

MP Sniper Notes:

SELECTION, OCCUPATION, AND CONSTRUCTION OF SNIPER POSITIONS

Selecting the location for a position is one of the most important tasks a sniper team accomplishes during the mission planning phase of an operation. After selecting the location, the team also determines how it will move into the area to locate and occupy the final position.

SELECTION

Upon receiving a mission, the sniper team locates the target area and then determines the best location for a tentative position by using one or more of the following sources of information: topographic maps, aerial photographs, visual reconnaissance before the mission, and information gained from units operating in the area.

- a. The sniper team ensures the position provides an optimum balance between the following considerations:
 - Maximum fields of fire and observation of the target area.
 - Concealment from enemy observation.
 - Covered routes into and out of the position.
 - Located no closer than 300 meters from the target area.
 - A natural or man-made obstacle between the position and the target area.
- b. A sniper team must remember that a position that appears to be in an ideal location may also appear that way to the enemy. Therefore, the team avoids choosing locations that are:
 - On a point or crest of prominent terrain features.
 - Close to isolated objects.
 - At bends or ends of roads, trails, or streams.
 - In populated areas, unless it is required.
- c. The sniper team must use its imagination and ingenuity in choosing a good location for the given mission. The team chooses a location that not only allows the team to be effective but also must appear to the enemy to be the least likely place for a team position. The following are examples of such positions:
 - Under logs in a drift area.
 - Tunnels bored from one side of a knoll to the other.
 - Swamps.
 - Deep shadows.
 - Inside rubble piles.

OCCUPATION

During the mission planning phase, the sniper also selects an final rendezvous point (FRV). From this point, the sniper team then reconceals the hide position to determine the exact location of its final position. The location of the FRV should provide cover and concealment from enemy fire and observation, and be located as close to the selected area as possible, and have good routes into and out of the selected area.

- a. From the FRV, the team moves forward to a location that allows the team to view the hide position area. One member remains in this location to cover the other member who reconceals the area to locate a final position. Once a suitable location has been found, the covering team member moves to the position. While conducting the reconnaissance or moving to the position, the team moves slowly and deliberately,
 - using the sniper low crawl.
 - Avoids unnecessary movement of trees, bushes, and grass.
 - Avoids making any noises.
 - Stays in the shadows, if there are any.
 - Stops, looks, and listens every few feet.

b. When the sniper team arrives at the firing position, it Conducts a detailed search of the target area. Starts construction of the firing position, if required. Organizes equipment so that it is easily accessible. Establishes a system of observing eating resting, and latrine calls.

CONSTRUCTION

A sniper mission always requires the team to occupy some type of position. These positions can range from a hasty position, which a team may use for a few hours, to a more permanent position, which the team could occupy. for a few days. The team should always plan to build its position during limited visibility.

a. Sniper Position Considerations. Whether a sniper team is in a position for a few minutes or a few days, the basic considerations in. choosing a type of position remain the same.

(1) Location:

(a) Type of terrain and soil. Digging and boring of tunnels can be very difficult in hard soil or in fine, loose sand. The team takes advantage of what the terrain offers (gullies, holes, hollow tree stumps, and so forth).

(b) Enemy location and capabilities. Enemy patrols in the area may be close enough to the position to hear any noises that may accidentally be made during any construction. The team also considers the enemy's night vision and detection capabilities.

(2) Time:

(a) Amount of time to be occupied. If the sniper team's mission requires it to be in position for a long time, the team constructs a position that provides more survivability. This allows the team to operate more effectively for a longer time.

(b) Time required for construction. The time required to build a position must be considered, especially during the mission planning phase.

(3) Personnel and equipment:

(a) Equipment needed for construction. The team plans for the use of any extra equipment needed for construction (bow saws, picks, axes, and so forth).

(b) Personnel needed for construction. Coordination is made if the position requires more personnel to build it or a security element to secure the area during construction.

Construction Techniques. Belly and semipermanent hide positions can be constructed of stone, brick, wood, or turf. Regardless of material, every effort is made to bulletproof the front of the hide position. The team can use the following techniques:

Pack protective jackets around the loophole areas.

Emplace an angled armor plate with a loophole cut into it behind the hide loophole.

Sandbag the loopholes from the inside.

(1) trench. Hide construction begins with the trench since it protects the sniper team. All excavated dirt is removed (placed in sandbags, taken away on a poncho, and so forth) and hidden (plowed fields, under a log, or away from the hide site).

(2) Overhead cover. In a semipermanent hide position, logs should be used as the base of the roof. The sniper team places a dust cover over the base (such as a poncho, layers of empty sandbags, or canvas), a layer of dirt, and a layer

of gravel, if available. The team spreads another layer of dirt, and then adds camouflage. Due to the various materials, the roof is difficult to conceal if not countersunk.

