to regular multiples. Subtract 4 from the scatter dice roll when a grenade is thrown from a moving vehicle. Soldiers in a moving vehicle cannot sight or perform opportunity fire.

Vehicles block LOS across their hexes. A soldier can sight and fire around a vehicle the same way he can around the corner of a building, and the vehicle provides the same degree of protection. Soldiers on upper levels can see over vehicles but have a blind spot one hex beyond the vehicle. A soldier in this blind spot cannot be seen unless he is sighting or exposed around the corner of the vehicle.

[34.7] Effects of Panic

Soldiers being transported in a truck or halftrack are subject to all normal panic rules and effects. Soldiers in the passenger section of

an enclosed APC never bolt.

Vehicle crew members are subject to panic. If a commander bolts and abandons the vehicle, the driver does also. If a commander panics, he buttons down the vehicle. If a driver bolts or panics, roll one die and consult the Driver Panic table. (This table is also used if the vehicle goes out of control due to the incapacitation or death of the driver).

DRIVER PANIC TABLE

Die Roll	Result
1,2,3	Stops Dead
4	Rolls Ahead
5	Swerve Right
6	Swerve Left

Stops Dead: The vehicle stops moving immediately. It cannot move again until the driver recovers.

Rolls Ahead: Roll one die. The vehicle expends that number of movement points moving straight ahead. If the driver is panicked in the vehicle, roll a die to determine how far the vehicle moves every time the driver is active until he recovers. The vehicle cannot turn until the driver recovers. If this movement causes a collision, see 34.8.

Swerve Right/Left: Roll one die. The result is the number of movement points the vehicle will expend. Move it one hex directly forward and then turn it 60 degrees to the right or left. It expends all of its remaining movement points moving in that direction. If this movement causes a collision, see 34.8. If the driver is panicked in the vehicle, roll a die to determine how far the vehicle moves every time the driver is active until he recovers. The driver cannot turn the vehicle until he recovers.

[34.8] Collisions

Any time two vehicles try to overlap in the same hex or a vehicle hex overlaps an interior hex, a collision occurs.

If a vehicle tries to enter a hex already occupied by another vehicle, the moving vehicle stops dead. The vehicle hexes do not overlap. The same thing happens if a vehicle tries to cross a wall hexside.

If a vehicle enters a hex occupied by a soldier, the soldier is attacked by the equivalent of firepower 21. If the result is a panic check and the soldier does not panic, the controlling player can move him one hex in any direction. If the soldier panics but doesn't bolt, he is wounded. If the soldier remains in the hex and survives, he is knocked prone. If the vehicle stops on top of him, he must crawl from under the vehicle before standing up.

When any vehicle collides with a heavier vehicle, the lighter vehicle is immobilized and everyone inside it is stunned. The heavier vehicle is unaffected. Tanks are heavier than APCs and APCs are heavier than trucks.

When two similar vehicles collide, everyone in both vehicles is stunned but neither vehicle is damaged.

When any vehicle collides with a building, the vehicle is immobilized and everyone inside is stunned.

[35.0] TANKS

Tanks are heavily armored vehicles that carry a large-caliber cannon. This main gun is mounted in a turret which can rotate to face any direction. The turret is represented by a counter which is placed on the tank in the middle right hex. All tanks also carry a swivel machine gun similar to an APC's and a coaxial turret machine gun. Tanks of World War II and Korean War vintage also carried a hull-mounted machine gun.

CASES

[35.1] Tank Movement

A tank can spend up to eight movement points during any round when the commander is active. All terrain except walls costs one movement point. Walls are impassable.

The right front hex is the lead hex and all movement is counted from it. Each movement point moves the tank one hex directly forward or one hex directly back. It can change its facing by any amount at any time, but each 60 degree turn costs one movement point. It cannot combine forward and reverse movement in the same round.

Movement markers are never placed on tanks.

[35.2] Tank Crews

Tanks in World War II and the Korean War had five-man crews. Post-Korean War tanks have four-man crews. Crew members come with the tank and are not drawn from other squad members. Tank commanders carry machine pistols (MP) as sidearms; other crew members carry pistols (P) as sidearms.

The crew positions, responsibilities, and locations are:

Commander: activates the entire crew for movement and fire; also operates the swivel machine gun. Stationed in the turret.

Driver: drives the tank. Stationed in the left front hex.

Gunner: aims and fires the main gun and coaxial machine gun. Stationed in the turret.

Loader: loads the main gun. Stationed in the turret.

Hull Machine Gunner: fires the hull machine gun. Stationed in the right front hex. (Post-Korean War tanks do not carry hull machine gunners.)

Each man is necessary to perform his job. A man cannot perform his job if he is wounded, incapacitated, or killed (Exception: the commander can continue functioning while wounded). Two crew members can exchange positions to fill a vital role, even if one of the men is incapacitated or killed. The commander cannot be replaced. If the commander replaces someone else, the tank is considered buttoned down.

The commander's activation rating applies to the entire crew. In effect, he acts as a leader for his crew, none of whom will do anything without orders from him. The tank can perform tasks only during round when the commander is active.

The gunner and loader are a team. As long as both are fit, the main gun or coaxial machine gun can fire every round (when the commander is active). If one is wounded these weapons may only be fired if the current activation chit is an odd number. If both are casualties, neither gun can be fired until at least one of these men has been replaced.

Tank crew counters are not placed on the tank piece on the map. Keep them off the map on the separate tank display. Place these counters on the map only if the crew abandons the tank.

[35.3] Tank Combat

On any round that the tank commander is active the tank can fire its main gun or coaxial machine gun, its hull machine gun, and its swivel gun (if the tank is opened up).

The swivel machine gun can fire in whatever direction the commander is facing, regardless of the turret facing.

The hull machine gun, coaxial machine gun, and main gun have restricted fields of fire. The Fields of Fire diagram shows which hexes are inside the field of fire. The hull machine gun's field of fire is determined by the hull facing. The main gun's and coaxial machine gun's fields of fire are determined by the turret facing.

The turret can rotate to face any direction during a round. The tank cannot perform any other tasks while rotating the turret, but can aim at the same time. The tank must spend one round aiming its main gun every time it fires at a different target hex or fires after moving. Once aimed, the gun can continue firing until it switches target hexes or the tank moves.

The main gun cannot be aimed through smoke, but it can continue firing at a target it was aimed at before the smoke interposed.

Three hits from the main gun create a breach in a wall hexside. If the gun continues firing through the breach, it can create a second breach in the next wall beyond. The same thing can be done by firing through a door or window. This can only be done to one wall beyond the first.

The hull machine gun can never fire at any target above ground level. The main gun and coaxial machine gun can fire at upper floors but the tank must be a certain minimum distance from the target. To sight upper levels, minimum range from the turret hex to the target hex is as follows:

2d level	3 hexes
3d level	6 hexes
4th level	7 hexes

A tank's machine guns never become unloaded. The main gun fires using the Tank Main Gun line of the Scatter table. It cannot fire more than one shot per round.

A tank cannot move and fire any weapons during the same round.

If a tank moves onto a pillbox the pillbox is destroyed, everyone inside is killed, and their weapons are destroyed. Replace the pillbox marker with a crater.

If a shot from a tank's main gun hits a pillbox, everyone inside the pillbox is attacked directly on the 15 column of the CRT.

[35.4] Buttoning Down

A tank normally operates with the turret hatch open so the commander can see where it is going and where the enemy is. Standing thus, the commander is exposed to some risk. The tank provides a defense multiple of two against small arms fire and explosions.

When the commander completely encloses himself in the turret the tank is buttoned down. Flip the turret counter over to its buttoned down side. Buttoning down raises the commander's activation rating by two and deprives him of the use of the swivel machine gun. It provides complete protection against small arms fire and explosions (direct hits by rockets and artillery, antitank mines, and satchel charges can still affect the tank).

A buttoned-down tank can rotate its turret only one hexside per round.

If a commander panics, he immediately buttons down the tank. The tank can perform no tasks until the commander recovers. If the commander bolts, the entire crew bails out.

[35.5] Protection

Small arms fire and explosions have no effect on tank crew members other than the commander. They affect the commander only if the vehicle is opened up, and then the tank provides a defense multiple of two. Rockets, artillery, anti-tank mines, satchel charges, and flamethrowers have special effects on tanks.

Tanks affect LOS the same as trucks and APCs; see 35.7.

[35.6] Bailing Out

Exiting or entering a tank must be done through a hatch. There is a hatch in the turret and one in each of the two front hexes. One man can enter or exit via each hatch per impulse. Place an exiting man on the tank in the hatch hex.

Once out of the tank, crew members operate as normal infantry. They can be activated by themselves or by any friendly leader. A tank commander cannot activate soldiers who were not part of his crew. Once the crew bails out, the tank remains abandoned for the rest of the game.

[35.7] Riders

A tank can carry up to 10 soldiers riding on the hull: two per hex, none in the turret hex. Dismounting from a tank expends four movement points, regardless of terrain. Mounting a tank is a specific task and consumes an entire round. Wounded men must be carried onto the tank.

A man riding a tank has a defense multiple of one against all attacks. If the tank is moving he receives the defensive multiple for movement against direct and opportunity fire.

Men riding a tank move with the tank. They maintain their position and facing vis-a-vis the tank, not the ground.

A man cannot mount a moving tank. He can jump off of a moving tank, but suffers the same risk as a man jumping down one level; see 10.3.

PART 4: SCENARIOS

The SNIPER!™ game has eight general situations: Patrol, Raid, Ambush Patrol, Hasty Ambush, Recon, Assault, Block Clearing, and Pillbox. A wide variety of nationalities and time periods are covered in the game, allowing players to create a vast number of scenarios using these situations.

The description of each situation states generally what that situation involves and what it is trying to simulate, along with detailed information on how to play that situation. Squads from different theaters and wars are listed in the orders of battle which follow each situation description.

[36.0] SETTING UP

Lay out the map on a flat surface. Place the activation tracks alongside the map. The players should sit on opposite sides of the map. The map edge closest to each player is the player's home edge. Separate the counters needed for the scenario and sort them into the counter storage tray by weapon type.

When choosing counters, place all counters of the appropriate type into the box lid, a cup, or another suitable, opaque container. Then draw counters, one at a time, until the number needed have been drawn. These are the men making up the player's force. For example, a German player who needs eight riflemen places all German riflemen in a cup. He draws eight and returns the remainder to the storage tray. He repeats this for each type of weapon carried by the squad.

Once all of a player's soldiers are chosen, consult the Counter Index of the appropriate nationality to find each soldier's activation rating (and his ability and panic ratings, if the Intermediate rules are being used). Transcribe this information onto a copy of the roster form. On the roster form, arrange the soldiers in the order of their ID numbers. This makes it easy to see which men are active during any impulse; low ID numbers correspond to low activation ratings.

[36.1] Secret and Concealed Deployment

In most of the situations the Bravo player is instructed to deploy his force before the game begins in a specific part of the map. This deployment is done secretly and the Alpha player is not to know the location of Bravo men or weapons until they are revealed during the course of play.

The Bravo player may write the locations of his men by hex number on his roster. If permitted, he may indicate which men are sighting and eligible for opportunity fire, along with their facings. Alternately, if space permits, the Bravo player may simply place his units on one map which is hidden from the Alpha player and then watch as the Alpha force moves onto the other map.

Even if the Bravo force is not allowed to move before contact, the Bravo player can change the facings of his men between Alpha moves.

[37.0] PATROL

This simulates what is probably the most common type of squad-level infantry combat. Two opposing infantry squads meet by chance in no-

man's land between their front lines. Both squads are on a general patrol with no specific purpose except that of gathering information. Most patrols of this nature are inconclusive. From an intelligence standpoint, however, the fact that a patrol didn't run into the enemy, didn't walk into a minefield, didn't draw long range fire, didn't find evidence of enemy occupation of abandoned buildings, etc., can be as important as if it did run into trouble. Aggressive patrolling of this sort produces the information that headquarters needs to paint a picture of the enemy's front line, locate his listening posts, pick probable routes of attack, and generally puzzle out what is going on out there. The firefight that results when two such patrols chance to meet usually is brief and half-hearted. Neither patrol is much interested in exterminating the other. Both are more likely to exchange a few shots and get out.

Each side has the same overall mission: enter the map, sweep through the area, and get away with sufficient live men to make a useful report of the encounter.

[37.1] Set-Up

The patrol situation is unlike the other situations in that neither force is set up on the map when the game begins. Both squads enter the map during the game.

Step 1: Determine where each patrol enters the map. Place one side's activation chits numbered from 1 to 4 into a cup. Each player draws one chit at random. Do not show the chit to your opponent. This chit determines where soldiers can enter the map. The entry hexes are:

Chit	Alpha entry	Bravo entry
1	0101-0401	0154-0354
2	0801-1201	0954-1253
3	2201-2601	2253-2653
4	3601-3901	3653-3954

Step 2: Determine the patrol's path. Each player knows where his patrol enters the map. He now writes orders describing the path his patrol will follow across the map. This movement order simply lists the order in which the lettered sections of the map will be entered. In addition, the following restrictions must be observed.

1. Every section of the map must be entered by every man in the patrol.

2. The patrol must move in one or two columns. Every man must be within two hexes of the man directly ahead of and behind him in his column. A single point man can be up to 10 hexes ahead of either column. If two columns are used, the columns must remain within five hexes of each other and must follow parallel courses. If two columns are used the player must endeavor, as much as is possible, to keep the lead men from both columns (not including the point man) in direct alignment along a hexrow.

3. Soldiers in a column must maintain their original spacing intervals at all times. Columns may move closer together or farther apart (but may never move more than five hexes apart).

4. All movement must be through clear or rough #1 terrain and no elevation changes are allowed.

5. The patrol may not reenter a map section which it has already traversed until all the map sections have been traversed or an enemy man has been spotted.

6. All firearms are presumed to be loaded but no man can have a prepared hand grenade or rifle grenade.

Step 3: Determine which side enters the map first. After plotting their respective paths, each player rolls the die once. The player with the lowest roll begins moving his patrol onto the map immediately. The player with the highest roll allows the other patrol to perform a number of moves equal to the difference between the two dice rolls, and then begins moving his patrol onto the map. If the dice rolls are the same, roll again.

