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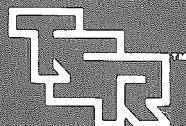
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SNIPER!™

GAME OF MAN-TO-MAN COMBAT STANDARD RULES



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[1.0] Introduction

The SNIPER!™ game series simulates house-to-house and close-quarters fighting from World War II to the near future. This 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 series.

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. SNIPER! games contain 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 games, SNIPER! and PATROL, will find many differences and improvements in this edition.

[2.0] Course of Play

The SNIPER! game is played in 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

The Special Rules book included with your SNIPER! series game contains a complete list of this game's contents.

B. The Game Maps

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

The urban map shows buildings and streets 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 scenario being played.

C. The Playing Pieces

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

These counters can be used to create scenarios from many different wars and from many different strategic theaters. Check the scenario book to see which counter sets are used for the various combatants.

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 soldier fact sheets. 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 any of the following:

BR = bolt-action rifle;

SR = semi-automatic rifle;

AW = assault rifle;

MP = machine pistol;

AR = automatic rifle;

MG = machine gun;

HMG = heavy machine gun;

RL = rocket launcher;

FT = flamethrower;

P = pistol;

GL = grenade 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 with scissors before they can be used. The same card may also include several stand-alone buildings which can be used on the rural map.

D. Sample Playing Pieces

See the Special Rules book.

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.

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.

PLEASE NOTE: Everything which happens in this game is sequential. Each individual action occurs as the player resolves it. Nothing happens simultaneously unless the rules specifically state 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; low roller places his markers last. If the dice 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 move, clearing the way for another to shoot, clearing the way for another to move, 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 dissipates, 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. The activation track is a measure of a squad's motivation, training, and cohesiveness. This track, in combination with the activation chits, determines how many rounds the player performs during the Operations phase. 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, place it in the first empty box of the appropriate track. 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. 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.

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 got the highest die roll during the Initial Sighting phase, so he gets to perform the first round. He is using activation track B for this scenario. 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 printed in the first box of activation track B is 6; 6 is greater than 3, so the German player is eligible to draw additional activation chits later in the turn.

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 Soviet player is not eligible to draw any more activation chits this turn. When the Soviet player finishes the current round, he is done for the turn.

The German player becomes the phasing player again. He draws activation chit 2 and places it in the second box on track B. All German soldiers with activation ratings of 1 or 2 are active and can perform tasks this round. The number printed in the second box of track B (5) is greater than the number on the activation chit (2) so the German player is entitled to draw another chit and perform another round. Normally, play would pass back to the Soviet player, but the Soviet turn has already ended. The German player is still the phasing player, so he draws a third activation chit. This one is a 6. All German soldiers are activated. The third number on track B is 4, so this is the final round of the turn.

NOTE: It is possible that some soldiers (particularly those with activation ratings of 5 or 6) may never be activated during a turn. Although 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

All activities in the SNIPER! game are divided into tasks. An active soldier can perform one task per round. Every time a soldier is activated, the phasing player announces what task each soldier is performing. He does not need to decide for each soldier immediately; he can choose a task for one soldier, resolve it, and then choose a task for the next soldier.

Many tasks are automatically successful. Others require a die roll to succeed. If a soldier attempts a task unsuccessfully, he has still performed his one task for the round; he cannot attempt another until the next round.

All tasks are divided into three categories: movement, preparation, and combat. These categories serve primarily to simplify the presentation of the rules. All tasks function the same way, regardless of their category.

CASES

A soldier can change facing while performing any task listed in *italics*. A soldier can fall prone after performing any task marked with an asterisk (*).

[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 dodging and moving erratically (or 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).

[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 the 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.

[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. This is the only task that can be performed during the opponent's round.

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 enemy soldier in an adjacent or the same hex with hand-to-hand combat (Intermediate rules).

[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 soldier's 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 vision and fire, as shown in the Field of Fire diagram.

[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 allows 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 unpanicked soldiers may change facing at the end of a friendly round regardless of whether 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, rough terrain, vehicles, and soldiers 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 a hex containing blocking terrain 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.

Certain types of terrain provide complete concealment; they allow a soldier to crouch or position himself in such a way that he cannot be seen and is completely protected against attacks. Special rules apply to soldiers in this type of terrain (see 7.7). The following terrain features provide complete concealment:

- windows;
- doors;
- breaches;
- slopes;
- firing slits;
- parapets;
- craters and foxholes;
- nests;
- any other terrain as noted in special rules.

[7.4] Doors and Windows

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

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

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 hexside, regardless of the presence of enemy soldiers.

(Technically, a soldier who is facing directly toward a door or window hexside without a sighting or exposed marker has no field of vision beyond the wall. However, as soon as the player announces his intention to fire or throw, he must place an exposed marker on or directly ahead of the soldier. This creates a field of vision for the soldier and allows him to attack.)

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.

[7.5] Sighting and Exposed Markers

Sighting markers are used to indicate men who are eligible to perform opportunity fire; any soldier can have a sighting marker.

Exposed markers are used to indicate men who are visible above, around, or through terrain that provides complete concealment. A soldier must be adjacent to and facing directly toward a hexside that provides complete concealment, or be leaning around a corner, to have an exposed marker. A man with an exposed marker is not eligible to perform opportunity fire.

No soldier can have both a sighting marker and an exposed marker simultaneously.

An exposed marker is placed on any soldier in a concealed position who fires his weapon or throws a grenade. The exposed marker indicates that the soldier is visible through or above his cover and can be shot at. For example, a soldier at a door or window is normally considered concealed by the wall. That same soldier with an exposed marker is considered visible through the door or window and can be shot at through the door or window.

Placing a sighting marker is a task. The soldier must be active to place a sighting marker (exception: a certain number of sighting markers can be placed freely during the Initial Sighting phase). A sighting marker also makes the soldier visible through the concealing terrain.

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 from concealment). The soldier cannot perform additional opportunity fire until he sights again (exception: see 12.8). He is still visible through the concealing Terrain.

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 Initial Sighting phase, both players roll a die. The number rolled is the number of sighting markers each 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.

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.

All sighting and exposed markers are removed at the end of the turn.

A sighting marker must be removed when a soldier performs any task other than sight, or when he changes facing (unless he changes facing as part of a sighting task). It must be flipped to its exposed side when the soldier performs opportunity fire.

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, reararm, exchange weapons, prepare satchel charge, prepare rifle grenade. An exposed marker is not removed if a soldier only changes facing.

[7.6] Sighting in the Open

This rule applies to all soldiers who perform sighting tasks and who are not sighting from complete concealment or around a corner.

When a soldier performs a sighting task in the open, place a sighting marker directly on the soldier's counter. This indicates that the soldier is eligible to perform opportunity fire. His fields of vision and fire are normal. All standard rules pertaining to visibility, direct fire, and opportunity fire apply to him.

[7.7] Sighting from Concealment

A man who is protected by completely concealing terrain is always presumed to be taking full advantage of his cover; he is standing so that he cannot be seen. This also means that he cannot see beyond his concealment. In order to see (or be seen) a player must place a sighting or exposed marker on the soldier.

The sighting or exposed marker can be placed directly on the soldier's counter or in the hex directly ahead of the soldier's counter:

- If the soldier is in the open but looking around a corner, the marker is placed directly ahead of his counter;
- If the soldier is adjacent to and directly facing a loophole or pillbox firing slit, or is in a crater or foxhole, the marker is placed directly on his counter;
- If the soldier is adjacent to and directly facing any other type of concealing hexside, the marker can be placed either way. Placing the marker on the soldier's counter restricts his field of vision, but also gives him better protection against enemy fire.

Placing a sighting or exposed marker ahead of a

soldier (across a concealing hexside) allows the soldier to be seen and shot at by any enemy soldier who can trace a line of sight to either the soldier's counter or his sighting or exposed marker. (The soldier is leaning out the window, which makes him a lot easier to see.) Placing a sighting or exposed marker on the soldier's counter, behind the concealing terrain hexside, allows him to be seen and shot at, but only by enemy soldiers in his own field of vision. (The soldier is standing back from the window, where he is harder to see.)

Being prone behind a slope or parapet also provides perfect concealment (the soldier is normally considered to be completely concealed behind the slope or parapet). The soldier's position is revealed when the soldier performs direct or opportunity fire, throws a grenade or satchel charge, or sights. This is indicated by placing a sighting or exposed marker on the soldier, as appropriate.

A soldier's fields of vision with the marker in his hex and directly ahead of his hex are illustrated in the Fields of Fire diagram.

[7.8] 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. 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 Movement

Entering a hex that already contains one or two men costs one additional movement point.

Two men who are stacked together at the beginning of the round can be moved together. If both are active, they can be moved along the same path to the same destination as a single action; the second man need not pay an additional movement point to remain stacked with the first man.

[8.3] Stacking Effects on Activation

Normally, soldiers are activated individually. However, there are two exceptions to this rule: weapon crews, and soldiers who are carrying another soldier.

Weapon crews are: a machine gunner and his loader, and a rocket launcher operator and his loader. In both cases, the loader becomes active whenever the weapon operator is active. The loader can do nothing except load the weapon, stand up, fall prone, or move (as a stack) with the weapon operator. A machine gunner, for example, cannot activate his loader to prepare a grenade or to move into a different destination hex than the machine gunner.

Two soldiers who intend to carry a third soldier become active when either soldier becomes active. See 9.5 for details.

[8.4] 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 weapons or tossing grenades across adjacent aperture 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.

[8.5] 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 or stunned man reduces his movement allowance by half. A wounded and stunned man divides his movement allowance by four.

[9.2] How to Execute Movement

Movement is executed by 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

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. (This rule is modified under the Intermediate rules; see 17.1.)

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

[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 any other sort of aperture. A crawling soldier cannot change height level.

A man who is attacked with opportunity fire 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.

[9.5] Carrying Incapacitated or Killed Men

An incapacitated or killed soldier can 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 halved.

A lone soldier can drag an incapacitated or killed man one hex. This consumes all of the soldier's movement allowance. He can move through a door, but not through a window or breach.

Flamethrower and rocket launcher-equipped men can never help move another man, nor can stunned, panicked, or wounded men do so. Carrying men cannot evade.

In order to carry a man, both carrying soldiers must begin the round in the same hex as the body and both 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; a man with a higher activation rating 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 and prone men can never have movement or evasion markers.

[9.7] Combat Effects on Movement

If a healthy man becomes wounded or stunned 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 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 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] Buildings

Individual buildings are defined by exterior walls. Each building is divided into rooms by interior walls. If several buildings are joined by common exterior walls, those buildings form a block.

All buildings are assumed to be intact, except that all glass has been removed from window-frames and all doors have been removed from doorframes. However, in these rules window-frames 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, as well as the interior color. 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 and roof 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. (There are no interior walls at roof level, and thus, no need for doors.)

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

Flat roofs are surrounded by a small parapet directly above the exterior wall. A soldier who is prone and adjacent to this parapet is concealed; he 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.

[11.2] Rough Terrain

There are two types of rough terrain: rough #1 and rough #2. 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.

Mixed Terrain: This is gently rolling, lightly forested countryside. Rough #1 represents brush or broken ground, rough #2 represents dense brush or thin woods.

Dense terrain: This represents a semi-mountainous area with extensive cover. 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.

[11.3] Clear Terrain and Slopes

Clear terrain represents open ground. It is not devoid of cover; an experienced infantryman can find cover almost anywhere. Clear terrain is free of large obstacles and hard cover. Slopes represent areas with sharp elevation changes: enough of a change to create an obstacle to movement and to provide significant cover.

Open Terrain: Clear terrain really is clear: flat sand or rock, harvested fields, parks, or paved areas. Slopes are shallow.

Mixed Terrain: Clear terrain has some vegetation, enough to provide decent cover to a prone soldier. Slopes are pronounced, but still only a few feet high.

Dense Terrain: Clear hexes have deep grass or undulating folds. Slopes may be gullies and washes almost as deep as a standing soldier.

[11.4] Terrain Effects on Movement

Soldiers can cross interior and exterior 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).

[11.5] 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 (or runs tangent to) 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.

In addition to those types of terrain which block LOS automatically, the LOS is blocked if the target has a defense of 100 or more due to terrain defense multiples (not including movement, evasion, or smoke multiples).

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 (see 11.8).

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

A soldier may fire through one non-adjacent window, door, or breach 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 there are enemy soldiers in the hex.

A soldier can sight around the corner of a building without stepping around the corner. The soldier must be adjacent to the wall. He can be standing or prone. He receives the defensive multiple of the corner (two) 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 Sighting Diagram 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.

[11.6] 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.

[11.7] Effect of Markers on Visibility

A line of sight can be traced either to the hex containing the target soldier's counter or to the hex containing the target soldier's sighting or exposed marker (assuming he has a sighting or exposed marker in the hex directly ahead of him). The same applies when tracing a line of sight from a soldier with a sighting or exposed marker.

[11.8] 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 an explosion.

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 any number of times. If the line of sight crosses one type of terrain more than once, the target receives that terrain's defense multiple as many times as the line of sight crosses it. If the line of sight crosses different types of terrain, the target receives every applicable defense multiple. If the target is prone, he receives the prone defense multiple only for the hex he occupies; all other hexes yield the standing defense multiple. For example, if the line of sight crosses three hexes of rough #1 (defense multiple 2 in mixed terrain mode) and one slope hexside (defense multiple 4), the target's defense is 32 ($2 \times 2 \times 2 \times 4$). If the target was prone in rough #1, his defense would be 80 ($5 \times 2 \times 2 \times 4$).

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.
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.

[12.0] Fire Combat

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

All of the following weapons are considered direct fire weapons and can be used for direct fire or opportunity fire: BR, SR, AW, MP, AR, MG, RL, SG, GL, FT, P, and rifle grenade.

CASES

[12.1] Direct Fire

To perform direct fire, a soldier must be active and 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 that 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 in 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.

The firing man must be able to see an enemy soldier in the target hex (exception: rocket launchers, grenade launchers, and rifle grenades can be fired into a hex without a visible enemy soldier).

A soldier cannot change facing before performing direct or opportunity fire. He must attack with the facing he had at the beginning of the round.

A soldier armed with a pistol may fire at an enemy soldier located in the same hex as himself. A soldier armed with any other weapon may not.

[12.2] Opportunity Fire

Opportunity fire is identical to direct fire with two exceptions. First, opportunity fire occurs only during the opposing player's round, never during the firing soldier's round. Second, opportunity fire can only be performed by soldiers with sighting markers.

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 the round in which he sights. In following rounds, however, he 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 is 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 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 who triggers opportunity fire. He may decline opportunity fire at an

enemy soldier in one hex, but fire at the same soldier when he enters a different hex. The player must make his decision immediately, however. Once opportunity fire is declined in a particular hex and the enemy soldier leaves that hex, the non-moving player cannot change his mind and call the target soldier back into a hex. A soldier moving through an enemy field of fire covered by a sighting marker must be moved slowly, one hex at a time, so the opposing player can announce opportunity fire when he wants. A soldier who declines opportunity fire at one target is still eligible to perform opportunity fire at other targets which trigger it.

Opportunity fire occurs immediately when the player announces it. It interrupts whatever task the target soldier was performing; the target soldier cannot complete his task until after the opportunity fire is resolved and its result, if any, takes effect. For example, soldier A is sighting down the street. Enemy soldier B pokes his head around the corner, intending to perform direct fire at soldier A. Soldier A declares opportunity fire. The opportunity fire is resolved immediately, before soldier B is shot. If B is panicked, incapacitated, or killed, he cannot shoot at A. If B is missed, he can shoot. If B is wounded but not panicked, he can shoot with one-half his firepower.

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 any other task during the immediately following friendly round if he is activated.

[12.3] Fire Combat with Multiple Attackers

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 (four) 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. An automatic weapon must check for unloading only once, after all its attacks are resolved.

[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

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.
4. Divide by 10 if the firer is in a moving vehicle.

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 and the hexes crossed by the LOS (listed on the Terrain Effects Chart).

These modifiers are cumulative.

The terrain defense multiple depends on the terrain along the LOS and whether the target soldier is standing or prone. All terrain defense multiples are listed on the Terrain Effects chart.

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.

The 0 column of the Combat Results table is used when the target's defense is greater than the attacker's firepower.

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 task.

[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. If the weapon is firing at more than one target, only one unloading check is required, after all attacks are resolved.

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 normally. 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.

An automatic weapon never uses the 0 column of the Combat Results table. If modifiers reduce the weapon's firepower below the target's defense, the attack is still resolved on the 1 column. (An AW being fired as an SR does not receive this bonus.)

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 enter 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. A soldier "enters" the line of fire if he does anything that would normally trigger opportunity fire. Each attack is resolved individually. The weapon must be checked for unloading after each attack (unless it is a machine gun with a loader). In effect, these second and third shots are identical to all normal opportunity fire, only with a very restricted field of fire.

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, but never uses the 0 column of the Combat Results table.

[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 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 unarmed. He remains unarmed, even after throwing the grenade, until he rearms.

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 unslung 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 armed 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 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 (or a satchel charge) is treated very differently from fire combat.

The maximum modified range of a thrown grenade is 20 hexes. If the thrower is prone, stunned, wounded, or quick-throwing, double the true distance for purposes of range limitation and scatter. The counted range is doubled as many times as required. For example, the counted range must be doubled twice (quadrupled) if the throwing soldier is prone and wounded, or doubled three times if he is prone, wounded, and stunned. The modified 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 that also is not in a building, the thrower must drop prone immediately.

A man directly facing a completely concealing

hexside can drop a grenade across the hexside into the directly adjacent hex 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 concealing hexside 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, quick-throwing, stunned, or 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 total, modified 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 hex crossed by the line of sight before reaching the aperture. If the line of sight passes directly between two hexes, roll a die to determine which hex the grenade scatters from. If a grenade is indicated to scatter across a wall, window, door, breach, 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 wall or window between him and the explosion is not affected by the explosion unless he has a sighting or exposed marker.

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 terrain defense multiples can still be applied.

Every man who is attacked by a grenade blast is stunned unless the dice roll on the Combat Results table is a 2 or 3 (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 they receive a defense multiple of 10 (see Terrain Effects chart).

Any type of grenade can 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 2 from the die roll (treat a result less than 1 as 1).

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. 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 halved (four points moving, two points evading). Firepower is halved at all ranges and for all types of fire. Counted grenade range is doubled. Hand-to-hand fighting ability is impaired (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 is treated as if he is wounded for the remainder of the turn; his movement allowance and firepower are halved, his counted range for throwing grenades is doubled, and he cannot perform quick fire or quick throw. 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). A stunned man is not incapacitated by a subsequent wound (unless he was both wounded and stunned previously).

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

Ignore P results when using only the Basic rules.

[15.0] Basic Scenarios

This completes the Basic rules. Now read Special rules 101-103, 106-108, and 111. Then play the Patrol scenario at least once before going on to read the Intermediate and Advanced rules.

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 fighting ability.

CASES

[16.1] Identifying Abilities

When determining and listing a soldier's abilities, 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 parentheses (or a circle) indicates the soldier receives an ability penalty.

The method for determining each soldier's ability ratings is described in the Special Rules book.

[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. The soldiers must be adjacent at the beginning of the round to fight hand-to-hand; a soldier cannot move adjacent to an enemy and attack him hand-to-hand in the same round. A soldier must be active to attack hand-to-hand. Any soldier can defend himself if attacked.

CASES

[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 succeeds, the soldier may move adjacent to the enemy soldier. If the

check fails, 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 again makes a panic check. If it succeeds, the soldier enters the enemy hex. Both soldiers immediately fall prone and are considered unarmed for hand-to-hand combat. If the die roll is less than 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, with one 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 BR and SR weapons: a rifle grenade. A rifle grenade 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; may not perform any other task that round; has unloaded his rifle anyway. 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 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), U.S. 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 in 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 his squad 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 or second following turn. The player notes this on his 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 against every man, friendly or enemy, within the burst radius. Each man attacked by the blast is stunned unless the dice roll on the Combat Results table is a 2 or 3.

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

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 markers.

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

A satchel charge can affect a tank. If it explodes directly adjacent to or on top of a tank, consult the Satchel Charge line of the appropriate Vehicle Damage table. If the satchel charge explodes underneath the tank (possible only if the tank moved over the already-placed charge), the tank is automatically immobilized.

If a satchel charge explodes directly adjacent to, underneath, or inside an APC, halftrack, or truck, the vehicle is automatically immobilized. 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 he is active and 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.

[21.0] Exchanging Weapons

Two friendly soldiers can exchange their weapons by spending one round in the same hex. Indicate on your squad roster that the two men have exchanged weapons by switching their ID numbers. Switch all of the soldiers' status markers also; 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.

Each squad is allowed two leaders.

CASES

[22.1] Designating Leaders

Each side chooses three soldiers per squad 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 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 were 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 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.

A leader must be armed with an R, MP, P, or SG type weapon. A soldier with any other type of weapon cannot be a leader. A leader could exchange his weapon for a different type during the scenario according to rule 21.

[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 during the Recovery phase of a turn. A squad whose leader is removed is without a leader until the Recovery phase 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 unless he can fulfill at least one 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. For 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. 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.
4. A soldier must check for panic before moving if he intends to enter a 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. This panic check is required even if the weapon has already fired all three of its opportunity shots.
5. 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.

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 called for 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 (without changing facing). 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 (not movement points) the soldier moves. The soldier can cross door, window, and breach hex-sides. He will not cross solid wall or parapet hex-sides. The soldier drops prone at the end of this move (with any facing the player desires). Place a panic marker on the soldier.

EXAMPLE: A soldier has a panic rating of 4. The 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 through a doorway into a building. He rolls again and the result is 4. The soldier runs four hexes and then drops prone. If he had run into a wall before moving four hexes, he would have stopped and dropped prone in the last open hex.

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 that is blocked by an impassable hexside. This occurs most frequently in pillboxes, tanks, and vehicle cabs.

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 from a panicked soldier who 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 can rally his men even if he was panicked or stunned himself at the start of the

Recovery phase, as long as he recovers first. An incapacitated leader cannot rally anyone. An assistant squad leader can rally soldiers in the Recovery phase of his first turn as leader.

Some soldiers may rally during the Operations phase. If a panicked soldier's activation rating is exactly equal to the number on the current activation chit, that soldier can try to recover from panic. Make a normal panic check for the soldier; if the check succeeds, then the soldier recovers. The soldier cannot perform any other tasks during this round. A leader has no effect on this die roll. Only soldiers controlled by the acting player are entitled to make this check.

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.

At the beginning of the game, place the 20 preservation chits in an opaque container (the 'preservation cup'). Place the container to the side of the map where it is handy to both players. Be careful not to confuse the preservation cup with the players' activation cups.

CASES

[25.1] The Preservation Limit

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

Whenever a man is wounded, incapacitated, or killed, the controlling player draws one preservation chit from the cup. Multiple effects

against a single soldier in a single round cause only one preservation draw; additional chits are not drawn if a man is hit more than once in one round. Additional chits are drawn if a wounded man is incapacitated or killed in a later round.

The player keeps his 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 force reaches its preservation limit, the activation rating of all friendly soldiers is increased by 2 for any combat or preparatory task except reload and rearm. A soldier with an unmodified rating 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 task 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

This completes the Intermediate rules. Players are urged to play the Patrol scenario using all Basic and Intermediate rules before proceeding to the Advanced rules and more complicated scenarios.

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.

The terrain in a hex containing a pillbox is automatically clear, 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. Soldiers can move freely from one hex of the bunker to the other; there is no wall between them.

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

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

A man inside a pillbox cannot be attacked from outside unless he has an 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 30.3). When an enemy soldier fires into a pillbox across a firing slit or door he can only hit the soldier who is exposed across that same slit or door hexside. Anyone else inside the pillbox is completely protected from that attack.

A soldier inside a pillbox is stunned by an explosion outside the pillbox only if he is sighting or exposed and the combat resolution dice roll is a 7 or higher.

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 limitation and scattering.

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

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, landing in the adjacent hex. If the soldier fails his panic check, he panics and the explosive remains inside (unless another man is eligible to toss it out and does not panic).

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

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).

A pillbox blocks line of sight through its hex.

[27.2] Craters and Foxholes

Foxholes are small holes or shallow slit trenches dug by soldiers. Foxholes are placed at the beginning of the scenario. Craters are holes created by artillery. Functionally, craters and foxholes are identical; only their origins are different.

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

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

A grenade or satchel charge never negates the defensive multiple of a foxhole or crater. A soldier receives the defensive benefit from his foxhole or crater even if the explosion occurs in the same hex.

A prone soldier in a crater or foxhole is completely concealed unless he has a sighting or exposed marker. A standing soldier cannot be concealed in a foxhole or crater, but he still receives its defensive benefit.

[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.

Barbed wire restricts movement. A soldier must stop moving as soon as he enters a barbed wire hex. The soldier cannot leave the hex unless the player 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.

A nest provides complete concealment. A prone soldier inside a nest is too far below the top of the nest to fire or throw at targets outside the nest. A prone soldier can drop a grenade into a hex adjacent to the nest without exposing himself to fire and with no chance for the grenade to scatter. A standing soldier in a nest is completely concealed unless he has a sighting or exposed marker.

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 (in either direction) through windows and doors protected by nests; neither can rifle grenades be fired through them.

[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. Like a rifle grenade, a rocket can be fired into any hex in the firer's line of sight, regardless of whether it contains a visible enemy.

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 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. A rocket which hits a building is treated the same as an offensive grenade scattering against the wall. Three hits from a rocket launcher against the same wall hexside create a breach (exception: a German one-shot rocket launcher—the panzerfaust—creates a breach with a single hit).

[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). 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, either before or after firing the rocket launcher. If he rearms before firing the rocket, the rocket launcher is slung and can still be used (the soldier must rearm again to prepare the rocket launcher).

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 a second soldier is acting as 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. Soldiers carrying reloadable rocket launchers do not carry rifles and cannot rearm.

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] Flamethrowers

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.

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.

[29.3] 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 against the vehicle (though it may affect an exposed commander).

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.

[29.4] 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 during any Artillery Impact and Satchel Charge Explosion phase. The artillery arrives on the following turn. A player who is given called artillery by a scenario can substitute planned artillery for it, 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 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. An artillery round which does not strike the pillbox directly has no effect on the pillbox (exception: superheavy artillery destroys everything, including pillboxes, within three hexes).

An artillery round striking a building or a hex adjacent to a building acts like a satchel charge, creating a breach in the roof and 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 artillery round is treated like a hit from a light tank gun on the vehicle's top armor. A heavy artillery round is equivalent to a medium tank gun. 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 may be injured if the vehicle is unbuttoned (he still receives a defense multiple of 2).

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-vehicle.

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-vehicle 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 may be detonated by vehicles moving through the hex.

[31.3] Anti-Vehicle Mine Effects

An anti-vehicle mine detonates on a die roll of 1-4 when a vehicle first enters the mined hex. Only one die roll is made for the vehicle, no matter how many hexes of the vehicle cross the mined hex. If the vehicle leaves the mined hex and later returns, another die roll is made.

If a tank detonates an anti-vehicle mine, the tank is immobilized and all crew members must make panic checks. If the mine is detonated by 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 as the detonator by the player. 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 1, 2, or 3, 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 strength 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. 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 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 is treated as if he has a permanent sighting marker: he is always eligible to perform opportunity fire, for as long as he retains his sniper status.

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's 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 opportunity fire trigger. For 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 hexes adjacent to his target hex (if he is using a rifle grenade or rocket launcher, the range is doubled to the six surrounding hexes).

A sniper can shift his aim to an adjacent hex every impulse that he is active. This is the only action he can take that impulse. 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, or opportunity fire. Shifting his aim does not cause him to be spotted. He does not need to sight; he is always eligible to perform opportunity fire.

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.

When a soldier wearing body armor is wounded, incapacitated, or killed, the player must draw one extra preservation chit: two chits for soldiers, three for leaders.

[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

A vehicle always moves straight ahead. Each move counts as one hex of the vehicle's movement allowance. When the vehicle moves, its right front hex always enters the hex directly ahead. When the vehicle moves in reverse, its left rear hex enters the map hex directly behind.

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. When the vehicle turns, it can pivot in any of the three hexes along the side it is turning toward: i.e., when a vehicle turns left, it can pivot around its left front, left middle, or left rear hex. The player controlling the vehicle determines how it turns. The vehicle can turn only after moving forward (or in reverse), however; it cannot turn at the start of a round before it moves.

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 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.

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

There are four classes of vehicles, divided according to how the vehicle moves: wheeled road vehicles (or road vehicles), wheeled off-road vehicles (or off-road vehicles), halftracked vehicles, and tracked vehicles. Trucks are road vehicles. Jeeps, scout cars, and armored cars are off-road vehicles. Halftracks are self explanatory. Tanks and some modern APCs are tracked vehicles.

All vehicles have eight movement points per round. A vehicle always pays one movement point per hex entered. It can accelerate or decelerate as much as the phasing player wants in one round, provided the driver is active. In order to switch direction (forward/reverse), the vehicle must spend at least one round stationary (without a moving marker).

Certain classes of vehicles are prohibited from entering certain types of terrain:

- Road vehicles cannot enter rough #2 or cross slopes.
- Off-road vehicles cannot enter rough #2.
- Tracked and half-tracked vehicles can enter any sort of terrain unless prohibited by special rules.

If two or more friendly vehicles are moving in a column, all of the vehicles can move when the

lead vehicle moves, even if the drivers of the trailing vehicles are not active that round. Vehicles are moving in a column if:

- The distance between vehicles is no more than two vehicle lengths;
- The vehicles are following exactly the same path of hexes.

Activated soldiers can move simultaneously with a vehicle to take advantage of the cover it provides. To do so, the soldiers must be within two hexes of the vehicle. Rather than moving the vehicle its entire allowance, the vehicle moves one hex. Then the soldiers are moved. Then the vehicle is moved one more hex, and the soldiers move again. Continue this process until the vehicle and everyone following it are done moving. Soldiers need not move one hex at a time; a soldier can move one, two, or three hexes, or not at all. Players must keep careful track of how far each soldier moves during this procedure. The move can be interrupted by opportunity fire any time after all soldiers have caught up with the vehicle, but not between the vehicle's move and the soldiers' moves.

[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. Crew members are armed with pistols (P).

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 (two in the cab plus 12 in the passenger section).

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; these open to the side and rear (see Vehicle Hits diagram—cab doors open into the indicated hexes). Vehicles also have doors on the two rear hexes of the passenger section, opening into the two hexes directly behind the vehicle. Exiting a vehicle via the cab or rear doors costs two additional movement points.

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.

The cab and passenger section of an APC are not separated; the cab and passenger section of a truck are completely separate.

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 and expends the soldier's entire movement allowance. The soldier must be adjacent to a door at the beginning of the round to mount the vehicle.

The inside of a vehicle is considered clear terrain for movement.

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 as prone. 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 two 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.

The commander of an APC can sight and perform opportunity fire only if the vehicle is stationary. If the vehicle moves (or has a moving marker), the commander loses his sighting marker.

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.

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 and marked with a sighting or exposed marker. They can be seen from second level or higher regardless of their posture or markers. 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, 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.

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

Halftrack passenger section: Seated men and unexposed standing men cannot be seen by soldiers at ground level. Explosions outside the vehicle have no effect on its passengers. Standing men with sighting or exposed markers 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 anyone else in the cab of a truck are only stunned by a grenade blast in the passenger section.

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	Stop Dead
4	Roll Ahead
5	Swerve Right
6	Swerve Left

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

Roll 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.

If the driver abandons the vehicle, roll once on the Driver Panic table. After completing that random move, the vehicle stops.

[34.8] Collisions

Any time two vehicles try to overlap in the same hex or a vehicle hex overlaps an interior building 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 normally is pointed straight ahead. If it rotates, then 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 impulse when the commander is active. All terrain except walls costs one movement point. Walls are impassable.

A tank moves exactly like a truck or APC.

[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 usually carry machine pistols (MP) as sidearms; other crew members usually carry pistols (P) as sidearms.

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 or hull machine guns.)

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 impulses when the commander is active.

If the tank commander is incapacitated or killed, the tank is buttoned down. Each member of the crew becomes activated individually, and everyone's activation rating is increased by two (because the tank is buttoned down).

The gunner and loader are a team. As long as both are fit, the main gun or coaxial machine gun can fire every impulse (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. If the commander has been incapacitated or killed, the tank cannot fire its main gun unless both of these crew members are active.

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 impulse 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 these fields 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.

A tank must spend one round aiming its main gun every time it fires at a new target hex or fires after moving. Once aimed, the gun can continue firing until it switches target hexes or the tank moves.

The turret can rotate to face any direction in one round. The tank cannot perform any other tasks while rotating the turret, but can aim at the same time.

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 once per round.

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

If a sighting marker is placed on a tank commander, every weapon on the tank is eligible for opportunity fire (as always, the main gun and coaxial machine gun cannot be fired simultaneously). The sighting marker is not removed from the commander when another crew member performs opportunity fire. The sighting marker is removed only when the commander performs opportunity fire himself or when he activates anyone in the tank for any task other than opportunity fire.

The tank's main gun can be used for opportunity fire against any target, including infantry. However, it can only fire into the hex it is targeted on. The fire will have no effect unless there is a vulnerable target within the shot's burst radius.

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 round from a tank's main gun hits a pillbox, everyone inside the pillbox is attacked once on the 15 line of the Combat Results table.

[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, satchel charges, and tank guns can still affect the tank).

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

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

[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 other vehicles; see 34.6.

[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 can only activate soldiers who were part of his crew.

[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.

[36.0] Advanced Scenarios

You can now play any of the scenarios in the scenario book.

PART 4: 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.

[37.0] 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.

[37.1] 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 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.

[37.2] 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.

[38.0] 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 six-grenade limit applies to hand grenades, rifle grenades, and ammunition for reloadable rocket launchers. It does not apply to grenade launcher ammunition.

[39.0] 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 who is marked with a sighting marker cannot be seen or shot at if: he is in cover which provides complete concealment, and; the attacker is more than 10 hexes away. An attacker within 10 hexes can see the sighting soldier.

[40.0] 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 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.

[41.0] 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:

- He uses activation track A and has an activation rating of 1.
- His panic rating is 0.
- He has 10 movement points.
- He receives a +2 dice modifier for firing, throwing, and hand-to-hand fighting.
- He carries an MP (WWII, Korea) or an MG (Vietnam, modern) which never becomes unloaded. He also carries a satchel charge.
- He can throw a grenade and fire his weapon in the same round, but cannot use either bonus that round.
- He never has to rearm after throwing a grenade or satchel charge.
- He is never isolated.
- His defense multiple is always doubled.
- 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.

[42.0] 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.

[42.1] Activation by Die Roll

A player draws an activation chit at the beginning of his round. The chit determines only whether the player will get another round after this one; it does not determine which soldiers are active.

Instead, the player indicates a soldier he wants 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.

[42.2] 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.

[43.0] 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.

[44.0] 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.

[44.1] Isolation

A soldier is isolated unless he is within two hexes of a friendly soldier.

[44.2] 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.

[44.3] 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.

[44.4] 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. Moving vehicles are spotted automatically stationary. Vehicles are treated like moving soldiers.

Night Spotting

Range	Cover		No Cover	
	Sta*	Moving	Sta*	Moving
1-5	2	1	1	1
6-10	5	2	4	1
11-20	6	4	5	3
21-30	-	6	6	5

*stationary or evading.

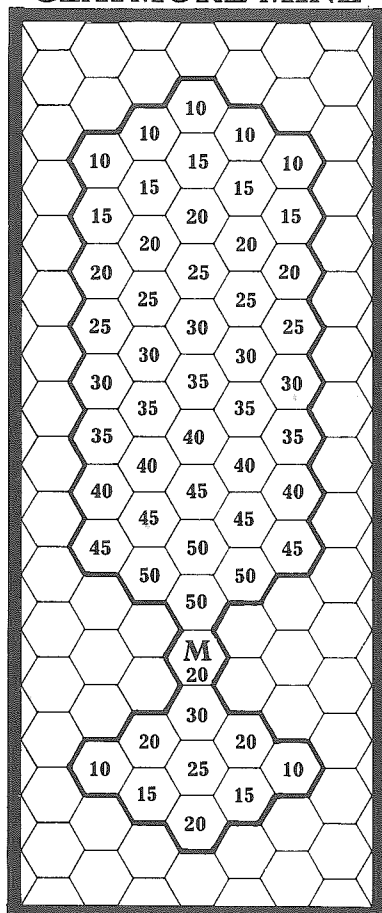
Die Roll Modifiers:

- 1 if target is prone
- 1 if spotter is prone

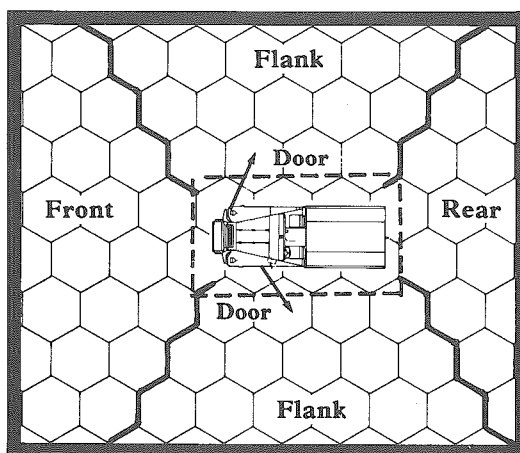
[44.5] Flares

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.