(3) Entrance. To prevent detection, the sniper team should construct an entrance door sturdy enough to bear a man's weight.

(4) Loopholes. The construction of loopholes requires care and practice to ensure they afford adequate fields of fire. Loopholes must be camouflaged by foliage or other material that blends with or is natural to the surroundings.

(5) Approaches. It is vital that the natural appearance of the ground remains unaltered and camouflage blends with the surroundings. Construction time is wasted if the enemy observes a team entering the hide; therefore, approaches must be concealed. Teams try to enter the hide during darkness, keeping movement to a minimum and adhering to trail discipline. In built-up areas, a secure and quiet approach is needed. Teams must avoid drawing attention to the mission and carefully plan movement. A possible ploy is to use a house search with sniper gear hidden among other gear. Sewers may be used for movement also.

First shot Task resolution.

1. Select Target
2. Determine Range
3. Calculate Windage/Drop
4. Prepare
5. Fire

Explanation:

Select Target: Identify who would be best target for overall task accomplishment. Leader, most dangerous, best armed etc.

Determine Range: This can be accomplished with MP Laser range finder, integral range finder (scope) if available or guess.

Calculate Windage/Drop: Wind can be a factor on an accurate shot at long range. The ballistic characteristics of fired rounds are also a factor. As a round travels, it loses momentum. This causes the round to fall. Someone familiar with their weapon and ammo will know this and can factor this into their calculations.

Prepare: This is an abstract involving breathing, frame of mind, vision, nerves etc. It is included here for accuracy.

Fire: Actually taking the shot.

Second and successive round task resolution.

1. Recover
2. Select Target
3. Prepare
4. Fire
5. Recover

Recover: This involves relaxing tensed muscles, and mind. It also involves checking the target for hit, effect etc.

Select Target: Identify who would be best target for overall task accomplishment. Leader, most dangerous, best armed etc.

Note: Re-calculation is not necessary if second and successive targets are within +/- 50 meters of Zero Target. (first target). If not then add this step in.

Prepare: This is an abstract involving breathing, frame of mind, vision, nerves etc. It is included here for accuracy.

Fire: Actually taking the shot.

Recover: This involves relaxing tensed muscles, and mind. It also involves checking the target for hit, effect etc.

This assumes that your shooter has 5 movements per round. In the case of a shooter who moves more slowly these tasks will roll over to the next and or successive rounds.

In the case of a team sniper, the P.D. should consider providing ammunition different from the standard "ball" type ammo, typically deployed with MP teams.

AMMUNITION VARIATIONS

Armor Piercing: This type of round has a steel core below its copper jacket, allowing greater armor penetration. See conventions sheet.

Armor Piercing Incendiary: Use the above rules for armor piercing, but use the information on pg 22 MP TM 1-1 for the incendiary round.

Armor Piercing Incendiary Tracer: Use the above rules for armor piercing, but use the information on pg 22 MP TM 1-1 for the incendiary, and tracer rules.

Depleted Uranium Core Ammunition

Uranium is extremely heavy, making it perfect as a armor penetrator. DUCA rounds can only be used in military weapons. Effects: Armor is only worth .25% of its original value.

Dual Purpose

This type of ammunition has a heavy metal core surrounded by a lead jacket. When the round hits, the soft lead jacket expands like a hollowpoint. If it hits armor the soft lead jacket is stopped and the heavy metal core tears through the armor, as an armor piercing round.

DumDum

Bullets with small cuts in the metal jackets that cause them to break up in the body, causing bad wounds. Effects: Armor is increased by 50%. Damage is doubled. If armor is penetrated thus, a 9mm round (E-Factor 9) hitting resist-weave (armor 7 increased would be 11) would cause no damage. If it hit bare skin however, it would cause 16 points damage, probably killing the target.

Flechette ammunition, Handguns and rifles.

These contain a single sabot flechette, which is fired like a normal bullet. When the round leaves the gun the sabot falls away allowing the flechette to fly free at very high speeds. Effect: This round penetrates any armor except hardened. When it hits, it bends and twists upon entering the target. The wounds are more punctures and tears. Typically, the round is lodged in the target, requiring surgery to remove.

Flechette Options

Fragmentation Flechette rounds. This type of flechette is designed to break up upon entering the target, increasing the damage caused. It can be used with both the shot gun and the handgun and rifle rounds. Damage caused is increased by .25%. This is cumulative with the range damage modifier.

Poison. The flechette rounds have tiny hollows which contain poison that is injected directly into the target upon impact. So, not only does the target suffer the damage, but they then have to check against the poison.