For example, the Alpha player rolls 5 and the Bravo player rolls 2. The difference between the two rolls is 3, so the Bravo player moves his soldiers three times before the Alpha force enters the map.

[37.2] Movement to Contact

Until the patrols spot each other, players use this abbreviated sequence of play.

1. The player whose patrol entered the map first moves his patrol four to eight hexes. This is not an expenditure of movement points, but a simple hex count. Every man in a column must move the same distance along the same path and must maintain the original spacing between men. The patrol must head generally toward its next listed sector. The lead man may change facing by one or two hexsides per move, all at once or one hexside at a time.

2. The second player moves his patrol when the first player has finished moving, following the same procedure. Players alternate in this fashion until the point of contact.

Contact occurs at the exact moment when at least one soldier sights at least one enemy soldier. All movement stops at this point. Both players set aside their movement orders and play switches to the normal turn sequence (4.0).

If contact occurs before all men have entered the map, then continue alternating movement according to the written movement orders until all men are on the map. At that point movement ceases and the normal sequence of play begins.

After contact, players ignore their movement orders. The patrol no longer needs to move through every map section.

[37.3] Game Length

The game can run any number of turns. It continues until only one side has healthy or wounded men on the map.

[37.4] Victory Conditions

The winning player is the one with the most points when the game ends. Players earn victory points according to the following schedule:

3 points per enemy soldier wounded
10 points per enemy soldier incapacitated
10 points per enemy soldier killed
5 points per incapacitated friendly soldier carried off the field by teammates*

- 10 points for possessing the field (having at least one healthy or wounded man on the map when the game ends)
- 30 points if a friendly soldier reaches the opposite map edge and survives to the end of the game.

*The team that controls the field also earns 5 points per incapacitated friendly man as if they had been carried off.

Soldiers can leave the map anywhere along the edge where they entered. They cannot leave along any other map edge.

The greater the difference in victory points between the two sides, the greater the result:

VP Margin	Victory Level
10 or less	Marginal
11 to 20	Substantial
21 or more	Major

If a force reaches its preservation limit it cannot collect points for wounding, incapacitating, or killing enemy soldiers. It still collects points for possessing the field, reaching the opposite map edge, and evacuating its own incapacitated casualties.

[37.5] Notes
The interesting feature of this situation is that either player can determine when the game ends by voluntarily leaving the map. Of course, the player who decides to leave concedes 10 points. Sometimes it isn't easy to leave, particularly if your men are pinned down or the enemy is blocking your exit. As a general guide, it is best to shoot and run, assuming you can concede the field and still have some victory margin. If you get the best of the initial exchange of fire or you have a man close to the enemy's map edge it might be worth sticking around for a big win.

[37.6] Orders of Battle
Choose one of the following orders of battle for the scenario. Each is from a different war or strategic theater. Each OB indicates the terrain that is used, how many soldiers with each type of weapon a player receives, and which activation track is used. The preservation level is used with the Intermediate and Advanced rules.

NAPLES, 1943
Urban or mixed terrain
American: 10 SR, 2 AR; track C; pres 20
German: 4 BR, 2 MP, 3 MG; track C; pres 20

OREL, 1943
Urban or mixed terrain
Soviet: 6 BR, 3 MP, 1 MG; track D; pres 20
German: 6 BR, 3 MP, 1 AR; track E; pres 25

MILNE BAY, 1942
Mixed terrain
Australian: 7 BR, 2 MP, 1 AR; track E; pres 20
Japanese: 13 BR, 1 AR; track D; pres 40

OLD BALDY, 1952
Dense terrain
American: 10 SR, 1 AR; track D; pres 15
ChiCom PLA: 5 BR, 4 MP; track D; pres 30

MEKONG DELTA, 1968
Urban or dense terrain
American: 8 AW, 2 GL; track E; pres 15
Viet Cong: 8 SR, 3 MP, 1 AR; track D: pres 20

ETCHELLS, 1990
Urban or mixed terrain

American: 9 AW, 1 GL/AW; track E; pres 15
Soviet: 8 AW, 1 MG; track E; pres 20

[38.0] RAID
A raid is a quick hit-and-run operation meant to attack a known enemy position, inflict casualties, and get away before the enemy can react in strength. The goal of some raids is seizing prisoners. Raids often are conducted at night.

[38.1] Set-Up
Bravo force sets up in sections B and C or F and G. He deploys openly so the Alpha player can see his forces. Each man is deployed in a foxhole, one man per foxhole.

The Alpha player chooses one section in which to deploy his force. He can choose from sections A, D, E, or H. No Alpha soldier can be more than two hexes from the edge of the map.

[38.2] Movement to Contact
The normal sequence of play is used, with the following exception: only the Alpha player is allowed to draw activation chits and activate his soldiers before the point of contact.

All Bravo men have sighting markers when the scenario begins. They can do nothing except change facing, however, until the point of contact. Once contact occurs, Bravo soldiers can perform opportunity fire. When Bravo's opportunity fire is finished, the turn in play ends immediately and a new turn begins.

The Bravo player does not draw activation chits until the first turn following contact. No man from either force may perform direct fire, quick fire, or throw grenades or satchel charges until the point of contact.

[38.3] Game Length
The game lasts 15 turns, including the turns before contact.

[38.4] Victory Conditions
The winning player is the one with the most points at the end of the game. Points are awarded for the following:

Bravo player
- 3 points per enemy soldier wounded
- 5 points per enemy soldier killed or incapacitated

Alpha player
- 5 points enemy soldier killed or incapacitated
- 10 additional points per incapacitated enemy soldier carried out of the Bravo sectors by Alpha soldiers

[38.6] Orders of Battle
NORMANDY, 1944
Dense terrain
Germans (Alpha): 6 BR, 3 MP, 6 SC; track D; pres 20
Canadians (Bravo): 3 BR, 3 MP, 1 AR; track D; pres 20

DON RIVER, 1942
Mixed terrain
Soviets (Alpha): 6 BR, 3 MP, 1 MG, 3 SC; track E; pres 30
Germans (Bravo): 3 BR, 2 MP, 1 MG; track C; pres 40

MT. AUSTEN, 1942
Dense terrain
Japanese (Alpha): 6 BR, 1 SC; track D; pres 16
Americans (Bravo): 4 BR; track C; pres 15

HAN RIVER, 1951
Open terrain
American (Alpha): 10 SR, 1 AR; track D; pres 15
ChiCom PLA (Bravo): 4 BR, 3 MP; track D; pres 20

QUANG TRI, 1968
Mixed terrain
NVA (Alpha): 12 AW; track C; pres 30
Americans (Bravo): 8 AW, 2 GL, 20 rds MDM arty (called); track E; pres 15

[39.0] AMBUSH PATROL
As the intelligence picture in no-man's land fills in, local commanders begin to anticipate enemy patrols. This is especially true if the enemy gets careless and falls into a patrolling routine, setting the stage for an ambush.

[39.1] Set-Up
The Alpha player sets up and plans a patrol route the same as in the patrol scenario. He then shows his route, but not his entry hexes, to the Bravo player.

The Bravo player secretly selects any two adjacent map sections other than Alpha's entry section in which to deploy for the ambush. All Bravo soldiers must be deployed in the chosen areas using concealed deployment. The Bravo player then rolls one die to determine where his men can exit the map:

1 = hexes 0101-0127
2 = hexes 0128-0154
3 = hexes 0154-2053
4 = hexes 2053-3954
5 = hexes 3954-3928
6 = hexes 3927-3901

[39.2] Movement to Contact
Prior to contact the Alpha force moves exactly as if it was playing a Patrol scenario. This movement continues until Alpha is attacked or an Alpha man moves within five hexes of a Bravo position with a clear line of sight.

Bravo soldiers cannot move until after contact. All Bravo soldiers are assumed to be sighting and eligible to perform opportunity fire from the beginning of the game. Bravo soldiers can change facing prior to contact.

Bear in mind that the Alpha force moves as a unit even though each counter is moved individually. As the point moves, everyone behind is assumed to be moving and maintaining the original spacing. At the moment a Bravo soldier uses opportunity fire, rearrange the Alpha markers if necessary to show their actual positions.

If contact is initiated by opportunity fire, the Bravo force can complete all of its opportunity fire before the Alpha force reacts in any way (including making panic checks). Once opportunity fire is finished, begin making panic checks for everyone who didn't attack.

The Bravo player may detonate a claymore mine

to initiate contact. The Bravo player resolves the mine's attacks against all Alpha soldiers in the blast cone, then all soldiers make panic checks.

[39.3] Game Length
The game lasts 15 game turns after the point of contact or until all healthy and wounded men from one side have left the map.

[39.4] Victory Conditions
The winning player is the player with the most victory points at the end of the game. Points are awarded as follows:

- 3 points per enemy soldier wounded
- 10 points per enemy soldier killed or incapacitated
- 5 points per Alpha soldier, regardless of status, exited from map (Alpha player only)

[39.5] Orders of Battle
RAPIDO RIVER, 1944
Mixed terrain
American (Alpha): 5 SR, 4 MP, 2 AR, 1 MG; track D; pres 15
German (Bravo): 2 BR, 2 MP, 1 MG; track A; pres 20

MIUS RIVER, 1942
Mixed terrain
German (Alpha): 10 BR, 1 MP, 1 MG; track A; pres 15
Soviet (Bravo): 8 BR, 1 MP, 1 AR; track G; pres 30

KHOTA BHARU, 1941
Dense terrain
British (Alpha): 6 BR, 1 AR; track E; pres 10
Japanese (Bravo): 4 BR, 1 AR, track D; pres 40

GLOSTER CROSSING, 1951
Open terrain
British (Bravo): 3 MP, 1 AR; track C; pres 20
ChiCom PLA (Alpha): 9 BR, 4 MP; track E; pres 20

PHUOC AN, 1967
Mixed terrain
Viet Cong (Alpha): 2 AW, 2 SR, 2 MP; track D; pres 20
American (Bravo): 4 AW, 1 GL, 1 claymore; track C; pres 10

ETCHELLS, 199?
Mixed terrain
Soviet (Alpha): 8 AW, 1 MG; track E; pres 20
American (Bravo): 5 AW, 5 claymores; track E; pres 15

[40.0] HASTY AMBUSH
A hasty ambush is employed when a patrol finds itself suddenly in a position to ambush an enemy force. While this scenario is set in a town, hasty ambushes can occur anywhere.

[40.1] Set-Up
The Alpha player chooses one of the paths shown on the Hasty Ambush diagram. Note that these are general paths along streets and not specific hexrows. He tells the Bravo player which path he is taking. The Bravo player then has five minutes to set up his force. He can set up anywhere he wants using concealed deployment, and then rolls one die to determine his exit edge (as in the Ambush Patrol scenario).

The Alpha player places his soldiers in his truck or halftrack according to the rules on vehicles (34.0). If the Alpha force has two vehicles, no more than two-thirds of its soldiers can be carried in a single vehicle.

[40.2] Movement to Contact
If the Alpha player has more than one vehicle, the trailing vehicle must be at least four hexes behind the lead vehicle, but not more than eight hexes behind. The Alpha player simply moves the lead vehicle along its chosen path, indicating which hexes it is moving through. The Bravo player can interrupt this movement at any time to perform opportunity fire. At that point, the vehicles are placed in their relative positions and opportunity fire is conducted. When all opportunity fire is done, switch to the normal sequence of play.

[40.3] Game Length
The game lasts 15 game turns after the point of contact or until all healthy and wounded men from one side have left the map.

[40.4] Victory Conditions
The player with the most victory points at the end of the game is the winner. Victory points are awarded as follows:

- 3 points per wounded enemy man
- 10 points per enemy man killed or incapacitated
- 5 points per Alpha man, regardless of status, exited from the map (Alpha player only)

[40.5] Notes
As in the ambush patrol, there is little the Alpha player can do until the ambush is sprung. At that point, if casualties are light, it may be best to gun the vehicles and get away with whatever is left. Unfortunately, casualties are likely to be heavy, making some sort of counterattack necessary to win. The Bravo player needs to inflict as many casualties as possible, bearing in mind that he cannot abandon the map without giving up five victory points per Alpha soldier.
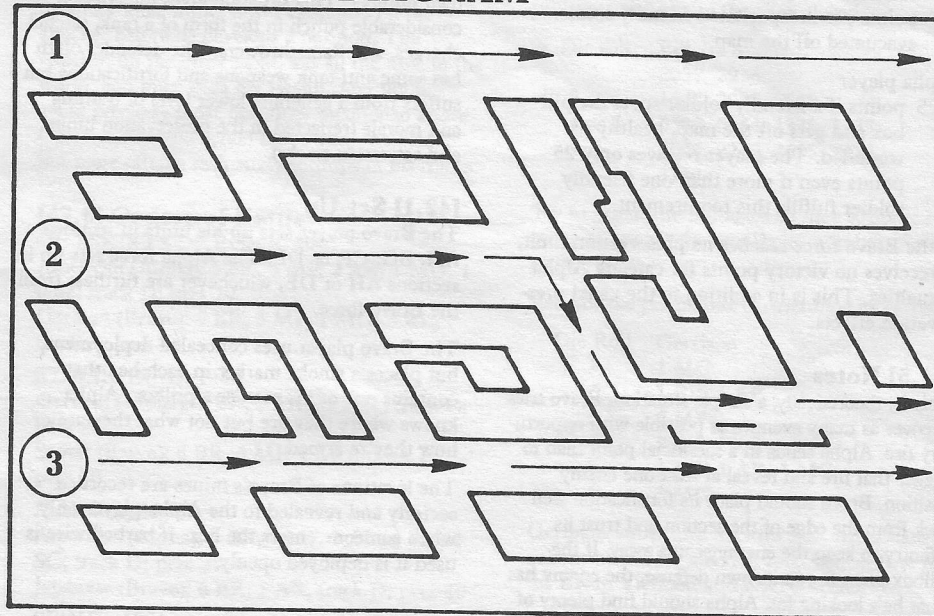
[40.6] Orders of Battle
TOBRUK, 1941
German (Alpha): 8 BR, 1 MP, 1 MG, 1 halftrack; track A; pres 15
British (Bravo): 3 BR, 1 MP, 1 AR; track D; pres 15

OUTSKIRTS OF LENINGRAD, 1941
German (Alpha): 9 BR, 1 MG, 2 trucks; track D; pres 40
Soviet (Bravo): 5 BR, 1 MP, 1 AR; track I; pres 30

MANDALAY, 1941
Japanese (Alpha): 12 BR, 1 AR, 2 trucks; track D; pres 40
British (Bravo): 5 BR, 1 MP, 1 AR; track E; pres 10

YONGDUNGPO, 1950
American (Alpha): 10 SR, 1 AR, 1 truck; track D; pres 20
ChiCom PLA (Bravo): 3 BR, 3 MP; track C; pres 20

SAIGON, 1968
American (Alpha): 8 AW, 2 GL, 1 APC; track E; pres 15
NVA (Bravo): 4 AW, 2 AR, 1 RL; track D; pres 20

BERLIN, 199?
Soviet (Alpha): 8 AW, 1 MG, 1 RL, 1 APC; track E; pres 20
American (Bravo): 4 AW, 1 MG, 1 RL; track D; pres 20

[41.0] RECONNAISSANCE
A patrol is often sent out to determine specific facts about an enemy position. These reconnaissance patrols are intended only to gather information. Fighting, except in self-defense, is detrimental to the mission. Information gathered from reconnaissance is used to pencil in enemy fire positions and strongpoints on situation maps.