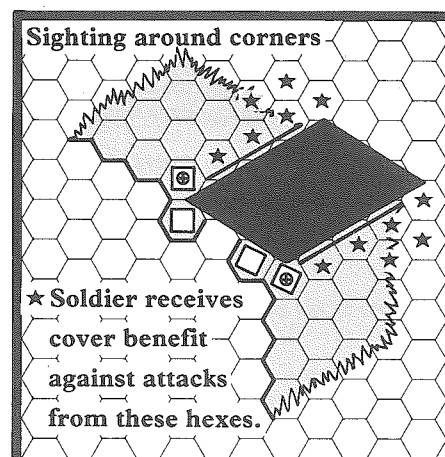
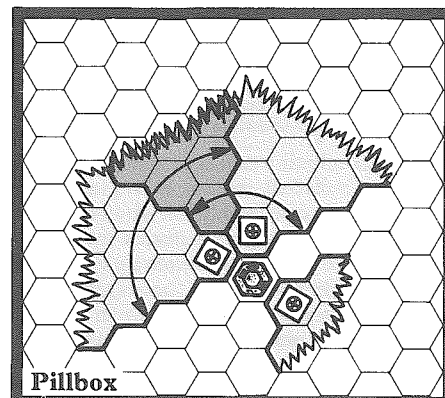
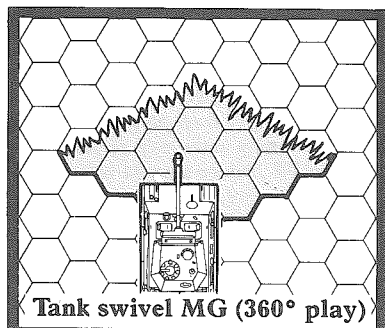
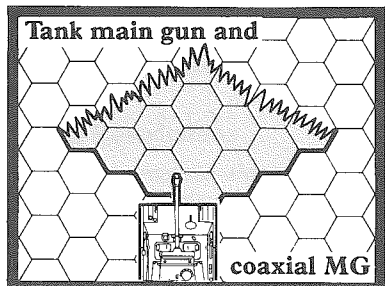
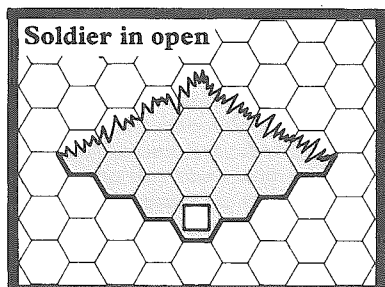
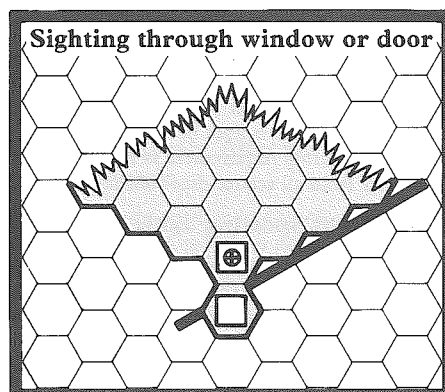
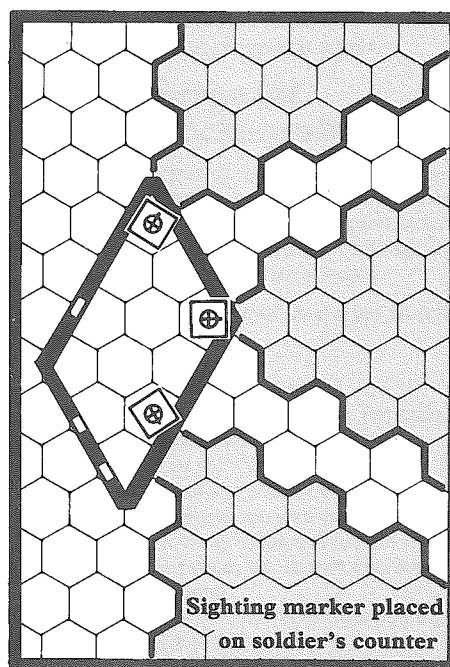
CLAYMORE MINE



VEHICLE HITS



FIELDS OF FIRE



Sniper!

Scenarios

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 o-

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 fox-hole, 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

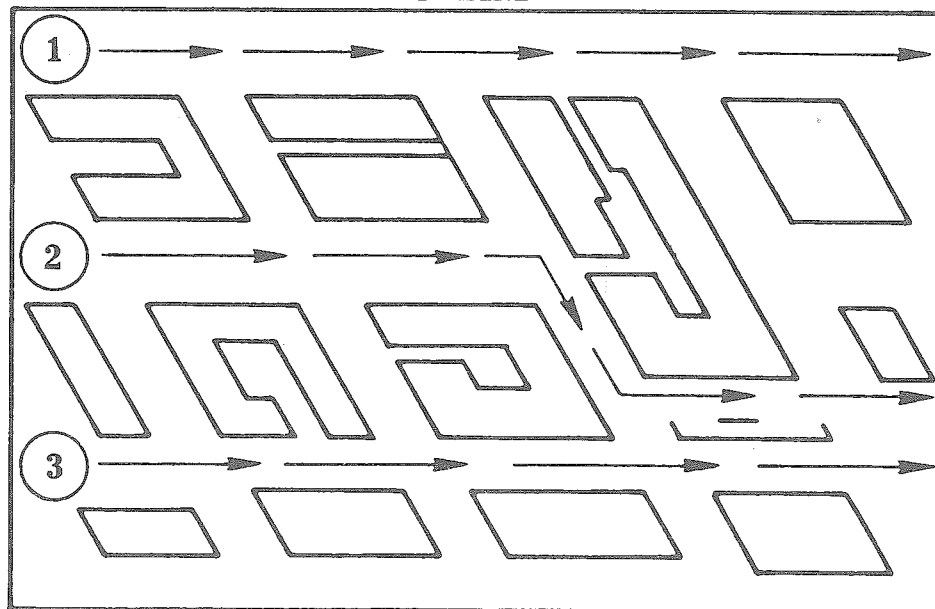
The player with the most victory points at the end of the game is the winner. Victory points are awarded as follows:

- 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.

HASTY AMBUSH DIAGRAM



[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.

[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); track D; 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

BADEN-EES, 199?

Mixed terrain

Soviet (Alpha): 8 AW, 1 MG, 1 tank; track E; pres 20

West Germans* (Bravo): 4 AW, 1 MG, 1 RL, 3 pillboxes; track D; pres 20

*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 an 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 MG, 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.

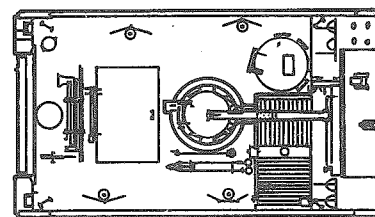
The Bravo player then rolls one die and checks the Bravo Force Points table. The result tells him how many force points he has to spend on the Bravo force. This die roll is made so that the Alpha player can see it and knows how many force points Bravo has.

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.

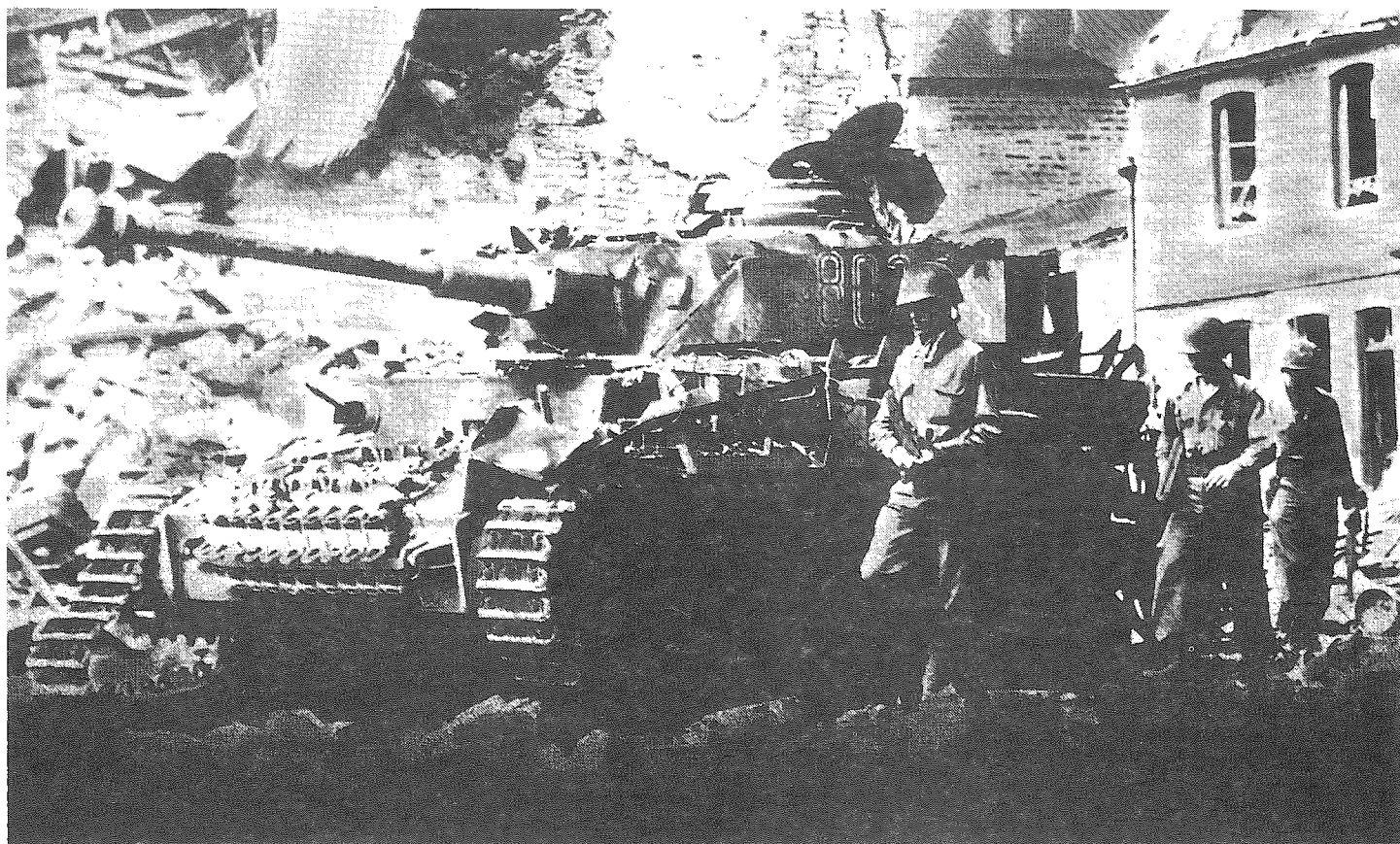
The base preservation limit is per four soldiers in the squad. The player gets that number of preservation points for every complete group of four soldiers in his squad. One additional point is added for every man who doesn't fit into a four-man group. For example, a player has 11 soldiers in his squad.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



Bravo Force Points

Die Roll	Recon*, Raid*	Ambush Patrol, Hasty Ambush	Block Clearing, Assault
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.



GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

Special Rules

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[101.0] Introduction

Hetzer is a SNIPER!™ series game about the fighting in western Europe during World War II. All games in the SNIPER! series focus on combat as experienced by the individual soldier. Hetzer examines the problems and situations peculiar to the war and its combatants in France, along the German border, and in Italy.

Players who are familiar with the first editions of the SNIPER! game and PATROL should read the standard rules thoroughly. There are many differences between the games published in 1973-74 and this edition. Players who are familiar with the second edition of the SNIPER! game should read the following sections of the standard rules carefully; an additional year of playtesting has led to some changes in the rules which, while seemingly small, have a significant effect on play. These sections are:

- 7.0, Facing and Sighting;
- 8.2, Stacking Effects on Movement;
- 8.3, Stacking Effects on Activation;
- 9.5, Carrying Incapacitated or Killed Men;
- 11.8, Terrain Effects on Combat;
- 12.6, How to Resolve Direct, Opportunity, and Quick Fire (paragraph 8);
- 12.8, Automatic Weapons (paragraph 6);
- 13.4, Fragmentation Grenade Effects;
- 22.3, Leader Restrictions;
- 28.3, Rocket Launcher Effect Against Buildings and Pillboxes;
- 31.3, Anti-Vehicle Mine Effects;
- 32.2, How to Execute Sniper Fire;
- 33.2, Effects of Body Armor;
- 34.1, Vehicle Movement;
- 34.6, Vehicles in Combat;
- 35.1, Tank Movement;
- 35.2, Tank Crews;
- 35.3, Tank Combat.

[102.0] Game Equipment

A. Inventory of Game Parts

This game should include:

- 24-page Standard Rules book
- 16-page Special Rules book
- 8-page Scenarios book
- 400 die-cut counters
- 2 identical full-color, double-sided map sheets
- 4 card-stock sheets of tables, displays, and vehicles
- 1 counter tray with lid
- 2 six-sided dice
- 1 box

If any of these components are missing or damaged, please write to:

SPI Consumer Service Dept.
P. O. Box 756
Lake Geneva, WI 534147

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

B. The Game Maps

Two identical map sheets are included with this SNIPER! game. One side depicts a small village typical of France or Italy during the war, and the other side depicts a section of Norman countryside: bocage country.

C. The Playing Pieces

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

- Green: United States
- Tan: United Kingdom and Commonwealth
- Brown: France and Free France
- Gray: Nazi Germany

Vehicles occupy more than one hex simultaneously, so they are printed on card stock sheets. These must be cut apart along the dotted lines before play. Most vehicles occupy six hexes; some very large vehicles occupy eight hexes, while some very small vehicles occupy only four, or even two.

D. Sample Playing Pieces

See diagrams.

[103.0] Terrain

Hetzer uses several types of terrain which are not explained in the standard rule book: hedgerows (bocage), hedges, stone walls, and peaked roofs. The game also uses slightly different definitions for the three terrain modes.

Open Terrain Mode represents late fall, winter, and early spring conditions when trees and hedges are defoliated and fields are barren.

Mixed Terrain Mode represents spring and fall conditions when hedges and trees are in foliage but fields are still clear, either because crops haven't come up yet or have already been harvested.

Dense Terrain Mode represents summer condition when trees and hedges are in foliage and fields contain standing crops.

CASES


























[103.1] Stone Walls














Stone walls are found in towns, where they serve as fences. They obstruct movement but provide excellent cover.

All stone walls are assumed to be about 4 feet tall.

A soldier adjacent to a stone wall is assumed to be crouching and concealed by the wall unless indicated otherwise with a sighting or exposed marker; the wall provides complete concealment.

A grenade can be tossed any distance across a stone wall hexside (subject to normal throwing distance limits). Two must be subtracted from the scatter dice roll when a grenade is

Soldier, standing			Soldier, prone
Nationality marker			
Turret (opened up)			Turret (buttoned down)
Nest			Pillbox
Wounded			Incapacitated
Wounded			Killed
Sighting marker			Exposed marker
Stunned			Panicked
Basement			Second floor
Attic			Third floor
Offensive grenade			Unarmed
Defensive grenade			Armed grenade
Rifle grenade			Unloaded

Smoke grenade		UNA	Unarmed
Prepared satchel charge			Breach
Burning hex			Breach
Smoke			Foxhole /Crater
Smoke			Starshell
Smoke			Barbed Wire
Smoke		Clear	Clear hex
Movement	Move (x4)	Evade (x6)	Evasion
Immobilized	Immo- bilized	Gun Disabled	Gun Disabled
Burning vehicle		Buttoned Down	Buttoned Down
Quick fire prepared	QF	QT	Quick throw prepared
Activation chit	2		
Preservation chit	2		

tossed across a non-adjacent stone wall hexside. A standing soldier can drop a grenade across an adjacent wall hexside without exposing himself to enemy fire or sighting. A prone soldier cannot do this, nor can he throw a grenade across an adjacent stone wall hexside.

If a soldier is facing toward an adjacent stone wall hexside and places a sighting or exposed marker, the marker is placed directly on the soldier's counter. The soldier has an unrestricted field of vision.

A stone wall has no effect on LOS between two standing soldiers if neither of them is adjacent to the wall. If one soldier is adjacent to the wall and the other is not, the wall blocks LOS unless the soldier adjacent to the wall has a sighting or exposed marker. If both soldiers are adjacent to the wall, the wall does not block LOS if either soldier has a sighting or exposed marker.

A stone wall always blocks LOS to or from a prone soldier unless one end of the LOS is a standing man, adjacent to the stone wall, with a sighting or exposed marker.

A stone wall has no effect on LOS to or from a higher level unless the soldier at ground level is adjacent to the wall. In this case, the soldier is concealed unless he has a sighting or exposed marker. If the soldier is prone, he cannot see across the wall to a higher level, nor can he be seen from a higher level.

A machine gun can be fired across a stone wall hexside the same as a window hexside; i.e., it fires as an MG, not as an AR.

Crossing a stone wall costs three additional movement points; i.e., it costs four movement points to cross a stone wall hexside and enter a clear terrain hex.

A stone wall can be breached by three hits from a rocket launcher or tank gun, or a single hit from a panzerfaust. A breach does not change the wall's effects on combat, but does allow a soldier to cross the wall hexside at a cost of only two additional movement points rather than three.

If a tank runs into a stone wall, roll one die. Subtract one from the result if the tank is light and add one if the tank is heavy. Find the result below:

0-2 Tank immobilized
3-7 Wall crushed, tank continues moving

If the wall is crushed, all four hexsides crossed by the tank are breached. Place breach markers appropriately.

[103.2] Hedges

Hedges also serve as fences. They obstruct movement and provide moderate cover. They do not provide perfect concealment as does a stone wall.

All hedges are assumed to be about 4 feet tall.

A hedge, like rough #1 and rough #2, has a variable effect depending on the terrain mode.

A soldier is normally considered to be crouching below the top of the hedge. He is still visible through the hedge, however, and can be attacked (with the hedge defense multiple).

A soldier who is adjacent to a hedge can fire (direct or opportunity fire) through the hedge or over the top of the hedge. The soldier can fire over the top of the hedge only if he is standing; he can fire through it if standing or prone.

By firing through the hedge the soldier:

- gives his target the benefit of hedge cover;
- need not place an exposed marker on his counter;
- maintains the benefit of rough #1 cover if someone fires back at him.

By firing over the hedge the soldier:

- avoids giving his target hedge cover;
- must place an exposed marker on his counter to indicate that he is visible over the top of the hedge;
- does not receive the benefit of hedge cover if someone fires back at him.

Any vehicle can drive through a hedge without any risk. Place Clear markers on the hexsides crossed by the vehicle; for the rest of the game, treat those hexsides as normal, clear hexsides.

[103.3] Peaked Roofs

All of the buildings on the village map have peaked or sloping roofs. Peaked roofs are treated very differently from flat roofs.

When tracing a LOS across a peaked roof, treat the roof as if it is one-half of an elevation level higher than the rest of the building. For example, the peaked roof of a two-story building is at the same elevation as a soldier standing at third level (a flat roof on a two-story building is at third level—a peak raises that by one-half of an elevation level).

The peaked roofs represented are too steep for soldiers to clamber around on. Soldiers cannot get onto the roofs of buildings on the village map.

However, all two-story and three-story buildings have an attic. The attic is one level above the top floor of the building. The only access into the attic is via the staircase. There are no interior walls in the attic; it is one, large room. Neither are there any windows in the attic. The only way to turn an attic into a firing platform is by breaching the roof with a satchel charge or by loopholing a section of exterior wall (see 109.0, Fortifications).

[103.4] Hedgerows (bocage)

The wine country of France was (and is) crisscrossed by hedgerows. These are not like the hedges used as fences in town or growing around your driveway. The hedgerows of

France were 10 to 15 feet tall, many feet thick, tangled, impossible to see through, and full of tree roots, mounds of earth, and rocks. They were generally impassable to all vehicles except specially modified hedge-cutting tanks.

All hedgerows on the map are two hexes wide (the hedgerow consists of two adjacent, parallel hex rows). The line of hexsides running down the middle of the hedgerow (between the two rows of hexes) forms a ridge. This ridge provides complete concealment to any adjacent soldier, standing or prone, who does not have a sighting or exposed marker.

A soldier can sight through one hex of bocage. This limit does not count the hexes containing the soldier or his target. If a LOS crosses two or more hexes of bocage, none of which contain either the attacker or his target, the LOS is blocked.

Bocage is impassable to all wheeled and halftrack vehicles. A hedge-cutting tank can move forward through bocage one hex per round (hedge-cutting equipment is specified in the scenario, if it is available). If any other tank tries to enter bocage, the player must roll one die and find the result below. Add one to the roll if the tank is heavy; subtract one if the tank is light.

0-3 Tank does not advance; may try again on later round

4-7 Tank advances one hex into bocage

When a tank moves into a bocage hex, place a Clear marker in that hex; it is no longer bocage. The clear marker remains in place for the rest of the scenario.

No vehicle—neither a tank clearing bocage nor any vehicle entering a cleared bocage hex—can straddle the ridge hexsides and orient itself parallel to the hedgerow. Any vehicle which finds itself in this situation is immobilized.

Any hex cratered by artillery is cleared of bocage. If heavy or superheavy artillery is used, the six surrounding hexes are also cleared.

A satchel charge explosion has no effect on bocage hexes. Soldiers receive the normal protection from bocage against the blast, but the blast does not clear away the bocage.

Some scenarios allow the bravo player to place a specified number of Clear markers before the game begins. These can be used to create movement lanes through the bocage which allow defenders to shift positions quickly.

Other effects of bocage are specified on the Terrain Effects chart, and vary slightly by season.

[104.0] Heavy Machine Guns

Most machine guns carried at the squad level are light machine guns. Heavy machine guns (HMGs) are available at a higher organizational level, but are occasionally attached to individual squads.

Two things differentiate a heavy machine gun from a light machine gun: the gun's caliber and its firing platform. Heavy machine guns typically fire a larger round (something in the .50 caliber range). They also are mounted on sturdy tripods or swivel mounts and often are equipped with sophisticated optical range finders and traverse adjustments.

An HMG has the same firepower as a standard MG at all ranges. Its extra power lies in its ability to penetrate and destroy cover.

When an HMG fires at any target which is receiving a defense multiple for terrain, that multiple is halved: a window or door is worth only 1; a nest is worth 3; a pillbox firing slit is worth 10; etc.

In addition, an HMG performing direct fire (but not opportunity fire) can fire through exterior building walls the same way a rifle fires through interior walls. The target receives a defense multiple of 10 for terrain.

A heavy machine gun cannot be fired without a loader. Neither the firer nor the loader can be prone (both can drop prone at any time, but the gun cannot be fired unless both are standing). It can be fired in the open or across any sort of adjacent aperture hexside or stone wall hexside. It always fires as an HMG.

Moving a heavy machine gun requires two soldiers. They must begin the round in the same hex as the HMG. Both become activated when either one is activated. They move as a unit, and have four movement points. A wounded soldier cannot help carry a heavy machine gun.

After a heavy machine gun is moved, the firer must spend one round (active) setting up the gun before it can be fired.

A heavy machine gun cannot be used for quick fire.

[105.0] Bren Light Machine Guns

Because it is clip fed, the Bren light machine gun is considered an automatic rifle. However, it could be reloaded very quickly by a second man. Because of this, all British, Commonwealth, and Canadian ARs do not become unloaded if a second soldier is in the hex and acting as a loader. The firer must be prone or firing across a window, stone wall, or nest hexside.

[106.0] Hand Grenades

Two new rules apply to grenades: random availability and bundling to form ad hoc satchel charges.

[106.1] Random Grenade Availability

This is a change from the optional Grenade Limits rule (38.0).

When setting up a scenario, determine randomly how many fragmentation and rifle grenades are available to each squad. Each player rolls a number of dice and adds the number of men in his squad to determine how many grenades his squad carries. The number of dice depends on the nationality of the squad.

German squad: 2 dice plus number of men in squad.

French squad: 2 dice plus number of men in squad.

American squad: 3 dice plus number of men in squad.

British/Commonwealth squad: 3 dice plus number of men in squad.

The result is the total number of offensive, defensive, and rifle grenades available to the squad. The player decides which types of grenades are carried and assigns them to soldiers before the game starts.

Each squad, regardless of nationality, also has one to six smoke grenades available. Roll one die to determine the exact number. These are also distributed before the game begins.

[106.2] Grenade Bundles

Three fragmentation grenades can be bundled together to form a demolition charge. This is a time-consuming process, however. A soldier who possesses three fragmentation grenades must spend three rounds preparing all three grenades. Then he must spend another round preparing a satchel charge (he doesn't need a satchel charge to perform this task; in this case, it represents bundling the three grenades together and linking them to a common fuse).

Any time after completing these four tasks, the soldier can throw or place the grenade bundle. It can be thrown just like a satchel charge. A moving soldier can drop off the bundle as he moves, also just like a satchel charge.

Unlike a satchel charge, a grenade bundle explodes at the end of the round in which it was thrown or placed; its detonation cannot be delayed.

Against personnel, an exploding grenade bundle is identical to an exploding satchel charge. It has a burst radius of 10 hexes. Consult the Burst table to determine its strength at any particular range.

Against structures and vehicles, the grenade bundle is less effective than a satchel charge.

The explosion creates a breach in every adjacent interior wall hexside and floor hex. It does not breach exterior walls or stone walls, or clear barbed wire, or detonate land mines, or damage vehicles, or have any other structural effect other than to breach interior walls and floors.

[107.0] Ability Ratings

Rather than drawing soldiers randomly from a pool and finding their ability ratings on a list, players can create unique soldiers for their squads with random dice rolls.

(Tables and instructions are included for wars and World War II theatres which are not covered in this game. They can be used by players who also have the SNIPER!™ game.)

[107.1] Activation Ratings

To determine a soldier's activation rating, roll one die and consult the Random Activation Ratings table.

[107.2] Panic Ratings

To find a soldier's panic rating, roll one die and consult the Random Panic Ratings table.

[107.3] Ability Ratings

Ability ratings vary from army to army. To determine your soldiers' ability ratings, roll two dice three times for each soldier. Find the results on the appropriate Random Ability Ratings table. If the number rolled falls in the first listed range, the soldier has a penalty in that ability. If the number falls in the second listed range, the soldier has a bonus in that ability.

Some troop types receive modifiers on their random ability rating dice rolls. These are listed below:

Regular infantry	0
Elite infantry	+1
Conscript infantry	-1

For example, when determining the ability ratings for a German soldier, assume the dice rolls are 8, 5, and 9. The soldier receives no firing modifier, a grenade throwing penalty, and a hand-to-hand fighting bonus. If the soldier was part of an elite squad his dice rolls would have been modified to 9, 6, and 10, giving him a firing bonus, a grenade throwing penalty, and no hand-to-hand modifier.

[108.0] The Squad Roster

The squad roster form is printed on the back of the activation tracks. Players should photocopy this form before starting to play.

When listing soldiers on the roster, it is best to assign ID numbers to soldiers in ascending order according to their activation ratings. This greatly simplifies the job of determining which soldiers are active. Instead of hunting over the board and checking each soldier's listing individually, the player can look at his

Random Activation Ratings

Soldier	Die Roll					
	1	2	3	4	5	6
BR, SR, AW	1	2	3	4	5	6
AR, MG, HMG	1	1	2	2	3	4
MP*, SG	1	2	3	3	4	5
RL, GL, FT	1	2	2	3	3	4
Vehicle Driver	2	3	3	4	4	5
APC, Tank Cmdr.	1	2	2	3	3	4
Tank Crewman	1	2	3	4	5	6

* Soviet MP-armed soldiers use the "BR, SR, AW" line.

Random Panic Ratings

Soldier	Die Roll					
	1	2	3	4	5	6
Regular infantry*	2	3	3	4	4	5
Elite infantry**	2	2	3	3	4	5
Conscript infantry	2	3	4	4	5	5

* Includes vehicle drivers.

** Includes APC and tank commanders and tank crews.

Random Ability Ratings

U. S. Army, World War II			Soviet Army, World War II		
	Penalty	Bonus		Penalty	Bonus
F	4-5	8-9	F	5-6	8
G	7	8-9	G	5-6	9-10
H	6-7	8	H	7	8-9
British Army, World War II			German Army, World War II		
	Penalty	Bonus		Penalty	Bonus
F	3-4	8-9	F	7	9-10
G	7	9-10	G	5-6	8-9
H	6-7	8	H	4-5	9
Commonwealth Forces, World War II*			Japanese Army, World War II		
	Penalty	Bonus		Penalty	Bonus
F	4-5	8-9	F	4-5	9-10
G	7	9-10	G	4-5	7
H	6-7	8	H	7	8-12
* except Gurkhas			Chinese Communist Army		
Gurkhas, World War II				Penalty	Bonus
	Penalty	Bonus	F	5-6	9
F	5-6	9-10	G	5-6	9
G	5-6	7	H	7	8-9
H	6	8-12	North Vietnamese Army		
French Army, World War II				Penalty	Bonus
	Penalty	Bonus	F	4-5	7
F	4-5	8-9	G	4-5	7
G	7	9-10	H	2-4	7
H	6-7	8	United States Army, Modern		
Free French Forces, World War II				Penalty	Bonus
	Penalty	Bonus	F	4-5	8-9
F	5-6	9-10	G	6	8-9
G	5-6	10-12	H	4-6	8
H	4-5	9	Soviet Army, Modern		
				Penalty	Bonus
			F	4-5	7
			G	4-5	8-9
			H	7	9-10

roster and see which active soldier has the highest ID number. He then knows that every soldier with a lower ID number is also activated. (Because of how ID numbers are assigned to counters, it is necessary to do this separately with each type of weapon. A squad usually contains few special weapons, however, and by their nature they are easier to keep track of; few players forget where their machine gun is.)

[109.0] Fortifications

A new sort of fortification is available in Hetzer: a loophole. A loophole is a small firing aperture in the side of a building. Loopholes usually are created in shaded or torn-up sections of wall for better concealment. A defender usually makes several loopholes and then moves frequently from one to another to make his position harder to locate. Well concealed loopholes can make a defender almost impossible to defeat without either entering the building or destroying it completely.

[109.1] Deploying Loopholes

Only a defender who sets up on the map before play begins can use loopholes. Loopholes can be cut into any wall, interior or exterior. Unlike windows and doors, loopholes are not located in specific hexsides; if a wall has loopholes, all hexsides of that wall have loopholes. (For purposes of this rule, a "wall" is defined as a straight section of wall uninterrupted by intersections with other walls. Doors and windows do not terminate the wall. Interior walls do not terminate an exterior wall.)

When the bravo player is allowed loopholes, he must note on his roster sheet which walls are loopholed. Loopholes are not revealed until an enemy soldier observes someone firing or tossing a grenade through one, or approaches within five hexes of the wall.

[109.2] Fighting Through Loopholes

A soldier sighting through a loophole always has a restricted field of vision. A sighting or exposed marker must be placed on the soldier's counter, never in front of him on the other side of the loophole (a loophole is too small to stick your head through). A loophole provides complete concealment to any soldier without a sighting or exposed marker.

A grenade cannot be tossed through a loophole, but it can be dropped through the loophole from an adjacent hex into an opposite, adjacent hex with no chance to scatter. An explosion does penetrate a loophole and can affect sighting or exposed soldiers. The soldiers receive the defense multiple of the loophole against the burst. However, the burst does not stun soldiers protected by a loophole unless the combat resolution dice roll is 5 or more.

No movement is allowed through loopholes.

If a nest is combined with a loophole, the combination provides defense multiple 10.

[109.3] Nests

Only full (six-sided) nests are included in this game. Partial nests are not used in any of the scenarios. Players who own the SNIPER!™ game may use partial nests from that game in scenarios of their own devising.

[110.0] Rocket Launchers

There were great differences in the rocket launchers used by the Western Allies and the Axis in World War II. Their effects on the game are outlined below.

[110.1] Reloadable Rocket Launchers

All rocket launchers used by the allies (American bazooka, British PIAT) are reloadable. The German panzerschreck, in SNIPER! game terms, is functionally identical. All are fired and reloaded according to the standard rules on rocket launchers (28.0).

Each reloadable rocket launcher comes with six rounds (rockets). These need not be carried solely by the RL man; they can be assigned as the player sees fit. Rockets serve no purpose other than to be fired from a rocket launcher; they cannot be detonated any other way. When determining anti-vehicle damage, a reloadable rocket launcher is equivalent to a medium tank gun (see the Vehicle Damage table). Three hits from a reloadable rocket launcher are required to breach a wall.

A soldier armed with a reloadable rocket launcher carries no rifle. The rocket launcher is his only weapon. He can carry hand grenades in addition to rockets (but is limited to a total of six explosives, counting both grenades and rockets).

[110.2] One-Shot Rocket Launchers

Dissatisfied with the performance and production requirements of the panzerschreck, German engineers designed the panzerfaust, a one-shot, disposable rocket launcher.

A soldier armed with a panzerfaust also carries a rifle (a BR in the case of a German soldier) which he can use at any time (after rearming). The rocket launcher can be fired only once.

The panzerfaust fires a much larger warhead. When determining anti-vehicle damage, a panzerfaust is equivalent to a heavy tank gun (see the Vehicle Damage table). A single hit from a panzerfaust breaches a wall hexside.

[111.0] Combat Formations

Many formations are available to an infantry squad besides the squad file. Each is designed to deal with a specific situation. This rule allows players to maneuver their squads prior to contact in a formation more suitable to the situation.

The formations are: file, extended file, column, line, wedge, and vee.

[111.1] File Formation

File formation is used when enemy contact is considered extremely unlikely.

In file formation, each soldier follows directly behind the soldier ahead of him. Separation between soldiers can be one to three hexes. All soldiers follow precisely the same path of hexes as the point man and maintain their spacing. The point man is within three hexes of the main body. He can move four to eight hexes per move.

[111.2] Extended File Formation

Extended file formation is used when the squad is marching ahead of a larger body or acting as an advance guard.

Extended file is identical to file, with one exception: the point man can be as much as 10 hexes ahead of the main body.

[111.3] Column Formation

Column Formation is used when enemy contact is considered unlikely but possible.

Column formation consists of two files, side by side. The files can be separated by as much as 10 hexes, but some element of each file must maintain visual contact at all times. The files may be extended.

[111.4] Line Formation

Line formation is used in assault when the enemy's position and strength are known.

In line formation, the line is formed perpendicular to the axis of advance. Soldiers stand side by side, separated by one to five hexes. Prior to contact, the line can advance two to four hexes per move.

[111.5] Wedge Formation

Wedge Formation is used in assault when the enemy's location is known but his strength is not.

Wedge formation is similar to line, but the two flanks of the line bend back, away from the enemy. Prior to contact, the wedge can advance two to four hexes per move.

[111.6] Vee Formation

Vee Formation is used when contact with the enemy is imminent but his location and strength are unknown.

Vee formation is similar to line, but the two flanks bend forward, toward the enemy. Prior to contact, the vee can advance two to four hexes per move.

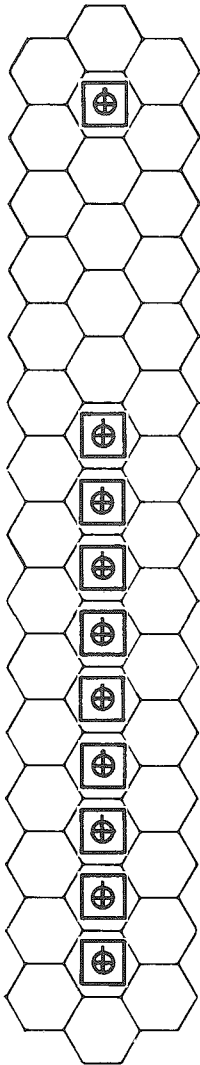
[111.7] Formations in Play

Each scenario specifies whether a squad can move in formation and which formations are allowed.

Prior to contact, soldiers in formation move according to the normal rules for pre-contact movement. After contact, formations allow certain movement bonuses.