Hollow-points

Bullets with hollowed out tips to allow them to expand upon impact Effects: Armor is doubled As mentioned with DumDum rounds, hitting armor would be ineffective, but hitting bare flesh would be devastating.

Jacketed Hollow-points

Hollow-point rounds with metal jackets that reduce expansion, to increase armor penetration Effects: Armor is increased by 25% as is damage. Again, if a 9mm round (E-Factor 9) hits resist-weave (armor 7, increased to 9) it would cause no damage. If it hit an un-armored location, it would cause 11 points of damage.

Magnum

This type of ammunition is larger than normal, to accommodate more grains, increasing the rounds E-Factor.

Effects: The E-Factor is increased by 50%. Example. A 9mm round with an E-Factor of 9 would be increased to 14. The round can then be made into any other type of ammunition, such as armor piercing, hollow-points, etc.

Makes for a nasty combination.

Mercury Tipped Hollow-points

Hollow-points that are filled with mercury to greatly increase expansion upon impact, causing terrible exit wounds.

Effects: Armor is doubled. Again, using 9mm rounds, odds are it will not penetrate most armor. But if it hits an un-armored target, the damage it causes is hideous. On top of that, if the target actually survives the round, they are subject to mercury poisoning, which is equal to poison class C.

Titanium Rounds

The bullet is solid titanium with a Teflon jacket. Titanium is almost half the weight of steel, yet has the same strength, so the bullet travels a lot faster than a standard round and slows down quicker in the target. Unfortunately it also slows a lot faster in normal travel, making it armor piercing only at point blank to medium ranges. Effects:

Armor is halved if range is medium or less. No matter the range, E-Factor remains the same. At any range beyond medium, the round will only cause 1 point of damage.

Tracers: See page 22 of MP TM 1-1 for details.

Tungsten Carbide

Tungsten carbide is very heavy and very hard. It is very doubtful that anyone except the project will have this type of ammo, as the tools and the knowledge would have disappeared over the past 150 years. This type is an excellent armor piercing round. Effects: Armor is at 30% of its value.

Glaser Safety rounds: This is a hollow round, containing # 12 lead shot suspended in liquid Teflon. Against hard armored targets, it ignores armor. Against soft armor, like Resist-weave, damage is sub-lethal and blunt trauma only. Against non-armored opponents, this round is a man-killer. Only 10% of all victims hit with type of round survive it.

Frangible Rounds: This composite material is highly effective in dealing with urban pacification situations. The round is made up of a material, (usually powdered lead) and a epoxy glue. These are then molded to the appropriate caliber and fired as normal. Due to their lighter weight, range is increased 10% in all categories. Additionally, this round is designed to shatter upon contact with a hard surface. Armored opponents take sub-lethal/blunt trauma injuries. Non-armored opponents are dealt grievous wounds. This is due to the fact that if the round hits bone, ALL of its imparted energy is directed into the target. Damage would be increased by 25%.

WEAPON CONVENTIONS

Tracers: Add 5% to hit per round of tracers used.

Armor Piercing: Ignores Armor Value less than E-Factor of round used. Damage is as follows:

AV < E-Factor = Full E-Factor Damage

AV = E-Factor = 1 point of Damage

1 + AV > E-Factor = 75% Damage (Sub-dual)

2 + AV > E-Factor = 50% Damage (Sub-dual)

3 + AV > E-Factor = 25% Damage (Sub-dual)

4 + AV > E-Factor = No Damage

Point Blank Range: E-Factor X 2

Short Range: E-Factor X 1

Medium Range: E-Factor X .5

Long Range: E-Factor X .25

To Hit Rolls:

01 - 05 = Called Shot (Player's Choice)

96 - 00 = Jam or Misfire (Automatics Only)

98 - 00 = Revolver Misfire

Called Shot Modifier: -25%

	Round 2	Round 3	Round 4	Round 5
Successive fire:	-11%	-33%	-66%	-99%

To Hit Modifiers Misc.

Weapon	PB	Short	Medium	Long
Single Shot	Normal	-----	-----	-----
Scope Sight	Normal	Normal	+20	+10

To Hit Modifiers Positions (shooter)

Position	PB	Short	Medium	Long
Prone	+30	+20	+15	+10
Kneeling	+15	+10	+05	----
Braced	+20	+15	+10	----
Standing	+10	+05	----	----

To Hit Modifiers Concealment (target)

Concealment	PB	Short	Medium	Long
1/4 Mansize	Normal	-10	-30	-40
1/2 Mansize	Normal	-05	-15	-20
Mansize	Normal	Normal	-05	-10
2X Mansize	+20	+15	+10	+05
3X Mansize	+30	+25	+20	+15
4X Mansize	+40	+35	+30	+25