The Alpha player is the reconnoitering team, the Bravo player the one being scouted.

HASTY AMBUSH DIAGRAM

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[41.1] Set-Up

The Bravo force must be deployed in concealed positions in any two adjacent sections on the CDEF half of the map. The Bravo force includes one pillbox which must be placed in clear terrain. It need not be garrisoned. Bravo soldiers can exit the map along any edge of sections D or E.

After deploying, the Bravo player announces which sections he occupies. The Alpha force sets up anywhere it wants, so long as no Alpha soldier is within 15 hexes of a section where Bravo set up.

[41.2] Movement to Contact

The normal sequence of play is followed throughout the scenario, with the following exception: Bravo soldiers may not move or fire until at least one enemy soldier is spotted within 10 hexes of a Bravo man. All Bravo soldiers are considered eligible for opportunity fire at the beginning of the game.

Bravo soldiers remain concealed until they move, fire, or throw, or an Alpha man with an unblocked line of sight to them moves within 10 hexes. A pillbox is spotted if an Alpha man with an unblocked line of sight moves within 10 hexes of it or a Bravo man fires or throws out of it. Once spotted, units are placed on the map.

Bravo soldiers can leave the map anywhere along the edges of sections D or E. Alpha soldiers can leave the map anywhere along the edges of sections A or H.

[41.3] Game Length

The game continues until only one side has healthy or wounded men on the map.

[41.4] Victory Conditions

The winning player is the one with the most victory points at the end of the game. Points are awarded as follows:

Bravo player
- 3 points per enemy soldier wounded
- 10 points per enemy soldier killed or incapacitated
- 5 points per incapacitated friendly soldier evacuated off the map

Alpha player
- 25 points if a friendly soldier spots the pillbox and gets off the map, healthy or wounded. The player receives only 25 points even if more than one friendly soldier fulfills this requirement.

If the Bravo force reaches its preservation limit, it receives no victory points for causing Alpha casualties. This is in addition to the usual preservation effects.

[41.5] Notes

This is, theoretically, a simple situation. Bravo tries to cover as many avenues as possible with opportunity fire. Alpha sends in a sacrificial point man to trigger that fire and reveal at least one enemy position. Bravo should place its fortification well back from the edge of the section and trust its infantry to keep the enemy scouts away. If the pillbox must fire in its own defense, the enemy has what he's looking for. Alpha should find plenty of use for smoke to cover his infiltration attempts.

[41.6] Orders of Battle

TUNISIA, 1943
Dense terrain
American (Alpha): 10 SR, 1 AR; track F; pres 15
German (Bravo): 8 BR, 1 MP, 1 MG, 1 LT arty (called); track C; pres 20

CHIR RIVER, 1942
Mixed terrain
German (Alpha): 8 BR, 3 MP; track A; pres 15
Soviet (Bravo): 10 BR, 1 MP, 1 AR; track G; pres 30

OKINAWA, 1945
Mixed terrain
American (Alpha): 9 SR, 3 AR; track D; pres 20
Japanese (Bravo): 5 BR, 1 AR; track D; pres 40

OPERATION THUNDERBOLT, 1951
Open terrain
British (Alpha): 7 BR, 2 MP, 1 AR; track D; pres 20
ChiCom PLA (Bravo): 5 BR, 4 MP; track C; pres 30

DANANG, 1967
Dense terrain
American (Alpha): 6 AW, 1 MG, 2 GL, 1 SG; track E; pres 10
Viet Cong (Bravo): 3 AW, 2 AR; track D; pres 15

VARIATIONS. Instead of a pillbox, the Bravo player may place the small building (from the cut-out sheet) in section C or F. The building may be garrisoned, but does not have to be. The Alpha player earns 25 victory points for determining whether the building is occupied. If a Bravo soldier is seen firing from the building by an Alpha soldier who gets off the map, this determination is made. Otherwise, an Alpha soldier must enter the building and search it room by room to be sure.

[42.0] ASSAULT

This is generally what comes to mind when one thinks of combat. It's one of the grubbier aspects of modern warfare and extremely unpalatable to infantrymen, whether they are assaulting or being assaulted. Unless the attacker is well-prepared, a dug-in enemy squad can hold off many times its own number. This situation gives the attacker considerable punch in the form of a tank, satchel charges, and flamethrowers. The defender often has some anti-tank weapons and fortifications but suffers from a generally lower level of training and morale (reflected in the preservation limits and activation tracks).

[42.1] Set-Up

The Bravo player sets up his units in sections AH, BG, CF, or DE. The Alpha force sets up in sections AH or DE, whichever are furthest from the Bravo force.

The Bravo player uses concealed deployment, but places a smoke marker in each hex that contains one of his men or a pillbox; Alpha knows where they are but not what they are or how they're armed.

The locations of Bravo's mines are recorded secretly and revealed to the Alpha player only when someone enters the hex. If barbed wire is used it is deployed openly.

[42.2] Movement to Contact

The normal sequence of play is used throughout the scenario, with the following exception: Bravo soldiers cannot move until their first impulse of turn two. They cannot fire any weapons, including artillery, until turn two.

[42.3] Special Rules

Bravo soldiers are not placed on the map until they move, fire, throw, or are spotted by an enemy man within 10 hexes. At that time the smoke marker is replaced with the appropriate counters.

During the Recovery phase of game turn six the Bravo player rolls one die to determine his exit edge. His men cannot leave the map before this. (This represents other attacks on Bravo's flanks interdicting routes of retreat.)

- 1 = any edge
- 2 = right or rear edge
- 3 = left or rear edge
- 4 = right edge only
- 5 = left edge only
- 6 = rear edge only

Alpha soldiers can exit the map via any edge of the sections where the Alpha force set up.

[42.4] Game Length

The game lasts until only one side has healthy or wounded men on the field.

[42.5] Victory Conditions

The winning player is the one with the most victory points at the end of the game. Victory points are awarded as follows:

Alpha player
- 2 points per enemy soldier killed or incapacitated
- 4 points for possessing the field
- 1 point for every healthy or wounded friendly soldier on the field at the end of the game

Bravo player
- 10 points per enemy soldier killed or incapacitated
- 10 points if the enemy tank or APC is destroyed (either it blew up or the crew was forced to abandon it)
- 50 points for possessing the field

If either side reaches its preservation limit, that player's victory points are reduced by half (round fractions up).

[42.6] Notes

There is no time limit in this scenario. The winning player, in most cases, is the one who pushes the enemy force past its preservation limit first. The attacker must be extremely careful or he will quickly suffer unacceptable casualties. The defender, too, must be quite careful. The tank, if properly used, can be a tremendous help to the attacker. But it is not the decisive weapon and is extremely vulnerable if poorly handled. Satchel charges and flamethrowers also are very lethal but difficult to use. As usual, most of the fighting falls on the riflemen. What they do, more than anything else, determines the winner.

[42.7] Orders of Battle
BASTOGNE, 1944
Dense terrain
German (Alpha): 8 BR, 3 MP, 1 MG, 1 RL, 1 tank, 3 SC, 8 LT arty (called), 4 MDM arty (called); track D; pres 20
American (Bravo): 6 SR, 2 AR, 1 RL, 2 SC, 6 MDM arty (called), 8 pillboxes; track C; pres 20

BEREZINA RIVER, 1944
Dense terrain
Soviet (Alpha): 12 BR, 5 MP, 2 AR, 2 SC, 1 tank, 1 halftrack, 15 MDM arty (planned); track D; pres 25
German (Bravo): 6 BR, 3 MP, 1 MG, 2 RL, 4 pillboxes, 18 mines, 10 LT arty (called); pres 20

BREAKNECK RIDGE, 1942
Mixed terrain
Japanese (Alpha): 50 BR*; track D; pres 40
American (Bravo): 8 BR, 1 AR, 1 MG, 20 wire, 30 LT arty (called); track C; pres 15

*The Japanese player begins with 20 riflemen. As each is incapacitated or killed it is returned to the counter cup and another counter is drawn. These additional soldiers are placed along the edge of the map during the Recovery phase of each turn. Rosters must be filled out for reinforcements as they are drawn; the Japanese player may draw the same counter more than once. The Japanese player can never have more than 20 soldiers on the map at one time. Japanese soldiers cannot fall prone unless panicked, and then must stand up again as soon as possible.

HEARTBREAK RIDGE, 1952
Open terrain
ChiCom PLA (Alpha): 15 BR, 5 MP, 1 AR, 3 SC; track C; pres 30
American (Bravo): 6 SR, 2 AR, 1 MG, 3 pillboxes, 10 LT arty (called); track D; pres 20

LANG VEI, 1968
Open terrain
NVA (Alpha): 12 AW, 2 AR, 1 tank**, 10 MDM arty (planned); track C; pres 30
CIDG* (Bravo): 3 SR, 2 AW, 2 AR, 1 RL, 2 pillboxes, 2 nests, 2 claymores, 30 wire, 15 LT arty (called); track E; pres 30
*Use US/NATO counters and soldiers.
**Use Soviet tank.

[43.0] BLOCK CLEARING
Block clearing is the urban version of assault. The center of a city is easy to fortify and difficult to storm, making it very unattractive to attackers. The expedient solution is to bypass the city during the initial advance and let the follow-up chaps worry about it. Because the city probably sits across a vital road network, it must be cleared sometime. Once surrounded and cut off from reinforcement and resupply, the messy job of rooting out the defenders, block by block, must begin.

[43.1] Set-Up
The Bravo player chooses any block on the map

in which to set up. He barricades one floor of one building, using one nest and enough partial nests to barricade every outside door and window on that level of the building. All Bravo soldiers are set up in that block. All Bravo units (soldiers and nests) are set up using concealed deployment. Mines are deployed secretly but barbed wire is deployed openly.

The Alpha force enters the map on turn one along the edge of any section the Alpha player chooses.

[43.2] Movement to Contact
The normal sequence of play is used throughout the scenario. There are no movement restrictions, with the following exception: no Bravo units may ever voluntarily be outside the buildings forming their block at the end of a round. If a man leaves a building he must move into a building of the same block in the same round. The only exception to this occurs if the man is hit by opportunity fire during his move, making it impossible for him to get back inside.

Also, no Bravo man can bolt outside the block. If possible, he must bolt inside the building. If no path is available inside the building, the man does not bolt. In any case, a bolting man falls prone in the last interior hex available, even if the die roll indicated he should leave the building.

[43.3] Game Length
The game ends when one side reaches its preservation limit.

[43.4] Victory Conditions
The winner is the player who pushes his opponent's force over its preservation limit.

[43.5] Notes
The notes for this scenario are about the same as for the assault scenario. In general, both sides must be very careful. If the attacker gains a foothold he must be thrown back quickly before he establishes a base which threatens the entire position. Snipers, grenades, and smoke are important weapons, as are any heavy weapons. The defender must inflict heavy casualties on the attacker before he develops a position. The attacker, on the other hand, has all the time in the world, and must plan his assault carefully to avoid precisely those casualties mentioned above. Occasionally bold action may sweep the block, but more often a rash attacker drops in his tracks.

[43.6] Orders of Battle
OUTSKIRTS OF ROME, 1944
American (Alpha): 5 SR, 4 MP, 2 AR, 1 MG, 1 tank; track D; pres 10
German (Bravo): 5 BR, 3 MP, 1 MG, 3 RL; track A; pres 20

STALINGRAD, 1942
German (Alpha): 9 BR, 2 MG, 1 tank; track C; pres 20
Soviet (Bravo): 6 BR, 3 MP, 1 MG; track E; pres 30

MANILA, 1944
American (Alpha): 5 BR, 4 MP, 2 AR, 2 RL, 4 SC; track D; pres 20
Japanese (Bravo): 6 BR, 1 AR; track D; pres 40

SEOUL, 1951

American (Alpha): 10 SR, 1 AR, 1 RL; track D; pres 20
ChiCom PLA (Bravo): 4 BR, 3 MP; track D; pres 25

HUE, 1968
American (Alpha): 8 AW, 2 GL, 1 MG, 3 SC, 1 APC; track E; pres 15
NVA (Bravo): 6 AW, 3 MP, 1 SC; track C; pres 30

BERLIN, 199?
Soviet (Alpha): 7 AW, 1 MG, 1 RL, 2 SC, 1 APC; track E; pres 20
West German* (Bravo): 7 AW, 2 MG, 2 RL; track D; pres 20
*use NATO counters and soldiers.