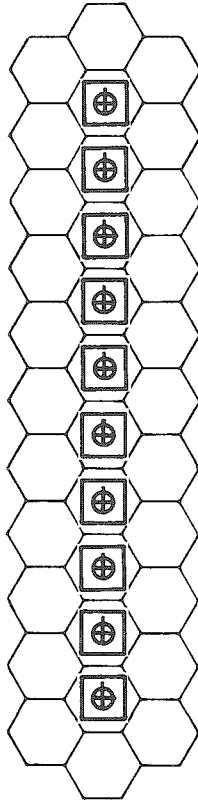
Formations

Extended File



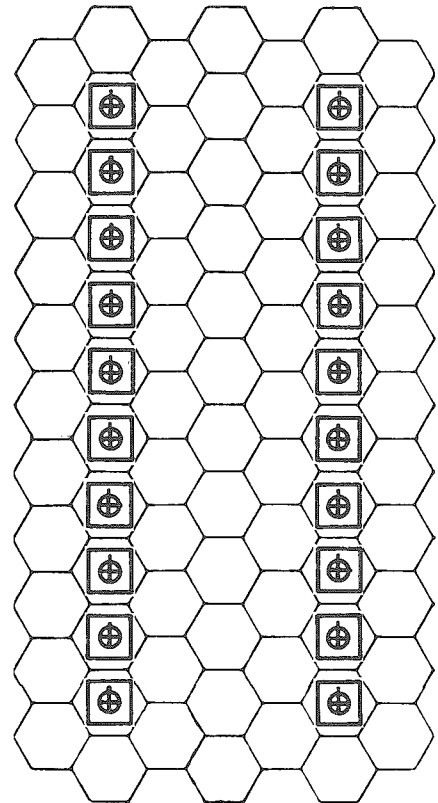
Separation: 1-3 hexes
Point: 1-10 hexes ahead

File



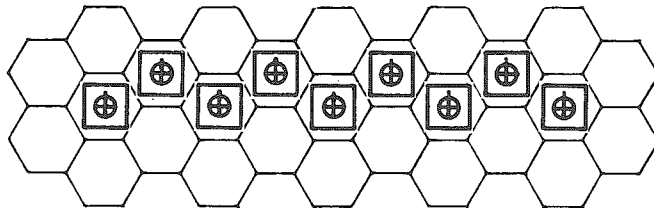
Separation: 1-3 hexes

Column



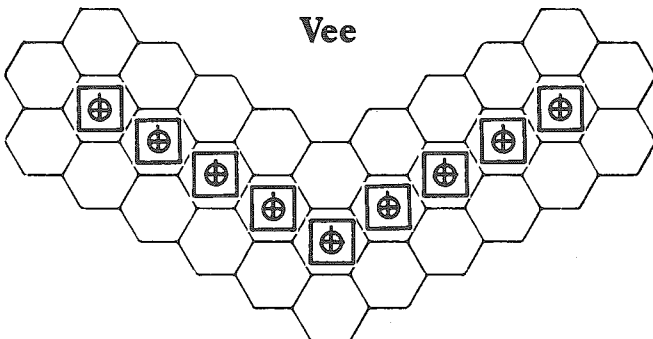
Separation: 1-3 hexes between soldiers,
1-10 hexes between files

Line



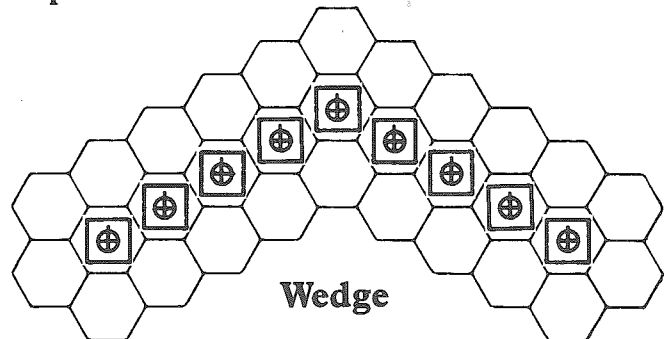
Separation: 1-5 hexes

Vee



Separation: 1-5 hexes

Separation: 1-5 hexes



Wedge

As long as soldiers maintain formation, they can be activated to move by their squad leader. The squad leader can activate every man in the formation to move, even if the soldier would normally be too far away for the leader to activate or there are more soldiers in the formation than the leader could normally activate. Soldiers activated this way can move or evade, stand up or fall prone. They don't all have to use the same sort of movement; some could evade while others move and another moves and falls prone.

This form of activation is allowed as long as soldiers remain in formation. A soldier is in formation until:

- he activates and moves without the formation;
- the formation activates and moves without him;
- he performs a movement task other than move, evade, stand up, or fall prone;
- he becomes isolated;
- the separation between him and the main body of the formation exceeds the maximum allowed for that formation. The main body of the formation is always that portion containing the squad leader. Incapacitated and killed men are ignored as formation links; stunned, panicked, and wounded men can be part of a formation.

Once a soldier falls out of formation, he cannot get back in. He must be activated by himself or by his leader.

The squad leader can either activate the formation to move or activate individual soldiers for any tasks. Remember, however, that any soldier who moves in any way (other than changing facing) without the rest of the formation is no longer part of the formation. Also remember that removing one soldier from the formation may remove several other soldiers as well, if they are no longer within the maximum allowed separation from the main body.

The leader can activate the entire formation only for the four movement tasks listed above. All other tasks require individual activation.

Once the enemy is contacted, a formation becomes a loose, malleable thing. The only restriction on placement of soldiers is that, in order to remain part of the formation, they must remain within the allowed separation distance for the formation and must not become isolated. Beyond this, the physical arrangement of the formation is not important. If a wedge gradually turns into a vee, it is still a formation and still gives formation benefits.

EXAMPLE: A squad of 10 men is advancing in a wedge formation. The squad leader is at position 5 (5th from the left). Each soldier is two hexes from the men to his right and left. An enemy sniper fires at the 3d man from the left, killing him. The two soldiers on the far left—positions 1 and 2—are still part of the formation, because soldier 2 is four hexes from soldier 4, who links him to the squad leader

(the maximum allowable separation for a wedge formation is five hexes). Everyone in the squad must check for panic, because the sniper's shot was the first of the scenario. Two men—positions 6 and 10—panic and fall prone. The player now faces a choice. If he moves the squad, the two panicked men (who cannot move) are cut out of the formation. If he stays put, waiting for the panicked men to recover, he risks losing more men to the sniper. In the Initial Sighting phase he places sighting markers on two men who are in cover—positions 1 and 8. In his first operations round, he moves the squad, leaving the two panicked men and the two sighting men behind. There are now five men in the formation, counting the squad leader—positions 2, 4, 5, 7, and 9. Another sniper fires, wounding the soldier at position 7. Without thinking about what he is doing, the squad leader orders everyone in the formation to fall prone. This effectively disintegrates his formation. By falling prone, soldiers 2, 7, and 9 become isolated, leaving only the squad leader and soldier 4 still in formation.

[112.0] Wheeled Vehicles

Wheeled vehicles are divided into two categories: road vehicles and off-road vehicles. Road vehicles are primarily trucks. Off-road vehicles include jeeps and armored cars. Each vehicle card lists its type on back.

All wheeled vehicles move according to rule 34.1, Vehicle Movement. In addition to rough #2 and slopes, wheeled vehicles are prohibited from entering bocage or from crossing stone wall hexsides. If a wheeled vehicle tries to enter or cross prohibited terrain for any reason, the vehicle stops moving and is immobilized. (In the case of bocage, the vehicle is not damaged but is considered bottomed out or mired.)

[112.1] Armored Cars

Many armored cars are equipped with turrets. These function identically to tank turrets: i.e., they must spend one round aiming at each new target; they have elevation limits when firing at targets above ground level; they can be opened up or buttoned down. Essentially, an armored car is treated like a tank with mobility restrictions.

[113.0] Halftracks

Halftracked vehicles can enter bocage hexes but cannot cross the ridge which runs down the center of a hedgerow. In order to enter a bocage hex, the player controlling the halftrack must roll one die. On a result of 1-3, the halftrack advances one hex. On a result of 4-6, the halftrack does not advance at all. If the halftrack does not advance, it does not receive a Move marker. However, if soldiers on the halftrack try to fire or throw, their attack is handled as if the halftrack is moving.

[114.0] Tanks

Tanks are divided into three categories: light, medium, and heavy. These distinctions are

based on the tank's front armor. If any of its front armor is soft or light, it is a light tank. If its weakest front armor is medium, it is a medium tank. If all of its front armor is heavy, it is a heavy tank.

[114.1] Turretless Tanks

Turretless tanks were quite common in World War II. A turretless tank is easily identified; its information card lists no turret armor.

A turretless tank functions just like a turreted tank, with this exception: its main gun and coaxial machine gun always point in the same direction as the hull.

[114.2] Crew Positions

Crew positions on the Vehicle Display are identified by letter. Positions A, B, F, and G are in the hull; positions C, D, and E are in the turret. Normally, these positions are assigned to the following crewmen:

- A Driver
- B Hull Machine Gunner
- C Loader
- D Main Gunner
- E Commander
- F Assistant Loader
- G Assistant Gunner

Positions F and G are used on very few vehicles: those with very large caliber guns, mostly.

A few vehicles alter this arrangement, switching the driver's and gunner's position, for example. These exceptions are noted on the vehicle statistics. They have no effect on play, with one exception: The hull machine gun is always on the same side of the vehicle as the hull machine gunner. This will have a minor effect on the gun's field of fire.

[114.3] Barrel Length

Many tanks carry guns with barrels more than 2 meters long (the length of one SNIPER!™ game hex). Normally, this presents no problem. In the often restricted areas of a SNIPER! game, however, a long barrel can interfere with gun traverse.

Each vehicle with a main gun lists the main gun's length. These range from 0 to 2. The numbers correspond to the length of the gun barrel in hexes. A barrel of length 0 is contained in the turret's hex; a barrel of length 1 extends one hex ahead of the turret hex; a 2-hex-long barrel extends two hexes ahead of the turret.

The turret cannot be rotated or positioned in such a way that the barrel would extend into the interior of a building or rough #2 terrain. It cannot be rotated through a bocage hex, but can be in a bocage hex if it was driven straight in. If this ever happens inadvertently, or is discovered after the fact to be the case, the tank's main gun is destroyed and cannot fire for the remainder of the scenario.

Barrel length has no effect on the gun's field of fire.

Barrel length restrictions apply to armored cars and turretless tanks as well as turreted tanks.

[115.0] Vehicles in Combat

All standard rules concerning vehicles in combat apply.

All vehicles are rated according to their armor protection in the following areas: hull front, flank, rear, and top; and turret front, flank, rear, and top. Armor ratings can be heavy, medium, light, soft (enclosed but unarmored), and open.

All anti-vehicle weapons are also rated according to their lethality: light, medium, or heavy.

[115.1] Vehicle Combat Procedure

When any weapon fires at a vehicle, use the Scatter table to determine whether the target vehicle is hit. Rockets which miss their targets are explained in rule 28.0. If a tank gun is fired at a vehicle and misses, the round has no effect; ignore it.

If the vehicle is hit, determine which aspect the target is presenting to the attack—front, flank, or rear—by consulting the Vehicle Hits diagram.

Once the target aspect is known, roll one die and consult the appropriate Target Angle table. This determines whether the round hit the target's hull or turret. Turret hits are treated as such even if the vehicle has no turret (no turret armor is listed on its card). In this case, some results from the Vehicle Damage table may not apply.

Once the hit is located on the vehicle, consult the Damage Table Index. Cross reference the size of weapon which is attacking with the weight of armor which was hit. The result states which Vehicle Damage table to use.

Roll two dice and find the result on the appropriate Vehicle Damage table. The damage result is implemented immediately. The results are explained below.

If a result affects a component which the vehicle doesn't have, the hit has no effect.

[115.2] Turret Damage Results

-: No Effect. The shot bounced off the vehicle's armor without causing significant damage.

C: Coaxial Machine Gun Destroyed. The coaxial machine gun cannot be fired for the remainder of the scenario.

S: Swivel Machine Gun Destroyed. The swivel machine gun cannot be fired for the remainder of the scenario.

G: Main Gun Destroyed. The vehicle's main gun cannot be fired for the remainder of the scenario.

T: Turret Disabled. The turret cannot rotate for the remainder of the scenario. This result has no effect on vehicles without turrets.

P: Turret Crew Attacked. The round pierces the turret and may cause crew casualties. Each

member of the crew in the turret is attacked once on the 7 column of the Combat Results table. If the vehicle has no turret, every crew member is attacked.

D: Destroyed. The round pierces the turret's armor and causes catastrophic damage. The vehicle is destroyed. It is immobilized and all weapons are unable to fire. All members of the crew are attacked once on the 11 column of the Combat Results table. All survivors must abandon the vehicle as soon as possible.

B: Burning. The vehicle is destroyed and is burning. All members of the crew are attacked once on the 11 column of the Combat Results table. Those crew members who can, must abandon the vehicle as soon as possible. Thereafter, roll one die during the Artillery Impact and Satchel Charge Explosion phase of every turn. On a result of 1 or 2, the vehicle explodes. Everyone within range is attacked as if a light artillery round had struck the right rear hex of the vehicle.

[115.3] Hull Damage Results

-: No Effect. The shot bounced off the vehicle's armor without causing significant damage.

I: Immobilized. The vehicle stops moving immediately and cannot move for the remainder of the scenario.

H: Hull Machine Gun Destroyed. The hull machine gun cannot be fired for the remainder of the scenario.

P: Hull Crew Attacked. Each crew member stationed in the hull is attacked once on the 7 column of the Combat Results table. If the vehicle has no turret, every crew member is attacked.

D: Destroyed. The round pierces the hull armor and causes catastrophic damage. The vehicle is destroyed. It is immobilized and all weapons are unable to fire. All members of the crew are attacked once on the 11 column of the Combat Results table. All survivors must abandon the vehicle as soon as possible.

B: Burning. The vehicle is destroyed and is burning. All members of the crew are attacked once on the 11 column of the Combat Results table. Those crew members who can, must abandon the vehicle as soon as possible. Thereafter, roll one die during the Artillery Impact and Satchel Charge Explosion phase of every turn. On a result of 1 or 2, the vehicle explodes. Everyone within range is attacked as if a light artillery round had struck the right rear hex of the vehicle.

X: Explodes. The vehicle explodes immediately. Everyone inside is killed. Everyone within range is attacked as if a light artillery round had struck the right rear hex of the vehicle.

[115.4] Top Armor

In addition to front, flank, and rear armor, all vehicles in Hetzer list top armor. Top armor comes into play in only three situations: when

the vehicle is attacked by satchel charge, grenade, or artillery.

A satchel charge tossed onto a vehicle attacks the vehicle's top armor. The attack resolution procedure is as described above, except that the normal scatter procedure is used to determine which hex the satchel charge lands in. A satchel charge is equivalent to a heavy gun.

A fragmentation grenade never has any effect on a vehicle. It can, however, be tossed into a vehicle through an area indicated to be Open. The grenade then attacks the vehicle's occupants normally (according to rule 13.0). Subtract 1 from the scatter dice roll when a grenade is tossed into a stationary vehicle; subtract 2 if the vehicle is moving.

An artillery round striking a vehicle also affects the vehicle's top armor. The attack resolution procedure is unchanged, but the different rounds have the following effects:

- A light artillery round is resolved as a light round against soft armor or an open top. Against any other type of armor, it automatically uses Vehicle Damage table 6.
- A medium artillery round is treated as a light anti-tank round.
- A heavy artillery round is treated as a medium anti-tank round.
- A super-heavy artillery round destroys any vehicle automatically and kills its crew.

[115.5] Smoke Tubes

Many AFV descriptions (printed on the backs of the vehicle pieces) list smoke dischargers as part of the vehicle's armament. Smoke dischargers, or smoke tubes, can be used to obscure the vehicle when it is threatened.

A particular vehicle's smoke tubes can only be discharged once per scenario. When fired, they create smoke in every hex of the vehicle and in every hex within two hexes of the vehicle (though the smoke does not cross building walls). This smoke does not travel with the vehicle if the vehicle moves. The smoke dissipates normally, but does not drift. All other standard smoke rules apply.

[115.6] Unusual Characteristics

Some vehicles in the game have unusual characteristics which make them difficult to model with one all-encompassing set of rules. The following cases can be applied when specific, unusual vehicles are in play.

M5A1: The M5A1 tank's swivel machine gun was mounted behind the turret. It does not have a 360-degree field of fire. It's field of fire is identical to the main gun's, but it extends to the rear of the turret instead of the front. In order to fire this weapon, the commander must face the rear of the turret.

Churchill: The special assault version of the Churchill tank—the "Flying Dustbin"—was quite rare. This modified tank had its main gun replaced with a spigot mortar. The mortar fires like a normal tank gun, but has a range of only

40 hexes. The round detonates with the same effect as a medium artillery round. Unfortunately, there is no way to reload the mortar from inside the tank. Once fired, the spigot mortar cannot be fired again until the loader climbs out of the turret hatch and spends one round (active) reloading.

Sd Kfz 138/1: This vehicle's weapon was an infantry support howitzer which did not fire armor piercing ammunition. Treat it as a light gun when fired at enemy vehicles.

Jagdpanzer 38(t), Hetzer: When buttoned down, this vehicle had very poor visibility. The commander's activation rating is increased by three rather than two when the vehicle is buttoned down. However, the swivel machine gun could be fired by remote control while the vehicle was buttoned down. Its firepower is halved when doing so.

Pz Kpfw II: This vehicle's gun could not fire high explosive rounds, making it much less useful against infantry. When fired at infantry targets, treat its main gun as a direct fire weapon with firepower 5. However, all results from the Combat Results table are increased one level in severity: P becomes W, W becomes I, I becomes K.

[115.7] Pushing Vehicles

In some cases, it may be necessary for one vehicle to push another out of the way. (This usually comes up when one vehicle is immobilized in a narrow road and others need to continue through.)

A vehicle's pushing ability depends on its 'weight' and the manner in which it is pushing. For simplicity, weight is assigned according to mobility type. In ascending order (from lightest to heaviest), weights are: wheeled, halftracked, and tracked.

Pushing straight ahead: Any wheeled vehicle or halftrack can push another vehicle of equal or lesser weight if their wheels (or tracks) are aligned. To be aligned, the wheels must be parallel, but not necessarily in the same hex-rows. The relative sizes of the two vehicles don't matter.

A tracked vehicle can push one or two wheeled or halftracked vehicles straight ahead. A tracked vehicle can push another tracked vehicle straight ahead only if the pushing vehicle is at least as big as the disabled vehicle. In this case, size is judged simply by counting the number of hexes the vehicles occupy.

Pushing sideways: If the wheels (or tracks) of the two vehicles are not aligned, then the disabled vehicle is either being pushed sideways or pushed aside.

The vehicle is pushed sideways if the pushing vehicle is pushing against the middle side hex of the disabled vehicle. If the disabled vehicle is four hexes long, both middle hexes must be in contact with two hexes of the pushing vehicle. If the disabled vehicle is three hexes long, the middle hex and one end hex must be in contact

with two hexes of the pushing vehicle. If the disabled vehicle is two hexes long, both hexes must be in contact with two hexes of the pushing vehicle. If these conditions are not met, the vehicle is pushed aside rather than ahead.

A wheeled vehicle or halftrack can push sideways a vehicle of equal or lesser weight. In addition, the pushing vehicle must be at least as large as the disabled vehicle.

A tracked vehicle can push any wheeled or halftracked vehicle sideways. The only tracked vehicles which can be pushed sideways or aside are the British Mk I carrier and Mk VI B tank, the Allied M5A1 tank, and the German PzKpfw IB tank.

Pushing aside: If the vehicles do not meet the requirements for pushing straight or pushing sideways, the disabled vehicle is pushed aside. The weight restrictions on pushing a vehicle aside are the same as for pushing it sideways. However, instead of moving along with the pushing vehicle, the disabled vehicle pivots around one of its side hexes.

The Pushing Vehicles diagram shows four examples of a disabled vehicle being pushed aside. In one of these cases, after pivoting, the vehicle is in position to be pushed sideways. In most cases, however, the disabled vehicle will be pushed out of the way.

If a situation arises that does not seem to be covered by these rules or by the Pushing Vehicles diagram, both players should look at the situation and decide what seems most logical. If players cannot agree how the disabled vehicle should be moved, both players roll one die; reroll ties. Whoever gets the higher die roll determines how the disabled vehicle is moved.

To push another vehicle, the pushing vehicle must move adjacent to the disabled vehicle and stop. The vehicle can keep its Move marker (it hasn't actually stopped, but must position itself to push the disabled vehicle without damaging itself). The next time it moves, the vehicle can push the disabled vehicle at one-half its normal movement allowance.

Neither vehicle can turn while one is pushing the other. The pushing vehicle must move straight ahead, and the disabled vehicle must retain its position relative to the pushing vehicle. (Exception: if the disabled vehicle is being pushed aside, ignore this restriction.)

If the pushed vehicle collides with a building or another vehicle, the pushing vehicle is not damaged. The vehicle which was hit is treated as if a normal collision had occurred. Any passengers in the pushed vehicle are stunned.

If the disabled vehicle is being pushed by a tank and it collides with an obstacle which a tank could crush or break through (stone walls, hedges, barbed wire, hedgerows), both vehicles proceed as if the tank was operating alone: roll a die to cross a stone wall or bocage, automatically crush hedge and barbed wire. A tank is never immobilized by pushing another vehicle

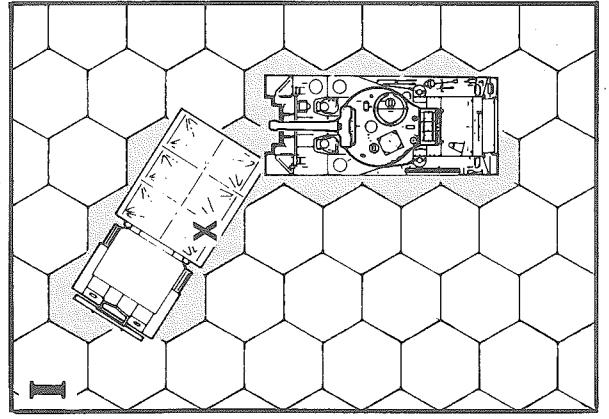
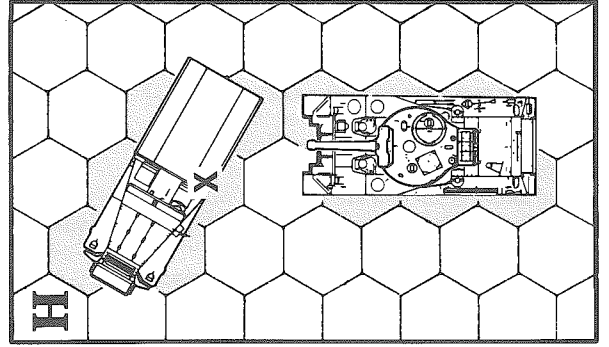
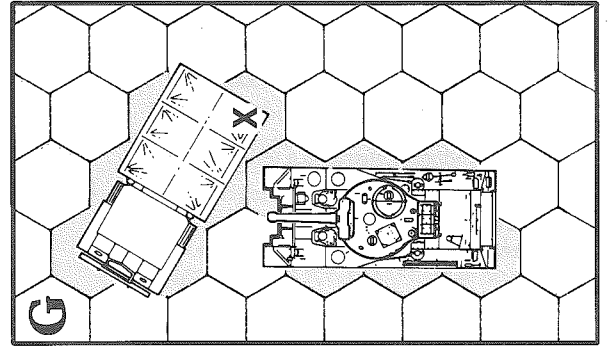
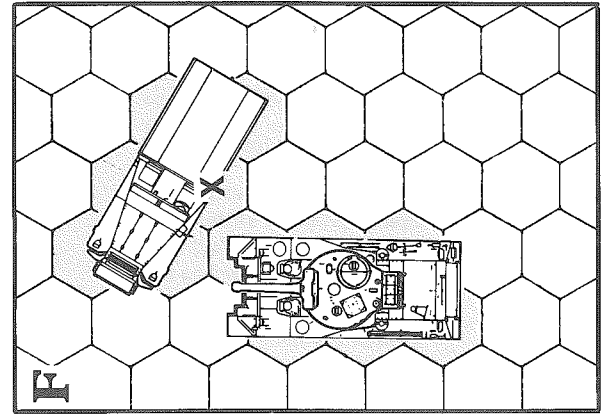
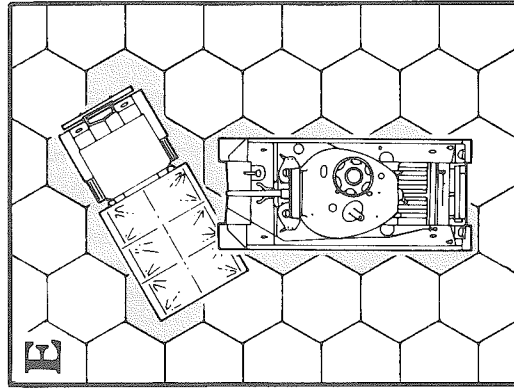
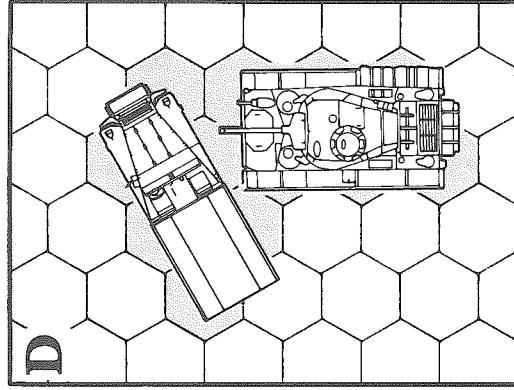
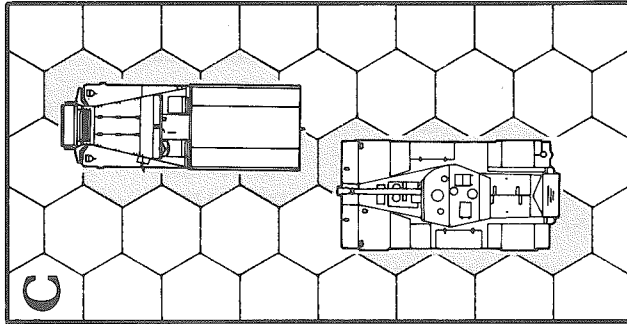
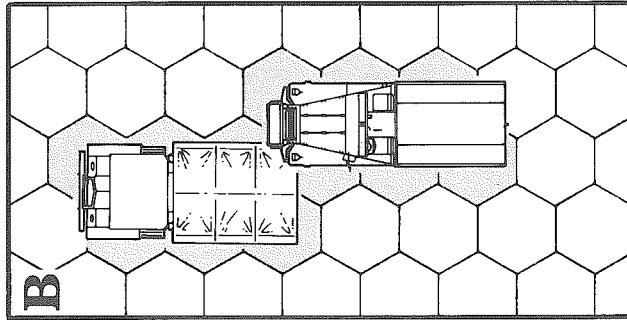
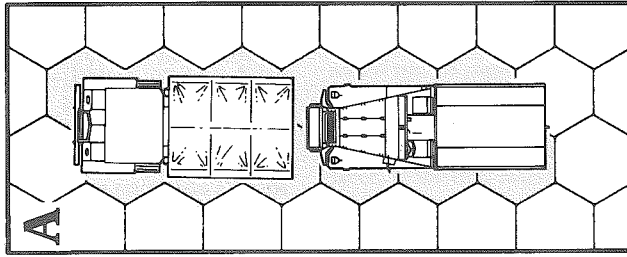
through a stone wall. This is the only way a wheeled or halftracked vehicle can be forced through a stone wall or into bocage (a halftrack can enter bocage, but cannot cross the center ridge on its own). Hedgecutters have no effect in this case, whether they are on the disabled vehicle or the pushing vehicle.

Pushing Vehicles

A, B, C: The lead vehicle is being pushed straight ahead.

D, E: The lead vehicle is being pushed sideways.

F, G, H, I: The lead vehicle is being pushed aside. In all four cases, the vehicle pivots around the hex marked "X." In situation H, the vehicle pivots into a position where it can be pushed sideways.



PART 3: CAMPAIGN PLAY

The standard scenarios with the OBs provided can be played almost indefinitely without exhausting the play possibilities of Hetzer. However, an alternative to playing one-shot scenarios is to play a campaign. In a campaign, players keep the same squad (or several squads) and use it in repeated encounters with the enemy. The squad develops and changes through the course of campaigning, losing soldiers to injuries and gaining combat experience. Perhaps the biggest advantage to a campaign is that players develop ties to their squads and to individual soldiers. This changes tactics during the game; it's much harder to send a soldier on a suicide mission knowing that a) that soldier saved the entire squad on a previous patrol and b) the squad probably will be a man short the next time you play the game.

There are two ways to play a campaign. In the first, each player creates a squad and then uses that squad in a series of randomly-created scenarios. Each scenario takes place in the same region and same general time period: i.e., Italian campaign, German blitz through France, or Allied liberation of France. The second sort of campaign is much broader; each player has an assortment of many squads, from both sides of the war. Scenarios are created randomly and the players use whichever squads are most appropriate to that scenario. Scenarios can be set anywhere and anytime in the western theater. Players watch squads come and go, coping with and surviving (or not) the rigors of war.

[116.0] Random Scenario Procedure

Creating a random scenario is a ten-step process:

1. Determine the date of the scenario.
2. Determine which player controls the Axis.
3. Determine what type of squad each player controls.
4. Determine the specific attributes of each squad.
5. Choose a scenario type.
6. Determine which map the scenario will be played on.
7. Determine which side is Alpha and which is Bravo.
8. Determine whether this will be a day or night scenario.
9. Purchase support equipment for both squads.
10. Set up the scenario.

[116.1] Scenario Date

To determine the date of the scenario, roll one die:

- | | |
|-----|-------------|
| 1 | France 1940 |
| 2-3 | Italy 1943 |
| 4-5 | France 1944 |
| 6 | France 1945 |

[116.2] Forces

Each player rolls one die. The player with the highest roll is the Axis. Low roller is the Allies. If the dice are tied, then the player who owns this copy of the game gets his choice. If that criterion doesn't apply, use one of the following, in order: player who is hosting the game gets his choice; oldest player gets his choice; roll again.

Once the sides are known, each player rolls one die and checks the listing under the appropriate year to determine which type of squad to use.

German Forces

- | | |
|---------|----------------------|
| 1940-43 | |
| 1-5 | Wehrmacht (infantry) |
| 6 | SS |
| 1944 | |
| 1 | Volksgrenadiers |
| 2-4 | Wehrmacht |
| 5-6 | SS |
| 1945 | |
| 1-2 | Volksgrenadiers |
| 3-4 | Wehrmacht |
| 5-6 | SS |

Allied Forces

- | | |
|---------|---------------------------|
| 1940 | |
| 1-3 | French |
| 4 | French, elite |
| 5 | British |
| 6 | British, elite |
| 1943 | |
| 1-4 | United States |
| 5 | British |
| 6 | Commonwealth* (see below) |
| 1944-45 | |
| 1-4 | United States |
| 5-6 | Roll Again (below): |
| 1-2 | U.S. Paratroopers |
| 3 | Free French |
| 4 | British |
| 5 | British Paratroopers |
| 6 | Commonwealth* (see below) |

*Commonwealth (Roll Again)

- | | |
|-----|----------|
| 1 | ANZAC |
| 2 | Gurkhas |
| 3 | Indian |
| 4-6 | Canadian |

[117.0] Creating the Squad

Whether playing a campaign where each player controls only one squad or many, each squad is created the same way.

[117.1] Squad Composition

Each newly-created squad has the number of soldiers and weapons listed on its Table of Organization and Equipment (TO&E). TO&Es vary according to nationality, year, and type of squad.

Germany

- | | |
|--------------------|---------------------------|
| Infantry, 1940-43: | 9 BR, 2 MG |
| Infantry, 1944-45: | 6 BR, 2 MP, 1 MG |
| SS, 1940-43: | 6 BR, 2 MP, 2 MG |
| SS, 1944-45: | 6 BR, 2 MP, 2 MG, 1 RL(r) |
| Volksgrenadiers: | 3 BR, 5 MP, 1 MG |

France

- | | |
|------------------------|------------------|
| French Infantry, 1940: | 10 BR, 1 AR |
| Free French, 1944-45: | 8 BR, 2 MP, 1 AR |

British and Commonwealth

- | | |
|----------------------|------------------|
| Infantry, 1940-42: | 8 BR, 1 MP, 1 AR |
| Infantry, 1943-45: | 5 BR, 4 MP, 1 AR |
| Paratroops, 1943-45: | 5 BR, 4 MP, 1 AR |
| Canadian Infantry | 5 BR, 4 MP, 1 AR |
| ANZAC Infantry | 8 BR, 1 MP, 1 AR |
| Gurkha Infantry | 8 BR, 1 MP, 1 AR |
| Indian Infantry | 8 BR, 1 MP, 1 AR |

United States

- | | |
|----------------------|------------------|
| Infantry, 1943-45: | 10 SR, 1 AR |
| Paratroops, 1943-45: | 6 SR, 5 MP, 1 AR |

[117.2] Ratings

Each soldier's activation, panic, and ability ratings are determined normally, according to case 107.0.

The following types of squads are considered elite: paratroopers, Gurkhas, ANZACs, SS, and any squads listed on the force tables as elite. Volksgrenadiers are considered conscripts.

[117.3] Activation Tracks

When a squad is newly created, its activation track must be determined. This is a random determination which varies by nationality and year.

First, check the Activation and Preservation Die Roll Modifiers table. Find the nationality of the squad and the year it enters the game. This gives an activation modifier.

Next, roll one die and add the modifier to the die roll. Find this number on the Activation Track column of the Activation Tracks and Base Preservation table. The result is the activation track used by this squad. Note this information on the squad's roster. The squad's activation track can change as a result of its performance during games.

[117.4] Preservation Limits

Every time a squad is used in a scenario, its preservation limit must be determined. The first time the squad is used, this determination is random.

First, find the squad's Preservation Modifier on the Activation and Preservation Die Roll Modifiers table.

Next, roll one die and add the modifier to the die roll. Find this number on the Base Preservation Limit column of the Activation Tracks and Base Preservation table. The result is the squad's base preservation limit. Record this on the squad's roster.

The base preservation limit is per four soldiers in the squad. The squad gets that number of preservation points for every complete group of four soldiers in the squad. One additional point is added for every man who doesn't fit into a four-man group. For example, a squad contains 11 soldiers. Its base preservation limit, determined by die roll, is 9. Dividing the squad into groups of four gives two groups with three soldiers left over. The squad's preservation limit is 21 ($2 \times 9 = 18; 18 + 3 = 21$).

The number of soldiers in the squad can change from game to game. Because of this, the squad's preservation limit must be refigured, using the same base, before every game. Also, the squad's base preservation limit can change through experience (becoming better or worse).

Activation and Preservation Die Roll Modifiers

	Army	Year	Act. Mod.	Pres. Mod.
	US Army	1943	+5	+12
		1944-45	+3	+10
	US Paratroopers	1944-45	+1	+8
		British Army	+1	+6
		1941-42	+3	+8
	British Paratroopers	1943-45	+3	+10
		1944-45	+1	+6
		Canadian Army	+5	+10
	ANZACs	1943	+5	+10
		1944-45	+3	+10
		Gurkhas	+3	+8
	Indians	1943	+3	+4
		1944-45	0	+4
		1943-45	+3	+8
	German Wehrmacht	1940-41	-2	+8
		1942	0	+8
		1943	+1	+8
		1944	+3	+8
	German Volksgren.	1945	+5	+8
		1943	+3	+10
		1944	+5	+6
	German SS	1945	+7	+12
		1940	-4	+4
		1943	-2	+2
		1944-45	-2	0

Activation Tracks and Base 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

[117.5] Other Equipment

A squad starts with only the equipment listed on its TO&E, and grenades. Determine the number of grenades carried by the squad using rule 106.1.

As the squad accumulates experience, it may also earn points which can be spent for support equipment. This procedure is explained in cases 119.0 and 120.0.

[118.0] Choosing a Situation

Four situations are used in random scenarios: patrol, infiltration, raid, and assault. These are roughly equivalent to the patrol, flying column, raid, and assault scenarios from the Scenarios Book, but with very different set-up parameters.

To determine the situation, roll one die.

- 1 Patrol
- 2 Patrol
- 3 Infiltration
- 4 Raid
- 5 Raid
- 6 Assault

[118.1] Maps

To determine which map is used, roll one die.

- 1-4 Town
- 5-6 Hedgerows

[118.2] Alpha/Bravo

If the situation is infiltration, raid, or assault, determine which player is the attacker (Alpha) and which the defender (Bravo). First, compare the number of support points available to each squad (see case 121.0); a new squad has no support points. Then each player rolls one die. The player with more support points adds 1 to his die roll. The player with the highest die roll is the Alpha force. If the dice rolls are tied, then the Allied force is attacking. (In a 1940 scenario, the Axis attacks if the dice rolls are tied.)

[118.3] Day/Night

Determine whether the scenario occurs during day or night. Each player rolls one die. The attacking player adds 1 to his die roll. The high roller gets to choose day or night. If the dice rolls tie, the lighting condition is determined by the number on the dice: if both dice show an even number, play a day scenario; if both show an odd number, play a night scenario.

[119.0] Setting Up and Winning

The set-up for each situation varies randomly.

[119.1] Patrol

The Patrol situation is set up and played exactly like the standard Patrol scenario. See case 127.0 for details. Victory conditions are exactly as listed in 127.0.

[119.2] Infiltration

In this situation, the Alpha force must cross from one side of the map to the other and exit the map. The Bravo force, of course, must stop Alpha from accomplishing its mission.

First, determine where the Alpha force sets up by rolling one die. The result indicates which map sections the Alpha force can be set up in.

Die Roll	Town Section	Hedgerow Section
1-2	A, B, C, D	A, B, C
3-4	E, F, G, H	E, F, G, H
5	A, H	A, I, H
6	D, E	C, D, E

The Bravo force sets up first, using concealed deployment, in any map sections where Alpha cannot. Bravo soldiers can set up in hedgerow hexes. When Bravo is deployed, the Alpha squad is placed on the map. Alpha soldiers cannot be placed in hedgerow hexes initially. There is no pre-contact movement; the full sequence of play is used throughout the scenario. However, Alpha automatically gets the initiative on the first turn, with up to four sighting markers. Bravo receives two sighting markers.