[43.7] Variations
The standard scenario assumes that the defender will collapse or surrender once he reaches his preservation limit. To simulate a desperate, stand-at-all-costs defense, don't end the game when one side reaches its preservation limit. Play until every man on the Bravo force has been killed, incapacitated, or captured. When an Alpha squad reaches its preservation limit it withdraws from the map immediately and is replaced by a fresh squad. If still operating, the tank returns with the new squad. The tank is never replaced once destroyed or abandoned. The Bravo player can redeploy his men (but not fortifications) between assaults. He also returns two preservation chits of his choice to the cup, which may allow him to drop back below his preservation limit. The Bravo player wins a minor victory if he survives two assaults, a major victory if he survives three.

[44.0] PILLBOX
This is a solitaire version of the Assault scenario, with the player commanding the Alpha force. The enemy controls a series of pillboxes which must be taken by frontal assaults. Bravo actions are determined by a series of procedures and die rolls.

[44.1] Set-Up
Roll one die to determine the number of enemy pillboxes and where they are placed.

Die roll	Pillbox hexes
1	2037, 2938
2 or 3	1337, 2037, 2938
4 or 5	0532, 0934, 1336, 1737
6	2036, 2240, 2635, 3033, 3139

Try to orient the pillboxes so they support each other and cover the maximum number of approach lanes.

Roll one die per pillbox to determine its garrison.

Die Roll	Garrison
1	1 MG
2	1 BR, 1 AR
3	2 MP
4	2 BR, 1 AR
5	1 MP, 1 AR, 1 MG
6	3 MG

Germans substitute MG for AR. Americans substitute SR for BR. All forces substitute AW for BR in Vietnam and NATO scenarios.

The attacking force sets up anywhere in sections A and H.

[44.2] Movement to Contact
The normal sequence of play is used throughout the scenario.

[44.3] Game Length
The game lasts until either all of the pillboxes have been cleared or destroyed or the attacker has reached his preservation limit.

[44.4] Victory Conditions
The attacker wins if he destroys all of the pillboxes or kills all of the defenders before reaching his preservation limit. Otherwise, the attacker loses.

[44.5] Special Rules
The defenders' actions are determined by the current situation. The situation is judged individually for each pillbox.

Situation 1: No attackers within eight hexes. Defenders will prepare and perform quick fire at the closest enemy soldiers in their fields of fire.

Situation 2: Attacker has laid smoke within seven hexes of the pillbox. The closest defender prepares a defensive grenade and drops it through a firing slit or door to clear away smoke. Others continue quick-firing at the closest enemy soldiers.

Situation 3: Attacker with rocket launcher within 20 hexes. Defenders prepare and perform quick fire at the rocket launcher, if it is in view.

Situation 4: One or more attackers within eight hexes. The closest defender prepares defensive grenades and drops them through the door or firing slit without exposing himself while the remaining soldiers prepare and perform quick fire at an enemy rocket launcher, if one can be seen, or at the closest enemy soldiers in their fields of view.

Situation 5: Attacker has placed a satchel charge or grenade inside the pillbox. All eligible soldiers inside the pillbox try to toss the explosive back out.

Higher-numbered situations always take precedence over lower-numbered situations. Thus, a rocket launcher within 20 hexes (situation 3) takes precedence over smoke within seven hexes (situation 2) and will draw fire from the defenders. If someone inside the pillbox can't see the rocket launcher, he can try to eliminate the smoke.

The defenders have an unlimited supply of grenades and ammunition. Machine guns fire without loaders if the pillbox contains only one or two men. If three men are present, one will act as a loader unless all three have machine guns.

[44.6] Orders of Battle
NORMANDY, 1944
Dense terrain
Canadian (Alpha): 5 BR, 4 MP, 1 RL, 1 tank, 5 SC, 10 MDM arty (called); track D; pres 20
German (Bravo): track D; pres 20

DONETS RIVER, 1943
Open terrain
German (Alpha): 4 BR, 2 MP, 1 MG, 1 halftrack, 6 HVY arty (called); track C; pres 25
Soviet (Bravo): track D; pres 30

TARAWA, 1943
Open terrain
American (Alpha): 9 SR, 3 AR, 1 RL, 1 tank, 4 SC, 3 HVY arty (called); track D; pres 20
Japanese (Bravo): track D; pres 40

PORK CHOP HILL, 1953
Dense terrain
American (Alpha): 10 SR, 1 AR, 1 RL; track D; pres 15
ChiCom PLA (Bravo): track D; pres 30

KONTUM, 1967
Mixed terrain
American (Alpha): 8 AW, 1 MG, 2 GL, 1 RL, 5 LT arty (called); track E; pres 15
Viet Cong (Bravo): track D; pres 20

[45.0] BUILD-YOUR-OWN SCENARIOS
The SNIPER! Game is open-ended in that it presents rules which can be applied to many more situations than those described in the scenarios. Even though the game presents over 40 scenario/OB combinations, an almost infinite number of situations can develop in battle. The following rules allow players to create their own OBs for the scenarios.

[45.1] Establishing the Setting
Both players roll a die. The player with the highest roll chooses a scenario, the other player chooses a theater and a year.

Scenarios	Theaters
Recon	WWII, Western (1940-45)
Raid	WWII, Eastern (1940-45)
Ambush Patrol	WWII, Pacific (1941-45)
Hasty Ambush	Korean War (1950-53)
Block Clearing	Vietnam War (1964-73)
Assault	Modern Europe (1991-99)

The player who chose the scenario then decides which nation will be the Alpha army and which the Bravo army.

[45.2] Purchasing Forces
Both players now decide how many force points they would use creating the Alpha force. They can look at the Force Point Cost table when making this decision, but don't need to specify the exact forces to be used. The player who specifies the lowest number of force points gets to play the Alpha force. The other player has the Bravo force.
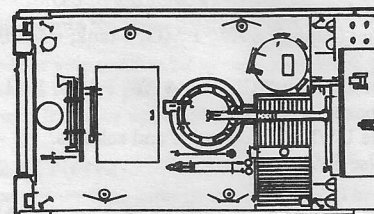
The Bravo player then rolls one die and checks the Bravo Force Points table. The result tells him how many force points he has to spend on the Bravo force. This die roll is made so that the Alpha player can see it and knows how many force points Bravo has.

Both players now spend their force points buying soldiers, vehicles, weapons, and fortifications. Players should try to spend as many of their force points as possible, since leftover points are discarded. When a player has spent all of his force points, he draws his soldiers randomly, as per the standard set-up rules.

[45.3] Activation Tracks and Preservation Limits
Both players check the Activation and Preservation Modifiers list to find the die modifiers for their army during the appropriate year. Each player then rolls one die twice, adding the listed modifiers; the first roll determines the player's activation track, the second determines his base preservation limit.

The base preservation limit is per four soldiers in the squad. The player gets that number of preservation points for every complete group of four soldiers in his squad. One additional point is added for every man who doesn't fit into a four-man group. For example, a player has 11 soldiers in his squad. His base preservation limit is 9. Dividing his soldiers into groups of four gives him two groups with three soldiers left over. His preservation limit is (2 x 9 =) 18 + 3 = 21. The players set up according to the rules for the scenario and use the standard victory conditions.

Die Roll	Recon*, Raid*	Ambush Patrol, Hasty Ambush	Block Clearing, Assault
		Bravo Force Points	
1	15	10	20
2	18	12	25
3	21	15	30
4	25	18	35
5	30	21	40
6	35	25	50

*The Bravo player automatically receives one pillbox (or the farm house) in a recon scenario, and one foxhole per man in a raid.

PART 5: OPTIONAL RULES

Optional rules are for those players who have explored all the possibilities of the Basic, Intermediate, and Advanced rules and are looking for further challenges. Some of these rules can change the game considerably; players are encouraged to experiment.

[46.0] PLAYING WITH A REFEREE

One of the most unnerving aspects of infantry fighting is that individual soldiers rarely know where their enemy is. This facet of combat is very difficult to recreate in a boardgame without cumbersome rules. The best way to do it is still the simplest; play with a referee.

The referee chooses the scenario. Divide into teams by drawing chits from a cup. Then send both teams with their maps to areas where they cannot see or hear each other.

[46.1] Limited Intelligence

Each team sets up and plays the game on its own copy of the map. The referee places an enemy counter on the map only when a friendly soldier is in a position to observe it, and it stays there only as long as a friendly soldier keeps the enemy soldier in sight.

An enemy soldier can be attacked by direct fire if he is known to be sighting or exposed in a particular location, even if his counter is not currently on the map. (This situation arises most often when a soldier is killed or incapacitated, and no other friendly soldiers are looking in the same direction.)

Soldiers can be heard as well as seen. Whenever enemy soldiers are within four hexes of each other on the same level, the referee informs both players that they hear enemy voices and tells them which hexside the voices are coming across (Exception: snipers are not revealed this way; they must be spotted).

The same stipulation applies when a soldier is above an enemy. If the upper soldier could be shot at through the ceiling, inform both players of the other's presence, but do not give exact locations.

[46.2] Restrictions

Players are never told what an enemy's ratings are or when enemy soldiers are unloaded, preparing grenades, preparing quick fire, or performing any other unseen task. They are told what sort of weapon a spotted enemy is carrying.

[47.0] GRENADE LIMITS

A soldier can carry up to six grenades. Before the game begins, both players must record on their rosters how many grenades of each type are carried by each soldier. Whenever a soldier throws a grenade, one grenade of that type is marked off the roster. A soldier cannot throw a grenade that he doesn't have. Soldiers can pass any number of grenades back and forth by exchanging weapons, but no soldier can ever have more than six grenades at once. (Remember that a soldier armed with a flamethrower can never carry or use grenades). This 6-round limitation applies to hand grenades, rifle grenades, and ammunition for reloadable rocket launchers. It does not apply to grenade launcher ammunition.

[48.0] TARGET RECOGNITION

Soldiers are trained to stay under cover as much as possible, particularly when they are looking for enemy targets. To reflect this, a soldier cannot trace a line of sight to an enemy sighting marker (only) unless the range is 10 hexes or less.

[49.0] BARRICADES

A common tactic in built-up areas is to barricade the streets, both to provide additional cover to defending soldiers and to impede vehicle traffic. Several barricade markers are provided to allow players this option.

In Build-Your-Own scenarios, the defending player can purchase barricades. A barricade is impassible to vehicles, like an exterior wall. Soldiers in or behind the barricade hex are protected the same as if they were behind a window, and the barricade acts as a window in all respects.

[50.0] SEWERS

Sewers can be very important during house-to-house fighting because they allow soldiers to move safely and unseen beneath dangerous areas, particularly streets.

The decision to include sewers must be made at the beginning of the game. The defending player rolls one die to determine the sewer network.

1. 1008-1039-2034-2023-2013-3416
2. 0517-0536-0551-1512-1531-2541
3. 1125-1138-2418-2431-2444-3612
4. 1814-1828-3207-3221-3234-3250
5. 1938-1944-2541-3138-3132-3126
6. 0707-0729-0750-2918-2940-2950

A sewer access marker is placed in each listed hex. These access hexes are the only places where soldiers can enter or exit sewers; sewers cannot be breached. The access is in the lowest level of the hex: basement level if possible, ground level otherwise.

Each sewer access is connected via sewer tunnels to all other sewer access hexes to which it can trace a path along a straight line of hexes. The sewer access markers must be perfectly aligned to be connected (though two unaligned access hexes may be connected indirectly via a third access hex). Players should try to visualize this network as a series of underground tunnels running along straight hexrows between sewer access hexes.

A soldier standing in a sewer access hex can descend into the sewer. Once in the sewer the soldier follows the normal activation and movement rules to move to another sewer access hex. Players can indicate that a soldier is in a sewer by placing a foxhole marker on top of the soldier. A soldier leaves a sewer by moving to an access hex and climbing.

A soldier in a sewer access hex and at sewer level receives the same protection as if in a crater. He can shoot and be shot at.

A sewer access hex is blocked if any part of a tank, APC, or truck occupies that hex.

A soldier in or moving along a sewer hex has defense multiple 2 if standing, 4 if prone. He can only be attacked by someone who is also in the sewer.

The burst radius of grenades is doubled in sewers, but the burst only travels along straight lines, not around corners. When a smoke grenade explodes in a sewer hex, the length of the smoke line is determined by rolling one die and doubling the result. An identical line of smoke hexes of that length extends from the detonation hex in every possible direction through the sewer, including around corners.

Players should feel free to create their own sewer networks by mutual agreement.

[51.0] NATIONAL CHARACTERISTICS

The differences in training from army to army are reflected largely in the activation tracks and the ability ratings of individual soldiers. However, certain other traits can be attached to soldiers. The following cases reflect differences in training or background which cannot be incorporated into the activation and ability ratings. In many cases, these characteristics are exaggerated to produce a noticeable game effect. They are assumed to apply to all scenarios, regardless of the date of the scenario.

[51.1] Americans

American soldiers who are not isolated have a die modifier of +1 when checking to recover from panic. Americans who are isolated have a die modifier of -1 when checking to recover from panic.

[51.2] Germans

All isolation distances are increased by two for German soldiers. For example, a German soldier is not isolated if he can trace a line of sight to any friendly, standing man within 10 hexes, rather than 8.

[51.3] Soviets

An activated Soviet leader can rally one panicked soldier per round, if he meets the conditions of case 24.4. Neither the leader nor the soldier can perform any other task that round.

[51.4] Japanese

A Japanese leader can activate one extra man per round, in addition to the number shown on the current activation chit.

[51.5] British

A British soldier's unmodified, basic firepower is increased by 2 at all ranges.

[51.6] Chinese Communists

ChiCom soldiers receive six movement points when evading (halved and quartered to three and two, respectively).

[51.7] Viet Cong, North Vietnamese
The activation rating of an isolated VC or NVA soldier is increased by 1, not 2.

[52.0] CAPTURING WEAPONS
A soldier can exchange weapons with an incapacitated or killed enemy soldier. Only automatic weapons can be picked up this way: MPs, AWs, ARs, MGs (Exception: a soldier armed only with a pistol or an empty non-reloadable rocket launcher can pick up any weapon). Once the weapon becomes unloaded, however, it cannot be reloaded. A friendly soldier cannot act as a loader on a captured machine gun. Remember that a soldier can carry only one weapon at a time.

[53.0] SERGEANT ROCKANROLL
Sergeant Rockanroll is the unstoppable, unshaven fighting machine of comic books and film. While this rule is patently unrealistic, it's also a lot of fun to play around with. Sgt. Rockanroll has the following attributes:

1. He uses activation track A and has an activation rating of 1.
2. His panic rating is 0.
3. He has 10 movement points.
4. He receives a +2 dice modifier for firing, throwing, and hand-to-hand fighting.
5. He carries an MP (WWII, Korea) or an MG (Vietnam, modern) which never becomes unloaded. He also carries a satchel charge.
6. He can throw a grenade and fire his weapon in the same round, but cannot use either bonus that round.
7. He never has to rearm after throwing a grenade or satchel charge.
8. He is never isolated.
9. His defense multiple is always doubled.
10. Combat results against him are altered as follows: P results are normal, W becomes P2, I and K become W. He is never stunned.

Sgt. Rockanroll usually operates alone, but if he is facing a small army he can have up to three normal soldiers, armed with MPs, with him.

[54.0] ACTIVATION VARIANTS
While the combination of activation chit draws and panic create a very random distribution of activations, players can rely on certain soldiers to perform at almost all times. The following rules remove what little predictability there is in the activation procedure.

[54.1] Activation by Die Roll
A player does not draw an activation chit at the beginning of his round. Instead, he chooses a soldier to activate and rolls one die. If the result equals or exceeds the soldier's activation rating, the soldier is active. If not, the soldier is inactive (but he may be activated by a leader). When a soldier is activated, the player performs a task with that soldier. When that soldier's task is finished, the player chooses another soldier to try to activate. The player continues in this manner until all soldiers have been activated,

have failed to activate, or the player passes.

If a player wishes to have more than one of his soldiers fire at a single enemy soldier, he must declare his intention before resolving any dice rolls.

If a 1 is rolled when trying to activate a soldier with an activation rating of 1, roll the die again. On a roll of 1, 2, or 3, the soldier is not activated.

The player draws an activation chit at the end of his round and places it on his activation track. This chit determines whether the player gets to perform another round. It has no other effect.

[54.2] Randomly Alternating Rounds
Place all activation chits in a single cup. At the beginning of the Operations phase, the player who placed the most sighting markers draws a chit and places it on the appropriate activation track. The player whose chit was drawn gets to activate soldiers this round. At the end of the round, another chit is drawn, determining who gets the next round. Using this option, a player may get to perform more than one round in a row.

[55.0] RANDOM MOVEMENT ALLOWANCES
Instead of giving each man a fixed number of movement points, roll one die before a soldier moves. Add the number rolled to the number on the current activation chit. The sum is the number of movement points that soldier has for the current round. If, after determining the soldier's movement point allowance, the player decides not to move the soldier, the soldier cannot perform any other task that round.

[56.0] NIGHT FIGHTING
While fighting at night offers many advantages, particularly to the attacker, many soldiers dislike night fighting. If players agree to set a scenario during night, the following rules are in effect.

[56.1] Isolation
A soldier is isolated unless he is within two hexes of a friendly soldier.

[56.2] Visibility
Regardless of terrain, nothing can be seen beyond 30 hexes at night.

A man who fires his weapon is automatically spotted for the remainder of the turn by all enemy soldiers who could trace a normal line of sight if the conditions were daytime; that is, if an enemy soldier could not trace an LOS, the firing soldier is not spotted. Once he moves, he must be spotted again.

In all other cases, players must roll dice to determine whether a particular soldier can see any targets. The chance depends on the distance to the target, the target's cover, and whether the target is moving, evading, or prone. When a soldier becomes active, roll one die for each possible target and consult the Night Spotting

table. If the modified die roll equals or exceeds the required number, the target is spotted; if not, the target is not spotted.

Spotting is unique to each soldier. The fact that soldier A can see soldier B does not imply that B can see A; B still must roll a die to spot A.

[56.3] Combat
An enemy man must be spotted to be attacked. Even an enemy soldier in the same hex as a friendly soldier cannot be attacked unless spotted (he must be recognized as an enemy).

A grenade can be thrown at an unspotted enemy soldier if the thrower's spotting die roll was only 1 or 2 below the number required to spot successfully. A grenade cannot be thrown if this minimum spotting requirement is not met. Subtract 2 from all scatter dice rolls at night.

[56.4] Night Spotting Table
On the Night Spotting table, a soldier is in cover if he is in terrain that gives him a defense multiple of two or more. He is moving if he has a movement marker. If he is evading or not moving, he is considered stationary.

Night Spotting

|	Cover		No Cover	
Range	Sta.*	Moving	Sta.*	Moving
1-5	2	1	1	
6-10	5	2	4	1
11-20	6	4	5	3
21-30	—	6	6	5

*stationary or evading.

Die Roll Modifiers:
−1 if target is prone
−1 if spotter is prone

[56.5] Flares
Flares can be substituted for high explosive artillery rounds. A flare cancels all night effects within a radius of 20 hexes from the impact hex. The illumination lasts until the next Artillery Impact and Satchel Charge Explosion phase.
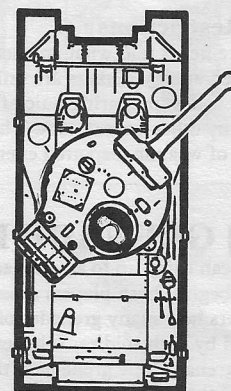
SNIPER™ COUNTER INDEX

Following are the lists of soldiers and their ability ratings.

ID# = identity number
Wpn = weapon type
Act = activation rating
Pan = panic rating
Abil = ability ratings
F = firing bonus
G = throwing bonus
H = hand-to-hand bonus
(F) = firing penalty
(G) = throwing penalty
(H) = hand-to-hand penalty

Nazi Germany

ID#	Wpn	Act	Pan	Abil
1	R	1	3	(G)
2	R	1	3	(H)
3	R	1	2	G H
4	R	1	4	G
5	MP	1	5	F H
6	MP	1	2	F H
7	MP	1	3	(H)
8	MG	1	3	(H)
9	RL	1	3	(F)(G)
10	R	2	2	G
11	R	2	3	(G)
12	R	2	4	(G)
13	R	2	4	G
14	MP	2	2	(F)(G)
15	MP	2	3	H
16	MG	2	4	(G)
17	MG	2	5	F
18	RL	2	2	G
19	RL	2	4	H
20	FT	2	3	H
21	R	3	3	F (H)
22	R	3	2	F (G)
23	R	3	4	(F)
24	R	3	4	G
25	MP	3	4	G
26	MP	3	3	F
27	MG	3	3	H
28	MG	3	4	
29	RL	3	4	
30	RL	3	2	H
31	R	4	4	F (H)
32	R	4	3	H
33	R	4	5	F G
34	R	4	2	H
35	MP	4	4	(G) (H)
36	MP	4	3	G
37	MG	4	4	(G)
38	RL	4	4	(F) H
39	FT	4	4	(F)
40	R	5	2	
41	R	5	3	F (H)
42	MP	5	3	G
43	MP	5	4	(F)(H)
44	RL	5	4	(F)(G)
45	R	6	3	(G)
46	R	6	3	(F) G
47	MP	6	2	(H)
48	RL	6	2	(G)

USSR

ID#	Wpn	Act	Pan	Abil
1	R	1	4	(F)
2	R	1	3	H
3	R	1	4	
4	R	1	4	(H)
5	MP	1	4	F H
6	MP	1	5	(F) H
7	MP	1	5	(G) H
8	MP	1	4	H
9	AR	1	5	(G)
10	MG	1	3	H
11	RL	1	4	(G) (H)
12	R	2	2	(G)
13	R	2	4	(F) G
14	R	2	3	(G)
15	R	2	3	G
16	R	2	3	(F) H
17	MP	2	2	H
18	MP	2	5	G
19	MP	2	3	G H
20	MP	2	2	(F)
21	AR	2	3	(F) G
22	MG	2	3	F
23	RL	2	3	(G)
24	FT	2	3	
25	R	3	5	(F) (G)
26	R	3	4	(G)
27	R	3	2	
28	R	3	4	(F)
29	R	3	3	G (H)
30	MP	3	4	(G)(H)
31	MP	3	3	G
32	MP	3	3	F
33	MP	3	5	
34	AR	3	4	(H)
35	MG	3	3	F
36	RL	3	2	(G) H
37	R	4	2	
38	R	4	2	G (H)
39	R	4	3	(G) H
40	R	4	2	
41	R	4	2	(G)(H)
42	MP	4	5	H
43	MP	4	3	(F)(G)
44	MP	4	3	(H)
45	MP	4	3	(F)
46	AR	4	5	G
47	MG	4	2	H
48	RL	4	4	H
49	FT	4	2	F
50	R	5	3	F (H)
51	R	5	3	(F)
52	R	5	5	F G
53	R	5	2	H
54	R	5	2	F G
55	MP	5	4	
56	MP	5	5	(G)
57	R	6	5	(F)
58	R	6	2	(H)
59	R	6	4	
60	R	6	2	(F)
61	MP	6	4	(F)
62	MP	6	4	(F) G

USA, Western Allies, and NATO

ID#	Wpn	Act	Pan	Abil
1	R	1	2	
2	R	1	4	G
3	R	1	3	
4	R	1	2	H
5	MP	1	2	
6	MP	1	4	(F)(G)
7	AR	1	4	(H)
8	MG	1	3	F
9	RL	1	3	F H
10	SG	1	4	(F)
11	GL	1	4	F
12	R	2	4	(G)(H)
13	R	2	2	(H)
14	R	2	4	G H
15	R	2	3	(H)
16	MP	2	3	G H
17	MP	2	4	F (H)
18	AR	2	5	F (H)
19	MG	2	4	F
20	RL	2	5	G
21	SG	2	3	(G)
22	GL	2	2	(H)
23	FT	2	3	(H)
24	R	3	2	F (H)
25	R	3	3	
26	R	3	3	(F)
27	R	3	5	G (H)
28	MP	3	2	(H)
29	MP	3	3	(G)
30	AR	3	3	(F) G
31	AR	3	2	G
32	MG	3	5	F
33	RL	3	4	(F) G
34	SG	3	2	F (G)
35	GL	3	4	F
36	R	4	3	(F) G
37	R	4	4	G (H)
38	R	4	3	(G)
39	R	4	2	H
40	MP	4	2	H
41	MP	4	3	F H
42	AR	4	3	(F)
43	MG	4	2	(F)
44	RL	4	2	
45	SG	4	4	F G
46	GL	4	2	(F)(G)
47	FT	4	2	
48	R	5	3	F (H)
49	R	5	3	(F)
50	R	5	3	H
51	R	5	5	(G)(H)
52	MP	5	2	
53	AR	5	3	(H)
54	SG	5	2	G
55	R	6	5	(F)
56	R	6	2	(H)
57	R	6	5	(G)(H)
58	R	6	2	(F) G
59	MP	6	4	F G
60	SG	6	3	H

Chinese Communists, North Koreans, and North Vietnamese

ID#	Wpn	Act	Pan	Abil
1	R	1	2	
2	R	1	2	(H)
3	R	1	3	F
4	R	1	3	H
5	R	1	4	G H
6	MP	1	3	
7	MP	1	4	(H)
8	AR	1	3	(F)(G)
9	MG	1	4	(G)
10	RL	1	4	
11	R	2	4	
12	R	2	4	F (G)
13	R	2	5	(F)
14	R	2	3	(F) G
15	R	2	4	H
16	MP	2	3	G
17	MP	2	4	(G)
18	AR	2	4	(H)
19	MG	2	2	(G)
20	MG	2	5	F
21	RL	2	4	(H)
22	GL	2	4	(F) G
23	FT	2	2	
24	R	3	4	F (G)
25	R	3	2	F (G)
26	R	3	2	(G)
27	RL	3	4	G
28	R	3	3	(H)
29	MP	3	2	(F) H
30	MP	3	3	(F)
31	AR	3	2	
32	MG	3	2	
33	RL	3	5	(F)
34	R	4	3	
35	R	4	2	(G) H
36	R	4	2	(F)(H)
37	R	4	4	F
38	R	4	3	F
39	MP	4	4	(F)(H)
40	MP	4	2	F
41	AR	4	3	F (H)
42	MG	4	3	(H)
43	RL	4	3	(F)(G)
44	GL	4	3	H
45	FT	4	4	H
46	R	5	4	(F)
47	R	5	2	H
48	R	5	3	
49	R	5	4	F (G)
50	R	5	4	G
51	MP	5	3	
52	MG	5	3	
53	R	6	2	
54	R	6	3	G
55	R	6	4	G
56	R	6	4	G H
57	R	6	2	(G)
58	MP	6	3	(F) H

Imperial Japan

ID#	Wpn	Act	Pan	Abil
1	R	1	4	G H
2	R	1	2	H
3	R	1	4	(G)(H)
4	R	1	3	(H)
5	R	1	3	F
6	MP	1	3	H
7	AR	1	4	(F) H
8	GL	1	5	H
9	R	2	3	(F) G
10	R	2	5	G H
11	R	2	4	(F) G
12	R	2	4	(H)
13	R	2	4	F H
14	R	2	3	(G)
15	MP	2	4	H
16	AR	2	5	(G)
17	MG	2	5	H
18	GL	2	3	(F)(G)
19	FT	2	5	H
20	R	3	2	G
21	R	3	3	F
22	R	3	5	(F)(G)
23	R	3	4	F (H)
24	R	3	5	F H
25	R	3	2	
26	MP	3	2	F H
27	AR	3	4	G
28	MG	3	2	F H
29	GL	3	2	F H
30	R	4	3	(F)(G)
31	R	4	2	(G)(H)
32	R	4	2	(F)
33	R	4	4	G
34	R	4	2	(H)
35	R	4	2	H
36	MP	4	5	F (G)
37	AR	4	3	H
38	GL	4	3	(F)
39	FT	4	3	(H)
40	R	5	3	(F) H
41	R	5	2	F H
42	R	5	3	(G)
43	R	5	4	
44	R	5	5	(F)
45	R	6	2	G
(H)				
46	R	6	2	(H)
47	R	6	3	(G) H
48	R	6	4	H

Vehicle Drivers

ID#	Wpn	Act	Pan	Abil
1	R	3	2	
2	R	3	3	
3	R	4	5	
4	R	4	4	

APC and Tank Commanders

ID#	Wpn	Act	Pan
1	MP	2	3
2	MP	2	4
3	MP	3	2
4	MP	3	5

Tank Crewmen

ID#	Wpn	Act	Pan
1	P	1	3
2	P	2	2
3	P	3	3
4	P	3	4
5	P	4	5
6	P	4	4
7	P	5	3
8	P	6	3

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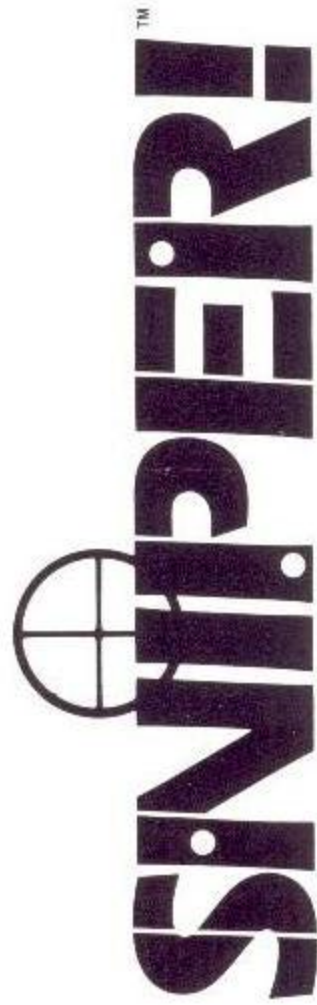Wilson, Earl J., Jim G. Lucas, Samuel Shaffer, and C. Peter Zurlinden. *Betio Beachhead*. G.P. Putnam's Sons. 1945.