Alpha's mission is to cross to the opposite side of the map and exit via that map edge. Alpha soldiers can leave the map only across their objective map edge or across the map edge bordering all of their set-up areas. Bravo soldiers can exit the map across any edge bordering their set-up areas.

The scenario ends when only one side has any healthy or wounded soldiers on the map. The player with the most victory points at the end of the scenario is the winner. Victory points are awarded as follows:

- 1 point per enemy wounded
- 3 points per enemy killed or incapacitated
- 5 points per healthy or wounded soldier exited across the objective map edge or still

on the map when the scenario ends (Alpha only)
5 points per incapacitated Alpha soldier left on map at end of scenario (Bravo only, and only if healthy or wounded Bravo soldiers remain on map at scenario's end)

[119.3] Raid

The raid situation is very much like the standard raid situation, but with random deployment.

The Alpha force's mission is to attack a known Bravo position, inflict casualties, take prisoners, and withdraw behind friendly lines before Bravo forces can react in strength.

The Bravo force sets up first, using modified concealed deployment. All Bravo forces are placed on the map, but a smoke marker is placed atop each stack. If Bravo has a vehicle, it can be concealed. The vehicle must be placed on the map as soon as any Alpha soldier can trace a line of sight to it, or it moves, fires, or rotates its turret.

Soldiers of Bravo force cannot react to the presence of Alpha soldiers until an Alpha soldier is seen, or until an Alpha soldier fires his weapon or throws a grenade. If Alpha has a vehicle, Bravo is immediately alerted.

Roll one die to determine which map sections Bravo can set up in. Alpha can set up in any other map sections. Bravo soldiers can set up in hedgerow hexes; Alpha soldiers cannot.

Die Roll	Town Section	Hedgerow Section
1	B, C	B, C
2	C, E	D, E, F
3	C, D	G, H
4	E, F	H, I
5	F, G	I, J
6	A, H	C, D

Bravo soldiers can withdraw from the map across any map edge except those adjoining sections where Alpha set up. Alpha soldiers can withdraw from the map across any edge adjoining a section where Alpha soldiers were set up.

A special withdrawal/preservation rule affects the Alpha force in this scenario. Each game turn counts as one preservation point against the Alpha squad. For example, at the start of turn 5, the Alpha squad has five preservation points in addition to any preservation chits which were drawn. The squad is subject to preservation effects when the number of points drawn on chits, plus the current game turn, equals or exceeds its preservation limit. (The squad does not lose cohesion points unless it exceeds its preservation limit on chits alone; see Cohesion, case 120.0).

The scenario ends when only one player has healthy or wounded soldiers on the map. The winner is the player with the most victory points. Victory points are awarded as follows:

- 1 point per enemy wounded
- 5 points per enemy killed or incapacitated
- 10 points per incapacitated Bravo soldier carried from map, or remaining on map at end of scenario if Alpha controls map (Alpha only)
- 10 points if Bravo controls map at end of scenario and no Bravo soldiers captured (Bravo only)

[119.4] Assault

In this situation, Alpha's mission is to capture the terrain occupied by Bravo.

Roll one die to determine where Bravo can set up and what building or map section Alpha must capture.

Town Map

Die Roll	Objective Building	Bravo Set-up
1	hex 2430	B, C, F
2	hex 2038	B, C, E
3	hex 3246	C, D
4	hex 1543	C, E, F
5	hex 0734	E, F, G
6	hex 1122	F, G

Hedgerow Map

Die Roll	Objective Section	Bravo Set-up
1	B	B, C, D
2	F	E, F, G
3	G	F, G, H, I
4	H	G, H, I
5	I	B, G, I, J
6	J	B, D, F, I, J

Bravo force sets up first in the areas listed under Bravo Set-up. Bravo force need not set up in all the listed areas; it has the option of utilizing any or all of them. Use modified concealed deployment (place a smoke marker atop each stack). Bravo soldiers can set up in hedgerows.

Alpha force can set up in any section not listed as one of Bravo's set up sections. Alpha soldiers are deployed openly. They cannot be set up in hedgerow hexes.

Alpha's objective is the listed section, or the building containing the listed hex (not just that one hex). Alpha controls a section on the hedgerow map if no healthy or wounded Bravo soldiers are in the section or in the hedgerows bordering it, and the last soldier in the section was a member of the Alpha force. A building is controlled if the last man to be in the building was from the Alpha force. Buildings which adjoin the objective building but which are separated from it by exterior walls need not be controlled.

Alpha soldiers can withdraw from the map across any hexside adjoining a section where Alpha set up. Bravo soldiers can withdraw from the map across any hexside adjoining a section where Bravo set up.

The scenario ends when either of the following conditions is satisfied:

- Alpha controls its objective and Bravo has reached its preservation limit;
- Bravo controls the objective and Alpha has reached its preservation limit;
- Only one side has healthy or wounded soldiers remaining on the map.

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

- 1 point per enemy wounded
- 3 points per enemy killed or incapacitated
- 10 points for controlling the objective at the end of the scenario, or for possessing the field if the enemy withdrew.

[120.0] Cohesion

Cohesion is a squad's ability to work as a team. It improves through battle experience and the flush of victory. It declines when the squad loses key members or is repulsed in battle. Cohesion manifests itself in the squad's activation track and base preservation limit.

[120.1] Cohesion Point Adjustments

Each player must keep track of cohesion points for each of his squads. A squad gains and loses cohesion points during the campaign. At the end of a scenario, both players adjust their squad's cohesion point totals according to the following menu:

Cohesion Point Adjustments

- +5 Squad won scenario
- +3 Squad destroyed enemy AFV
- +2 Enemy squad withdrew from map
- 1 Squad receives three or more replacements at one time.
- 1 Each squad member lost
- 2 Squad member with activation rating 1 lost
- 2 Squad reached its preservation limit
- 5 Squad leader lost

A squad member is lost if he is killed, captured, or incapacitated and left behind when the squad withdraws. A squad member who is incapacitated but who does not fall into enemy hands is not counted as lost, even if he subsequently cannot return to the squad. Losing the squad leader or a soldier with an activating rating of 1 costs only 5 or 2 cohesion points; an additional point is not subtracted for losing a squad member.

[120.2] Using Cohesion Points

When a squad's cohesion point total equals or exceeds 10, the player subtracts 10 points from the total. He can then either:

- improve the squad's activation track by one letter, or;
- increase the squad's base preservation limit by one.

When a squad's cohesion point total falls to or below -10, the player adds 10 to the total. He then must either:

- decrease the squad's activation track by one letter, or;
- decrease the squad's base preservation limit by one.

An activation track cannot be shifted above A or below I. The base preservation limit cannot be shifted above 14 or below 3. If these limits make a called-for shift impossible, ignore the shift.

[121.0] Heroism

Soldiers can improve their activation and panic ratings through individual acts of heroism. At the end of a scenario, each player assigns hero points to soldiers according to the following menu:

- + 1 Soldier pulled (or helped to pull) an incapacitated friendly man to safety at risk to himself
- + 2 Soldier passed a P2 panic check without panicking
- + 3 Soldier destroyed two enemy MGs or ARs (weapons were silenced for duration of scenario)
- + 5 Soldier destroyed enemy AFV without using a rocket launcher
- + 5 Soldier destroyed enemy pillbox or nest
- + 2 bonus if soldier performed any of the actions listed above while isolated

When a soldier accumulates 10 hero points, the player subtracts 10 points from his total. He can then either:

- lower the soldier's panic rating by 1, or;
- lower the soldier's activation rating by 1.

An activation rating cannot be lowered below 1. A panic rating cannot be lowered below 2.

[122.0] Support

A squad does not generally operate alone. It may have support in the form of armored vehicles, artillery, special weapons, defensive preparations, or reinforcements.

[122.1] Support Points

Victory points serve a dual purpose. Besides determining who wins a scenario, they also can be saved as support points. At the end of a scenario, subtract the losing side's victory points from the winning side's. The victorious squad receives this many support points. Record the number on the squad roster.

Support points can be accumulated from game to game. At the beginning of a scenario, both players can spend any of their squad's support points on supporting equipment or personnel. The prices for various items are listed on the Support Point Costs table.

Support Point Costs

Item/Soldier	GB/ US Com'w France Ger			
	US	Com'w	France	Ger
BR	—	3	3	3
SR	3	—	—	—
AW	—	—	—	10
MP	5	6	6	5
AR	6	6	6	—
MG	9	9	8	7
HMG	12	12	12	—
RL(s)	6	6	7	7
RL(r)	—	—	—	4
FT	6	6	6	6
SG	—	—	—	—
GL	—	—	—	—
SC ¹	4	4	4	4
Mine	1	1	1	1
Wire	1	1	1	1
Foxhole	5	5	5	5
Nest	8	8	8	8
Pillbox	5	5	4	5
LT	15	15	15	15
MDM	20	20	20	20
Called ²	+3	+3	+3	+4
Transport ³	5	5	5	5
AFV ⁴	30	30	30	30

— 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 or crew.
- 4 Comes with commander and crew.

[122.2] Support Personnel

The only piece of support equipment which is issued directly to a squad member is a satchel charge. All other man-portable support weapons—MGs, HMGs, RLs, FTs, etc.—come with a soldier.

Additional soldiers bought with support points can be treated as supplementary squad members or as reinforcements. The cost is the same in both cases.

Supplementary squad members act just like other members of the squad. They are set up for the scenario with the squad. They are activated at the same times and are subject to the squad leader's influence. Preservation chits must be drawn when supplementary squad members are wounded, incapacitated, or killed. (Their loss does not affect squad cohesion, however.) At the end of the scenario, surviving supplementary squad members are removed from the roster.

Reinforcements act as a separate squad under the player's control. They do not set up with the squad. They are not under the squad leader's control. A reinforcement squad must include at least four soldiers; if the player purchased fewer than four additional soldiers, they must be treated as supplementary squad members. A reinforcement squad has its own squad leader and assistant squad leader. Its activation track and preservation limit are determined according to cases 117.3

and 117.4. Even though the two squads may be on different activation tracks, they share the same activation chit.

A reinforcement squad does not set up on the map at the start of the game. Instead, the player rolls one die in the Recovery phase of each turn. If the result is equal to or greater than the reinforcement squad leader's activation rating, the reinforcement squad enters the map this turn. It can enter in any formation, along any map edge adjoining a section where the other friendly squad set up (or, in a Patrol situation, where the other friendly squad entered the map).

[122.3] Static Support

Mines, wire, foxholes, nests, and pillboxes are static support. They must be deployed on the map during set-up. They can only be deployed in sections where the player can set up his squad. Static support cannot be used in the Patrol situation.

[122.4] Artillery Support

Only light and medium artillery is available. The listed cost is for one planned round. Each round must be paid for individually. Called artillery costs slightly more.

[122.5] Vehicle Support

When a support vehicle is purchased, the player subtracts the support points from his total. Then he rolls two dice on the appropriate table to determine what sort of vehicle is sent in support. All vehicles come with a full crew. A vehicle can be set up with the squad or brought in as reinforcements. If it is the only reinforcement, it uses the squad's activation track. If it is brought in with a reinforcing squad, it uses the reinforcing squad's activation track.

[123.0] Promotions

Eventually, a squad will lose its leader. At that time, another soldier must be promoted into a leadership position.

If the squad leader's position becomes vacant, the assistant squad leader is automatically promoted to squad leader. If both positions are vacant, or only the assistant's position is vacant, replacements must be drawn using the standard procedure for selecting leaders. However, the player is restricted in which soldiers are eligible for selection.

The three soldiers selected for possible promotion must be:

- the soldier with the most combat missions;
- the soldier with the lowest activation rating;
- the soldier with the lowest panic rating.

If a soldier qualifies in more than one category, the player decides which category the soldier goes in for. He then selects the next most qualified candidate in the other cate-

gory. If more than one candidate qualifies in a particular category, the player decides which goes into the promotion pool.

Obviously, this rule requires that players keep track of how many combat missions (scenarios) each soldier participates in. This can be done easily on the squad roster.

[124.0] Casualties and Replacements

Infantry squads positioned on the front lines experience a constant turnover of personnel. Soldiers are killed or seriously wounded, and their places are filled by fresh replacements.

If a soldier was wounded or incapacitated during a scenario, that information must be recorded on the squad roster. The soldier may recover from his injuries before the next scenario, or his injuries may be serious enough to prevent his ever returning to combat duty.

[124.1] Recovering from Injuries

At the end of a scenario consult the Recovery Chart and roll one die for each injured man on the squad.

[124.2] Replacements

When a soldier is lost from the squad, whether through death, capture, or serious incapacitation, he can be replaced.

If a squad is below its listed TO&E strength, it may receive replacements. After checking for wounded and incapacitated soldiers' recovery, roll one die for each missing soldier (not counting incapacitated soldiers).

1-3 squad receives replacement

4-6 squad does not receive replacement; may try again after next engagement

When a replacement is received, create all the soldier's ratings using the standard procedure. The soldier will be armed with the same type of weapon as the soldier he is replacing.

[125.0] Ranks

Ranks have no effect on playing the campaign. Most players give their soldiers names (some wait until after the soldier has survived his first combat mission), so ranks add some color to the squad. However, players are free to promote and demote their soldiers as they see fit, within the following guidelines:

- no soldier in the squad can have a rank as high or higher than the squad leader;
- only the squad leader can have a rank as high or higher than the assistant squad leader;
- replacements should have one of the two lowest ranks.

The ranks, from highest to lowest, are listed below for the various nationalities.

US	France	GB, Com'w	Indians, Gurkhas	Germany
Staff Sergeant	Adjutant	Sergeant-Major	Havildar-Major	Feldwebel
Sergeant	Sergeant-chef	Sergeant	Havildar	Unterfeldwebel
Corporal	Sergeant	Corporal	Naik	Unteroffizier
Private First Class	Caporal-chef	Lance-Corporal	Lance-Naik	Gefreiter
Private	Caporal	Private	Sepoy	Obersoldat

Recovery Chart

Die Roll	Wounded	Incapacitated
1	No change	Serious wound; remove from roster
2	No change	No change; withhold from combat
3	Recovers full health	No change; withhold from combat
4	Recovers full health	Returns to squad, wounded
5	Recovers full health	Returns to squad, wounded
6	Recovers full health	Recovers full health

A wounded soldier fights with his squad. An incapacitated soldier is still recovering. He remains on the squad roster (and cannot be replaced), but he takes no part in any scenario until he recovers to at least wounded status.

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The cover photograph shows U.S. infantry in Pontfaroy, France, in August, 1944. The destroyed PzKpfw IV and smoldering buildings in the background testify to the intensity of the American artillery barrage. U.S. Army photo.

Dedicated to Gerald Winter and 291,557 others like him.

3022XXX1902



GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

PART 2: SCENARIOS

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The Hetzer game has dozens of scenarios. These are grouped into six general situations: Patrol, Raid, Wreck Recovery, Relief, Flying Column, and Assault. A variety of nationalities and troop types are presented for each situation, allowing players to create scenarios for actions in Sicily, Italy, France, the Low Countries, and Germany from 1940 to 1945.

The description of each situation states generally what that situation involves and what it is trying to simulate, along with special rules that apply to that group of scenarios, and how to determine the winner. Orders of battle then break the situation into scenarios for various fronts.

[126.0] 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 that player's home edge. Separate the counters needed for the scenario and sort them into the counter storage tray by weapon type.

Consult the order of battle that is being used. Each player selects counters to represent his soldiers and enters their ID numbers on his roster. Then, using rule section 107.0, Ability Ratings, each player determines the

characteristics for each of his soldiers and completes his squad roster.

When the order of battle lists a vehicle for a scenario, it states that the squad receives either an AFV (armored fighting vehicle—tank, halftrack, or armored car) or a “soft-skin” vehicle (jeep, truck, or tractor). The player who receives the vehicle(s) rolls two dice for each. Then consult the Vehicles table to determine the specific vehicle received. Roll separately for each vehicle. If a result indicates a piece that is not available because all the vehicle pieces for that type of vehicle are already used, roll again for a different vehicle.

Every vehicle comes with a complete crew. All crew positions are listed in the vehicle statistics (printed on the backs of the vehicle pieces).

Where the German squad has one or more rocket launchers, the type is indicated by the abbreviation RL(s) or RL(r). RL(s) represents a single-shot rocket launcher (panzerfaust). RL(r) represents a reloadable rocket launcher (panzerschreck). The use of these two weapons is described in case 110.0, Rocket Launchers.

[126.1] 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—the Alpha player should not know the location of the Bravo player's 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 the 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 a second copy of the map, hidden from the view of the Alpha player, and then watch as the Alpha forces move onto the map that will serve as the actual playing surface. A third alternative is to use the rooftop cutouts included with the game to conceal soldiers inside buildings. Obviously, these are of no use on the hedgerow map. If the rooftop cutouts are used, the Bravo player can also use dummy counters of a third nationality to mislead the Alpha player about the setup.

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

A concealed soldier is revealed when he moves, fires his weapon, or throws a grenade. Once revealed, the soldier's counter must be placed on the map.

[127.0] Patrol

This situation simulates what is probably the most common type of squad level combat. Two opposing infantry squads meet by chance in the no-man's land between the front lines. Both squads are on a general patrol—their only specific task is to gather information on enemy troop placements, defensive positions, or activities. Most patrols of this nature are inconclusive. From an intelligence standpoint, however, the fact that such a patrol did not run into the enemy, did not walk into a minefield, did not find enemy troops within abandoned buildings, did not draw long range fire, etc., can be as important as information gained when the squad does encounter 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 gain as detailed a picture as possible of what the troops are facing out there.

The firefight that results when two such patrols chance to meet is usually brief and half-hearted. Neither patrol is interested in exterminating the enemy—they are more likely to exchange a few shots and withdraw.

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

[127.1] 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:

Town Map

Chit	Alpha Entry	Bravo Entry
1	0301-0601	0554-0853
2	1201-1401	1754-2053
3	1901-2201	2853-3053
4	2901-3201	3554-3853

Hedgerow Map

Chit	Alpha Entry	Bravo Entry
1	0101-1401	0154-0954
2	1701-2501	1253-1453
3	2801-3001	1754-2954
4	3301-3901	3935-3948

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 formation. File, column, and vee formations are allowed.
3. All movement must be through clear or rough #1 terrain, and no elevation changes are allowed.
4. 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.
5. All firearms are presumed to be loaded but no man can have a prepared hand grenade or rifle grenade.
6. No soldier can enter a building.

Step 3: Determine which side enters the map first. After plotting their respective paths, each player rolls a 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 player to make 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.

[127.2] Movement To Contact

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

1. The player whose patrol entered the map first moves his formation. The distance the formation can move is determined by the formation. Remember, this is not an expenditure of movement points, but a simple hex count. The patrol must head generally toward its next listed sector.

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.

Prior to contact, players need not draw activation chits. All soldiers can move automatically.

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 all provisions of Step 2. The patrol no longer needs to move through every map section, remain in formation, etc.

[127.3] Game Length

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

[127.4] Victory Conditions

The winning player is the one with the most victory 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 from the field by comrades*
- 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 (where the enemy entered the map) and survives to the end of the game

*The team that controls the field also earns 5 points per incapacitated friendly man as if those men 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 victory:

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.

[127.5] Notes

An 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 will not be easy, or even possible, to leave—your men may be pinned down by enemy fire, or find their exit paths blocked. As a general guide, it is best to shoot and run, assuming you can concede the field of battle 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 trying to hold out for a big win.

[127.6] Orders of Battle

Choose one of the following orders of battle for the scenario. Each is from a different phase of the war in western Europe. Each OB indicates the side of the map 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.

FRANCE, June 1940

Town Map

French: 10 BR, 1 MG; track E; pres 18

German: 6 BR, 2 MP, 1 MG;

track C; pres 20

SICILY, August 1943

Town Map

American: 7 SR, 3 AR; track C; pres 20

German: 5 BR, 1 MP, 3 MG;

track C; pres 20

NORMANDY, June 1944

Hedgerow Map (mixed Terrain)

American: 8 SR, 2 AR; track C; pres 20

German: 7 BR, 2 MP, 1 MG;

track E; pres 20

UPPER RHINE, February 1945

Town Map

French: 10 BR, 2 AR; track D; pres 20

German: 6 BR, 2 MP, 2 MG;

track C; pres 20

ARDENNES, December 1944

Town Map

American: 12 SR, 1 MP, 3 AR;

track E; pres 20

German: 9 BR, 3 MP, 2 MG;

track C; pres 20

[128.0] 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 are often conducted at night.

[128.1] Set-Up

Town Map

Bravo force sets up in sections B and C, or F and G. The Bravo force is deployed openly so the Alpha player can see its arrangement. Each man is deployed in a foxhole or building, one man per foxhole or room.

The Alpha player chooses one section in which to deploy his forces. 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.

Hedgerow Map

Bravo force sets up openly in sections B and C, or G and F. Each man can be deployed in a foxhole, one man per foxhole.

The Alpha player chooses one section in which to deploy his force. If the Bravo player's men are in B and C, he can choose from H, G, F, E, or I. If the Bravo men are in sections G and F, the Alpha player can choose from I, A, B, C, or D. No Alpha soldier can be more than two hexes from the edge of the map.

[128.2] 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.

The Alpha force can begin in any formation, or no formation at all, at the Alpha player's discretion.

All Bravo men have sighting markers when the scenario begins. They can do nothing except change facing, however, until the point of contact. The Bravo player may adjust the facing of his men after each Alpha round.

Once contact occurs, Bravo soldiers can perform opportunity fire. When Bravo's opportunity fire is resolved, 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.

[128.3] Game Length

The game lasts 15 turns, including the turns before contact is made.

[128.4] 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 incapacitated or killed

Alpha player

5 points per enemy soldier killed or incapacitated

10 additional points per incapacitated enemy soldier carried out of the Bravo map sections by Alpha soldiers

[128.5] Orders of Battle

PAS DE CALAIS, May 1940

Town Map

German (Alpha): 7 BR, 2 MP, 2 MG;

track C; pres 20

French (Bravo): 10 BR, 2 MG;

track I; pres 20

HUERTGEN FOREST, November 1944

Town Map

American (Alpha): 9 SR, 2 AR, 1 SC, 1 RL; track D; pres 22

German (Bravo): 8 BR, 2 MP, 2 MG; track E; pres 20

ITALY, June 1944

Town Map

Gurkhas (Alpha): 9 BR, 4 MP;

track A; pres 25

German (Bravo): 7 BR, 2 MP, 1 MG; track D; pres 20

COTENTIN PENINSULA, June 1944

Hedgerow Map (mixed terrain)

German (Alpha): 8 BR, 3 MP, 1 MG, 3 SC, 1 RL; track D; pres 25

Canadians (Bravo): 8 BR, 3 MG, 1 RL, 2 Clear markers; track D pres 20

[129.0] Relief

The battles of World War II were often extremely mobile. A house or hill that was solidly behind friendly lines in the morning could be equally solidly in the hands of the enemy by midday, only to be recovered by friendly forces in the evening. In such conditions, troops often found themselves temporarily (or permanently) cut off from their comrades by the ebb and flow of front lines. When possible, troops behind enemy lines would try to break out on their own, while at other times, forces would be sent to their relief.

[129.1] Set-Up

The relief scenarios present a slightly altered set-up procedure, in that there are actually three (instead of two) groups of forces in play.

The Alpha forces are divided into the relieving force (Alpha 1) and a force that is surrounded by enemy troops (Alpha 2). The Bravo force faces the combined objectives of halting the relieving force and destroying the isolated pocket.

The Alpha 2 force is set up first. The soldiers must be placed within 4 hexes of the intersection of areas B, C, and E. Two walls can be loopholed. Rule 106.0 is mandatory for the Alpha 2 force in this scenario.

The Bravo force is then deployed. Bravo men can be placed anywhere on the map except in areas A and H, or within 8 hexes of any Alpha 1 soldier.

Bravo men can use concealed deployment, except those that face the men of Alpha 2. These men must be deployed on the game map. (This reflects the fact that Bravo and Alpha 2 have been battling for some time prior to the start of the scenario.) During play, any Bravo man who faces the Alpha 2 force at the conclusion of a move must be placed upon the game map.

The men of Alpha 1 are sorted out, but do not enter the map until the first turn.

[129.2] Movement to Contact

The normal sequence of play is used, with one modification:

On the first Alpha round of the operations phase of turn 1, all Alpha 1 men are activated, and can enter the map in areas A and H. Alpha 1 soldiers can only perform Movement and Evasion tasks. All Alpha 1 men must enter the map during this first phase.

Bravo men may use opportunity fire against soldiers entering the map. If an initial panic check is called for (Intermediate Rules), only Alpha 1 men already on the map make the check. However, each additional man, after moving onto the map, must make a panic check at the conclusion of that move.

[129.3] Game Length

The game continues until all Alpha 2 men have left the map, or been incapacitated or killed.

[129.4] Victory Conditions

The player with the most points at the end of the scenario is the winner. Victory points are awarded as follows:

- 3 points per enemy soldier wounded
- 5 points per enemy soldier killed or incapacitated
- 5 points per enemy vehicle disabled (Bravo player only)
- 5 points per Alpha 2 soldier exited from the map through areas A or H (Alpha player only)

[129.5] Notes

Soldiers of the Alpha 1 and Bravo forces are not required to make Panic checks after the first shot of the scenario; it is assumed that these forces have been engaged in combat prior to the start of the scenario.

The Alpha player only draws one Activation chit per round (as usual). The number on the chit applies to men of both the Alpha 1 and Alpha 2 forces, however. Thus, it is quite possible that the Alpha 1 force will be eligible to continue acting after the Alpha 2 force has finished for the turn.

This can be played as a three player scenario. In this case, when a Bravo soldier becomes a casualty, the Alpha player whose man inflicted the casualty must make a note of the fact. Victory points are totalled separately by each of the three players, and modified as follows: The Alpha 1 player multiplies his VP total by 1.5 and the Alpha 2 player by 2 before a winner is determined.

Both the Alpha and Bravo players have dual problems in this scenario. The Bravo player must judge how much of his force to allocate to each of the Alpha forces facing him. Too much force directed against the surrounded outpost can allow the relieving force to roll right across the map with little meaningful opposition. Not enough forces against the pocket, however, can allow the Alpha player forces to break out and link up with the relief force, even before that force moves far onto the map.

The Alpha player, on the other hand, must carefully balance aggressiveness with caution. The relief force is far stronger than the surrounded force, and will probably do the brunt of the attacking. The surrounded force, however, must be ready to exploit any opportunity that a careless or unlucky Bravo player allows.

[129.6] Orders of Battle

LUXEMBOURG, January 1945

Town Map

American (Alpha 1): 12 SR, 4 AR, 1 MG, 2 AFVs; track C; pres 30

American (Alpha 2): 3 SR, 2 AR, 2 MG; track E; pres 18

German (Bravo): 12 BR, 4 MP, 3 MG, 2 RL(r), 2 SC; track C; pres 25

WALCHEREN ISLAND, November 1944

Town Map

German (Alpha 1): 8 BR, 3 MP, 3 MG, 2 AFVs; track D; pres 30

German (Alpha 2): 4 BR, 2 MP, 1 MG; track E; pres 18

Canadians (Bravo): 10 BR, 3 MP, 3 MG, 3 RL, 1 SC; track C; pres 25

HOLLAND, September 1944

Town Map

British (Alpha 1): 9 BR, 2 MP, 2 AR, 1 MG, 1 RL, 2 SC, 2 AFVs; track D; pres 25

British (Alpha 2): 4 BR, 2 MP, 2 AR; track F; pres 20

German (Bravo): 10 BR, 4 MP, 3 MG, 4 RL(s), 2 SC; track D; pres 30

[130.0] Wreck Recovery

Possession of the battlefield has traditionally been a measure of a force's success or failure after an engagement. With it comes an added bonus of victory; salvaging equipment left on the field. With the advent of armored vehicles, possession of the field becomes even more important. Whichever side held the field had the opportunity to recover its own, and the enemy's, wrecked vehicles. Such vehicles could be restored to operating condition when possible, or scavenged for spare parts to repair other vehicles. Often, the recovery of wrecks was a necessity for a replacement-starved formation trying to remain operational.

An inconclusive engagement, however, might end with neither side in clear possession of the battlefield. The wrecks that sat in this no-man's land waited for whichever side dared try to retrieve them. Small firefights often erupted, as recovery teams and squads of infantry vied for the chance to recover (or completely destroy) the disabled armored vehicle.

[130.1] Set-Up

All men, and the disabled vehicle, begin the scenario on the map. The recovery vehicle(s) enters the map at a randomly determined time. It must enter along one of the disabled vehicle's allowed exit roads.

Hedgerow Map:

The Alpha player deploys the disabled vehicle on the road, anywhere between areas J and G. The rest of the Alpha men can set up in D, J, F, or E.

Bravo men can set up on the road adjacent to areas A and I, or within areas A and I.

When set up, soldiers must be within the indicated area. They cannot occupy bocage hexes that make up the borders of the areas.

Town Map:

The Alpha player deploys the disabled vehicle in area F. He deploys his men in areas C and E.

Bravo men are set up in areas A and H, but cannot be placed more than 6 hexes from the narrow map edge.

[130.2] Movement to Contact

The normal sequence of play is used. The Alpha player's vehicles can enter the map at any time, following this procedure: The Alpha player rolls one die during his first round of the turn. If the die roll is equal to or less than the current turn number, the Alpha player's vehicle(s) must enter the map this turn.

[130.3] Game Length

The game lasts until the wreck has been towed from the map, or until only one player has wounded and/or healthy soldiers on the map.

[130.4] Victory Conditions

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

Alpha Player

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

30 points for removing the wreck from the map, through one of the following road exits:

Bocage: 1253-1454

Town: 2853-3053 or 3939-3941

Bravo Player

- 4 points per enemy soldier wounded
- 8 points per enemy soldier incapacitated or killed

10 points for immobilizing a recovery vehicle, including halftracks

[130.5] Notes

The recovery vehicle must stop adjacent to the wreck. The towing mechanism can be hooked up by any soldier (exception: when the *Bergepanther* recovery vehicle is being used, only a crewman of the recovery vehicle can make the hookup). The man attempting to hook the two vehicles together must be adjacent to both at the moment he is activated. The Alpha player rolls a die. On a 1 or a 2, the two vehicles are successfully linked. If the man attempting the hookup is a crewman of a wreck recovery vehicle, the hookup is successful on a result of 1, 2, 3, or 4.

The hookup can be attempted as many times as necessary, but only once per round. Once the vehicles are linked, the Alpha player can begin towing the disabled vehicle on his next opportunity (the next time the towing vehicle is eligible to move). The movement allowance of a vehicle is halved while towing another vehicle.

The disabled vehicle is immobilized. It cannot move (under its own power), or fire its main gun, coaxial machine gun, or hull machine gun. The swivel machine gun, if one is present, can be fired by any soldier with the recovery team who climbs onto the turret.

[130.6] Orders of Battle

NORMANDY, July 1944

Hedgerow Map (mixed terrain)

German (Alpha): 8 BR, 2 MP, 2 MG,
1 Panther tank (disabled), 1 Bergepanther
wreck recovery vehicle; track D; pres 20
British (Bravo): 6 BR, 4 MP, 3 AR, 1 RL,
2 SC; track C; pres 20

SICILY, July 1943

Town Map

American (Alpha): 9 SR, 2 AR, 1 MG,
2 AFVs (first AFV rolled is disabled);
track C; pres 25
German (Bravo): 7 BR, 3 MP, 3 MG, 3 SC;
track E; pres 20

STRASBOURG, November 1944

Town Map

German (Alpha): 8 BR, 2 MP, 2 MG,
1 RL(r), 2 AFVs (first AFV rolled is disabled);
track D; pres 20
French (Bravo): 10 BR, 1 AR, 1 MG, 1 RL,
1 AFV; track D; pres 25

SEDAN, May 1940*

Town Map

German (Alpha): 10 BR, 2 MP, 1 MG,
2 AFVs (first AFV rolled is disabled);
track C; pres 20
French (Bravo): 9 BR, 2 MG;
track F; pres 20

*The Bravo player victory point total is multiplied by 2 before victory is determined in this scenario.

[131.0] Flying Column

Mobility has always been of prime importance in warfare. Prior to this century it was the cavalry that provided an army with mobility. With the advent of motorized vehicles, and especially armored vehicles, the traditional role of cavalry has fallen to vehicles.

An essential ingredient in cavalry, and later motorized, operations has always been speed. The force must move quickly to its destination, whether its purpose is attack, diversion, reinforcement, or reconnaissance. Tactics evolved during WWII called for small, fast formations, designed for flexible employment. The primary characteristic of such a formation, often called a "flying column," was speed. All of its members must be mounted in vehicles. Its commander must be bold and resourceful. And the advance of the flying column will brook no delays.

[131.1] Set-Up

All Alpha force men and vehicles are kept off of the map, concealed, until the scenario begins. Alpha forces enter the map on a specific road, as follows:

Hedgerow Map: 2801-3001

Town Map: 1201-1401

The Bravo player sets up his men secretly. Each Bravo soldier must be at least 30 hexes from the Alpha player's entry hexes.

[131.2] Movement To Contact

Bravo men cannot move until all Alpha men and vehicles have entered the map, or until a Bravo man has taken opportunity fire. Alpha forces off the map are automatically activated during every Alpha impulse until they enter the map.

Alpha men must be mounted in vehicles. The vehicles must enter the map in a column (see 34.1). Vehicles that are not able to enter the map on the first turn can be imagined as lined up behind the leading vehicles in a column extending down the road.

After the Bravo player uses opportunity fire, Alpha vehicles no longer have to remain in this column. Vehicles that have not yet entered the map can be delayed indefinitely at the Alpha player's discretion.

On the Town map only, Alpha vehicles can enter the map via non-road hexes, as follows: Beginning with the Alpha round after the first Bravo opportunity fire, one or two Alpha vehicles can enter the map on off-road hexes that are within six hexes of the road. The entire vehicle must enter on eligible hexes. On the following Alpha impulse, one or two vehicles may enter the map within 12 hexes of the road, and then 18 hexes, etc.

[131.3] Game Length

The game lasts until one player or another has healthy or wounded men on the map. Note that the number of turns that the game lasts has an impact on the victory points awarded.

[131.4] Victory Conditions

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

Alpha Player

3 points per wounded enemy man

5 points per enemy man killed or incapacitated

5 points per vehicle exiting the far map edge by turn 8

3 points per vehicle exiting the far map edge during turns 9-14

1 point per vehicle exiting the far map edge during turns 15-20

Bravo Player

3 points per enemy man wounded

5 points per enemy man killed or incapacitated

10 points per Alpha vehicle disabled

[131.5] Notes

The Alpha player must exit the road where it leaves the map opposite his entry edge. A vehicle has not left the map until every part of the vehicle is off the map.

[131.6] Orders of Battle

SICILY, August 1943

Town Map

American (Alpha): 12 SR, 1 MG, 2 AR, 3 Softskins, 2 AFVs; track D; pres 30

German (Bravo): 2 MG, 3 BR, 4 SC, 2 AV Mines; track E; pres 15

ARDENNES, December 1944

Town Map

German (Alpha): 9 BR, 3 MP, 2 MG, 2 softskins, 3 AFVs; track D; pres 30

American (Bravo): 4 SR, 1 MG, 2 RL; track B; pres 20

NORMANDY, July 1944

Hedgerow Map (mixed terrain)

British (Alpha): 8 BR, 2 MP, 2 MG, 1 M4A3 with hedgecutters, 2 other AFVs, 2 softskins; track D; pres 30

German (Bravo): 4 BR, 2 MP, 2 MG, 2 RL(r), 2 Clear markers; track D; pres 20

SOMEWHERE IN FRANCE,

August 1944*

Town Map

American (Alpha): 10 SR, 2 MG, 1 RL, 3 AFVs, 3 softskins; track B; pres 30

German (Bravo): 2 BR, 1 MG, 1 RL(r); track D; pres 15

*The German player multiplies his victory point total by 2 before victory is determined in this scenario.

[132.0] Assault

This is one of the most violent types of combat, and typifies what most people consider the modern battle. An assault is the determined effort of one force to remove another from its position. The defending force is often equally determined not to be moved.

[132.1] Set-Up

Town Map:

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

Hedgerow Map:

The Bravo player sets up his men in sections AIH, HGF, DCB, or JD FE. The Alpha force sets up in sections AI or DE, whichever are furthest from the Bravo force. Alpha and Bravo forces may be set up on hedgerow hexes and roads, as long as both sides of the hedgerow or road are bordered by legitimate set-up areas.

The Bravo player uses concealed deployment, but places a smoke marker in every hex that contains one of his men or a pillbox; the Alpha player 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 detonates a mine. If barbed wire is used, it is deployed openly.

[132.2] Movement To Contact

The normal sequence of play is used throughout the scenario, with the following exception: Bravo soldiers cannot fire until their first impulse of turn two. They cannot fire any weapons, including artillery, until turn 2.

[132.3] 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 counter.

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. (Other attacks on Bravo's flanks force a certain route 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.

Right, left, and rear are determined from the perspective of the Bravo player when looking from his position toward the approaching Alpha force.

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

[132.4] Game Length

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

[132.5] 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

- 5 points per enemy soldier killed or incapacitated
- 50 points for possessing the field
- 3 points for every healthy or wounded soldier on the field at the end of the game

Bravo Player

- 10 points per enemy soldier killed or incapacitated
- 10 points per enemy tank or AFV destroyed
- 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).

[132.6] 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 exercise care. A 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 are also very lethal, but are difficult to use. As usual, most of the fighting falls to the riflemen. What they do, more than anything else, will determine the winner.

[132.7] Orders of Battle

DUNKERQUE, May 1940

Town Map

German (Alpha): 8 BR, 2 MP, 2 MG, 1 AFV; track C; pres 25
French (Bravo): 12 BR, 1 MG, 1 SC; track F; pres 20

CASSINO, February 1944

Town Map

Canadian (Alpha): 9 BR, 3 MP, 3 AR, 1 AFV; track D; pres 25
German (Bravo): 8 BR, 2 MG, 2 RL(s); track D; pres 20

ST. LO, July 1944

Hedgerow Map (mixed terrain)

American (Alpha): 10 SR, 2 MG, 2 AFVs, 5 rounds MDM artillery (planned); track D; pres 25
German (Bravo): 6 BR, 3 MP, 3 MG, 1 RL(r), 10 mines, 4 clear markers; track E; pres 20

MORTAIN, August 1944

Hedgerow Map (dense terrain)

German (Alpha): 9 BR, 3 MP, 3 MG, 2 AFVs; track D; pres 25
American (Bravo): 8 SR, 3 MG, 2 RL, 4 rounds LT artillery (called), 4 Clear markers; track C; pres 25

THE EIFFEL, March 1945

Town Map

American (Alpha): 9 SR, 3 AR, 1 MG, 1 RL, 1 AFV; track B; pres 25
German (Bravo): 8 BR, 2 MP, 2 MG, 1 RL(s); track E; pres 20



GAME OF MAN-TO-MAN COMBAT IN EUROPE, 1940-45

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HAND-TO-HAND COMBAT MODIFIERS

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

VEHICLE DAMAGE TABLE INDEX

Weapon	Turret Armor					Hull Armor				
	O	S	L	M	H	O	S	L	M	H
H	1	1	2	3	4	H	7	7	8	9
M	1	2	3	4	5	M	7	8	9	10
L	2	3	4	5	6	L	8	9	10	11

- H: Heavy tank gun, satchel charge
- M: Medium tank gun, heavy artillery, one-shot rocket launcher (panzerfaust)
- L: Light tank gun, medium artillery, reloadable rocket launcher

GERMAN VEHICLE AVAILABILITY TABLES

Dice Roll	1940-45 Soft	1940 AFV	1943 AFV	1944/45 AFV
2	SdKfz 11	SdKfz 251	SdKfz 250	Use 1943 column
3	SdKfz 11	PzKpfw 38t	SdKfz 251	SdKfz 250
4	Light Truck	SdKfz 250	SdKfz 222	SdKfz 222
5	Light Truck	SdKfz 222*	SdKfz 231 (8-rad)	SdKfz 140/1
6	Light Truck	SdKfz 231 (8 rad)*	SdKfz 234/1	SdKfz 234/1
7	Light Truck	PzKpfw II	PzKfw IV ausf J	Stug III ausf G
8	Medium Truck	SdKfz 232 (8-rad)	Stug III ausf G	PzKpfw IV ausf J
9	Medium Truck	PzKpfw IB	Marder III M	PzKpfw V
10	Medium Truck	PzKpfw IV ausf A	Semovente 43*	SdKfz 234/4
11	SdKfz 250	PzKpfw IV ausf C	PzKpfw VIa	JgPz 38t
12	SdKfz 251	PzKpfw II Flamm pz.	Elefant*	PzKpfw VIa

*Italian Front scenarios only.

- ausf: (ausführung) model
- Flammpanzer: flamethrowing tank
- JgPz: (jagdpanzer) hunting tank

- PzKpfw: (panzerkampfwagon) armored fighting vehicle
- rad: wheel

- SdKfz: (sonder kraftfahrzeug) special vehicle
- Semovente: self-propelled gun
- Stug: (sturmgeschutze) assault gun

ALLIED VEHICLE AVAILABILITY TABLES

Dice Roll	1940-45 Soft	1940 AFV	1943 AFV	1944/45 AFV	Col. B
2	Light Truck	Bren Carrier	Bren Carrier	Use 1943 column	M8
3	Light Truck	Bren Carrier	Daimler Scout Car	Bren Carrier	M5A1
4	CGT (Quad)*	Bren Carrier	M3 Halftrack	Daimler Scout Car	M24****
5	Jeep*	Lt Tk Mk VI a	AEC Armored Car	M3 Halftrack	Cromwell
6	Jeep*	Lt Tk Mk VI a	M5A1	M3 Halftrack	M4A3
7	Medium Truck	Lt Tk Mk VI a	M5A1	Ram Kangaroo***	M4A3
8	Medium Truck	Lt Tk Mk VI a	M5A1	M8	Cromwell
9	Bren Carrier	Mk I Inf. Tank	M4A3	M5A1	Churchill
10	Bren Carrier	Mk I Inf. Tank	M4A3	Use Column B	M18
11	M3 Halftrack**	Mk II Matilda	Churchill	M20	Churchill
12	M3 Halftrack**	Mk III Cruiser	Cromwell	AEC Armored Car	M4A3E2

- * Substitute light truck in 1940 scenarios.
- ** Substitute carrier in 1940 scenarios.
- *** M3 if American squad.
- **** Substitute M5A1 in 1944 scenarios.

TARGET ANGLE

Front or Rear Angle	Flank Angle
1-4 Hull	1-5 Hull
5-6 Turret	6 Turret

German Light Truck (Adler)

Nation: Germany
 Crew: Driver, 7 passengers
 Weapon: none
 Mobility: Wheeled, Road
 Armor: Front Side Rear Top
 Hull: S S S S O
 Notes: Standard German light truck.

German Light Truck

Nation: Germany
 Crew: Driver, 7 passengers
 Weapon: none
 Mobility: Wheeled, Road
 Armor: Front Side Rear Top
 Hull: S S S S O
 Notes: Standard German light truck.

German Medium Truck

Nation: Germany
 Crew: Driver, 13 passengers
 Weapon: none
 Mobility: Wheeled, Road
 Armor: Front Side Rear Top
 Hull: S S S S O
 Notes: Standard German medium truck.

German Medium Truck

Nation: Germany
 Crew: Driver, 13 passengers
 Weapon: none
 Mobility: Wheeled, Road
 Armor: Front Side Rear Top
 Hull: S S S S O
 Notes: Standard German medium truck.

SdKfz 11

Nation: Germany
 Crew: Driver, 13 passengers
 Mobility: Halftracked
 Armor: Front Side Rear Top
 Hull: S S S S O
 Notes: Unarmored artillery tractor.

SdKfz 250

Nation: Germany
 Crew: Driver, 7 passengers
 Weapon: Swivel MG
 Mobility: Halftracked
 Armor: Front Side Rear Top
 Hull: L S S S O
 Notes: No commander; a passenger must man the MG.

SdKfz 251

Nation: Germany
 Crew: Driver, commander, 12 passengers
 Weapon: Swivel MG
 Mobility: Halftracked
 Armor: Front Side Rear Top
 Hull: L S S S O
 Notes: none.

SdKfz 251

Nation: Germany
 Crew: Driver, commander, 12 passengers
 Weapon: Swivel MG
 Mobility: Halftracked
 Armor: Front Side Rear Top
 Hull: L S S S O
 Notes: none.

SdKfz 138/1

Nation: Germany
 Crew: Driver (B), gun crew (x3)
 Weapon: Heavy gun (0)
 Mobility: Tracked.
 Armor: Front Side Rear Top
 Hull: M L L L L
 Notes: Medium infantry support howitzer with open-topped crew compartment.

Marder III ausf M

Nation: Germany
 Crew: Driver (B), 3 crewmen (C, D, E)
 Weapon: Medium gun (0)
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: M L L L L
 Notes: Medium tank destroyer. Open gun compartment for crewmen.

Sturmgeschutz III ausf G

Nation: Germany
 Crew: Driver (A), 3 crewmen (C, D, E)
 Weapon: Medium gun (1)
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: H M (H) M L
 Notes: Heavy tank. Parenthesized armor value applies when fitted with side skirts (roll 1 die; side skirts fitted on result of 4, 5, or 6).

Semovente M 43

Nation: Italy, Germany
 Crew: Driver (A), Loader (D), Commander/gunner (C)
 Weapon: Heavy gun (0)
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: M M M L
 Notes: Pressed into service by Germans.

Jagdpanzer 38(t) (Hetzer)

Nation: Germany
 Crew: Driver (A), gunner (C), loader (E), commander (F)
 Weapon: Medium gun (1), hull MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: H L L L M
 Notes: A medium tank, in spite of its front armor.

SdKfz 140/1

Nation: Germany
 Crew: Driver (B), radioman (A), gunner (D), commander (C)
 Weapon: Light gun (1), coaxial MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: L L L L L
 Turret: L L L L O
 Notes: Light tank. Open-topped turret.

PzKpfw 38T ausf A

Nation: Germany
 Crew: Driver (B), hull gunner (A), gunner (D), commander (C)
 Weapon: Light gun (1), coaxial HMG, hull HMG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: L L L L L
 Turret: L L L L L
 Notes: Light tank. Hull MG is in left front hex.

PzKpfw II ausf D

Nation: Germany
 Crew: Driver (A), gunner (D), commander (F)
 Weapon: Light gun (0), coaxial MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: L L L L S
 Turret: L L L L S
 Notes: Light tank. Cannot fire HE rounds.

PzKpfw IV ausf A

Nation: Germany
 Crew: Driver (A), Hull gunner (B), loader (C), gunner (D), commander (E)
 Weapon: Medium gun (0), coaxial MG, hull MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: L L L L L
 Turret: L L L L L
 Notes: Light tank.

PzKpfw IV ausf C

Nation: Germany
 Crew: Driver (A), Hull gunner (B), loader (C), gunner (D), commander (E)
 Weapon: Medium gun (0), coaxial MG, hull MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: M L L L L
 Turret: M L L L L
 Notes: Medium tank.

PzKpfw IV ausf J

Nation: Germany
 Crew: Driver (A), hull gunner (B), loader (D), gunner (C), commander (E)
 Weapon: Medium gun (2), coaxial MG, hull MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: H M(H) M L
 Turret: H M(H) M(H) L
 Notes: Heavy tank. Armor values in parentheses represent side skirts on hull and turret (roll 1 die; side skirts mounted on 4, 5, or 6).

PzKpfw II Flammpanzer

Nation: Germany
 Crew: Driver (A), gunner (D), commander (F)
 Weapon: Flamethrower (0), coaxial MG
 Mobility: Tracked
 Armor: Front Side Rear Top
 Hull: L L L L S
 Turret: L L L L S
 Notes: Light tank. Has flamethrower on front fender, range 20 hexes.

Allied Light Truck

Nation: USA, Great Britain, Canada

Crew: Driver, 9 passengers

Weapon: none

Mobility: Wheeled, Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Notes: Standard Allied light truck, 2-wheel drive.

Allied Light Truck

Nation: USA, Great Britain, Canada

Crew: Driver, 9 passengers

Weapon: none

Mobility: Wheeled, Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Notes: Standard Allied light truck, 2-wheel drive.

Allied Medium Truck

Nation: USA, Great Britain, Canada

Crew: Driver, 13 passengers

Weapon: none

Mobility: Wheeled, Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Notes: Standard Allied medium truck.

Allied Medium Truck

Nation: USA, Great Britain, Canada

Crew: Driver, 13 passengers

Weapon: none

Mobility: Wheeled, Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Notes: Standard Allied medium truck.

M3

Nation: USA, Great Britain, Canada

Crew: Driver, commander, 12 passengers

Weapon: Swivel MG

Mobility: Halftracked

Armor:	Front	Side	Rear	Top
Hull:	L	S	S	O

Notes: none.

M3

Nation: USA, Great Britain, Canada

Crew: Driver, commander, 12 passengers

Weapon: Swivel MG

Mobility: Halftracked

Armor:	Front	Side	Rear	Top
Hull:	L	S	S	O

Notes: none.

M20

Nation: USA

Crew: Driver (A), assistant driver (B),
and 2 crew (F, G)

Weapon: swivel HMG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	L	S	S	S

Notes: Main compartment open-topped.

M8 (Greyhound)

Nation: USA, Great Britain

Crew: Driver (A), assistant driver (B),
commander (C), gunner (D)

Weapon: Light gun (0), coaxial MG, swivel HMG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	L	S	S	S

Turret:	L	S	S	O
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Notes: Fast, agile armored car.

M4A3 (Sherman)

Nation: USA

Crew: Driver (A), hull gunner (B), gunner (D),
loader (C), commander (E)

Weapon: Medium gun (1), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	M	L	L

Turret:	M	M	M	L
---------	---	---	---	---

Notes: Medium tank.

M4A3 (Sherman)

Nation: USA

Crew: Driver (A), hull gunner (B), gunner (D),
loader (C), commander (E)

Weapon: Medium gun (1), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	M	L	L

Turret:	M	M	M	L
---------	---	---	---	---

Notes: Medium tank.

M4A3E2 (Jumbo)

Nation: USA

Crew: Driver (A), hull gunner (B), gunner (D),
loader (C), commander (E)

Weapon: Heavy gun (1), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	M	M	M

Turret:	H	M	M	M
---------	---	---	---	---

Notes: Heavy assault version of the Sherman.

M24 (Chaffee)

Nation: USA

Crew: Driver (A), asst. driver (B), gunner (D),
loader (F), commander (C)Weapon: Medium gun (1), coaxial MG, hull MG,
swivel HMG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	L	L	L

Turret:	M	L	L	L
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Notes: Medium tank.

Mk I Infantry Tank

Nation: Great Britain

Crew: Driver (C), commander (D)

Weapon: coaxial HMG (0) and MG (0)

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	M	M	L

Turret:	M	M	M	L
---------	---	---	---	---

Notes: Medium tank.

A.E.C. Mk III Armored Car

Nation: Great Britain

Crew: Driver (A), gunner (B), loader (F),
and commander (E)

Weapon: Medium gun (1), coaxial MG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	L	L	L	S

Turret:	M	L	L	S
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Notes: none.

Chevrolet Gun Tractor (Quad)

Nation: Great Britain, Canada

Crew: Driver, 5 passengers

Weapon: none

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Notes: Four-wheel-drive artillery tractor.

Ram Kangaroo

Nation: Canada

Crew: Driver (B), hull gunner (A), 12 passengers

Weapon: hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	M	M	O

Notes: M4A1 converted to APC.

Mk II Infantry Tank (Matilda)

Nation: Great Britain

Crew: Driver (B), gunner (C), loader (D),
commander (E)

Weapon: Light gun (1), coaxial MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	H	M	L

Turret:	H	H	M	L
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Notes: Heavy tank. Cast hull inhibited production.

Mk III Tank (Cruiser)

Nation: Great Britain

Crew: Driver (A), gunner (B), loader (C),
commander (E)

Weapon: Light gun (1), coaxial MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	L	L	L

Turret:	M	M	L	L
---------	---	---	---	---

Notes: Medium tank.

Mk IV (Cromwell)

Nation: Great Britain, Canada

Crew: Driver (B), hull gunner (A), gunner (C),
loader (D), commander (E)

Weapon: Medium gun (1), two coaxial MGs

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	M	M	L

Turret:	H	M	M	L
---------	---	---	---	---

Notes: Medium tank.

Mk IV (Cromwell)

Nation: Great Britain, Canada

Crew: Driver (B), hull gunner (A), gunner (C),
loader (D), commander (E)

Weapon: Medium gun (1), two coaxial MGs

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	M	M	L

Turret:	H	M	M	L
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Notes: Medium tank.

ACV 6x6 Mk. 1

Nation: Great Britain

Crew: Driver + 7 staff

Mobility: Wheeled, Off-Road

Weapon: none.

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	S

Notes: Armored command vehicle.

Mk IV Infantry Tank (Churchill)

Nation: Great Britain

Crew: Driver (B), hull gunner (A), gunner (C), loader (D), commander (E)

Weapon: Medium gun (0), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	M	M	L

Turret:	Front	Side	Rear	Top
	H	H	M	L

Notes: Heavy tank.

Bergepanther Recovery Vehicle

Nation: Germany

Crew: Driver (A) + recovery crew

Weapon: hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	M	M	L

Notes: Open-topped vehicle designed for recovery work.

PzKpfw V ausf G (Panther)

Nation: Germany

Crew: Driver (A), hull gunner (B), gunner (C), loader (D), commander (E)

Weapon: Medium gun (2), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	M	M	L

Turret:	Front	Side	Rear	Top
	H	M	M	L

Notes: Heavy tank. Roll one die; on result of 6, tank also carries swivel MG.

SdKfz 234/4

Nation: Germany

Crew: Driver (A), loader (B), gunner (F), commander (G)

Weapon: Medium gun (0)

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	M	S	L	S

Notes: Open-topped, turretless, anti-tank vehicle.

SdKfz 234/1

Nation: Germany

Crew: Driver (A), loader (B), gunner (C), commander (E)

Weapon: Light gun (0), coaxial MG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	M	S	L	S

Turret:	Front	Side	Rear	Top
	M	L	L	O

Notes: Open-topped recon vehicle.

Carrier, Universal No. 1 (Bren Carrier)

Nation: Great Britain, Canada

Crew: Driver (B), gunner (A), 6 passengers

Weapon: swivel AR

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Carrier, Universal No. 1 (Bren Carrier)

Nation: Great Britain, Canada

Crew: Driver (B), gunner (A), 6 passengers

Weapon: swivel AR

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Panzerjager Elephant

Nation: Germany

Crew: Driver (A), hull gunner (B), crew (x6)

Weapon: Heavy gun (1), hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	H	H	M

Notes: Saw service in Italy only, very rare.

PzKpfw V ausf G (Panther)

Nation: Germany

Crew: Driver (A), hull gunner (B), gunner (C), loader (D), commander (E)

Weapon: Medium gun (2), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	M	M	L

Turret:	Front	Side	Rear	Top
	H	M	M	L

Notes: Heavy tank. Roll one die; on result of 6, tank also carries swivel MG.

M5A1 (Stuart)

Nation: USA, Great Britain

Crew: Driver (A), hull gunner (B), gunner (C), commander (D)

Weapon: Light gun (1), coaxial MG, hull MG, swivel MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	L	L	S

Turret:	Front	Side	Rear	Top
	L	L	L	S

Notes: Light tank.

Light Tank Mk VI a

Nation: Great Britain

Crew: Driver (A), gunner (C), commander (D)

Weapon: coaxial HMG (0), coaxial MG (0), smoke dischargers

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	S

Turret:	Front	Side	Rear	Top
	S	S	S	S

Notes: Light tank.

M5A1 (Stuart)

Nation: USA, Great Britain

Crew: Driver (A), hull gunner (B), gunner (C), commander (D)

Weapon: Light gun (1), coaxial MG, hull MG, swivel MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	M	L	L	S

Turret:	Front	Side	Rear	Top
	L	L	L	S

Notes: Light tank.

Daimler Scout Car

Nation: Great Britain, Canada

Crew: Driver and assistant driver

Weapon: hull MG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	O

Daimler Scout Car
Nation: Great Britain, Canada
Crew: Driver and assistant driver
Weapon: hull MG
Mobility: Wheeled, Off-Road
Armor: Front Side Rear Top
Hull: S S S S O

PzKpfw VIa (Tiger I)

Nation: Germany

Crew: Driver (A), hull gunner (B), loader (D), gunner (C), commander (E)

Weapon: Heavy gun (2), coaxial MG, hull MG

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	H	H	M	L

Turret:	Front	Side	Rear	Top
	H	H	H	L

Notes: Heavy tank.

PzKpfw Ib

Nation: Germany

Crew: Driver (A), commander (D)

Weapon: two coaxial MGs (0)

Mobility: Tracked

Armor:	Front	Side	Rear	Top
Hull:	S	S	S	S

Turret:	Front	Side	Rear	Top
	S	S	S	S

Notes: Light tank.

SdKfz 222

Nation: Germany

Crew: Driver (A), gunner (C), commander (D)

Weapon: Light gun (0), coaxial MG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	L	S	S	S

Turret:	Front	Side	Rear	Top
	T	S	S	O

Notes: Four-wheel drive recon vehicle.

SdKfz 231 (8 Rad)

Nation: Germany

Crew: Driver (A), assistant driver (G), gunner (C), commander (D)

Weapon: Light gun (0), coaxial MG

Mobility: Wheeled, Off-Road

Armor:	Front	Side	Rear	Top
Hull:	L	S	S	S

Turret:	Front	Side	Rear	Top
	S	S	S	S

Notes: Only four of the six wheels driven.

SNIPER!™

SPECIAL FORCES

Rick Swan: design

Jon Pickens: editing

Steve Winter, Scott Haring: able assistance

Jon Pickens, Edward G. Sollers, Steve Winter: playtesting

Susan Myers, David C. Sutherland III, Dennis Kauth, David S. LaForce, Stephen D. Sullivan:
graphics and production

Doug Chaffee: cover

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PART 1: BASIC RULES

[101.0] Introduction

This is the second SNIPER!™ Companion Game. It covers modern commando and anti-terrorist warfare. All games in the SNIPER! series focus on combat as experienced by the individual soldier. The *Special Forces* Game examines military conflicts and terrorist activities around the world.

Players familiar with the first (1973-1974) editions of the SNIPER! and PATROL™ games should read the Standard Rules thoroughly. There are many differences between those games and this edition. Players familiar with the second edition SNIPER! game should read the following rules carefully; an additional year of playtesting has led to some changes in the rules which, while seemingly small, have a significant effect on play. These sections are:

- 7.0, Facing and Sighting;
- 8.2, Stacking Effects on Movement;
- 8.3, Stacking Effects on Activation;
- 9.5, Carrying Incapacitated or Killed Men;
- 11.5, Terrain Effects on Line of Sight;
- 11.8, Terrain Effects on Combat;
- 12.6, How to Resolve Direct, Opportunity, and Quick Fire (paragraph 8)
- 12.8, Automatic Weapons;
- 13.4, Fragmentation Grenade Effects;
- 22.3, Leader Restrictions;
- 28.3, Rocket Launcher Effect Against Buildings and Pillboxes;
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- 34.1, Vehicle Movement;
- 34.6, Vehicles in Combat;
- 35.1, Tank Movement;
- 35.2, Tank Crews;
- 35.3, Tank Combat.

[102.0] Game Equipment

A. Inventory of Game Parts

This game should include:

- 24-page Standard Rules book
- 16-page Special Rules book
- 8-page Scenario book
- 400 die-cut counters
- 2 identical full-color, double-sided map sheets
- 1 player reference/vehicle card
- 1 plastic bag for counter storage
- 1 rules folder

In addition, two six-sided dice (not included) will be needed to play this game.

If any of these components are missing or damaged, please write to:

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

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

B. The Game Maps

Two identical map sheets are included with this SNIPER! game. One side represents an urban area typical of the United States, Europe, or any other industrialized country. The rural side represents an unpopulated region such as a jungle or grassland. The latter includes a stream, dirt road, and a small wooden building.

C. The Playing Pieces

Three differently-colored sets of die-cut counters are provided, representing the men of opposing armies. Unlike previous SNIPER! games, the various colors do not represent specific forces or nationalities. Instead, players can choose any set of counters to represent their assigned forces.

Vehicles occupy more than one hex simultaneously. They are printed on a card stock sheet and must be cut apart along the dotted lines before play.

D. Sample Playing Pieces

See diagrams.

E. The Squad Roster

The squad roster form is printed on the back of the activation tracks. The players should copy this form before starting play. When listing soldiers on the roster, it is best to assign ID numbers to soldiers in ascending order according to their activation ratings. This greatly simplifies the job of determining which soldiers are active. The player can simply look at his roster and see which active soldier has the highest ID number. He then knows that every soldier with a lower ID number is also activated. (Note that this must be done for each type of weapon, because of the way the counters are numbered.)


































[103.0] Terrain











This game includes several types of new terrain that do not appear in the Standard Rules: road, stone wall, stream, and bridge. The game also uses slightly different definitions for the three terrain modes.

Open Terrain Mode represents grassy plains, barren deserts, and low fields. Slopes are low, and vegetation is sparse.

Mixed Terrain Mode represents a typical temperate forest with thick vegetation and areas of dense woodland. Slopes are modest, and there is plenty of cover.

Dense Terrain Mode represents jungles, swamps, mountains, and other types of severe terrain. Slopes are high, and vegetation hinders movement.

Soldier, standing			Soldier, prone
Raft			
Turret (opened up)			Turret (buttoned down)
Nest			Pillbox
Wounded			Incapacitated
Wounded			Killed
Sighting marker			Exposed marker
Stunned			Panicked
Basement			Second floor
Attic			Third floor
Offensive grenade			Unarmed
Defensive grenade			Armed grenade
Rifle grenade			Unloaded
Molotov cocktail			Burning hex
Tear gas grenade			Tear gas
Smoke grenade			Unarmed
Prepared grenade bundle			Breach

Prepared satchel charge			Breach
Smoke			Foxhole /Crater
Smoke			Starshell
Smoke			Barbed wire
Smoke		GL UNL	Grenade launcher unloaded
Blister gas	Blister Gas	Nerve Gas	Nerve gas
Stream depth	SHALLOW →	DEEP →	Stream depth
Movement	Move (×4)	Evade (×6)	Evasion
Movement	Move (×4)	Swim (×2)	Swimming
Immobilized	Immo- bilized	Gun Disabled	Gun disabled
Burning vehicle		Buttoned Down	Buttoned down
Quick fire prepared	QF	QT	Quick throw prepared
Alpha control marker	Alpha	Bravo	Bravo control marker
Activation chit	2		
Preservation chit	2		

CASES

[103.1] Roads

The rural map has a dirt road, while the urban map has paved road. Partial road hexes are considered to be entirely road. The sidewalks on the urban map have no effect on play.

Road hexes are considered clear hexes for movement and combat. Regardless of the terrain mode, road hexes are treated as open terrain; having a movement point cost of 1, a standing defense multiple of 1, and a prone defense multiple of 2.

The optional Weather rules (117.0) can affect roads.

[103.2] Buildings

All of the buildings on the urban map are stone or concrete. The building on the rural map is wooden.

[103.3] Stone Walls

Stone walls are found in towns, where they serve as fences. They obstruct movement, but provide excellent cover. Stone walls are assumed to be about 4 feet tall.

Crossing a stone wall costs three additional movement points; i.e., it costs four movement points to cross a stone wall and enter a clear terrain hex.

A tank is the only vehicle that can cross a stone wall. Roll one die:

1-2 Tank is immobilized
3-6 Wall crushed, tank continues moving

If the wall is crushed, all four hexsides crossed by the tank are breached. Place Breach markers appropriately.

A stone wall can be breached by three hits from a rocket launcher or tank gun, or a single satchel charge. A breach does not change the wall's effect on combat. A breached wall can be crossed at a cost of only two additional movement points.

A soldier adjacent to a stone wall is completely concealed from units on the other side of the wall unless a Sighting or Exposed marker indicates otherwise. A Sighting or Exposed marker for a soldier facing an adjacent stone wall hexside is placed directly on the soldier's counter. The soldier has an unrestricted field of vision.

A stone wall has no effect on Line of Sight (LOS) between two standing soldiers, if neither of them is adjacent to the wall. If one is adjacent and the other is not, the wall blocks LOS unless the soldier adjacent to the wall has a Sighting or Exposed marker. If both are adjacent to the wall, the wall does not block LOS if either soldier has a Sighting or Exposed marker.

A stone wall has no effect on LOS to or from a higher level unless the soldier at ground level is adjacent to the wall. In this case, the soldier is concealed unless he has a Sighting or Exposed marker.

A prone soldier adjacent to a wall cannot see across the wall to a higher level, nor can he be seen from the higher level. A stone wall always blocks LOS to or from a prone soldier except from a standing man, adjacent to the wall, with a Sighting or Exposed marker.

A grenade can be thrown any distance across a stone wall hexside, subject to normal ranges. Two is subtracted from the scatter dice roll when a grenade is thrown across a non-adjacent stone wall hexside.

A standing soldier can drop a grenade across an adjacent stone wall hexside without exposing himself. A prone soldier cannot drop or throw a grenade across an adjacent stone wall hexside.

A machine gun can be fired across a stone wall hexside the same as a window hexside; i.e. as an MG, not an AR.

[103.4] Streams

The stream on the rural map can be dry, shallow, or deep. Stream banks are considered slopes. In Dense terrain conditions, the banks are too steep for vehicles.

If no stream depth is indicated by the scenario, roll one die and consult the following chart. If Weather and Season (Advanced) rules are used, add 1 to the roll for Spring and subtract 1 for Summer.

Stream Depth Table

Die Roll	Depth
1	Dry
2-4	Shallow
5-6	Deep

If the stream is shallow or deep, place the stream depth chit with the proper side up on any stream hex.

Dry streams have less than a few inches of water. They are treated as clear terrain by both soldiers and vehicles for all purposes.

Shallow streams have about three to five feet of water. Soldiers can ford them at a cost of three movement points per hex, or swim at a cost of two movement points per hex (see 104.4). APC and IFV vehicles are the only vehicles that can enter a shallow stream. Panicked soldiers can wade the stream as part of their panic move.

Deep streams have eight or more feet of water, and cannot be forded. Soldiers must swim or use a raft (116.6). APC and IFV vehicles are the only vehicles that can enter a deep stream. A panicked soldier forced into deep water without securing his equipment (see 104.4) may lose his weapon. Roll a die; on a roll of 1-2 he will drop his weapon in hand (place an Unarmed marker on the soldier). The weapon is lost for the game, though the soldier can rearm with another weapon if one becomes available.

[103.5] Bridge

The bridge can be stone or wood, depending upon which side of the Bridge piece is showing. The bridge is placed randomly on the map in each scenario with a shallow or deep stream. Roll one die to determine the type of bridge: 1-4 is stone, 5-6 is wood. Roll again to determine the placement of the bridge. The two hexes marked with an X on the Bridge piece are placed in the hexes indicated by the roll. The bridge piece extends across the stream.

Bridge Placement Table

Dice Roll	End of Bridge
1	0343, 0441
2	0537, 0636
3	1232, 1432
4	1833, 2033
5	2431, 2631
6	3029, 3228

The bridge is clear terrain for movement. When a vehicle crosses a wooden bridge, roll two dice, adding +2 to the roll if the vehicle is a tank. On a roll of 12, the bridge collapses, destroying both the vehicle and the bridge.

The long sides of a wooden bridge provide moderate cover, a defense multiple of 2. A soldier crouching behind the wall is still visible and can be attacked. The soldier can fire over the wall but must place an Exposed marker. A prone soldier behind the wall cannot attack or be attacked. A stone bridge has stone walls (103.3). Note that the open entrance and exit of a bridge provide no cover.

A wooden bridge can be destroyed by one satchel charge or 30 points of blast strength from rockets or artillery. Also, it is destroyed in any Artillery Impact and Satchel Charge Explosion phase that three of its hexes are on fire. A stone bridge can be destroyed by two satchel charges or 60 points of blast strength from rockets or artillery.

[104.0] Swimming

All soldiers can swim. Soldiers can either wade or swim across shallow streams. They must swim across deep streams. Before entering the water to swim, a soldier must spend one round on the bank securing his equipment. Soldiers armed with heavy machine guns cannot swim; although the soldiers can swim if the gun is abandoned.

Place a swimming counter on any soldier who is swimming. Swimming through one hex costs two movement points. Soldiers attacked while swimming receive a defense multiple of 2. Soldiers won't fall prone in shallow or deep water.

Swimming soldiers can participate in no activities other than movement and hand-to-hand combat. Such combat is possible with other swimming soldiers. Weapons are not used; it is assumed that the opponents are trying to drown each other. Attacks are resolved on the UNA column of the Hand-to-Hand Combat Results table, adjusted for hand-to-hand fighting ability. Treat a kill result as a wound.

A swimming soldier who is wounded and fails his panic check will begin to drown. An incapacitated soldier begins to drown immediately. If the drowning soldier is not rescued, he dies in two turns. Any healthy soldier can rescue a drowning soldier; it costs four movement points to grab him and four movement points per hex to swim with him. Hauling him out of the stream takes a full round.

PART 2: INTERMEDIATE RULES

[105.0] Specialists

Some modern individual soldiers have specialties that help the entire squad on the battlefield. In the *Special Forces* Game, these specialties are medic, engineer, and forward observer. All three specialties are available to each squad. A single soldier can be assigned more than one specialty, but a leader cannot be assigned specialties.

Specialists are chosen the same way as leaders. The player selects three soldiers as possible candidates for the medic specialty. These soldiers are placed in an opaque container and one is drawn at random. This soldier is the medic. His specialty is noted on the roster and kept secret from the opponent until the soldier acts as a medic. This process is repeated for the engineer and forward observer. Unlike the selection of leaders, there are no assistant medics, engineers, or forward observers; if a specialist is killed or incapacitated, the squad loses the benefit of the specialty for the duration of the battle. Wounded specialists function normally.

CASES

[105.1] Medic

A medic can treat any wounded or incapacitated soldier. Stunned and killed soldiers receive no treatment from medics.

A medic must spend one full turn in the hex of a wounded or incapacitated soldier to treat him. Roll two dice and consult the medic table.

Medic Table

Dice Roll	Result
2-4	Treatment immediately successful. Upgrade incapacitated to wounded, and wounded to stunned.
5-11	Treatment has no effect.
12	Treatment bungled. Downgrade wounded to incapacitated, and incapacitated to killed.

Each wounded and incapacitated soldier can receive a treatment attempt only once per wound. If the medic is incapacitated or killed, draw two preservation chits.

[105.2] Engineer

A dismounted engineer has the ability to discover and defuse mines and pit traps, and to remove barbed wire. When an player announces the engineer is looking for mines and pits, spending two additional movement points to enter a hex containing a mine or pit trap, he automatically finds it. If no mine or pit is present, the movement points are still used. If a mine or pit was found the engineer must try to defuse it. On a roll of 1-5, the engineer has

defused the mine or discovered pit trap, which no longer functions for the rest of the game. If the attempt fails, the engineer is subject to the normal effects of the obstacle. The engineer cannot evade while searching for mines and pits.

An engineer can remove barbed wire in a hex he occupies with a roll of 1-2 on one die. Unlike mines and pits, the engineer can make any number of attempts to remove a given section of wire.

If a mine is radio-detonated, the controller has the opportunity to trigger it before the engineer defuses it (see 113.7).

[105.3] Forward Observer

A forward observer is required for the special "directed" artillery fire (see 115.2). A forward observer must spend one turn sighting, then can call artillery on any hex he can see. The artillery arrives on the turn after the forward observer requests it.

[106.0] Troop Types

Five troop types are available in the *Special Forces* Game: elite, regular, conscript, guerilla, and terrorist. Every country can have any of the five troop types. Troop type has a direct effect on a soldier's panic rating.

Elite: These are a country's best equipped and most efficient soldiers; the world's finest infantry forces are elite. Examples of elite troops are the American Green Berets and the Israeli Defense Force.

Regular: These are a country's typical fighting men. All industrialized countries have regular infantry readily available. The U.S. Army is an example.

Conscript: These are drafted civilians, not as effective in most cases as regular infantry. Conscript soldiers predominate in Third World and other underdeveloped countries, although most nations have their share.

Guerilla: Not as organized, equipped, or well-trained as formal armies, guerillas often consider themselves revolutionaries; what they lack in formal training is made up in patriotic fervor. The Afghan Mujahadeen and the Nicaraguan Contras are examples.

Terrorist: These are organized zealots who use violence to intimidate governments and civilians to further their own political and social causes. Terrorists are highly motivated and are not as apt to panic as other troop types. The Basque ETA and the PLO are examples.

[107.0] Ability Ratings

Rather than drawing soldiers randomly from a pool and finding their ability ratings on a list, the players can create soldiers for their squads with random dice rolls. The game includes a variety of troop types from countries around the world, each with unique statistics.

The situations in the Scenario Book list the nationality, troop type, number of soldiers and weapons, activation track, and preservation limit for each squad. Using this information, players then determine activation, panic, and ability ratings for each man in the squad from the random tables. Squad statistics should be listed on the roster sheet for easy reference.

CASES

[107.1] Activation Ratings

Activation ratings are based on a squad's weapon types. The ratings can be modified by the squad's nationality; check the country's listing in the National Ability Ratings section, roll one die for each soldier, and consult the Random Activation Ratings table (p. 10).

[107.2] Panic Ratings

Panic ratings are based on a squad's troop type. The ratings can be modified by the squad's nationality; check the country's listing in the National Ability Ratings section, roll one die for each soldier, and consult the table Random Panic Ratings table (p. 10).

[107.3] Individual Ability Ratings

Ability ratings vary from army to army. Each soldier has four abilities: firing, grenade throwing, hand-to-hand fighting, and moving. To determine ability ratings for each soldier, roll two dice once for each ability. Add any modifier for troop type. Look for the soldier's nationality on the National Ability Ratings section, and find the line matching the ability being checked. If the adjusted number falls in the first listed range, the soldier has a penalty in that ability. If it falls in the second range, the soldier has a bonus in that ability.