TURN TRACK

0	0
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90

SNIPER!

GAME OF MAN-TO-MAN COMBAT, 1941-90

[4.1] SEQUENCE OF PLAY

A. Recovery Phase
B. Artillery Impact and Satchel Charge
   Explosion Phase
C. Initial Sighting Phase
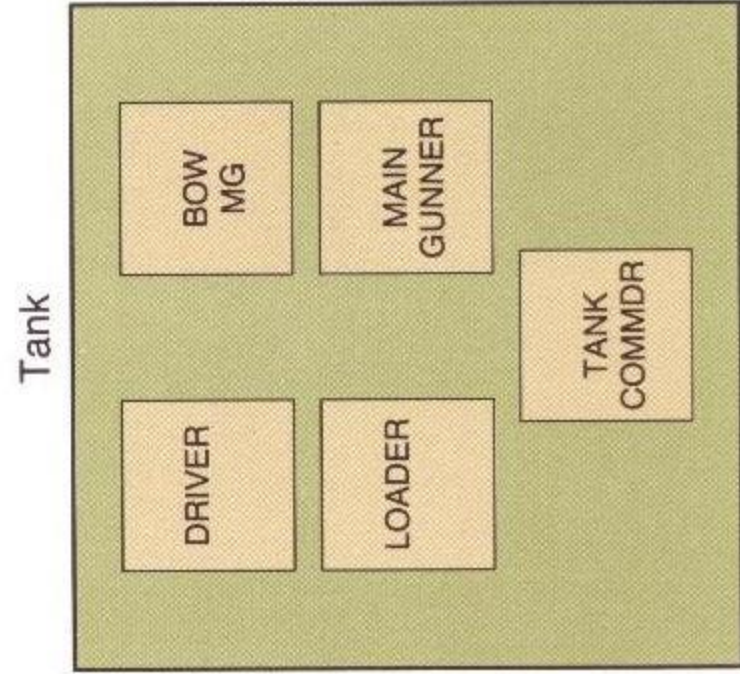D. Operations Phase
E. Smoke Dissipation Phase
F. Turn Phase

TANK CREW STATUS CHART

Place crew counters on chart and follow normal procedure to record casualty status.

Tank

DRIVER	BOW MG
LOADER	MAIN GUNNER
	TANK COMMDR

ACTIVATION TRACKS

A	6	5	4	3	2	1
B	6	5	4	2	1	
C	6	5	3	2	1	
D	6	4	3	2	1	
E	5	4	3	2	1	
F	5	4	2	1		
G	5	3	2	1		
H	4	3	2	1		
I	4	3	1			
J	4	2	1			

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SNIPER! ™
GAME OF MAN-TO-MAN COMBAT, 1941-90
Squad Roster Form

I.D.	Weapon	Act. Rtg.	Panic Rtg.	Abilities	Ldr. Rank	Grenades	Set-up Hex

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SNIPER! ™
GAME OF MAN-TO-MAN COMBAT, 1941-90
Squad Roster Form

I.D.	Weapon	Act. Rtg.	Panic Rtg.	Abilities	Ldr. Rank	Grenades	Set-up Hex

TSR Inc. grants permission to photocopy this form for personal use only.
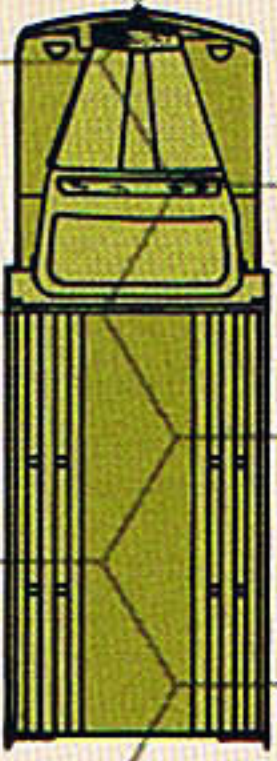
TRUCK HALFTRACK TANK APC APC

US, ALLIES & NATO
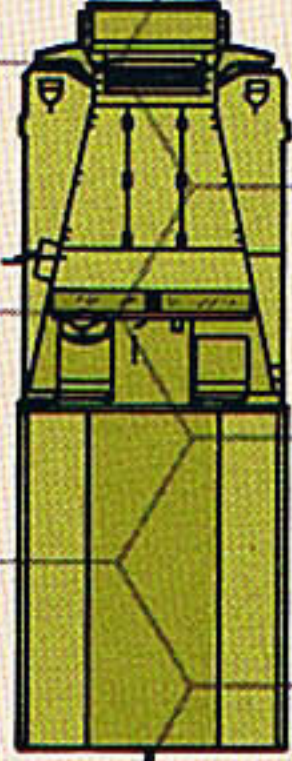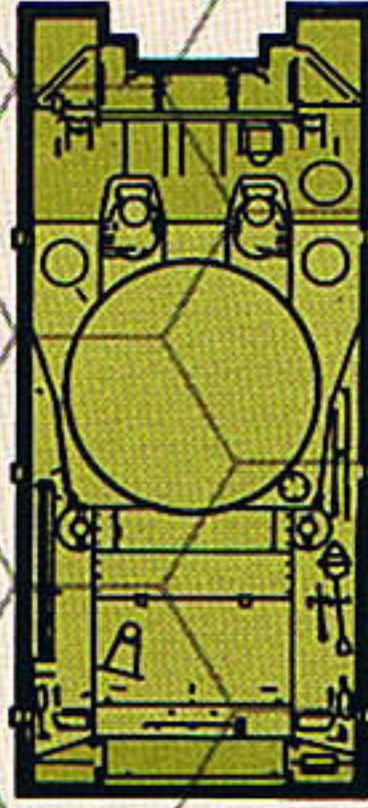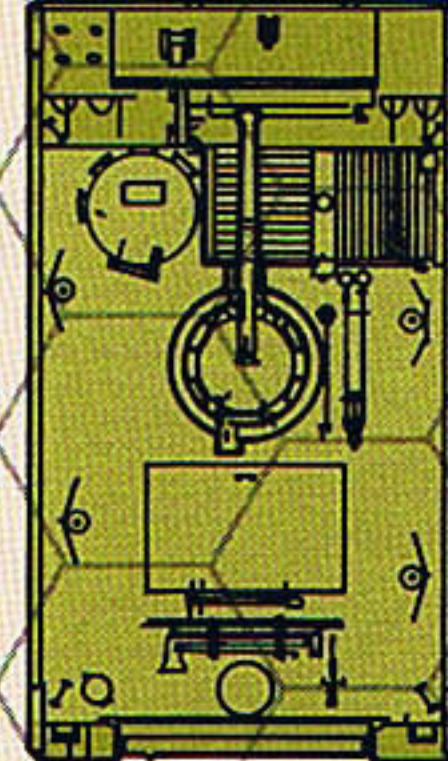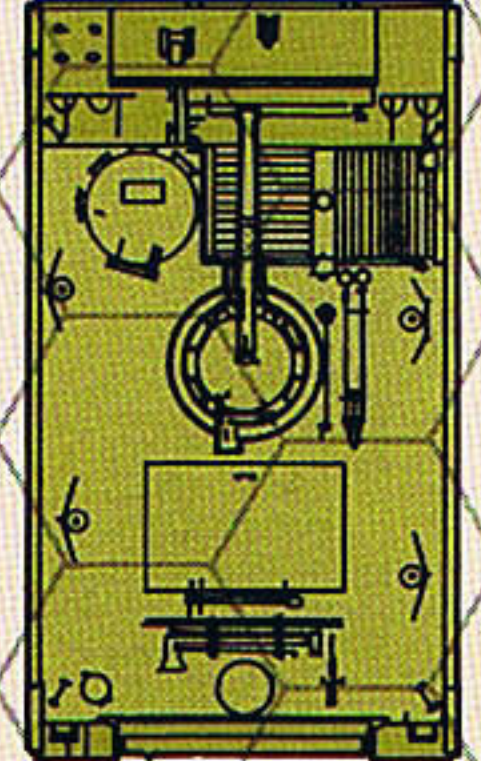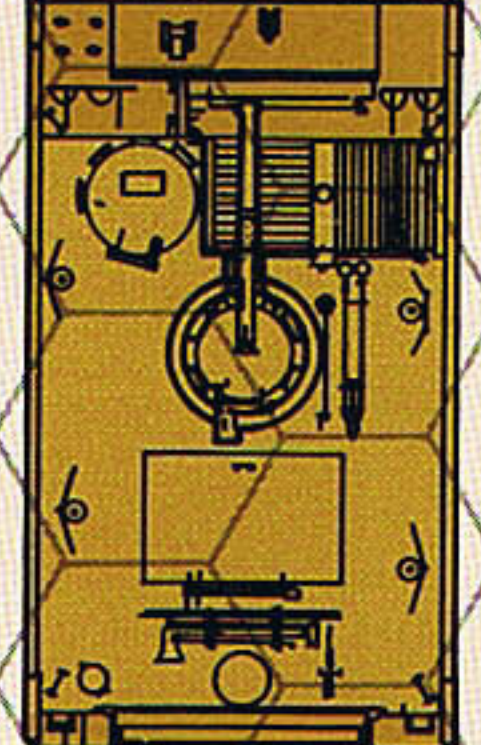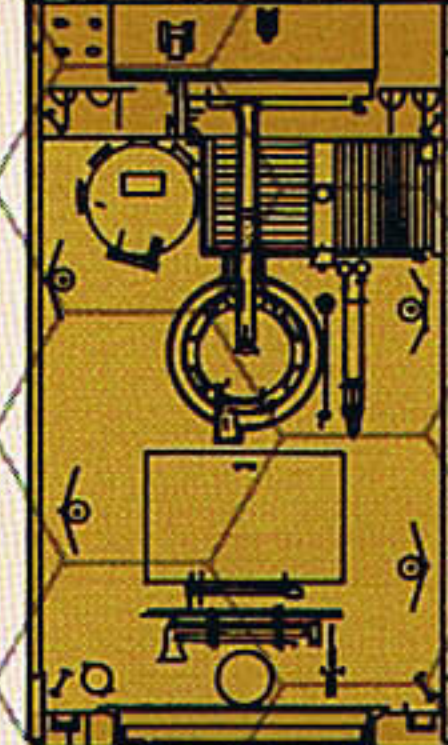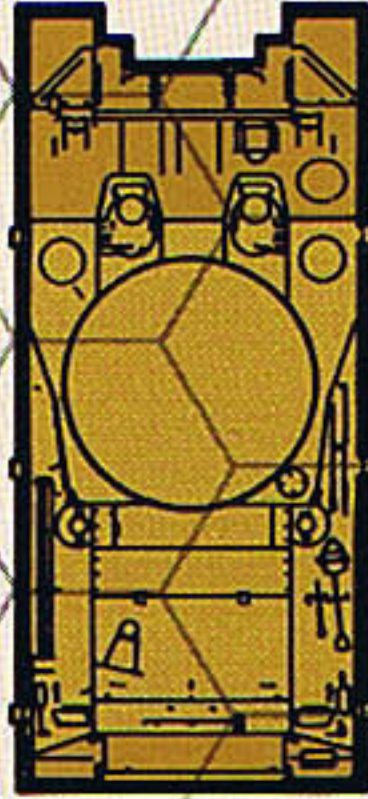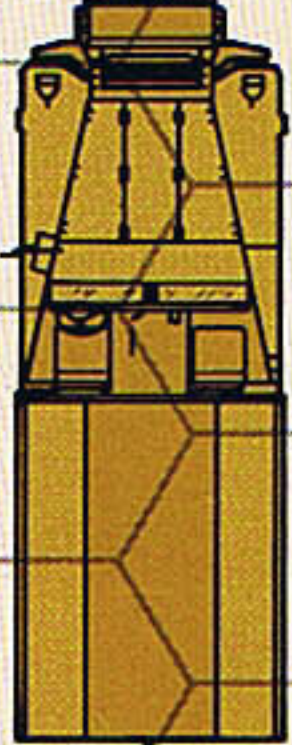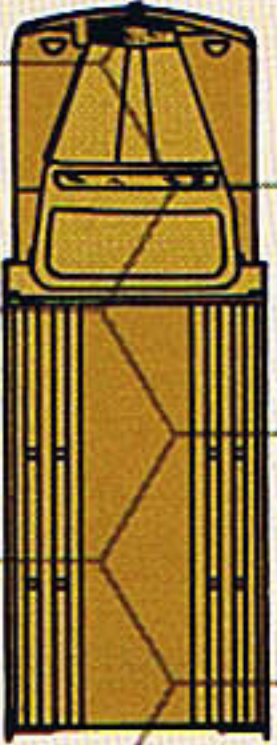
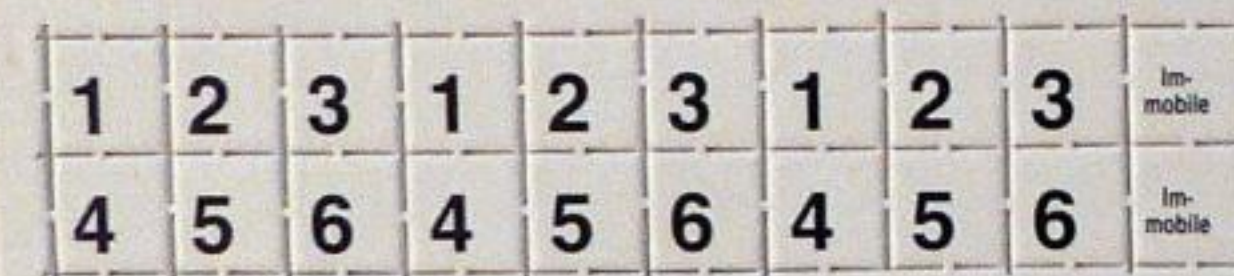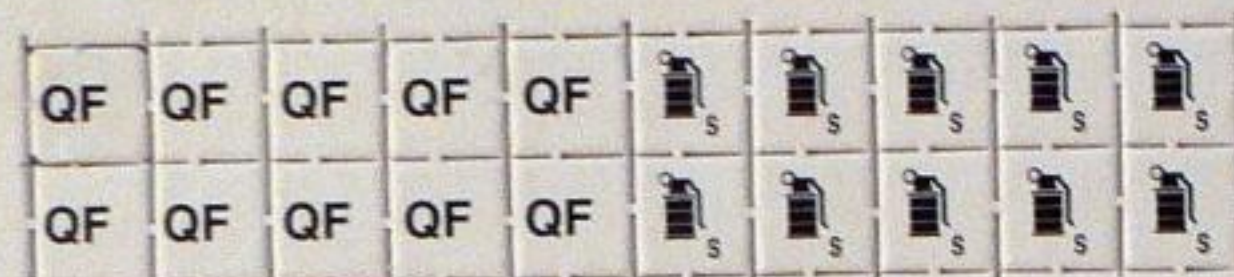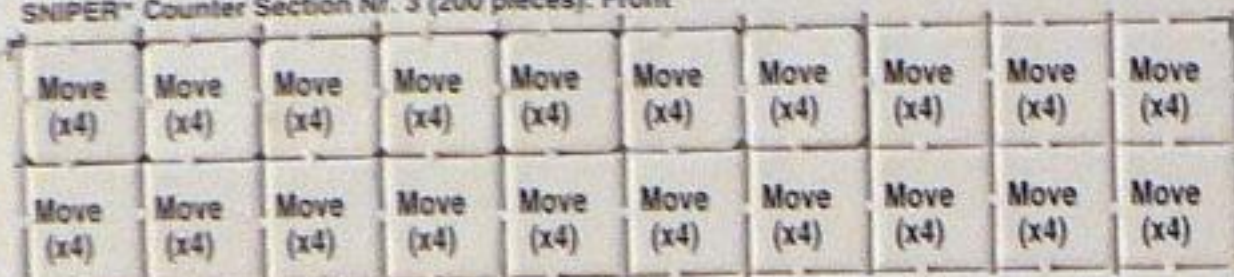SOVIET UNION