Dice rolls for ability ratings are modified by troop type. These are:

Type	Abil. Mod.
Elite infantry	+ 1
Regular infantry	0
Conscript infantry, Guerillas, Terrorists	- 1

[107.4] Movement Ability Ratings

A movement bonus increases a soldier's movement allowance by one. A movement penalty decreases a soldier's movement allowance by one. When movement allowances are halved or quartered, the result is rounded up. Like other abilities, movement bonuses and penalties are determined by troop type and nationality.

The movement bonuses and penalties can be used with the optional Random Movement Allowances rules (43.0).

[108.0] Heavy Machine Guns

Most machine guns carried at squad level are light machine guns. Heavy machine guns (HMGs) are usually available at higher organizational level. They are on occasion attached to individual squads. HMGs are mounted on sturdy tripods or vehicle mounts and are often equipped with sophisticated optical range finders and traverse adjustments.

An HMG has the same firepower as an MG at all ranges. However, any defense multiplier due to terrain that the target has is halved; a window or door is worth only 1, a pillbox firing slit is worth only 10, etc. Note that this does not affect multipliers for movement or those only for concealment (smoke, fog, etc.).

An HMG can perform direct fire (but not opportunity fire) through exterior building walls the same way a rifle fires through interior walls. The target receives a defense multiplier of 10.

A heavy machine gun cannot be fired without a loader. Neither the firer nor the loader can be prone; both can drop prone at any time, but the gun cannot be fired unless both are standing. It can be fired in the open or across any sort of adjacent aperture hexside or stone wall hexside.

Moving an HMG requires two healthy soldiers who must begin the round in the same hex as the HMG. Both are activated when either becomes activated. They move as a unit and have four movement points.

After the HMG is moved, the firer must spend one round (active) setting it up before it can be fired.

An HMG cannot be used for quick fire.

[109.0] Hand Grenades

Four new rules apply to grenades: random grenade availability, bundling, molotov cocktails, and tear gas grenades.

CASES

[109.1] Random Grenade Availability

This is a change from the optional Grenade Limits rule (38.0).

When setting up a scenario, each side rolls two dice and adds the number of men in his squad. Infantry and guerillas receive this number of offensive, defensive, rifle grenades, molotov cocktails, and tear gas grenades in any combination of the player's choice. The player decides which types of grenades are carried and assigns them to his soldiers before the game starts.

Each squad also receives from one to six smoke grenades. Roll one die to determine the number. These are also distributed before the game begins.

Terrorists must "purchase" grenades. The terrorist player rolls two dice and adds the number of men in his squad. This gives the number of grenade points available to him. Offensive, defensive, smoke, tear gas, and rifle grenades cost two points each. Molotov cocktails cost one point each.

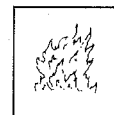
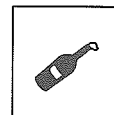
[109.2] Grenade Bundles

A soldier can bundle three grenades together to make a demolition charge. It takes three rounds to assemble the bundle and one round to prepare it for use.

Like a satchel charge, the bundle can be thrown or dropped while the soldier moves. Unlike a satchel charge, the bundle's detonation cannot be delayed; it explodes at the end of the round in which it was thrown or dropped.

Against personnel, an exploding bundle is identical to an exploding satchel charge. It has a burst radius of 10 hexes.

Against buildings and vehicles, the bundle is less effective than a satchel charge. It creates a breach in every adjacent wall hexside and floor hex, but does not have any other structural effect. It does not breach stone or exterior walls, clear barbed wire, or damage vehicles.



[109.3] Molotov Cocktails

A molotov cocktail is a makeshift firebomb favored by guerillas and terrorists. It can be thrown 15 hexes and has a burst radius of three hexes. A molotov cocktail allows no defensive benefits to soldiers in its impact hex. It acts as a flamethrower attack against a vehicle (see 29.2) or men. Optionally, the molotov cocktail may set fire to a building or bridge (see 118.1):

[109.4] Tear Gas Grenades

Tear gas grenades are thrown, scatter, and release clouds in the same way as smoke grenades. Place a tear gas counter in one hex of a tear gas cloud. Tear gas clouds have the same defense multiple and drift the same way as smoke.

Tear gas grenades can be thrown or fired as rifle grenades. In addition, grenade launchers can be equipped with tear gas grenade rounds.

Unprotected soldiers in or entering a hex with a tear gas counter are attacked immediately attacked by a firepower of 10, with no defense multiples. Killed results are reduced to incapacitated, wounded results are reduced to stunned. Stunning effects last as long as the soldier remains in the cloud and for the rest of the turn in which he has left the cloud.

PART 3: ADVANCED RULES

[110.0] Fortifications

This section adds pit traps, often found in jungle operations, and military wire fences to the types of fortification available.

[110.1] Nests

Only full (six-sided) nests are included in this game. Partial nests are not used in any of the scenarios. Players who own the SNIPER! game can use partial nests from that game in scenarios of their own devising.

[110.2] Pit Traps

Pit traps are crude but deadly traps set outside in rural or jungle areas. Pit traps come in several varieties, but they are most commonly deep pits with sharp stakes at the bottom (sometimes called punji stakes). The pit is covered with a layer of dirt or vegetation for camouflage. They are bought with mine points (see 113.0).

Pit traps can only be placed in clear or rough terrain. Only one can be placed in a hex.

If a pit trap is not discovered by an engineer, the soldier entering the hex rolls one die and falls in on a roll of 1-4. If the soldier does not fall in, the pit has been discovered, and other soldiers entering the hex are in no danger of falling in.

A soldier who falls in a pit trap rolls on the Combat Results table as if he had been attacked by a firepower of 15.

[110.3] Poisoned Pit Traps

These are identical to the pit traps above, except the stakes have been dipped in a toxic poison. Soldiers receiving a wounded result on the Combat Results table are incapacitated; those receiving an incapacitated result are killed.

[110.4] Wire Fence

This represents military stockade wire fencing, ten to twelve feet high and topped with barbed wire or similar material. Fence sections can be substituted for barbed wire when setting up obstacles before play. Use Barbed Wire markers to represent fences. A soldier must stop moving as soon as he enters a wire fence hex. The soldier cannot cross the fence unless he rolls a 1 on one die, but can freely move away from the fence hex as long as he does not cross the obstacle. Climbing a fence takes an entire turn. The fence can be destroyed (and its marker removed) by an grenade bundle, satchel charge, or artillery shell exploding in the same hex, or by the passage of a tank, IFV, or APC through the hex. An engineer can also remove the fence with a roll of 1-2 on one die, exactly like barbed wire.

[111.0] Rocket Launchers

Soldiers can carry one of two types of rocket launchers: reloadable rocket launchers or light anti-tank weapons. The player decides which type of launcher his soldier carries, but this decision must be made before the game begins and noted on the roster.

CASES

[111.1] Reloadable Rocket Launchers

Reloadable rocket launchers are fired and reloaded according to the Standard Rules (28.0).

Each reloadable rocket launcher comes with six rounds (rockets), which can be carried by any soldier. A soldier carrying rockets can also carry grenades, but he is limited to carrying a total of six explosives, counting both grenades and rockets. Rockets can be fired only from a launcher; they cannot be detonated in any other way.

A soldier armed with a reloadable rocket launcher also carries a pistol.

[111.2] Light Antitank Weapons

The light antitank weapon (LAW) is a disposable rocket launcher developed by the United States. A similar weapon has been developed by the USSR. These are fired once and thrown away. They are distributed to soldiers like grenades. A soldier with this type of rocket launcher is assumed to have three light antitank weapons, which count against his limit of six grenades.

Each light antitank weapon can be fired only once. After each use, place an Unarmed marker on the soldier; he must rearm before he can use another. A soldier with light antitank weapons is also armed with an assault rifle (AW).

[112.0] Grenade Launchers

Any soldier armed with a grenade launcher is using an M203 launcher or a similar weapon (19.4). This type of launcher is attached to an AW. Optionally the GL counters can be used.

[113.0] Mines

Each squad may have a number of mine points, which are used to purchase mines before the game begins.

The number of mine points available to a squad is listed in their Order of Battle in the Scenario Book. Players using the Build-Your-Own Squad rules (123.0) buy mine points at the same time they buy weapons, soldiers, fortifications, and vehicles. Mine points are then exchanged for mines at the prices listed in the Mine Point table.

Mines are not represented by counters. Their types and 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-vehicle mine or one pit trap (110.2) can be placed in a hex.

Mines cannot be placed in water hexes.

Engineers can defuse mines. However, their ability to defuse radio detonated mines is limited (105.2).

Mines can be placed anywhere, including doorways, interior hexes of buildings, and entrance and exit hexes of bridges. 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.

Only terrain and posture multiples contribute to a soldier's defense. Movement and evasion multiples do not apply to any mine attacks.

All mines are consumed and destroyed by explosions as explained in (31.4) in the Standard Rules.

Mine points are exchanged for mines according to the Mine Point table. Unused mine points are lost.

Mine Point Table

Type of Mine	Cost in Mine Points
Anti-Personnel Mine	1
Small Anti-Personnel Mine	1/2
Anti-Vehicle Mine	3
Tilt Anti-Vehicle Mine	5
Claymore	4
Sensor-Controlled ¹	+ 1/2
Radio-Detonated ¹	+ 1
Pit Trap ²	1/2
Poisoned Pit Trap ²	1

¹Add the indicated points to the cost of each mine.

²Pit trap bought with mine points; cannot be deployed on the urban map (110.2).

CASES

[113.1] Anti-Personnel Mine

This is identical to the anti-personnel mine in the Standard Rules (31.2).

[113.2] Small Anti-Personnel Mine

This small plastic mine has a blast strength of 10, limited to the hex in which it was placed; it has no blast radius.

[113.3] Anti-Vehicle Mine

This is identical to the anti-vehicle mine in the Standard Rules (31.3).

National Abilities Rating Section

Note: The following method of determining ability ratings produces unique soldiers but requires much dice-rolling. Optionally, ability ratings can be ignored and only panic and activation ratings rolled. Use this option only if both players consent.

Roll two dice four times for each soldier. Find the results on the Ability Ratings table of the soldier's Country Listing. If the number rolled falls in the first listed range, the soldier has a penalty in that ability. If the number falls in the second listed range, the soldier has a bonus in that ability. Each country listing provides other information in addition to the ability ratings of the soldiers:

Additional Modifiers: This lists additional die roll modifiers for determining panic ratings, activation ratings, and ability ratings.

Notes: This includes the country's allies and arms suppliers, some potential enemies, and some terrorist groups. The information is used by players using the Build-Your-Own Squad rules (123.0) to design scenarios. The information can also provide springboards for players wishing to expand further on the scenarios in the Scenario Book.

Act. Mod.: This modifier is used to determine a squad's Activation Track. It is used with the Build-Your-Own Squad rules (123.2).

Prs. Mod.: This modifier is used to determine preservation limits. It is used with the Build-Your-Own Squad rules (123.3).

Arms Table: This indicates which column to use on the arms table when using the Build-Your-Own Squad rules. When arms from both sources are especially likely to turn up in the same country (for example, Libya has both British and Soviet equipment), the other will be given in parenthesis.

Special Modifiers: The following general modifiers for activation and preservation apply in addition to those listed in this section. The table includes the modifiers from 107.3.

Troop Type	Act. Mod.	Pres Mod.	Abil. Mod.
Elite Counter-terrorists	-3	-3	+1
Elite Forces	0	-2	+1
Regulars	0	0	0
Conscripts	0	0	-1
Guerillas	+1	+1	-1
Terrorists	-1	-1	-1

Country Listings

AFGHANISTAN

	Penalty	Bonus
F	3-4	8-10
G	5-6	9-10
H	4-5	9-10
M	3-4	9-10

Additional Modifiers: Guerillas +1 on ability ratings, -1 on panic ratings.
Notes: USSR invaded in 1979; USSR uses elite troops to battle guerilla rebels. Mujahadeen guerillas use USSR arms, but Egypt and U.S. have also supplied weapons.

Act. Mod.: +3

Prs. Mod.: +2

Arms Table: East (West)

ANGOLA

	Penalty	Bonus
F	3-4	9-10
G	3-4	9-10
H	2-4	8
M	4-5	9-10

Additional Modifiers: Guerillas +1 on ability ratings and -1 preservation modifier.
Notes: Allied with Warsaw Pact. Potential enemies include Zaire and South Africa. Former colony of Portugal. Portuguese armies have fought with both USSR-backed and U.S.-backed guerillas. UNITA (National Union for the Total Independence of Angola) is a guerilla infantry supported by South Africa.

Act. Mod.: +6

Prs. Mod.: +10

Arms Table: East

ARGENTINA

	Penalty	Bonus
F	4-5	10-12
G	3-4	10-12
H	4-6	10-12
M	5-6	10-12

Additional Modifiers: None

Notes: Arms have been supplied by France and Israel, possibly USSR. Continuing friction with Great Britain over Falkland Islands since war in 1982. Frequent domestic terrorism. Threat of rebellion from leftist guerillas.

Act. Mod.: +6

Prs. Mod.: +8

Weapons Table: West (East)

BELGIUM

	Penalty	Bonus
F	4-5	8-9
G	4-5	9-10
H	4-6	10-12
M	4-5	8-9

Additional Modifiers: Terrorists +1 ability ratings.

Notes: NATO member. Terrorist groups include Cellules Communistes Comattante (CCC) and Revolutionaries for Proletarian Action (FRAP).
Act. Mod.: +3
Prs. Mod.: +9
Arms Table: West

CHAD

	Penalty	Bonus
F	4-5	9-10
G	5-6	10-12
H	4-5	9
M	4-5	8-9

Additional Modifiers: None.

Notes: Former colony of France; French troops still present. Friendly Zaire forces also present. Enemy of Libya.

Act. Mod.: +6

Prs. Mod.: +9

Arms Table: West

CHINA (and TAIWAN)

	Penalty	Bonus
F	4-5	8
G	4-5	8
H	2-3	8-10
M	2-3	8-10

Additional Modifiers: All mainland infantry troops -1 on ability ratings. Taiwan has a -1 activation modifier.

Notes: Constant threat of border wars with USSR. Potential conflict with Vietnam, Conflict possible with Chinese Nationalists in Taiwan (Taiwan special forces, such as the Long-Range Amphibious Commandos, are treated as elite infantry).

Act. Mod.: +5

Prs. Mod.: +8

Arms Table: East

CUBA

	Penalty	Bonus
F	4-5	10-12
G	3-4	8-9
H	4-5	9-10
M	4-5	9-10

Additional Modifiers: Guerillas and terrorists +1 to ability ratings.

Notes: Strong ties with USSR. Has assisted Angola and other African countries. Many terrorist organizations. The Tupamaros, one of the hemisphere's most dreaded terrorist groups, has in the past based in Cuba.

Act. Mod.: +5

Prs. Mod.: +9

Arms Table: East

EAST GERMANY

	Penalty	Bonus
F	2-4	9-10
G	5-6	8-9
H	5-6	9-10
M	3-4	9-10

Additional Modifiers: None.

Notes: Strong ties with USSR. Conflict possible with West Germany.

Act. Mod.: +3

Prs. Mod.: +8

Arms Table: East

EGYPT

	Penalty	Bonus
F	5-6	9-10
G	3-4	8-9
H	5-6	8-9
M	3-4	8-9

Additional Modifiers: None.

Notes: Conflicts possible with Israel and Libya. Has supported Pakistan. Some ties with USSR.

Act. Mod.: +5

Prs. Mod.: +8

Arms Table: East

EL SALVADOR

	Penalty	Bonus
F	5-6	10-12
G	4-5	9-10
H	4-6	10-12
M	3-4	9-10

Additional Modifiers: Guerillas -1 on ability ratings.

Notes: Supported by U.S. Revolutionary guerillas supported by Cuba and USSR. Left wing terrorists, right wing "death squad" terrorists have been active here. Possible conflict with Honduras.

Act. Mod.: +9

Prs. Mod.: +12

Arms Table: West (East)

FRANCE

	Penalty	Bonus
F	5-6	9-10
G	5-6	10-12
H	4-5	8
M	4-5	9-10

Additional Modifiers: Guerillas -1 on panic ratings. Terrorists +1 on ability ratings. Foreign Legion has an additional -2 activation modifier.

Notes: Affiliated with NATO. The elite Foreign Legion and parachute units have campaigned in Indochina and Algeria. France is involved in African affairs, supports Chad, and has supported Zaire. Possible conflict with Libya. Terrorist organizations include Action Directe and Basque separatists.

Act. Mod.: +4

Prs. Mod.: +10

Arms Table: West

GREAT BRITAIN

	Penalty	Bonus
F	3-4	8-9
G	2-4	9-10
H	5-6	8
M	4-5	9-10

Additional Modifiers: Terrorists have an additional -1 activation modifier.

Notes: NATO member. War with Argentina in 1982 in the Falklands saw use of elite SAS, parachute and Gurkhas in addition to regular forces. Britain is plagued by IRA terrorist attacks. Its anti-terrorist SAS (Special Air Service) is among best in the world; Australian, New Zealand, and Canadian special forces follow the British pattern.

Act. Mod.: +3

Prs. Mod.: +10

Arms Table: West

HONDURAS

	Penalty	Bonus
F	3-4	9-10
G	3-4	9-10
H	5-6	8
M	4-5	9-10

Additional Modifiers: Guerillas have an additional -1 activation modifier and -1 for ability ratings.

Notes: Conflict possible with Nicaragua (Honduras is sanctuary for anti-Sandinistas). Conflict also possible with El Salvador. Raids possible from Morazan Liberation Front, Communist-supported domestic guerilla organization.

Act. Mod.: +6

Prs. Mod.: +9

Arms Table: West

INDIA

	Penalty	Bonus
F	4-5	9-10
G	5-6	9-10
H	4-6	8
M	5-6	9-10

Additional Modifiers: Gurkhas ignore hand-to-hand ability penalties.

Notes: Formerly aided by USSR, now has no strong ties with either USSR or U.S. Conflict possible with Pakistan. Parachute elites are patterned after the British model.

Act. Mod.: +5

Prs. Mod.: +8

Arms Table: East (West)

IRAN

	Penalty	Bonus
F	4-5	8-9
G	4-5	8-9
H	5-6	8-9
M	4-6	8-9

Additional Modifiers: Elite infantry and terrorists have an additional -1 activation modifier. Terrorists have a -1 on panic ratings.

Notes: Has received support from Syria, Israel, and North Korea; some arms from U.S. and USSR, though relationship with both is shaky. Iraq is the enemy.

Government-sanctioned terrorist activity, much of it directed at "Great Satan" (U.S.). Suicidal Shiite Moslem terrorists have operated out of Iran.

Act. Mod.: +7

Prs. Mod.: +6

Arms Table: East (West)

IRAQ

	Penalty	Bonus
F	3-4	8-9
G	3-4	8-9
H	4-5	8-10
M	4-6	8-9

Additional Modifiers: None.

Notes: Has received support from Jordan and France. Has received support from U.S. and USSR, though relationship with both is shaky. Iran is enemy. Conflict possible with Israel.

Act. Mod.: +5

Prs. Mod.: +8

Arms Table: West (East)

ITALY

	Penalty	Bonus
F	4-5	8-9
G	3-4	9-10
H	4-6	8
M	2-4	10-12

Additional Modifiers: Terrorists have an additional -1 activation modifier.

Notes: NATO member. Domestic Red Brigade terrorists have been active. Alpine elites guard the northern border, and the San Marcos Marines served with distinction in the Lebanese peacekeeping force.

Act. Mod.: +4

Prs. Mod.: +11

Arms Table: West

ISRAEL

	Penalty	Bonus
F	3-4	8-9
G	3-4	8-9
H	2-5	10-12
M	4-5	8-9

Additional Modifiers: Elite infantry has additional -1 activation modifier.

Notes: Supported by U.S. Enemies have included Jordan, Egypt, Iraq, Syria. Plagued by PLO terrorists and guerillas from Jordan and Lebanon. Israel Defense Forces (treat as elite infantry) are among the best in the world. Within this force is a special counterterrorist unit, Unit 269.

Act. Mod.: +1

Prs. Mod.: +5

Arms Table: West

JORDAN

	Penalty	Bonus
F	3-4	8-9
G	3-4	8-10
H	5-6	8-9
M	3-4	9-10

Additional Modifiers: Terrorists, and guerillas are -1 on panic ratings. Elite infantry has an additional -1 activation modifier.

Notes: Allies with Iraq against Iran. Conflict possible with Israel; guerillas and terrorists from Jordan have raided Israel. Some Soviet-supported PLO terrorists based here. Arab Legion (treat as elite infantry) is one of the best of all Arab forces.

Act. Mod.: +3

Prs. Mod.: +6

Arms Table: West (East)

LEBANON

	Penalty	Bonus
F	2-4	9-10
G	3-4	8-9
H	4-5	8-9
M	3-4	8-10

Additional Modifiers: Guerillas and terrorists have an additional -1 activation modifier and an additional -3 preservation modifier. Terrorists are +1 on ability ratings.

Notes: Numerous religious and political guerilla and terrorist factions, all potential enemies of each other. Soviet-supported PLO terrorists based here; various PLO factions are potential enemies of each other. PLO has been known to wage war against Lebanese infantry. PFLP and Black September, both terrorist organizations, have at least one base in Beirut. Shaky relationships with U.S. and USSR; terrorist attacks have been made against both. Shiite guerilla group Amal also active against enemies.

Act. Mod.: +5

Prs. Mod.: +10

Arms Table: East

LIBYA

	Penalty	Bonus
F	3-4	8-9
G	5-6	8-9
H	3-4	9-10
M	3-4	9-10

Additional Modifiers: Terrorists have an additional -1 activation modifier.

Notes: USSR supplies arms. Conflict possible with Egypt and Chad, but all neighboring countries are potential enemies. Shaky relationship with U.S. Many active terrorist groups.

Act. Mod.: +6

Prs. Mod.: +8

Arms: East (West)

NICARAGUA

	Penalty	Bonus
F	5-6	10-12
G	4-5	9-10
H	5-6	8-9
M	4-5	9-10

Additional Modifiers: Contra guerillas have an additional +1 activation modifier and are -1 on ability ratings.

Notes: USSR-backed Sandanistas in charge.

U.S.-backed Contra guerillas oppose Sandanistas. Nicaraguan guerillas can fight in El Salvador against El Salvador guerillas. Turbas terrorists (Cuba) support Sandanistas against Contras.

Act. Mod.: +6

Prs. Mod.: +7

Arms Table: East

NORTH KOREA

	Penalty	Bonus
F	3-4	8-9
G	4-5	8-9
H	4-6	9-10
M	4-5	9-10

Additional Modifiers: None.

Notes: Conflict possible with South Korea. Possible domestic terrorist attacks. Possible terrorist attacks against South Korea. Reported to have 22 special force or commando brigades.

Act. Mod.: +4

Prs. Mod.: +8

Arms Table: East

PAKISTAN

	Penalty	Bonus
F	2-4	8-9
G	2-4	8-9
H	3-4	9-10
M	3-4	9-10

Additional Modifiers: None.

Notes: U.S. ally, but relationship is shaky. Conflict possible with India. Could intervene in Afghanistan supporting either guerilla rebels or USSR infantry.

Act. Mod.: +5

Prs. Mod.: +8

Arms Table: West (East)

PHILIPPINES

	Penalty	Bonus
F	4-6	10-12
G	4-6	10-12
H	4-6	10-12
M	4-5	9-10

Additional Modifiers: Guerillas have an additional -1 activation modifier and -2 preservation modifier.

Notes: U.S.-backed government. History of civil wars. Conflict possible with Libya-backed Moro militants (treat as guerillas).

Act. Mod.: +8

Prs. Mod.: +11

Arms Table: West (East)

PORTUGAL

	Penalty	Bonus
F	5-6	9-10
G	5-6	9-10
H	4-6	8
M	4-5	9-10

Additional Modifiers: None.

Notes: NATO member. Infantry has fought Angola guerillas in Angola. Conflict possible between infantry and domestic guerillas.

Act. Mod.: +4

Prs. Mod.: +8

Arms Table: West

SOUTH AFRICA

	Penalty	Bonus
F	4-5	8-9
G	3-4	9-10
H	4-6	9-10
M	4-5	9-10

Additional Modifiers: Guerillas -1 on panic ratings.

Notes: External destabilization compounded by possible domestic conflict due to apartheid policies. Guerillas are supported by Cuba, and have also fought Zaire infantry. The elite military unit is the Reconnaissance Commando.

Act. Mod.: +3

Prs. Mod.: +9

Arms Table: West (East)

SOUTH KOREA

	Penalty	Bonus
F	3-4	8-9
G	3-4	8-9
H	5-6	10-12
M	4-5	8-9

Additional Modifiers: None.

Notes: Special forces based on U.S. pattern; strong working relations with local U.S. Special Forces. Conflict possible with North Korea (infantry and terrorists).

Act. Mod.: +4

Prs. Mod.: +8

Arms Table: West

SPAIN

	Penalty	Bonus
F	4-5	9-10
G	4-5	9-10
H	4-6	10-12
M	4-5	9-10

Additional Modifiers: Guerillas have an additional -1 activation modifier. Terrorists are -1 on panic ratings.

Notes: Associated with NATO. Conflict possible between infantry and Catalans (treat as guerillas). Conflict possible with Basques (treat as guerillas) and ETA (terrorist arm of Basques).

Act. Mod.: +4
Prs. Mod.: +8
Arms Table: West

SYRIA

	Penalty	Bonus
F	3-4	8-9
G	3-4	8-9
H	5-6	9-10
M	4-5	8-9

Additional Modifiers: None.

Notes: USSR supplies aid. Conflicts possible with Israel and Lebanon.

Act. Mod.: +5
Prs. Mod.: +6
Arms Table: East

UNION OF SOVIET SOCIALIST REPUBLICS (USSR)

	Penalty	Bonus
F	4-5	10-12
G	3-4	8-9
H	2-4	9-10
M	4-5	9-10

Additional Modifiers: *Spetsnaz* commandoes have an additional -2 activation modifier and +1 on ability ratings.

Notes: Warsaw Pact leader. Conflicts possible with Afghanistan guerillas and with Chinese infantry. Conflicts possible in El Salvador (supporting guerillas) and Nicaragua (supporting Sandanistas against Contra rebel guerillas). Remote chance of direct conflict with U.S. Elite units include paratroops, and naval infantry.

Act. Mod.: +5
Prs. Mod.: +8
Arms Table: East

UNITED STATES OF AMERICA (U.S.)

	Penalty	Bonus
F	3-4	8-9
G	3-4	8-9
H	4-6	8
M	2-4	8-10

Additional Modifiers: Elite infantry +1 on ability ratings.

Notes: NATO leader. Recent conflicts in Vietnam and with Cuba in Grenada. On-going conflict with Iran. Conflicts possible in El Salvador (against guerillas) and Nicaragua (supporting Contra guerillas). Possible domestic conflicts with right and left wing guerilla groups. Remote chance of direct conflict with USSR. U.S. embassies and bases are favorite terrorist targets. Elite U.S. units include marines, rangers, paratroops, and Special Forces (Green Berets). The anti-terrorist Delta Force is one of the best such organizations in the world.

Act. Mod.: +3
Prs. Mod.: +10
Arms Table: West

VIETNAM

	Penalty	Bonus
F	5-6	9
G	4-5	10-12
H	3-4	9-10
M	3-4	9-10

Additional Modifiers: Guerillas and terrorists -1 preservation modifier.

Notes: Conflicts possible between infantry and domestic guerillas and terrorists; terrorists and guerillas also can fight each other. Conflicts possible with China and Cambodia (treat latter as Vietnamese guerillas). Vietnamese elite fanatic squads exist as part of the Vietnamese armed forces (these would have a preservation modifier of "0").

Act. Mod.: +4
Prs. Mod.: +8
Arms Table: East

WEST GERMANY

	Penalty	Bonus
F	4-5	8-9
G	2-4	8-9
H	4-6	8
M	4-5	8-9

Additional Modifiers: Terrorists are -1 on panic ratings.

Notes: NATO member. Conflict possible with East Germany. Domestic conflict possible with terrorist group RAF (Red Army Faction). The elite GSG9 counterterrorist unit is a police unit rather than military.

Act. Mod.: +1
Prs. Mod.: +6
Arms Table: West

ZAIRE

	Penalty	Bonus
F	4-5	9-10
G	4-5	9-10
H	5-6	9-10
M	3-4	8-9

Additional Modifiers: Guerillas have an additional -1 activation modifier.

Notes: Ally of Chad and France. Conflicts possible with South African guerillas, Libya, and Angola. Shaba guerilla rebels have attacked Zaire's Katanga province.

Act. Mod.: +6
Prs. Mod.: +10
Arms Table: West

Example: Assume the rolls for a soldier in a regular British squad are 8, 4, 7, and 7. These would give a bonus to firing and a penalty to throwing grenades. The squad would have an activation modifier of +3 (giving an activation track range from B-E) and a preservation modifier of +10 (giving a base preservation limit of 8 to 4).

If the soldier was a member of an elite counterterrorist squad, the adjusted rolls would be 9, 5, 8, and 8. This gives bonuses to firing and hand-to-hand, and no penalties. The squad would have an activation modifier of -1 (giving an activation track range of A-C) and a preservation modifier of +7 (giving a base preservation limit of 9 to 7).

If the man was a member of an IRA terrorist squad, the adjusted rolls would be 7, 3, 6, and 6. These give penalties to grenade throwing and hand-to-hand, and no bonuses. The squad has an activation modifier of +2 (giving an activation track range of B-D) and a preservation modifier of +9 (giving a base preservation limit of 8 to 6).

Random Activation Ratings

Soldier	Die Roll					
	1	2	3	4	5	6
BR, SR, AW	1	2	3	4	5	6
AR, MG, HMG	1	1	2	2	3	4
MP*, SG	1	2	3	3	4	5
RL, GL, FT	1	2	2	3	3	4
Vehicle Driver	2	3	3	4	4	5
APC, Tank Cmdr.	1	2	2	3	3	4
Tank Crewman	1	2	3	4	5	6

* Soviet MP-armed soldiers use the BR, SR, AW line.

Random Panic Ratings

Troop Type	Die Roll					
	1	2	3	4	5	6
Elite infantry*	2	2	3	3	4	5
Regular infantry**	2	3	3	4	4	5
Conscript infantry	2	3	4	4	5	5
Guerilla	3	4	4	4	5	5
Terrorist	1	2	2	3	3	4

* Includes APC and tank commanders and tank crews.

** Includes vehicle drivers.

Minimum possible panic rating is 1; maximum panic rating is 5.

[113.4] Tilt Anti-Vehicle Mine

The tilt mine can be detonated by a passing vehicle in addition to direct pressure. A tilt anti-vehicle mine detonates on a die roll of 1-3 when a vehicle first enters a hex adjacent to mined hex. It also detonates on a roll of 1-4 when a vehicle first enters the mined hex. A die roll is made when the vehicle enters a hex adjacent to the mined hex. If the mine does not detonate, a second roll must be made if the vehicle enters the mined hex. A vehicle that passes both rolls will not check again unless it completely clears the both mined hex and those adjacent to it, and then returns. A detonated tilt anti-vehicle mine has the same effects as a standard anti-vehicle mine.

[113.5] Claymore Mine

This is identical to the claymore mine in the Standard Rules (31.5). Note that the claymore can be detonated by a friendly soldier with a radio detonator if the additional cost is paid.

[113.6] Sensor-Controlled Mine

Sensor-controlled mines can be operated and activated by electronic control devices (ECD) without the intervention of human soldiers.

Any mine can be sensor-controlled by spending an additional 1/2 mine point per mine. A mine can have only one sensor control.

A sensor-controlled mine can be set to detonate after a designated number of soldiers or vehicles pass over it. It can also be set to detonate when a specific type of vehicle passes over it. These instructions can also be combined. The instructions for each sensor-controlled mine must be recorded by the player when the mine is purchased; the instructions cannot be changed after the game starts.

The presence of the mine is not revealed until the instructions are fulfilled. At that time a die is rolled. On a roll of 1-5 the mine explodes. If it does not explode, the die is rolled every time a potential target enters the hex.

Example: A player has one anti-personnel mine and two sensor-controlled anti-vehicle mines. He decides that the anti-personnel mine will detonate after the third soldier passes over it, one of the anti-vehicle mines will detonate when a tank first passes over it, and the second anti-vehicle mine will detonate when the fourth vehicle passes over it, regardless of the type of vehicle. If the last mine did not explode at the fourth vehicle, it would be checked each time another vehicle entered the hex.

[113.7] Radio-Detonated Mines

Radio-detonated mines can be detonated by a friendly soldier who has been designated as the detonator by the player. Each radio-detonated mine can have its own detonator, or one soldier can be the designated detonator for several mines. The designated detonator for each mine should be recorded on the roster.

Any mine can have a radio detonator if an additional 1 mine point per mine is spent. A mine can have only one radio detonator.

The soldier designated as 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 soldier can move into his hex and detonate the mine after exchanging weapons with the detonator.

Radio detonation is not automatic. When detonation is attempted, roll two dice. On a roll of 2-10, the mine detonates. On a roll of 11-12, the transmitter is defective or jammed and is inoperative for the rest of the game.

Before an engineer attempts to defuse a radio-detonated mine, he must first wait for the detonator to attempt detonation. If the detonator fails to detonate the mine, the engineer can then attempt to defuse it. This is an exception to the usual mine-defusing procedure.

[114.0] Suicide Units

Suicide units are available to terrorists only. There are two types of suicide units available: human bombs and truck bombs.

Suicide units are designated after a terrorist squad receives its allocation of grenades (109.1). The terrorist player designates suicide units by "spending" grenades; a human bomb costs three grenades, and a truck bomb costs six grenades. Any soldier can be a human bomb. The player must already have a truck as part of his equipment to make a truck bomb. The designations are made in secret and are noted on the roster before the game begins.

Example: Following the procedure in (109.1), the terrorist player receives 12 grenades. He "spends" three of these grenades and secretly designates one of his soldiers to be a human bomb. Since he has a truck as part of his equipment, the player decides to designate it as a truck bomb by "spending" six more grenades. The player now has three grenades left to distribute among his terrorists.

A terrorist squad can have no more than two human bombs and one truck bomb.

Human bombs and truck bombs are considered to be specially wired for explosives. They can only be detonated as explained below.

CASES

[114.1] Human Bombs

Human bombs are soldiers wired with explosives. They intend to blow themselves up and take as many enemies and bystanders with them as they can.

A human bomb moves and fights exactly the same as any other soldier. Any weapon available to a regular soldier is available to him.

A human bomb can detonate himself at any time. Detonation is performed as a combat task in any round; no special preparation is necessary.

Detonation is not automatically successful. Roll two dice. On a roll of 11-12, the explosives were wired incorrectly and the detonation does not occur. On a roll of 2-10, the human bomb detonates. A detonation attempt can only be made once.

The blast strength of a human bomb is equivalent in all respects to a satchel charge. The detonation always kills the soldier acting as a human bomb.

Human bombs can be detonated accidentally. Any firepower attack that inflicts a wound or better can cause detonation. Roll one die, on a roll of 1, the human bomb detonates. A successful explosive burst attack will detonate the human bomb on a roll of 1-5.

Wounded human bombs can detonate themselves. Incapacitated human bombs can make one attempt to detonate, succeeding on a single die roll of 1-3.

[114.2] Truck Bombs

Truck bombs are trucks wired with explosives. The driver intends to detonate the truck and take as many enemies and bystanders with him as he can.

No vehicle other than a truck can be designated as a truck bomb. Only the truck is wired for explosives. The driver is the same as any other soldier. He is armed and, when standing, can perform any normal combat tasks.

The driver can detonate the truck at any time as a combat task in any round; no special preparations are necessary. He can also detonate the truck by colliding with any vehicle or building. If the driver detonates the truck himself, roll two dice; the detonation succeeds on 2-10 and fails on 11-12. Detonation by colliding with a building or vehicle succeeds except on a roll of 12. A detonation attempt can only be made once.

The blast strength of a truck bomb is equivalent to light artillery. The six hexes of the truck piece are considered range 0, the 12 adjacent hexes are at range 1-3, the next ring of hexes is at range 4-6, and so on. If the truck collided with a building, vehicle, or soldier, the target also takes damage from the collision in addition to damage from the explosion (Standard Rules 34.8). The driver of the truck is always killed when the truck bomb detonates.

Any successful, damaging attack against the truck will detonate the explosives on a die roll of 1-5.

A wounded driver can detonate a truck bomb. An incapacitated driver can make one attempt, succeeding on a roll of 1-3.

[115.0] Artillery

Artillery is either *planned* (fired at a specific target on specific turns), *called* (fired at a specific target when desired), or *directed* (fired on a target of opportunity chosen by a forward observer). Each artillery round can be fired only once. Regardless of the type, artillery rounds that scatter off the map are complete misses and have no effect. Artillery scatter and other artillery effects are explained in the Standard Rules (30.0).

CASES

[115.1] Artillery Points

The number of artillery points available to a squad is listed in their Order of Battle in the Scenario Book. Players using the Build-Your-Own Squad rules (123.0) buy artillery points at the same time they buy weapons, soldiers, and fortifications. Artillery points are exchanged for artillery at the costs listed in the Artillery Point Cost table. Unused points are lost.

All costs listed on the Artillery Point Cost table are for planned fire, but more points can be spent to upgrade artillery support to called or directed fire. Decisions about spending artillery points cannot be changed once the game begins.

[115.2] Artillery Employment

Planned Artillery: Target hexes and the turn of impact must be written down before the game 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. This information should be recorded on paper and shown to the opponent when the artillery is fired.

Called Artillery: Light, medium, heavy, super heavy, smoke, star shell, blister gas, and nerve gas artillery can all be called if the owning player pays the added cost indicated on the Artillery Point Cost table.

A target hex must be plotted before the game begins for each round of called artillery. This information should be recorded on paper and shown to the opponent when the artillery is fired. The artillery can be requested during any Artillery Impact and Satchel Charge Explosion phase. The artillery arrives on the following turn.

Directed Artillery: Light, medium, heavy, super heavy, smoke, star shell, blister gas, and nerve gas artillery can all be directed fire if the owning player pays the extra cost on the Artillery Point Cost table.

Directed artillery can be used only by a squad with a soldier having the forward observer specialty (105.3). The forward observer must spend one round sighting. The request for

directed artillery is made during the next Artillery Impact and Satchel Charge Explosion phase. It arrives on the following turn. The directed artillery can be fired at any hex on the map the forward observer can see.

Calling for directed artillery is not automatically successful. Roll two dice on the Artillery Impact and Satchel Charge Explosion phase when the artillery is to arrive. On a roll of 2-10, the artillery arrives as intended. On a roll of 11-12, the forward observer's request was not received and the artillery does not arrive. The forward observer can repeat the request for the same artillery to arrive on the next Artillery Impact and Satchel Charge Explosion phase.

[115.3] Standard Artillery

Light, medium, heavy, and superheavy artillery are covered in the Standard Rules.

[115.4] Smoke Artillery

Smoke artillery has the same effects as smoke grenades in the Standard Rules (13.5), except for a longer pattern. Light artillery length is doubled; medium artillery length is tripled; and heavier artillery is quadrupled.

[115.5] Star Shell Artillery

These rules replace the optional rules for flares in the Standard Rules (44.5).

Star shells are bright flares that descend on parachutes. They are used to illuminate enemy positions and movements at night.

A star shell cancels all night effects within a radius of 20 hexes from the impact hex. The illumination lasts until the second Artillery Impact and Satchel Charge Explosion phase after the star shell is fired.

[115.6] Blister Gas Artillery

There are two general categories of poison gas: harassment and lethal. Harassment chemicals include vomiting gas, blister gas, and mustard gas. These agents destroy skin tissue and injure lungs and eyes. Lethal chemicals include choking gas, blood gas, and nerve gas.

Blister gas artillery scatters, creates patterns, and dissipates like smoke grenades. Each hex in the blister gas pattern is a blister gas hex; mark the pattern with a Blister Gas marker.

Unlike smoke hexes, blister gas hexes have no defense multiple. Grenades thrown into blister hexes do not scatter automatically.

Entering a blister gas hex costs one additional movement point for both men and vehicles. This does not apply to vertical movement. If a soldier jumps into or out of a blister gas hex, subtract two from the die roll.

A fragmentation grenade explosion causes all blister gas within a radius of three hexes to dissipate.

Soldiers in a blister gas hex are affected as if attacked by a firepower of 20. Soldiers in a hex adjacent to a blister gas hex are affected as if attacked by a firepower of 10. Soldiers in closed or buttoned down vehicles are not affected.

[115.7] Nerve Gas Artillery

Nerve gas is thought to be the most widely stockpiled chemical agent in the world. It is extremely dangerous.

Nerve gas artillery scatters, creates patterns, and dissipates like smoke grenades. Each hex in the nerve gas pattern is a nerve gas hex; mark the pattern with a Nerve Gas marker.

Nerve gas hexes have no defense multiples. Grenades thrown into nerve gas hexes do not automatically scatter. Nerve gas hexes have the same movement restrictions as blister gas hexes.

A fragmentation grenade explosion causes all nerve gas within a radius of three hexes to dissipate.

Soldiers in a nerve gas hex are affected as if attacked by a firepower of 60. Soldiers in a hex adjacent to a nerve gas hex are affected as if attacked by a firepower of 30. Soldiers in closed or buttoned down vehicles are not affected.

**Artillery Point
Cost Table**

Type of Artillery	Cost in Artillery Points
Light	10
Medium	15
Heavy	25
Super Heavy	30
Super Heavy +	40
Smoke	5
Star Shell	10
Blister Gas	15
Nerve Gas	25
Called ¹	+ 2½
Directed ¹	+ 5
Laser Guidance System ^{1,2} (see 122.6)	+ 2½
ICM (see 122.5)	As next heavier type + 10

¹ Add the indicated points to the cost of the artillery.

² Cannot be used with ICM artillery.

Example: A player has 66 artillery points. He buys one planned star shell for 10 points, one directed smoke for 10 points (5 for smoke and 5 for directed fire), one called blister gas artillery with a laser guidance system for 20 (15 for the blister gas plus 2½ for called fire plus 2½ for the laser guidance), and one planned ICM light artillery for 25 (15 for the medium artillery equivalence plus 10 for the ICM). The player has spent 65 points, and the remaining point is lost.

[116.0] Vehicles

Vehicles available in this game include trucks, armored personnel carriers (APCs), infantry fighting vehicles (IFVs), tanks, and rafts. These appear as special cardstock pieces that should be carefully cut apart before play. The front side of each vehicle card represents a normal, functional vehicle. The back side represents an incapacitated vehicle. Rafts have a counter when moved on land, and a cardstock piece when moved on water.

CASES

[116.1] Trucks

These are identical to the trucks in the Standard Rules. A truck comes with a driver; the driver carries a pistol (P) as a sidearm.

Terrorists can make truck bombs from trucks (114.2).

[116.2] Armored Personnel Carriers

All armored personnel carriers (APCs) are fully tracked and completely closed. APCs come with a machine gunner/commander and a driver. The commander carries a pistol (P) as a sidearm. The Standard Rules apply with the following addition:

Some APCs are equipped with smoke dischargers which can be used to obscure the vehicle when it is threatened. An APC's smoke dischargers can only be used once per game. When fired, smoke is created in every hex of the APC and in every hex within two hexes of the APC (though the smoke does not cross building walls). This smoke does not travel with the APC if the APC moves. The smoke dissipates normally, but does not drift. All other standard smoke rules apply.

APCs can ford deep and shallow streams at a cost of 2 movement points per hex.

[116.3] Infantry Fighting Vehicles

Infantry fighting vehicles (IFVs) are modern versions of APCs with improved firepower. IFVs have a special line on the Vehicle Damage table. All Standard Rules for APCs apply to IFVs, as do the APC rules in (116.2).

The following special rules also apply:

In addition to a swivel machine gun, an IFV also carries a large-caliber cannon that uses the tank main gun line of the Scatter table. This gun is mounted in a turret that can rotate to face in any direction. The turret is represented by a turret counter that is placed on the IFV in the middle right hex.

An IFV comes with a machine gunner/commander, a driver, and a gunner for the main gun. The commander carries a machine pistol (MP) as a sidearm; the driver and gunner carry pistols (P).

[116.4] Tanks

Modern tanks are larger, heavier, deadlier, and more vulnerable than World War II tanks. All Standard Rules for tanks apply, along with the following special rules:

Modern tanks have four-man crews. A tank comes with a commander, a driver, a gunner, and a loader. Tank commanders carry machine pistols (MP) as sidearms; other crew members carry pistols (P).

Modern tanks have improved main guns. Use the light artillery line on the Burst table instead of the tank main gun line when figuring the damage inflicted on vehicles and men.

A modern tank counter takes up eight hexes. A tank can carry a maximum of 10 soldiers riding on the hull; there can be no more than two soldiers per hex and none in the turret hex.

Tanks can be equipped with smoke dischargers. The same smoke discharger rules applying to APCs (116.2) also apply to tanks.

[116.5] Vehicles and Combat

When any weapon fires at a vehicle, use the scatter table to determine if the vehicle is hit. If the vehicle is hit, check the Vehicle Hit Diagram on the back of the Standard Rules to see if the vehicle was hit in the front, flank, or rear. If a tank, IFV, or APC is attacked and hit by a weapon capable of destroying the vehicle, the owning player must roll two dice and consult the Vehicle Damage table. If the result is B (Vehicle Burning), all members of the crew are also attacked once on the 11 column of the Combat Results table. Those crew members who can must abandon the vehicle as soon as possible.

[116.6] Rafts

When playing a scenario with a shallow or deep stream, each side is furnished with one rubber raft unless the scenario specifies otherwise. The raft is represented when carried on land by a die-cut counter, and represented when used in the water by a cut-out vehicle piece.

The raft can be carried on land by one or two soldiers. A single soldier carrying the raft has his movement allowance cut in half; two soldiers in the same hex carrying the raft move normally.

It takes one full turn to prepare the raft on the stream bank before entering the water. Place a Moving counter on the raft when it moves. A raft pays one movement point per water hex entered. A raft with two soldiers paddling has eight movement points; a raft with one paddling soldier has six movement points.

The raft has room for four soldiers. Hauling a drowning soldier into the raft takes one full round. Going from the stream to the bank also takes one full round (that is, the Moving marker is removed); but this can be accomplished by any active man in the raft.

Soldiers paddling the raft can perform no other actions. Non-paddling soldiers can perform opportunity fire and throw grenades with the normal adjustments for moving.

Soldiers in the raft get a defense multiplier of 4 when attacked. Any successful attack on an occupant of the raft can also destroy the raft. Roll one die. On a roll of 1-4 there is no effect. A roll of 5-6 means the raft sinks and dumps the occupants in the stream. A burst or blast attack of any type of 15 or more blast strength points automatically sinks the raft. Sunken rafts cannot be recovered.

PART 4: OPTIONAL RULES

The following optional rules must be agreed to by both players before the game begins.

[117.0] Weather

Weather can have profound effects on combat and movement. If no weather condition is specified in a scenario, players can use the Random Weather tables to determine a weather condition.

First, the player must either choose the season, or determine one on the Random Season Table.

The tables assume the scenario takes place in a temperate climate. Use common sense if the climate is tropical or arctic. (For instance, don't use the Winter table if the scenario takes place in a Brazilian jungle.)

When a season has been chosen, roll two dice to determine the weather.

CASES

[117.1] Clear

Clear weather has no special effect on combat or movement.

[117.2] Strong Wind

Smoke, tear gas, and chemical artillery outside buildings is dispersed without effect. Smoke and tear gas are allowed inside buildings. Star shell illumination lasts only until the next Artillery Impact and Satchel Charge phase.

Flamethrower range is reduced to 10 hexes. If the fire spreading option (118.3) is used, one is added to die rolls for fire spreading, except for fires inside vehicles or buildings.

Soldiers engaged in hand-to-hand combat do so at -1. This is in addition to other bonuses or penalties.

[117.3] Thick Fog

The effects of thick fog are similar to the effects of smoke; however, thick fog does not dissipate. Thick fog has no effect inside buildings.

Movement costs in thick fog are at +2.

Visibility in thick fog is reduced to 30 hexes. Smoke and artillery cannot be used in fog. Any soldier in a thick fog (standing or prone) has a defensive multiplier of 10, if the LOS to him passes through one or more fog hexes.

[117.4] Heavy Rain

Smoke, tear gas, chemical artillery, and flame-thrower use is prohibited except inside buildings. Fires can only be started inside buildings. Star shell illumination lasts only until the next Artillery Impact and Satchel Charge phase.

Double the counted range of infantry weapons when using the Basic Firepower table. (Example: A soldier armed with an AW is firing at an enemy 10 hexes away. The weather condition is Heavy Rain. Instead of using the 1-10 range on the table, he uses the 11-20 range, resulting in a firepower of 30.)

Soldiers engaged in hand-to-hand combat do so at -1. This is in addition to all other bonuses and penalties.

In Heavy Rain, the dirt road on the rural map turns to mud. Moving into a mud hex costs two movement points, regardless of the terrain type. Any vehicle starting its movement on a mud hex or entering a mud hex may become stuck. Roll two dice; on a roll of 2 or 3, the vehicle can move no further this turn. The vehicle can try to move again on the next turn.

[117.5] Snow

When the weather condition is snow, the stream is frozen. Both the stream and dirt road are considered clear terrain.

Movement costs outside are at +2 for soldiers and tracked vehicles in snow. Movement costs for wheeled vehicles, such as trucks, are tripled. Movement inside buildings is normal.

The effectiveness of grenades, artillery, satchel charges, rockets, mines, and mortars is reduced by snow. Results on the Burst table should be read one column to the right. (Example: A soldier receives a burst from a defensive grenade at a range of three hexes. The weather condition is snow. Instead of a blast strength of 10, the soldier is attacked by a blast strength of 5.)

One is subtracted from die rolls for fire spreading. One is subtracted from die rolls required to start fires.

Soldiers engaged in hand-to-hand combat do so at -1. This is in addition to any other bonuses and penalties.

[117.6] Heavy Rain and Thick Fog

Rules for both heavy rain and thick fog are in effect. Movement costs are at +2.

[117.7] Heavy Rain and Strong Wind

Rules for both heavy rain and strong wind are in effect. Fire and flamethrowers are prohibited outside.

Soldiers engaged in hand-to-hand combat do so at -2. This is in addition to any other bonuses or penalties.

[117.8] Weather at Night

If both players agree, they can use the optional Night Fighting rules (44.0) in conjunction with the various weather conditions. All night fighting rules are used as explained in the Standard Rules with the following changes.

Strong Wind at Night: No changes.

Thick Fog at Night: Visibility reduced to 10 hexes. Flares cannot be used.

Heavy Rain at Night: Visibility reduced to 20 hexes. Flares cannot be used.

Snow at Night: No changes.

[118.0] Fires

The Standard Rules explain the effect of fires caused by flamethrower attacks on buildings and vehicles (29.0). The effects remain the same, but fires can also be started by molotov cocktails (109.3) and by individual soldiers.

Vehicles, stone buildings (the buildings on the urban map), the wood building (on the rural map), and the wood bridge can all be set on fire. The stone bridge cannot be set on fire.

CASES

[118.1] Molotov Cocktails

A molotov cocktail can set fire to the hex in which it hits (range 0). See 109.3.

Molotov Cocktail Table

Die Roll	Target Hex
2-6	Inside Wooden Bldg.
4-6	Outside Wooden Bldg.
4-6	Wooden Bridge
5-6	Inside Stone Bldg.
6	Outside Stone Bldg.

If the roll falls within the indicated range, place a Fire marker in the hex.

If the impact hex is in a building or on the bridge, the hex continues burning for the rest of the game. Any soldier passing through the hex is attacked on the 7 column of the Combat Results table. Killed and incapacitated results are reduced to wounds, and panicked soldiers bolt automatically.

[118.2] Soldiers Starting Fires

Any soldier can attempt to start a fire. The

soldier must be adjacent to the hex in which he is attempting to start a fire. The attempt takes one full turn. Roll two dice and consult the following table. If the roll falls within the indicated range, place a Fire marker in the hex.

Soldiers Starting Fires Table

Dice Roll	Target Hex
9-12	Inside Wood Bldg.
10-12	Outside Wood Bldg.
10-12	Wood Bridge
11-12	Inside Stone Bldg.
12	Outside Stone Bldg.

[118.3] Spreading Fires

Fires can spread during each Smoke Dissipation phase. To check for spreading, roll one die and consult the following table. It is not necessary to check every hex. Make one check per burning building (or burning bridge). If the fire in the building (or bridge) is spreading, every burning hex in the building (or bridge) spreads.

Fire Spreading Table

Die Roll	Result
1	Fire has burned itself out. Remove all Fire markers from this building (or bridge).
2-5	No change. Fire does not spread.
6	Fire spreads. Every hex with a Fire marker in this building (or bridge) affected.

All fires spread in the same direction. To determine direction, roll one die and consult the scatter diagram on the map; the scatter result is in effect for this turn only.

Fires do not spread into hexes already containing a Fire marker. They do not spread into non-building or non-bridge hexes.

[118.4] Effects of Weather

Certain weather conditions can affect the likelihood of starting and spreading fires. These are listed in the Weather rules (117.0) Weather conditions have no effect on fires confined to the insides of buildings.

[119.0] Tank Breakdowns

Tanks are complex machines requiring a lot of maintenance. Breakdowns are a frequent problem on the battlefield. Before a tank moves, roll two dice. On a roll of 2-11, the tank moves normally. On a roll of 12, the tank suffers a breakdown and cannot move. A tank suffering a breakdown is unable to move for the rest of the game, although it can fire normally.

[120.0] Specialists (option)

These additional specialities can be used if both players agree. Usually, a large number of specialists will be found only in the teams of elite

units or special teams created for a specific purpose, such as counterterrorism. The specific number and type of specialties should be set before the game, but a maximum of two per man (three for Sergeant Rockanroll, 41.0) is recommended.

[120.1] Heavy Weapon Specialist

The heavy weapon specialist can use any infantry weapon. If the squad is being purchased on the Force Cost Table, the weapon specialist can be equipped with any weapon, even those not normally available. In this case, the highest cost must be paid.

In play, he can exchange weapons with any friendly man, as per 21.0, and can even pick up a flamethrower. He can use captured enemy weapons as per 40.0.

[120.2] Sniper Specialist

This specialist uses the sniper rules in 32.0, with the following modifications:

1. The sniper specialist must be armed with a BR, SR, or an AW fired as an SR.
2. The sighting rules in 32.3 apply to a sniper specialist only if he began the game deployed on the map.
3. The sniper specialist has a minimum firepower of 10 out to his maximum range.
4. Any time the sniper specialist loses his sniper status according to 32.0, he can regain it.

To regain his sniper status, the sniper specialist must remain stationary for a complete action phase, and the player must roll one die. On a roll of 1 or 2, the specialist has properly positioned himself and can operate as a sniper again. Note that this does not conceal the specialist, it only allows him to perform the special sniper opportunity fire.

[120.3] Mechanic Specialist

The mechanic specialist can drive any land vehicle: tank, IFV, APC, truck, etc. Furthermore, the mechanic can operate enemy vehicles in good condition. Enemy trucks can be started on a die roll of 1, while tracked vehicles can be started on a two die roll of 11, or 12. The mechanic can repair vehicles broken or immobilized by enemy action with a two dice roll of 11 or 12. The mechanic cannot repair weapons.

[120.4] Leader Specialist

This specialty allows the specialist to assume command if the unit leader is killed, and act in every way as a leader (and an additional preservation chit is drawn if he is then wounded or killed). A soldier with this specialty, attached to a squad as an advisor, can raise its activation track rating and preservation level. The activation rating is increased one letter. The squad preservation level is increased by +3. If the leader specialist is incapacitated or killed, these bonuses immediately cease. A squad can receive the benefit of only one advisor at a time.

[121.0] Fanatic Terrorists

Some terrorist squads are more determined (or deranged) than others. These "fanatic" terrorists are unpredictable and extremely dangerous.

Any terrorist squad can be fanatic terrorists, but both players must agree to use this option before the game begins.

Fanatic terrorists have the following advantages:

1. **Preservation Bonus.** Fanatic terrorist squads have a "0" preservation modifier.
2. **Extra Grenades.** Roll one die. The result is the extra number of grenades given to the fanatic terrorists. The grenades can be any type the terrorist player chooses.
3. **Bonus Satchel Charge.** The squad receives one bonus satchel charge at no cost.
4. **Higher Bomb Limit.** Fanatic terrorists can have as many human bombs and truck bombs as they wish (within the limits of the number of grenades they have to spend).
5. **Leadership.** Individual fanatic terrorists can be attached to terrorist and guerilla groups in much the same way as leader specialists (120.4).

[122.0] Special Equipment

The equipment in this section includes special anti-riot and anti-terrorist equipment, as well as optional advanced artillery rules.

[122.1] Stun Grenades

These are offensive grenades used counterterrorist operations to avoid civilian casualties. Their purpose is to confuse and disorient enemy troops while causing no serious harm to civilian bystanders.

Stun grenades inflict a special stun result instead of a wound and an incapacitating result instead of a kill. A soldier receiving a wound result is instead marked with *two* Stun markers. The soldier will be incapacitated until the Recovery phase, when the markers are removed. Normal incapacitation results are not removed.

[122.2] Baton Rounds

These are rubber or plastic rounds designed to incapacitate rather than kill. Used mostly for riot control or hostage situations, these can be fired from SG or GL weapons. An SG is considered an SG and a GL is considered a BR when firing a baton round. All wound results are considered stuns. All kill results are considered incapacitating instead.

[122.3] MM-1 Grenade Launcher

This is a special rapid-fire grenade launcher, available to western heavy weapon specialists. It can fire 12 grenades before being reloaded, of

the following types: offensive, smoke, tear gas, or baton. It fires bursts of three grenades, which scatter individually. When all rounds have been fired, a standard reload roll is required, and success reloads one round. (We recommend the weapon be loaded with one type of round for simplicity; if not, the rounds will be fired in exact order of loading).

[122.4] Infrared Sights

These can be used with BR, SR, and AW weapons. They allow daylight vision in night conditions except for the following circumstances:

1. Weather limitations apply (117.8).
2. They cannot be used in the direction of a star shell while it is providing illumination and for the entire turn following.

[122.5] Artillery Laser Guidance Systems

Laser guidance systems add to the accuracy of artillery. Light, medium, heavy, super heavy, smoke, star shell, blister gas, and nerve gas artillery can all be equipped with laser guidance systems if the owning player pays the additional cost listed on the Artillery Point Cost table.

Laser guided artillery can be planned, called, or directed. Laser guidance cannot be used with ICM artillery.

Artillery equipped with laser guidance systems add one to their rolls on the Scatter table.

[122.6] Improved Conventional Munitions (ICM) Artillery

Improved Conventional Munitions (ICM) artillery has improved payloads and is more accurate than regular artillery.

Light, medium, heavy, super heavy, smoke, star shell, blister gas, and nerve gas artillery all can be ICM artillery if the owning player pays the added cost indicated on the Artillery Point Cost table.

ICM artillery can be planned, called, or directed. ICM artillery cannot be equipped with laser guidance systems.

ICM artillery has two special effects:

1. The artillery becomes as effective as the next larger type. A special line has been added to the Burst table to cover super heavy ICM artillery.
2. Add two to rolls on the scatter table.

[123.0] Build-Your-Own Squads

The Scenario Rules included with this game describe dozens of scenarios and order of battle combinations. However, players may also create their own orders of battle to use with the given scenarios or with scenarios of their own design.

Players designing their own scenarios should refer to the "Notes" sections of the country listings in the National Abilities Rating section. This gives suggestions for possible conflicts. The Raid, Patrol, and Assault situations in the Scenario Book are the easiest models for original scenarios. Players should decide together the setting, troop types, and scenario. Sides can be chosen by mutual consent or by rolling a die.

Once the players settle on a scenario and troop types, they must determine the Activation Tracks, Preservation Limits, and squad compositions. Each soldier's activation, panic, and ability ratings are determined according to the National Ability Rating section.

CASES

[123.1] Squad Composition

Each player gets force points that are used to "purchase" soldiers, weapons, fortifications, and vehicles. To determine the number of force points available to spend, roll one die on the Points Available table. Each player gets the same number of force points.

If both players agree, the number of force points can be increased past 60. As artillery and vehicles are especially expensive, if the players agree to use either artillery or vehicles (other than trucks), roll twice for force points. If both artillery and vehicles are to be used, roll three times for force points.

When the number of force points have been determined, players consult the Force Point Cost table to purchase soldiers, weapons, fortifications, and vehicles. The country listings tell which column on the Force Point Cost table to use. The West column is used by NATO members or affiliates, or by those whose principal arms supplier is the U.S. The East column is used by Warsaw Pact members or affiliates, or by those whose principal arms supplier is the USSR. Terrorists use the Terrorist column, regardless of their nationality. All force points not spent are lost.

The only piece of support equipment issued directly to a squad member is a satchel charge.

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All other man-portable support weapons — MGs, HMGs, RLs, etc. — come with a soldier.

Points Available Table

Die Roll	Number of Points
1	30
2	35
3	40
4	45
5	50
6	60

[123.2] Activation Tracks

A squad's activation track depends on its nationality. To determine the activation track, first refer to the squad's country listing on the National Ability Table and find the activation modifier (ATM). Next, roll one die and add the modifier to the roll. Find this number on the Activation Track column of the Activation Tracks and Base Preservation table. The result is the Activation Track used by this squad. Note this information on the squad's roster.

[123.3] Preservation Limits

A squad's preservation limit also depends on its nationality. Refer to the squad's country listing and find the preservation modifier (PM). Next, roll one die and add the modifier to the die roll. Find this number on the Base Preservation Limit column of the Activation Tracks and Base Preservation table. The result is the squad's base preservation limit.

The base preservation limit is per four soldiers in the squad. The squad gets that number of preservation points for every complete group of four soldiers in the squad. One additional point is added for every man who doesn't fit into a four-man group. (Example: A squad contains 11 soldiers. Its base preservation limit, as determined by a die roll, is 9. Dividing the soldiers into groups of four gives two groups with three soldiers left over. The squad's limit is $21; 2 \times 9 = 18$ and $18 + 3 = 21$).

Force Point Cost Table

Weapon	West	East	Terrorist
BR	(3)	(2)	2
SR	3	5	3
AW	3	3	3
MP	5	4	4
AR	6	-	6
MG	9	9	9
HMG	12	12	12
RL	6	6	6
FT	6	6	-
SG	-	-	4
GL	6	-	8
SC ¹	4	4	5
Mine	1	1	1
Wire	1	1	1
Foxhole ²	5	5	5
Nest	8	8	8
Pillbox ²	12	12	12
Artillery Point	1	1	-
Truck ³	5	6	5
APC ⁴	20	20	-
IFV ⁵	25	25	-
Tank ^{5,7}	40	40	-

(#) Guerillas only

- Weapon not available to this army.

¹ Satchel charge only. Must be assigned to soldier.

² Not available for urban battles (urban map).

³ Comes with driver.

⁴ Comes with commander and driver.

⁵ Add 5 to cost for smoke dischargers.

⁶ Comes with commander, driver, and gunner.

⁷ Comes with commander, driver, gunner, and loader.

Activation Tracks and Base Preservation Table

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

SNIPER!™



SPECIAL FORCES



The Special Forces game scenarios are grouped into general situations. A variety of nationalities and troop types are presented for each situation, allowing players to create scenarios for conflicts all over the world.

The group description explains what the general situation involves and what it simulates, along with special rules and how to determine the winner. Each scenario explains which map to use, the weather condition, and the orders of battle. The orders of battle give the troop types, the weapons and vehicles used, the available mine and artillery points, the activation tracks, and the preservation limits.

SCENARIOS

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[124.0] Setting Up

The steps for setting up a scenario are listed below. For reference, each step includes the relevant sections in the Standard Rules or the Special Rules. Depending on the scenario and whether or not the players are using the Intermediate and Advanced rules, every step may not be necessary.

1. Lay out the map on a flat surface. Place the activation tracks alongside 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 by weapon type. Each player takes a set of six activation chits and puts them in an opaque container. Put the 20 preservation chits in another opaque container.
2. If the rural map is being used and no stream type is given in the scenario, determine the stream depth and the bridge type and location (103.0) and put the bridge counter on the map. If the scenario states that either the rural or urban map can be used, the players decide which to use by mutual agreement or by tossing a die.
3. The Weather is Clear unless the Weather rules are used. If a choice is given, either the indicated weather condition or random weather table for the given season can be used.
4. Each player consults the order of battle and selects counters to represent his soldiers. The

players can choose any set of colored counters to represent their forces. Enter the counter ID numbers on the roster. If the order of battle lists vehicles, select the appropriate vehicle counters. Each vehicle comes with a complete crew. If the rural map is being used, each side gets a free raft.

5. Each player determines his soldiers' panic ratings, activation ratings, and ability ratings (107.2). This information is recorded on the roster. If using the Build-Your-Own Squads rules (123.0), also determine activation tracks, preservation limits, and squad composition.
6. Each player designates leaders (20.0) and records this information on his roster. If the Sniper rule (32.0) is used, the player who sets up on the map designates any snipers.
7. Each player designates a medic, an engineer, and a forward observer (105.0) and records this information on his roster. If optional specialists are used (120.0), record this information also.
8. If using rocket launchers, decide if they are reloadable or light anti-tank weapons (111.0) and record this information on the roster. Note the presence of any anti-riot equipment (122.0).
9. Determine how many and what type of grenades are available to each squad (109.0) and record this information on the roster.

10. Terrorists designate human bombs and truck bombs (114.0) and record the information on the roster.

11. Each player spends his mine points (113.0) and records their types and locations on his roster.

12. Each player spends his artillery points for artillery (115.0) and records the information on his roster.

CASES

[124.1] Secret and Concealed Deployment

Secret deployment, while often recommended, is always optional. The Bravo player is instructed to secretly deploy in a specific part of the map. The Alpha player should not know the exact location and types of the Bravo player's men or weapons until they are revealed during the course of play. The following options can be used:

1. The Bravo player can write the locations of his men by hex number on his roster. If permitted, he can indicate which men are sighting and eligible for opportunity fire, along with their facings. Generally, opportunity fire is allowed, but preparing grenades, quick fire or quick throw is not.

- The Bravo player can simply place his units on a second copy of the map, hidden from the view of the Alpha player, and then watch as the Alpha forces move onto the map that will serve as the actual playing surface.

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

A concealed soldier is revealed when he moves, fires his weapon, or throws a grenade. Once revealed, the soldier's counter is placed on the map.

[124.2] Preservation Chits

If the preservation level of both sides is 25 or greater, the preservation chit container might be emptied before the end of the game. There are two methods to handle this.

- Count each preservation chit at double value (a "3" becomes a "6"). This method will substantially shorten the scenario.
- When the last preservation chit is drawn, both players reveal half of their chits (odd chits remain concealed). The totals are recorded and the revealed chits are placed back into the container. Each player chooses which of his chits to reveal.

[125.0] Patrol

Chance meetings between friendly and enemy forces are probably the most common type of squad-level combat situations. Both squads are on a general patrol with no specific purpose other than to gather information about enemy troop placement, defensive positions, and activities. Most of these patrols are inconclusive. From an intelligence standpoint, however, the fact that such a patrol did not run into the enemy, did not walk into a minefield, did not find enemy troops in abandoned buildings, did not draw long range fire, etc., can be as important as information gained when the squad does encounter trouble.

Aggressive patrolling of this sort produces the information that headquarters needs to paint a picture of the enemy's front line, to locate his listening posts, and gain as much detail as possible about what the troops are facing.

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

[125.1] 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

1 to 4 into a cup. Each player draws one chit at random. The players do not show their chits to each other. The chits determine where soldiers can enter the map.

Urban Map

Chit	Alpha Entry	Bravo Entry
1	0101-0601	0154-0653
2	1101-1601	1453-1954
3	2101-2701	2253-2754
4	3401-3901	3453-3954

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

- Every section of the map must be entered by every man in the patrol.
- 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. Also, if two columns are used, the player must endeavor as much as possible to keep the lead men from both columns (not including the point man) in direct alignment along a hexrow.
- Soldiers in a column must maintain their original spacing at all times. Columns can move closer together or farther apart, but cannot move more than five hexes apart.
- All movement must be through clear, bridge, stream, or rough #1 terrain. No elevation changes are allowed.
- If the scenario has a deep stream, it must be crossed at the bridge unless the force is mounted on an APC or IFV, or unless contact has occurred. Tanks cannot cross deep streams.
- No soldier can enter a building.
- All firearms are presumed to be loaded, but no man can have a prepared hand grenade or rifle grenade.
- The patrol cannot reenter a map section which it has already traversed until all the map sections have been traversed or until an enemy man has been spotted.

Step 3: Determine which side enters the map first. After plotting their respective paths, each player rolls a 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 player to make a number of moves equal to the difference between the two dice rolls, and then begins moving his own

patrol onto the map. If the dice rolls are the same, roll again. 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.

[125.2] Movement to Contact

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

- 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 the next listed sector. The lead man can change facing by one or two hexsides per move, all at once or one hexside at a time.
- 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 all provisions of Step 2. The patrol no longer needs to move through every map section, remain in columns, and so on.

[125.3] Victory Conditions

The game continues until only one side has healthy or wounded men on the map. The winning player is the one with the most victory points at the end of the game.

- 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 from the field by comrades*
- 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 those men 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 victory.

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, for reaching the opposite map edge, and for evacuating its own incapacitated casualties.

[125.4] Orders of Battle

Choose one of the following orders of battle for the scenario. Each represents a potential conflict in a variety of locations around the world. The title gives the nature of the conflict. The preservation level is used with the Intermediate and Advanced rules.

JORDANIAN RECON

Map: rural; mixed terrain, dry stream
Weather: Clear
Israel (Alpha): regular infantry; 9 AW, 3 AR; track B; pres 27
Jordan (Bravo): guerillas; 7 AW, 2 MP, 2 AR; track D; pres 23

WAR IN TAIWAN

Map: rural; open terrain, shallow stream
Weather: Clear
China (Alpha): regular infantry; 2 MP, 7 AW, 1 AR; track D; pres 16
Chinese Nationalists (Bravo): elite infantry; 6 AW, 3 SR, 1 MG; track C; pres 16

SANDANISTA COUNTERSTRIKE

Map: rural; mixed terrain, shallow stream
Weather: Clear or random Summer
Sandania (Alpha): conscript infantry; 8 BR, 3 MP, 1 AR; track E; pres 18
Contra (Bravo): guerillas; 12 SR, 2 AR; track F; pres 20

PAKISTAN ENGAGEMENT

Map: urban or rural; dense terrain, dry stream
Weather: Clear or random Summer
Pakistan (Alpha): regular infantry; 3 MP, 4 AW; track D; pres 16
India (Bravo): elite infantry; 7 SR, 3 AW; track D; pres 20
Note: The Indians are Ghurkas; ignore hand-to-hand penalties when rolling for ability ratings.

SHAKEOUT IN KATANGA

Map: urban
Weather: Clear
Shaba rebels (Alpha): guerillas; 10 SR, 1 MG; track E; pres 15
Zaire (Bravo): regular infantry; 5 AW, 2 MP, 1 MG; track D; pres 14

CAMBODIAN CONFRONTATION

Map: rural; dense terrain
Weather: Heavy Rain
Vietnam (Alpha): elite infantry; 8 AW, 2 AR, 1 tank, 20 artillery; track D; pres 27
Cambodia (Bravo): guerilla; 6 AW, 2 MP, 2 MG, 1 RL, 1 APC, 40 artillery; track D; pres 26

[126.0] 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 are often conducted at night.

[126.1] Set-Up

The Bravo force sets up in map sections B and C, or in F and G. The Bravo force is deployed openly so the Alpha player can see its arrangement. Each man is deployed in a foxhole or building, one man per foxhole or room.

The Alpha player chooses one section in which to deploy his forces. 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.

[126.2] 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. However, they can do nothing except change facing until the point of contact. The Bravo player can adjust the facing of his men after each Alpha round.

Once contact occurs, Bravo soldiers can perform opportunity fire. When Bravo's opportunity fire is resolved, 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 can perform direct fire, quick fire, or throw grenades or satchel charges until the point of contact.

[126.3] Victory Conditions

The game lasts 15 turns, including the turns before contact is made. The winning player is the one with the most points at the end of the game.

Bravo player

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

Alpha player

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

[126.4] Orders of Battle

REBEL ATTACK IN EL SALVADOR

Map: urban or rural; open terrain, deep stream
Weather: Clear or random Summer
Rebels (Alpha): guerillas; 7 AW, 2 MP, 2 MG, 2 SC; track G; pres 15

El Salvador (Bravo): regular infantry; 6 AW, 2 MG; track F; pres 12

FALKLANDS REVISITED

Map: rural; mixed terrain, dry stream
Weather: Clear
Great Britain (Alpha): regular infantry; 10 AW, 2 AR, 1 MG; track C; pres 22
Argentina (Bravo): elite infantry; 4 AW, 1 MP, 1 MG, 1 SC; track E; pres 11

APARTHEID WAR

Map: urban
Weather: Clear
South African military police (Alpha): regular infantry; 4 MP, 8 AW, 2 MG; track C; pres 23
South African rebels (Bravo): guerillas; 7 SR, 2 AR, 1 MG, 1 SC; track D; pres 16

CATALAN OFFENSIVE

Map: rural; open terrain, shallow stream
Weather: Clear or random Spring
Catalans (Alpha): guerillas; 8 SR, 2 AR, 1 RL, 1 SC; track D; pres 17
Spain (Bravo): regular infantry; 6 AW, 1 MG; track C; pres 11

RETURN TO GRENADA

Map: rural; mixed terrain, shallow stream
Weather: Clear
United States (Alpha): regular infantry; 9 AW, 2 MG, 1 RL, 2 SC; track C; pres 21
Cuba (Bravo): regular infantry; 2 MP, 4 AW, 2 MG; track D; pres 14

RAID ON IRAQ

Map: urban or rural; open terrain, dry stream
Weather: Clear
Iran (Alpha): regular infantry; 2 SR, 8 AW, 1 MG, 1 RL, 3 SC, 1 tank; track E; pres 32
Iraq (Bravo): regular infantry; 6 AW, 2 MG, 1 RL; track D; pres 17

[127.0] Assault

This is one of the most violent types of combat and typifies the modern battle. An assault is the determined effort of one force to remove another from its position. The defending force is often equally determined not to be moved.