NAZI GERMANY

JAPAN

FARM HOUSE

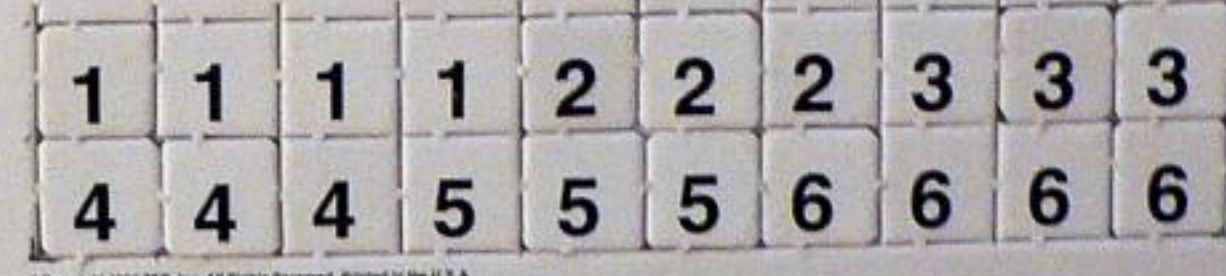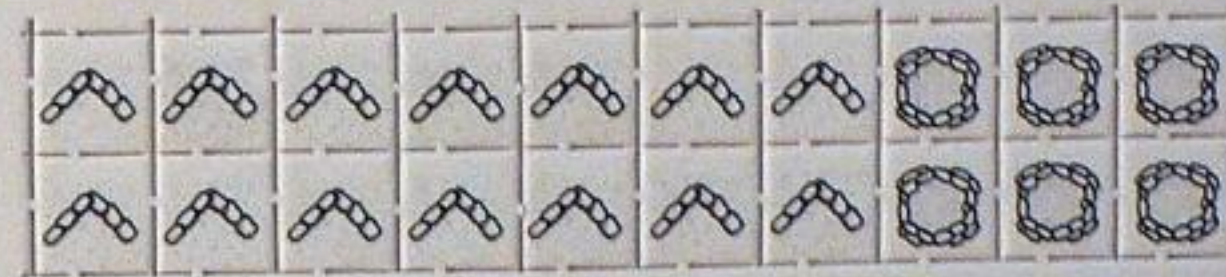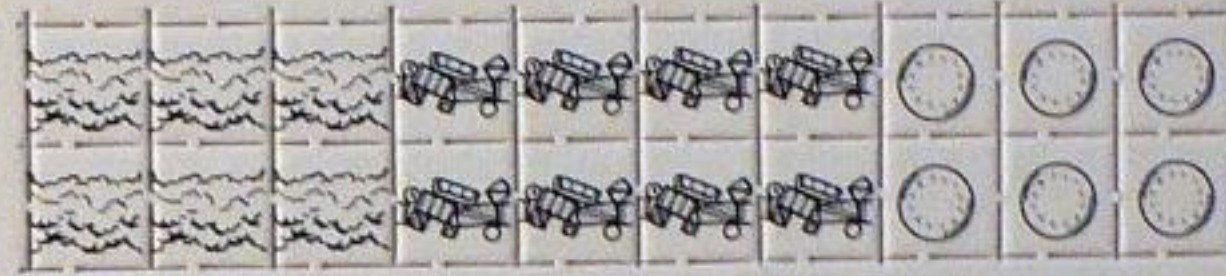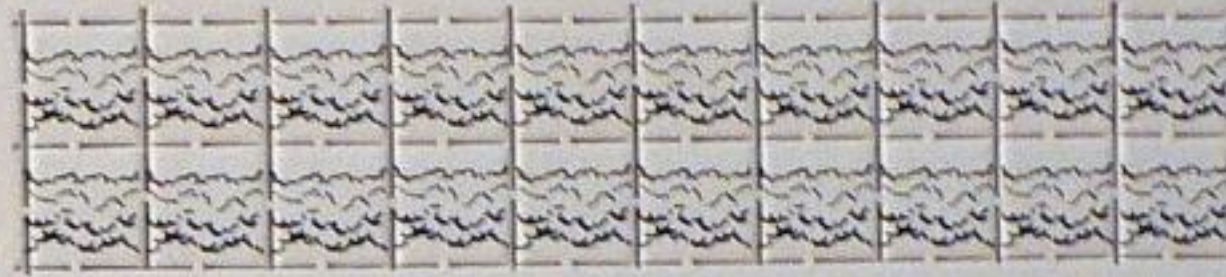Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 3.
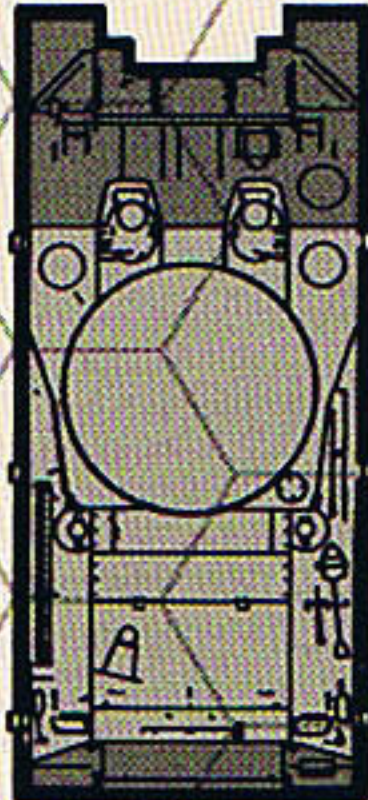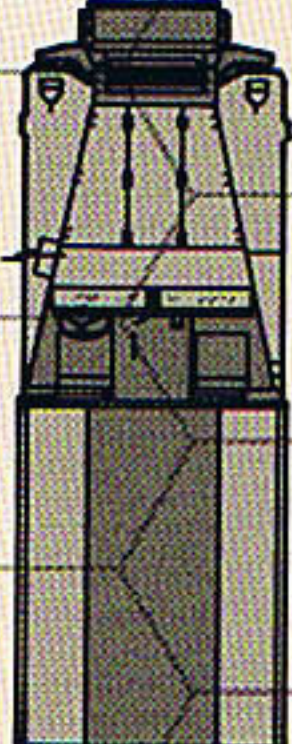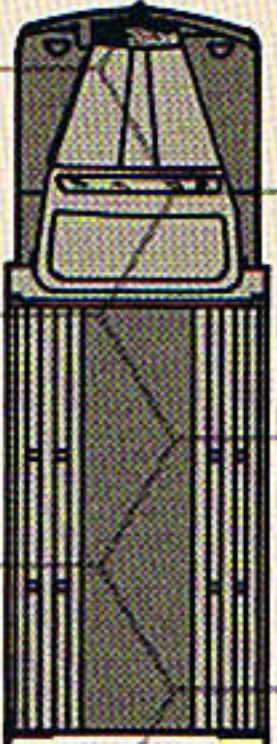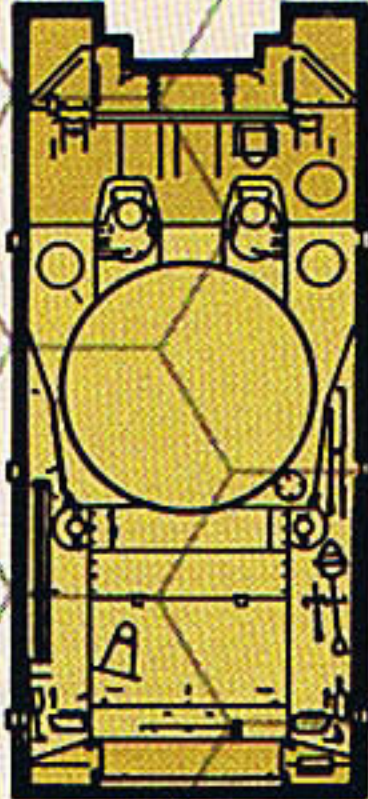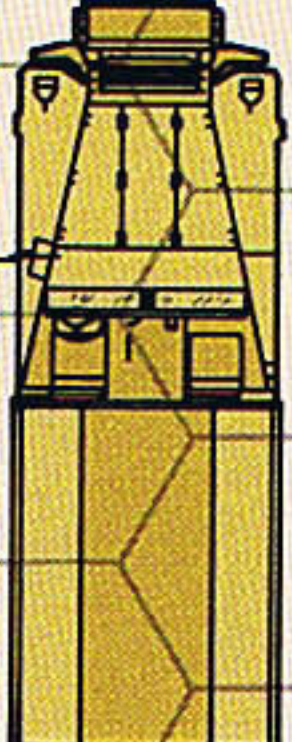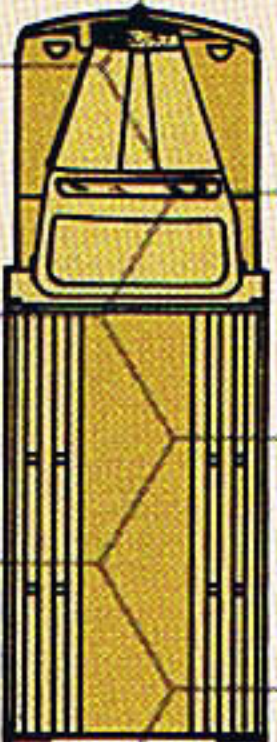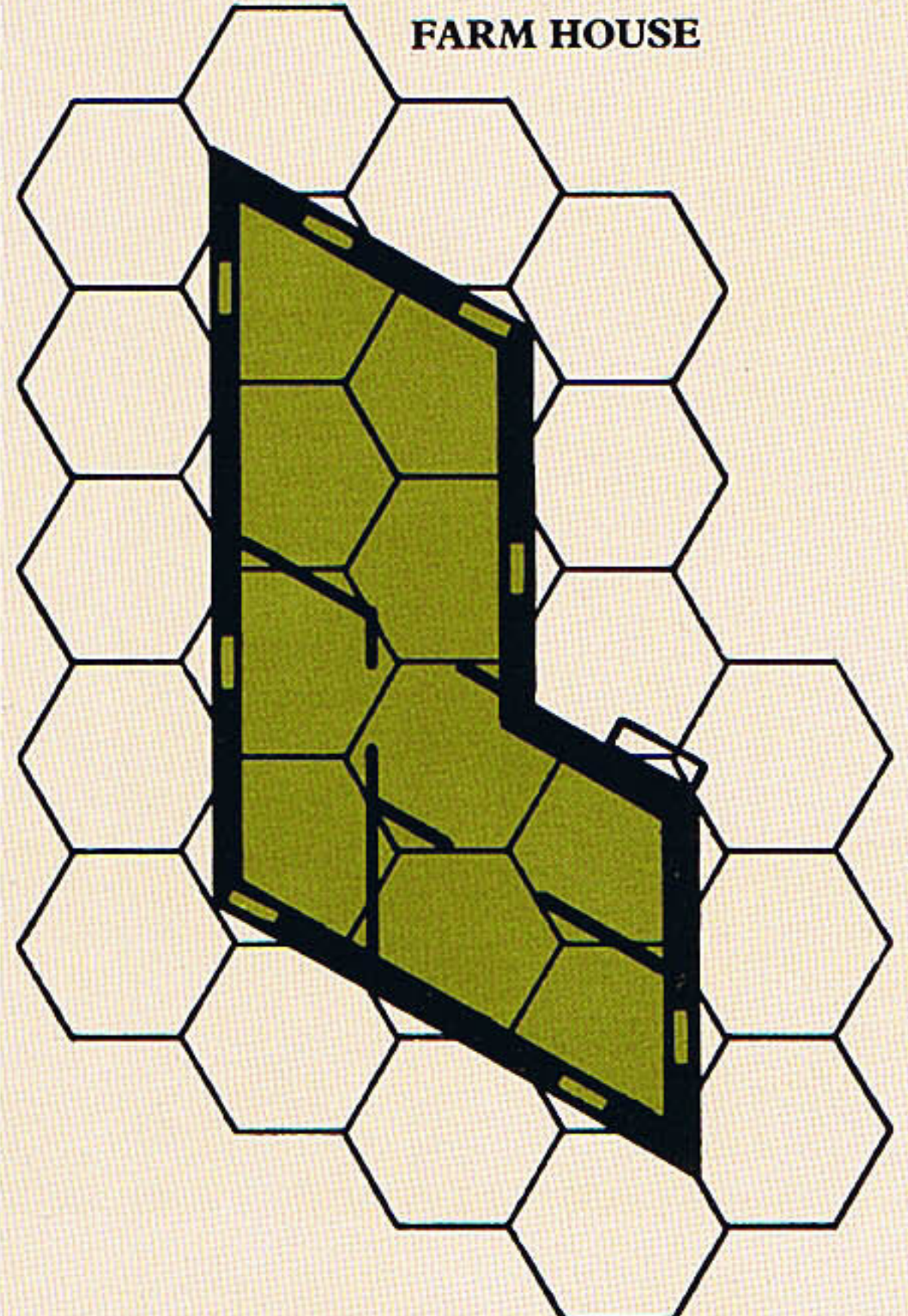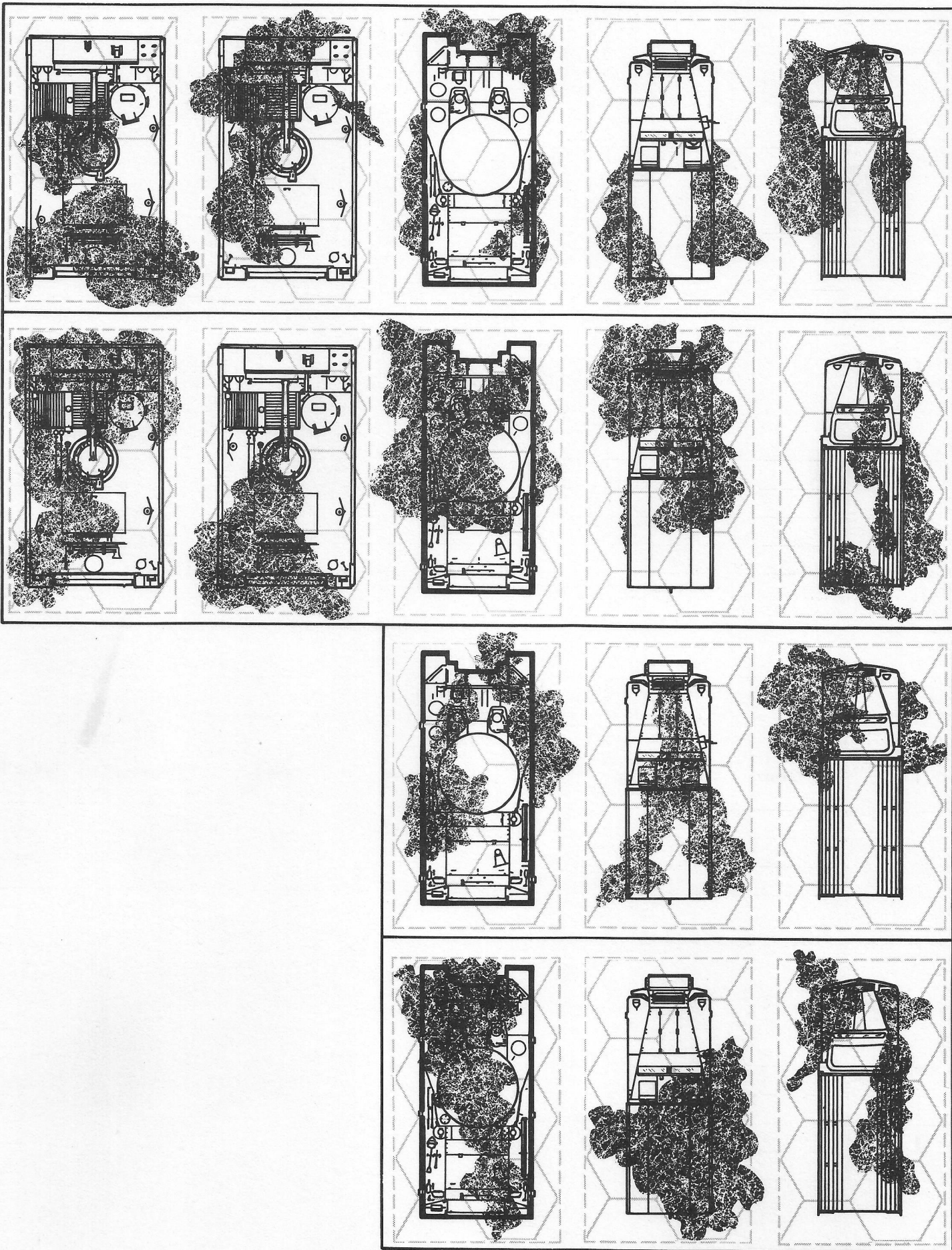
Nazi Germany

Soviet Union and Warsaw Pact

Vehicle Crewmen

Imperial Japan

Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 3.

United States, Western Allies, and NATO

Chinese Communists, North Vietnamese

Stun

WND

B   R

3019XXX1201

Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)
Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)	Move (x4)

| QF | QF | QF | QF | QF | | | | | |
| QF | QF | QF | QF | QF | | | | | |

| 1 | 2 | 3 | 1 | 2 | 3 | 1 | 2 | 3 | Im-mobile |
| 4 | 5 | 6 | 4 | 5 | 6 | 4 | 5 | 6 | Im-mobile |

| | | GL UNL | | | | | | | |
| | | GL UNL | | | | | | | |

| 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 6 |

3019XXX1202

SNIPER!
GAME OF MAN-TO-MAN COMBAT, 1941-90
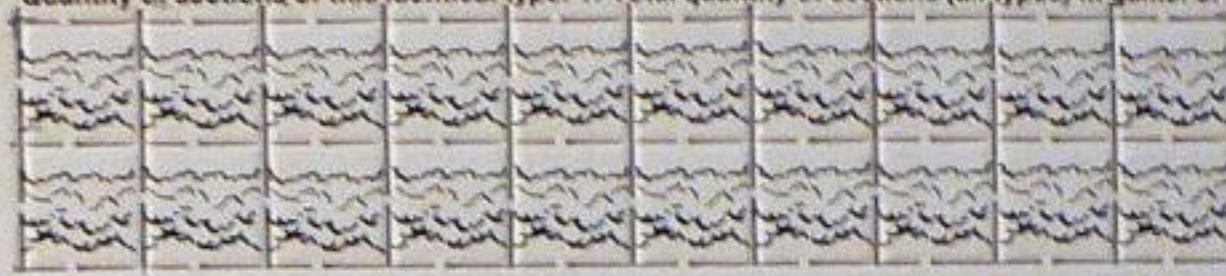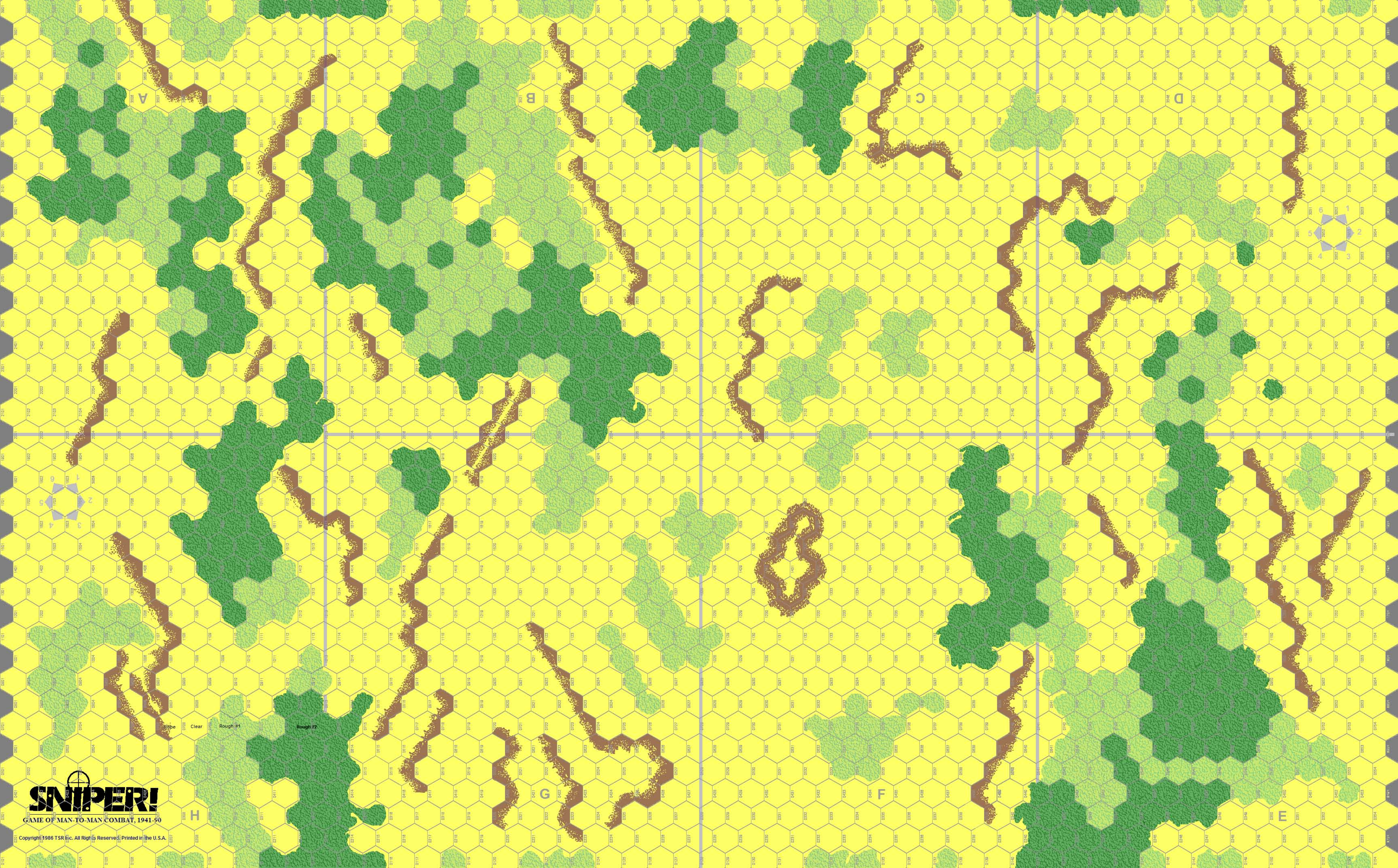
" Grenades were bursting
among them as we stabbed down with our
bayonets . . . they were still firing and yelling . . .
It was the wildest, maddest, bloodiest fighting
I have ever seen. "

anonymous soldier of the A.I.F., 1942

COMPONENTS

(2) 22" × 34" maps
(1) 32 p. rules booklet
(1) sheet of vehicles
(2) six-sided dice
(1) counter tray
600 die-cut counters

No matter where he's from or whose uniform
he wears, GI Joe—alone, tired, frightened, and
dirty—still has to do the fighting. And no
matter what HQ says, the tiny,
pockmarked wall he's crouching behind is the most
important piece of real estate in the world, as long
as it's between him and the ...

SNIPER!

GAME OF MAN-TO-MAN COMBAT, 1941-90
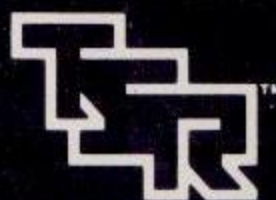
COMPLEXITY LEVEL
MEDIUM

The SNIPER!™ game looks at war from foxhole
level. Each counter represents a single soldier,
each turn a handful of seconds, and each victory
is a building cleared or a few meters of ground taken. Simple,
fast-playing rules cover different types of weapons, buildings,
gullies, wounds, tanks, artillery, pillboxes, smoke, and
much more. Unique random sequencing recreates the
unpredictable, explosive flow of combat. Dozens of
scenarios cover every theater of World War II, Korea,
Vietnam, and contemporary Europe. In addition, players can build an
endless number of their own scenarios. This expanded, thoroughly revised
edition of the SNIPER!™ and PATROL!™ games portrays war from
a new angle.

PLAYING TIME
1 TO 4 HOURS

NO. OF PLAYERS
2

Steve Winter
DESIGNER

Doug Chaffee
ILLUSTRATOR

SOLITAIRE SUITABILITY
HIGH

STOCK NO. 3019

ISBN 0-88038-332-1

$20.00

AN SPI BRAND WARGAME

SNIPER!

GAME OF MAN-TO-MAN COMBAT, 1941-90

2ND EDITION

TSR, Inc.

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