[127.1] Set-Up

The Bravo player sets up his men in map sections AH, BG, CF, or DE. The Alpha force sets up in section AH or DE, whichever is furthest from the Bravo force.

The Bravo player receives one pillbox or possession of the rural map building. The latter is considered to be a stone building in this scenario.

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

The locations of Bravo's mines, if any, are recorded secretly and revealed only when someone detonates a mine. If barbed wire is used, it is deployed openly.

[127.2] Movement to Contact

The normal sequence of play is used throughout the scenario, with the following exception: Bravo soldiers cannot fire until the first impulse of turn two. They cannot fire any weapons, including artillery, until turn 2.

[127.3] 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 counter.

During the Recovery phase of game turn 6, the Bravo player rolls one die to determine his exit edge (other attacks on Bravo's flanks force a certain route of retreat). His men cannot leave the map before this.

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

Right, left, and rear are determined from the perspective of the Bravo player when looking from his position toward the approaching Alpha force.

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

[127.4] Victory Conditions

The game lasts until only one side has healthy or wounded men on the field. The winning player is the one with the most victory points at the end of the game.

Alpha Player

- 5 points per enemy soldier killed or incapacitated
- 50 points for possessing the field
- 3 points for every healthy or wounded soldier on the field at the end of the game

Bravo Player

- 10 points per enemy soldier killed or incapacitated
- 10 points per enemy tank, APC, or IFV destroyed
- 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).

[127.5] Orders of Battle

ATTACK OF THE RED BRIGADE (Italy)

Map: urban or rural; open terrain, shallow stream

Weather: Clear or random Autumn

Red Brigade (Alpha): terrorists; 4 SR, 5 MP, 2 SG, 2 RL; track D; pres 25

Italy (Bravo): elite infantry; 1 SR, 7 AW; 1 MG; track C; pres 15

ASSAULT ON SYRIA

Map: rural; mixed terrain, dry stream

Weather: Clear

Lebanon (Alpha): guerillas; 7 BR, 5 AW, 2 AR, 1 APC; track D; pres 28

Syria (Bravo): conscript infantry; 6 AW, 1 MG, 1 HMG, 1 RL; track D; pres 17

ZAIRE INVASION

Map: urban or rural; dense terrain, shallow stream

Weather: Clear

Angola (Alpha): regular infantry; 10 AW, 2 MG, 2 APC, 50 artillery points; track E; pres 28

Zaire (Bravo): regular infantry; 6 AW, 3 MP, 1 MG, 2 RL, 10 mine points; track E; pres 21

AFGHANISTAN REBELLION

Map: urban or rural; open terrain, deep stream

Weather: Clear

Afghan Mujahadeen rebels (Alpha): guerillas; 10 BR, 2 AW, 2 HMG, 3 SC, 1 truck; track C; pres 33

USSR (Bravo): elite infantry; 1 BR, 5 AW, 1 MG, 1 APC, 10 mine points; track C; pres 19

IRANIAN COUNTERSTRIKE

Map: rural; mixed terrain, dry stream

Weather: Clear

Iran (Alpha): regular infantry; 8 AW, 2 MG, 2 RL, 1 IFV, 1 tank, 40 artillery points; track E; pres 34

Iraq (Bravo): regular infantry; 2 SR, 5 AW, 1 HMG, 1 APC, 10 mine points, 50 artillery points; track D; pres 20

RED ARMY SIEGE

Map: urban

Weather: Strong Wind or random Autumn

West Germany (Alpha): regular infantry; 9 SR, 3 MP, 3 AR, 1 APC; track C; pres 33

Red Army Faction (Bravo): terrorists; 1 P (fanatic), 3 MP, 2 MG, 1 SC; track C; pres 20

Note: The fanatic never panics and ignores the isolation rules. Use the MP line to determine his activation rating.

SINAI SCRAMBLE

Map: rural; mixed terrain, dry stream

Weather: Clear

Israel (Alpha): regular infantry; 8 SR, 2 AR, 2 MG, 1 IFV; track C; pres 26

Egypt (Bravo): conscript infantry; 6 SR, 2 HMG, 2 SC; track E; pres 14

[128.0] Urban Siege

Urban areas under siege pose special problems for troops sent to clear them out, but it's no picnic for the occupying forces either. With only a general idea of what awaits them, soldiers sent to root out the enemy are subject to unexpected sniper fire, booby traps, and other deadly surprises. The defenders have an advantage of easily-fortified buildings, but these same buildings can become death traps if the exit routes are cut off.

[128.1] Set-Up

The Bravo force sets up in any two adjacent areas. The Bravo player's choice also determines where the Alpha player sets up; for instance, if the Bravo force decides to set up in DC, the Alpha force must set up in AH.

Bravo Force

EF
DC
HG
AB

Alpha Force

AH
AH
DE
DE

The Bravo player deploys his forces in concealed positions in the areas of his choice. All forces must be deployed inside buildings. Soldiers, nests, and mines are deployed secretly, but barbed wire is deployed openly.

After the Bravo player has deployed, the Alpha player sets up his forces anywhere he wants in his set-up areas, providing no Alpha soldier is within 15 hexes of a section in which Bravo has set up.

[128.2] Movement to Contact

The normal sequence of play is followed throughout the scenario, with the following exception: Bravo soldiers cannot move or fire until at least one enemy soldier is spotted within 10 hexes of a Bravo soldier. 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 until an Alpha soldier with an unblocked line of sight to a Bravo soldier moves within 10 hexes. Once spotted, units are placed on the map.

Bravo soldiers can exit the map along the edges of the areas in which they were originally deployed. Likewise, Alpha soldiers can exit along the edges of their deployment areas.

[128.3] Victory Conditions

The game ends when one side reaches its preservation limit. The player who pushes his opponent's force over its preservation limit wins.

[128.4] Orders of Battle

BATTLE OF BERUIT

Map: urban

Weather: Clear

PLO (Alpha): terrorists; 11 AW, 1 RL, 2 SC; track D; pres 27

Lebanon (Bravo): conscript infantry; 3 SR, 6 AW, 10 mine points; track E; pres 19

WAR IN BILBAO

Map: urban

Weather: Strong Wind or random Autumn

Basque rebels (Alpha): guerillas; 9 AW, 1 MG, 2 RL, 2 SC, 1 truck; track E; pres 21

Spain (Bravo): regular infantry; 6 AW, 2 RL, 1 SC, 2 nests; track D; pres 18

IRA FLUSHOUT

Map: urban

Weather: Clear or random Spring

Great Britain (Alpha): elite counterterrorist; 6 SR, 3 MP, 2 GL, 1 MG, 1 APC; track A; pres 26

IRA (Bravo): terrorists; 3 BR, 4 SR, 2 SG, 1 HMG, 2 nests, 15 mine points, 2 trucks; track D; pres 16

Notes:

1. Trucks can be deployed behind any building containing Bravo soldiers. All set-up rules for moving and fighting applying to Bravo soldiers also apply to trucks.
2. Alpha grenades are limited to tear gas, smoke and stun. The soldiers with GLs also have Ps.

ATTACK IN AMMAN

Map: urban

Weather: Clear

Israel (Alpha): elite infantry; 9 AW, 2 MG, 1

tank; 40 artillery points; track B; pres 33

Jordan (Bravo): elite infantry; 6 AW, 1 MG, 2 RL, 2 nests, 15 mine points, track C; pres 22

HONDURAS INSURGENCE

Map: urban

Weather: Clear or random Summer

Morazan Liberation Front (Alpha): guerillas; 4 MP, 4 AW, 2 GL, 1 MG, 2 APC; track E; pres 24

Honduras (Bravo): regular infantry; 6 AW, 2 HMG, 1 SC, 1 nest, 10 mine points, 30 artillery points; track D; pres 18

STRIKE IN BUKAVU

Map: urban

Weather: Heavy Rain or random Summer

Angola (Alpha): regular infantry; 7 AW, 4 MP, 1 MG, 1 tank; track F; pres 28

Zaire (Bravo): regular infantry; 8 AW, 1 MG, 3 RL, 3 nests, 15 mine points, 1 IFV; track E; pres 21

Note: The IFV can be deployed behind any building containing Bravo soldiers. All set-up rules for moving and fighting applying to Bravo soldiers (128.1) also apply to the IFV.

ZERO HOUR, EVANSTON

Map: urban

Weather: Snow or random Winter

Delta Force (Alpha): elite counterterrorist; 10 AW, 2 SR, 1 MG, 2 GL; track A; pres 30

Right-wing radical militants (Bravo): terrorists; 3 MP, 2 AR, 2 SG, 1 GL, 10 mine points; track E; pres 14

Note: Delta Force is limited to tear gas, smoke, and stun grenades. The SRs are sniper specialists. All of Delta Force wears body armor.

[128.5] Notes

The standard scenario assumes that the side reaching its preservation limit will collapse or surrender. To simulate a desperate, stand-at-all-costs defense, play until every soldier on one side has been killed or incapacitated.

[129.0] Border War

Territorial disputes can easily explode into military confrontations, often leading to major wars. Boundaries that separate North and South Korea, East and West Germany, and other not-so-friendly neighbors continue to be focal points of tension in the modern world.

[129.1] Set-Up

The map is divided into two sectors: EFDC and GHBA. Each player controls a sector. Each player rolls one die; the player with the highest roll selects which sector he wishes to control. Each player takes four Area Control markers and places one with the appropriate side up in each area he controls. It makes no difference where the markers are placed; they have no other purpose other than labeling which areas are controlled by each player.

Players initially set up their forces on different maps. The Alpha player sets up on the map that will be used as the playing surface; the Bravo player sets up on the duplicate map. Forces can only be set up in the ED and HA areas of the parts of the map the players control. When the forces have been put in place, the Bravo player transfers his forces to the Alpha player's map.

[129.2] Movement to Contact

In the first turn, soldiers can take no actions other than movement. In all subsequent turns, the normal sequence of play is followed.

Soldiers can leave the map along any edge. Once they leave the map, soldiers cannot return.

[129.3] Special Rules

When a friendly force eliminates an enemy force from an enemy-controlled area, the friendly force can take control of it. To claim control, the friendly force must move one friendly soldier or vehicle at least 5 hexes over any border of the area. He then flips over the area control chit to show that he now controls the area. It is not necessary for a player to leave a friendly soldier in the area to maintain control, but vacating the area leaves it vulnerable for control by the enemy, who merely has to move a soldier 5 hexes over the border. Control of an area can change any number of times before the game ends.

[129.4] Victory Conditions

The game lasts 15 turns, excluding the first turn in which only movement is allowed. The side that has control of the most areas at the end of the game is the winner. In case both sides control four areas, the side that has killed or incapacitated the most enemy soldiers is the winner.

[129.5] Orders of Battle

ISRAEL/EGYPT

Map: rural; open terrain, dry stream

Weather: Clear

Israel Defense Forces (Alpha): elite infantry; 8 AW, 3 AR, 2 RL, 1 APC; track A; pres 30

Egypt (Bravo): regular infantry; 12 AW, 1 HMG, 2 SC, 1 tank; track C; pres 33

NORTH KOREA/SOUTH KOREA

Map: rural; dense terrain; deep stream

Weather: Heavy Rain or random Summer

North Korea (Alpha): regular infantry; 3 MP, 9 AW, 1 IFV; track D; pres 30

South Korea (Bravo): conscript infantry; 8 AW, 2 MG, 2 RL, 1 truck, 1 APC, track E; pres 27

PAKISTAN/INDIA

Map: rural; mixed terrain, shallow stream

Weather: Clear

Pakistan (Alpha): guerillas; 10 SR, 2 MG, 1 RL, 1 SC, 2 trucks, 1 tank, 1 foxhole, 1 nest; track D; pres 31

India (Bravo): regular infantry; 6 SR, 5 AW, 1 MG, 1 pillbox, 60 artillery points; track E; pres 27

CHAD/LIBYA

Map: rural; open terrain, dry stream

Weather: Clear or random Summer

Chad (Alpha): elite infantry; 12 AW, 1 MG, 1

RL, 2 SC, 1 pillbox, 2 tanks; track E; pres 23
Libya (Bravo): regular infantry; 8 AW, 2 MP, 2 MG, 2 RL, 2 nests, 1 APC, 1 IFV, 25 mine points; track F; pres 28

CHINA/USSR

Map: rural; mixed terrain, shallow stream

Weather: Clear or random Spring

China (Alpha): conscript infantry; 10 AW, 2 AR, 1 MG, 1 RL, 2 APC, 1 truck, 2 nests, 20 mine points, 40 artillery points; track E; pres 24

USSR (Bravo): regular infantry; 9 AW, 2 MG, 1 RL, 1 pillbox, 1 tank, 20 mine points, 40 artillery points; track E; pres 28

EAST GERMANY/WEST GERMANY

Map: rural; open terrain, shallow stream

Weather: Clear or random Autumn

East Germany (Alpha): regular infantry; 12 AW, 2 MG, 1 HMG, 1 APC, 1 tank, 10 mine points, 50 artillery points; track D; pres 36

West Germany (Bravo): regular infantry; 8 AW, 2 MG, 2 RL, 2 SC, 1 IFV, 1 tank, 15 mine points, 60 artillery points; track C; pres 37

NICARAGUA/HONDURAS

Map: rural; mixed terrain, shallow stream

Weather: Clear or random Summer

Nicaragua (Alpha): guerillas; 6 SR, 4 MP, 2 RL, 1 FT, 2 SC, 1 truck, 3 nests, 3 foxholes, 15 mine points; track F; pres 25

Honduras (Bravo): guerillas; 8 AW, 1 MG, 2 RL, 1 FT, 1 truck, 3 pillboxes, 10 mine points; track G; pres 22

IRAN/IRAQ

Map: rural; open terrain, dry stream

Weather: Clear

Iran (Alpha): regular infantry; 5 MP, 10 AW, 1 HMG, 1 RL, 3 SC, 1 truck, 1 APC, 1 IFV, 4 foxholes, 20 mine points, 60 artillery points; track D; pres 47

Iraq (Bravo): regular infantry; 9 AW, 4 MG, 2 RL, 2 SC, 1 IFV, 1 tank, 1 pillbox, 2 nests, 15 mine points, 40 artillery points; track D; pres 45

[129.6] Notes

Players can use the urban map in any of the scenarios. If the urban map is used, up to half of a player's soldiers (rounded down) can be concealed in buildings in areas ED and AH during set-up. The normal sequence of play is followed throughout the scenario with the following exception: friendly soldiers concealed in build-

ings cannot move or fire until at least one enemy soldier is spotted within 10 hexes of a friendly soldier. All soldiers are considered eligible for opportunity fire at the beginning of the game.

[130.0] Strongpoint

This is an all-or-nothing attack in an effort to damage a target building and wipe out the defenders. Examples of this situation include a guerilla assault on an enemy headquarters or political objective, a special forces strike on a secret drug lab, or terrorists carrying out an extortion threat in an urban business district.

[130.1] Set-Up

If the urban map is being used, the Bravo player picks any building on the map as the target building he will defend. The Bravo player deploys his forces using concealed deployment. All Bravo soldiers must be deployed within 20 hexes of the outer walls of the target building; Bravo soldiers can be deployed in other buildings within this range. At least two Bravo soldiers must be deployed in the target building.

If the rural map is being used, the target building is the wooden building in area G. The Bravo player deploys his soldiers within 10 hexes of the outer walls of the target building. At least two Bravo soldiers must be deployed in the target building. Bravo soldiers can take advantage of any terrain features for concealment, and Bravo receives one foxhole per man.

All Bravo 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.

[130.2] Movement to Contact

The normal sequence of play is followed throughout the scenario, with the following exception: Bravo soldiers cannot 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 moves within 10 hexes. Once spotted, units are placed on the map.

Both Bravo and Alpha soldiers can leave the map anywhere along the map, but once they leave, they cannot return. Soldiers leaving the map are counted as if they were incapacitated or killed for the purpose of determining victory.

[130.3] Victory Conditions

The game ends immediately when the last enemy soldier has been killed, incapacitated, or driven from the map. At that time, victory is assessed.

Alpha Major Victory: Only wounded or healthy Alpha men remain on map, and the target building is breached or set on fire.

Alpha Substantial Victory: Only wounded or healthy Alpha men remain on map, but the target building is not breached or set on fire.

Bravo Substantial Victory: Only wounded or healthy Bravo men remain on map, but the target building is breached or set on fire.

Bravo Major Victory: Only wounded or healthy Bravo men remain on map, and the target building is not breached or set on fire.

[130.4] Special Rules

The building can be breached with a satchel charge or rocket launcher as explained in the Standard Rules. The building is considered on fire if three of its hexes contain a Fire marker. Bravo soldiers cannot put out fires, but the fires can burn themselves out (118.3).

[130.5] Notes

The strategy for this situation is similar to the Urban Siege situation. The wild card in this situation is the target building, since the Alpha player has only a vague idea of how many Bravo soldiers are deployed there. Still, the Alpha player should try to damage the building as early as possible. The Bravo player should keep in mind that it isn't necessarily advantageous to use a lot of resources to fortify the target building.

[130.6] Orders of Battle

OUTLANDS OF TOULOUSE, Terrorist Headquarters

Map: rural; dense terrain, shallow stream

Weather: Clear or random Spring

France (Alpha): elite infantry; 7 AW, 1 MG, 3 SC; track B; pres 16

Action Directe (Bravo): terrorists; 5 BR, 2 AW, 1 MG, 1 FT, 1 nest, 10 mine points; track D; pres 15

NICARAGUA, Sandanista Strike

Map: rural; dense terrain, shallow stream

Weather: Clear or random Summer

USA (Alpha): elite infantry; 5 AW, 1 MG, 2 RL; track C; pres 16

Sandanista (Bravo): conscript infantry; 4 SR, 4 AW, 1 AR, 15 mine points; track E; pres 17

SOUTH KOREA, Assault on a Border Village

Map: urban

Weather: Clear

North Korea (Alpha): terrorists; 2 BR, 4 AW, 2 MG, 2 FT, 1 SC; track C; pres 18

South Korea (Bravo): regular infantry; 6 SR, 2 AW, 2 RL, 1 pillbox; track D; pres 18

PORTUGAL, Guerilla Outpost

Map: rural; dense terrain, deep stream

Weather: Clear

Portugal (Alpha): elite infantry; 8 AW, 2 MG, 1 RL, 2 SC, track C; pres 20

Portugal (Bravo) guerillas; 6 SR, 3 AW, 1 HMG, 3 foxholes, 15 mine points; track D; pres 18

LONDON, Terror in the Suburbs

Map: urban

Weather: Thick Fog or random Autumn

Great Britain (Alpha): elite counterterrorist; 2 SG, 8 AW, 2 MG, 2 RL; 2 SC; track A; pres 26
IRA (Bravo): terrorists; 6 SR, 4 MP, 2 SC, 1 truck, 15 mine points; track C; pres 21

Notes:

1. The truck can be deployed behind any building containing Bravo soldiers. All rules for moving and fighting applying to Bravo soldiers apply to the truck.
2. The SG have baton rounds. Only smoke, tear gas, and stun grenades are available to Alpha.

DRUG LAB, Jungle Housecleaning

Map: rural; dense terrain, shallow stream

Weather: Clear or random Summer

USA (Alpha): regular infantry; 9 AW, 2 MG, 1 RL, 4 SC; track B; pres 21

Cuba (Bravo): guerillas; 3 BR, 4 AW, 1 AR, 1 HMG, 1 SC, 3 foxholes, 15 mine points; track D; pres 15

KATANGA, Guerilla Attack

Map: rural; dense terrain, deep stream

Weather: Clear

UNITA — *National Union for the Total Independence of Angola* (Alpha): guerillas; 8 AW, 1 MG, 1 RL, 3 SC, 1 APC; track F; pres 18

Zaire (Bravo): regular infantry; 2 SR, 4 AW, 2 AR, 1 pillbox, 15 mine points; track E; pres 14

OUTSKIRTS OF ABADON, Iraqi Offensive

Map: rural; open terrain; dry stream

Weather: Clear

Iraq (Alpha): conscript infantry; 2 MP, 10 AW, 3 AR, 1 RL, 2 SC, 1 tank; track E; pres 28

Iran (Bravo): conscript infantry; 4 SR, 6 AW, 2 HMG, 2 pillboxes, 15 mine points, 30 artillery points; track F; pres 24

[130.7] Notes

If neither side has won by the end of turn 15, the side with the highest number of victory points wins.

Alpha Player

- 3 points for every enemy man wounded
- 5 points for every enemy man killed or incapacitated
- 10 points if the target building has been breached or set on fire

Bravo Player

- 3 points for every enemy man wounded
- 5 points for every enemy man killed or incapacitated
- 10 points if the target building has not been breached or set on fire.

[131.0] Assassination

No military operation is more potentially disrupting to the enemy than a political assassination. There is also no operation more risky.

[131.1] Set-Up

The Bravo player selects any soldier unit from the unused set of soldier counters to represent

"The Leader". The Leader is always unarmed and can take no actions other than movement. He must always be in the same hex with at least one other friendly unit.

The Leader has a special car (armored limousine). This road vehicle seats up to six and provides a defense multiplier of 4. It comes with an armed driver (P).

The Bravo player openly chooses a building to use as a headquarters. Eligible buildings are those with walls no closer than 10 hexes to any map edge. The Bravo player deploys his forces, including The Leader, using concealed deployment, anywhere in the headquarters. Up to four soldiers can be deployed in other buildings within 10 hexes of the headquarters, also using concealed deployment. The Bravo car is deployed in the street along any wall of the headquarters building.

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

[131.2] Movement to Combat

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

Bravo soldiers remain concealed until they move, fire, or throw, or until an Alpha soldier enters a line of sight within 10 hexes. Once spotted, units are placed on the map.

[131.3] Victory Conditions

The game lasts 15 turns, unless one side achieves a victory earlier. The Alpha player wins if he kills or incapacitates the Leader. The Bravo player wins if Leader exits from any map edge. The Leader must be accompanied by at least one healthy or wounded soldier. The Leader can leave the map by car or on foot; however, he cannot drive the car himself.

[131.4] Orders of Battle

TARGET: SAN SALVADOR

Map: urban

Weather: Clear or Random Summer

Cuba (Alpha): guerillas; 9 SR, 1 MG, 2 SC; track D; pres 16

El Salvador (Bravo): elite infantry; 6 SR, 1 MG, 1 car, 10 mine points; track D; pres 16

DEATH IN THE PHILIPPINES

Map: urban

Weather: Clear or random Spring

Moro militants (Alpha): guerillas; 8 AW, 2 MG, 1 RL; track E; pres 17

Philippine army (Bravo): elite infantry; 4 MP, 4 AW, 1 MG; car; track F; pres 18

ASSAULT ON THE AYATOLLAH

Map: urban

Weather: Clear or random Summer

United States (Alpha): elite infantry; 8 SR, 2 AW, 2 MG, 2 RL; track C, pres 26
Iran (Bravo): elite infantry; 5 SR, 5 AW, 2 MG, 1 HMG, 1 car, 15 mine points; track D; pres 26

[131.5] Variations

If both players agree, The Leader can be made more formidable by: 1) Allowing him to carry and use an MP, 2) allowing him to move independently of friendly units, or 3) allowing him to drive the car.

[132.0] Hostage Rescue

Desperate terrorists and other extremists often use human lives as bargaining chips. Safety of the hostages is of paramount importance in rescue operations.

[132.1] Set-Up

The Bravo player secretly rolls a die to determine how many hostages his forces hold. He takes the proper number of counters from the set of unused counters to represent the hostages. Roll one die for their number (1,2 = 1 hostage; 3,4 = 2 hostages; 5,6 = 3 hostages). Hostages cannot move or take other actions; they are tied or otherwise secured.

If the urban map is being used, the Bravo player picks any building on the map where the hostages are being held. If the rural map is used, the hostages will always be in the wooden building. The Bravo player deploys his forces using smoke markers for concealment. The hostages must be placed in the same room in the building, with at least one Bravo guard per hostage. The rest of the Bravo force can be placed in any buildings within 10 hexes of the hostage building. Bravo soldiers can take advantage of any terrain features for concealment.

The Alpha player secretly writes down a map edge and area as the extraction point. The Alpha force sets up no closer than 10 hexes from the hostage building such that no LOS exists between his positions and the Bravo positions.

[132.2] Movement to Contact

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

Bravo soldiers remain concealed until they move, fire, or throw, or until an Alpha soldier enters a line of sight within 10 hexes. Once spotted, units are placed on the map.

[132.3] Victory Conditions

The game lasts 15 turns unless all the hostages are rescued, killed, or incapacitated before then. The highest victory point total wins, and a tie is a draw.

Alpha Player

- 4 points per healthy hostage rescued
- 2 point per wounded or incapacitated hostage rescued

Note: If a hostage has been removed from the building, but not extracted, the Alpha player receives half points if the Bravo player cannot trace an LOS to the hostage.

Bravo Player

- 1 point per healthy hostage held after 10 game turns*
- 2 points per hostage held after 15 game turns*
- 3 points per hostage wounded or incapacitated by Alpha
- 5 points per hostage killed by Alpha

* Add three turns if the hostages are on a second level and six turns if they are on a third level.

[132.4] Special Rules

The Alpha player does not know the number or location of the hostages until one of his soldiers enters the hostage room or sees them through a window. The Bravo player cannot move the hostages.

A hostage is rescued if an Alpha soldier moves him off the map edge designated as the extraction point.

A soldier in the same hex as a hostage must spend a full round untying the hostage. Place a UNA marker on the hostage to indicate that the hostage is untied. A freed hostage has the activation rating of his current escort and is activated with the soldier (thus a soldier can activate up to two hostages). The hostage can move only with the soldier, and is otherwise subject to normal movement rules (8 movement points, etc.). Hostages have the same panic status as the escort, remaining stacked with the escort at all times.

[132.5] Orders of Battle

CRISIS IN THE COUNTRY

Map: rural; dense terrain, shallow river

Weather: Clear or random Autumn

Great Britain (Alpha): elite counterterrorist; 8

AW, 2 MG, 1 truck; track A; pres 18

IRA (Bravo): terrorists; 4 BR, 3 AW, special*, 2 SC, 10 mine points; track C, pres 16

Note: *The Bravo player secretly rolls one die before play and adds the following to his force: 1,2 = MG; 3,4 = GL; 5 MP and SC; 6 = FT. The Bravo set-up is hidden.

DELTA STRIKE

Map: Urban

Weather: Clear

United States Delta Force (Alpha): elite counterterrorist; 8 SR, 3 MG, 1 GL, 2 SC; track B; pres 19

Libyan radicals (Bravo): terrorists; 5 BR, 2 AW, 1 AR, 1 MG; track D; pres 19

M.I.A.: GOING BACK

Map: rural; dense terrain, shallow river

Weather: Clear or random summer

U.S. Special Forces (Alpha): elite infantry; 8 AW, 3 MG, 1 RL, 3 SC; track B; pres 21
Vietnam (Bravo): guerillas; 5 BR, 3 SR, 2 AR, 1 watchtower; track D; pres 18

Note: Before deploying his forces, the Bravo player places the watchtower counter in any clear space within 5 hexes of the building. Up to two soldiers can be set up in the watchtower as lookouts. Standing in the watchtower is the same as standing on top of a two-story building. The watchtower is made of wood and has a defense multiplier of 2.

[133.0] Rebel Radio

For a rebel army, a propaganda victory can be as important as a military one. Controlling radio broadcasts, even for a brief period, is a powerful tool for sending a message of rebellion.

[133.1] Set-Up

The Bravo player selects any building in area A, B, F, G, or H of the urban map to be the broadcast center. He then selects a specific room in the building to be the radio control room. This information is made available to the Alpha player.

The Alpha player secretly selects a soldier to be "The Broadcaster", and records this on his roster sheet. This is not revealed to the Bravo player until the Broadcaster has entered the radio room.

Bravo deploys, using concealed deployment. No more than two soldiers can be deployed on the floor of the broadcast center containing the radio control room. No more than a total of four soldiers can be deployed in the broadcast center. The rest of the Bravo squad can be deployed anywhere in areas A, B, F, G, and H, but they must be at least 10 hexes away from the broadcast center.

Alpha force enters the map on turn one, anywhere along the DE map edge.

[133.2] Movement to Contact

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

Bravo soldiers remain concealed until they move, fire, or throw, or until an Alpha soldier enters a line of sight within 10 hexes. Once spotted, units are placed on the map.

[133.3] Victory Conditions

The game continues until one side wins. Victory is awarded according to the victory conditions.

Alpha Major Victory: The Broadcaster must broadcast from the radio control room for five consecutive turns, and escape the map across any edge.

Alpha Substantial Victory: The Broadcaster broadcasts from the control room for five consecutive turns, but is killed or incapacitated before leaving the map.

Bravo Substantial Victory: The Broadcaster is killed or incapacitated before completing five turns of broadcasting.

Bravo Major Victory: The Broadcaster is killed or incapacitated before ever entering the broadcast center.

[133.4] Special Rules

To make a broadcast, the Broadcaster must be in the radio control room and take no other actions. To indicate broadcasting, place an unused Activation marker on the Broadcaster with the "1" side up; in each subsequent turn he broadcasts, increase the number of the Activation marker by one. If the broadcast is interrupted, he must start over. Being wounded does not interrupt the broadcast unless the Broadcaster panics; however, being attacked hand-to-hand does. Neither side can use explosives in the radio room, nor can a satchel charge be used to breach the radio room wall.

[133.5] Orders of Battle

RADIO C.O.N.T.R.A.

Map: urban

Weather: Clear or random Summer

Contra (Alpha): guerillas; 10 SR, 2 MP, 2 MG, 3 SC, 1 truck; track F; pres 24

Sandanista (Bravo): regular infantry; 12 SR, 1 HMG, 1 truck; track E; pres 26

RADIO FREE AFRICA

Map: urban

Weather: Clear or random Summer

South African anti-apartheid rebels (Alpha): 3 BR, 3 SR, 3 AW, 3 MP, 2 MG, 3 SC, 1 truck; track C; pres 27

South African security squad (Bravo): 6 AW, 4 MP, 1 APC; track C; pres 21

[134.0] Three-Faction Scenarios

In many parts of the world it is not uncommon for several factions to be engaged in conflict over a shared border or other disputed area. The ensuing bloodshed seldom brings about a permanent resolution.

[134.1] Set-Up

The players in this scenario are called Faction A, Faction B, and Faction C. Sides are chosen randomly or by agreement.

The Faction A player chooses an area he wishes to control and marks it with a Control marker, Alpha side up. The Faction B player chooses an area, followed by the Faction C player (during play, the Faction C player will control unmarked areas, for now, any unused counter can be used). The areas are chosen in this manner until Faction A controls three areas, Faction B controls three areas, and Faction C controls two.

Players record on their roster sheets in which hexes their units will deploy. Vehicles do not start on the map, but will move onto the map in the first turn. Units must start in areas controlled by their faction. When all placement designations are made, the forces are placed on the map.

[134.2] Movement to Contact

Forces can perform only movement actions on the first turn. In subsequent turns, the normal sequence of play is followed.

[134.3] Special Rules

Soldiers can leave the map along any edge. Once they leave the map, they cannot return.

When a friendly force eliminates an enemy force from an enemy-controlled area, the friendly force can take control of it. To claim control, the friendly force must move one friendly soldier or vehicle at least 5 hexes over any border of the area. He then flips over or removes the area control chit to show that he now controls the area. It is not necessary for a player to leave a friendly soldier in the area to maintain control, but vacating the area leaves it vulnerable for control by the enemy, who merely has to move a soldier 5 hexes over the border. Control of an area can change any number of times before the game ends.

[134.4] Victory Conditions

The game lasts 15 turns, excluding the first turn, in which only movement is allowed. The Faction that controls the most area at the end of the game wins. If there is a tie, the faction with the most healthy soldiers wins.

[134.5] Orders of Battle

A CORNER OF THE DESERT

Map: rural; open; dry stream

Weather: Clear

Israeli Defense Force (Faction A): elite infantry; 8 AW, 2 RL, 1 APC, 30 artillery points; track B; pres 29

Egypt (Faction B): elite infantry; 10 AW, 1 MG, 1 HMG, 2 SC, 1 tank, 20 artillery points; track D; pres 28

Syrian radicals (Faction C): guerillas; 10 SR, 3 AW, 2 MG, 1 HMG, 2 RL, 1 truck; track C; pres 35

A PIECE OF THE JUNGLE

Map: rural; dense terrain; deep stream

Weather: Clear

Angola (Faction A): regular infantry; 5 MP, 10 AW, 2 MG, 3 SC, 1 truck, 1 APC, 1 IFV, 60 artillery points; track B; pres 32

Zaire (Faction B): regular infantry; 9 AW, 4 MG, 2 RL, 2 SC, 1 IFV, 1 tank, 40 artillery points; track C; pres 31

Independence of Angola (Faction C): guerillas; 4 BR, 7 SR, 3 AW, 3 MG, 1 HMG, 3 RL, 1 truck, 1 tank, 30 artillery points; track C; pres 40

TERRAIN EFFECTS TABLE

Terrain	MV	DMS	DMP	LOS
All Terrain				
Road	1	1	2	—
Door	+1	2c	4c	B
Window	+4	2c	X	B
Interior Wall	I	10	20	B
Ceiling	I	10	10	B
Exterior Wall	I	X	X	B
Parapet	I	1	2c	—
Crater	3	2	10c	—
Nest	2	2	10c	—
Pillbox Door	4	4c	X	B
Firing Slit	I	20c	X	B
Stone Wall	+3	2c	X	—
Smoke	+1	x10	x10	—
Blister Gas	+1	—	—	—
Nerve Gas	+1	—	—	—
Bridge	Special (See 103.5)			
Thick Fog	+2	x10	x10	—
Snow	+2	—	—	—
Open Terrain				
Clear	1	1	2	—
Rough #1	1	1	2	—
Rough #2	3	2	4	P
Slope	+1	1	4c	—
Mixed Terrain				
Clear	1	1	4	—
Rough #1	2	2	5	P
Rough #2	3	4	8	NP
Slope	+2	2	8c	P
Dense Terrain				
Clear	2	1	6	—
Rough #1	3	3	8	NP
Rough #2	4	6	10	NP
Slope	+2	2	10c	B
MV	Movement Cost			
DMS	Defense Multiple Standing			
DMP	Defense Multiple Prone			
LOS	Effect on Line of Sight			
B	LOS extends into adjacent hex, but is blocked beyond.			
c	Target without sighting or exposed marker is completely concealed.			
I	Impassable; movement not allowed.			
N	LOS blocked at night.			
P	LOS blocked to or from prone soldier if neither the attacker nor target are in blocking hex or adjacent.			
X	Not visible as target.			
x10	Multiply defense of other terrain in hex by 10.			
—	No effect.			

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

SCATTER TABLE

Scatter Coefficient at Indicated Range								
Weapon	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	SHVY

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.

BURST TABLE

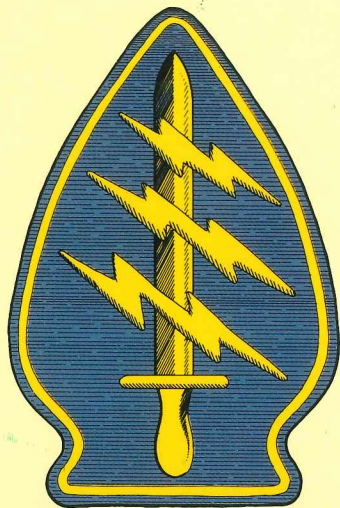
Weapon	Range from Burst and Blast Strength						
	0	1-3	4-6	7-10	11-15	16-20	21-25
Defensive Grenade	20	10	5	—	—	—	—
Offensive Grenade	20	10	—	—	—	—	—
Satchel Charge*	30	10	3	1	—	—	—
Flamethrower*	20	7	—	—	—	—	—
Rocket*	20	10	5	—	—	—	—
Tank Main Gun*	40	20	10	5	1	—	—
LT artillery*	40	20	10	5	1	—	—
MDM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

K = Target automatically killed or destroyed at this range.

*These weapons also have special effect against vehicles.

Random Weather Table

Spring		Summer		Autumn		Winter	
Dice Roll	Weather	Dice Roll	Weather	Dice Roll	Weather	Dice Roll	Weather
2	Thick Fog	2	Thick Fog	2-3	Thick Fog	2-4	Strong Wind
3-8	Clear	3	Strong Wind	4-5	Strong Wind	5-8	Snow
9	Heavy Rain	4-5	Heavy Rain	6-9	Clear	9-10	Clear
10-11	Strong Wind	6-11	Clear	10-11	Heavy Rain	11	Heavy Rain
12	Heavy Rain and Strong Wind	12	Heavy Rain and Strong Wind	12	Heavy Rain and Thick Fog	12	Heavy Rain and Strong Wind



SPECIAL FORCES

COMBAT RESULTS TABLE

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

K = Killed
I = Incapacitated
W = Wounded

P = Panic check
P# = Panic check; add # to die roll
— = No Effect

HAND-TO-HAND COMBAT MODIFIERS

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

VEHICLE DAMAGE TABLE

Modifiers:

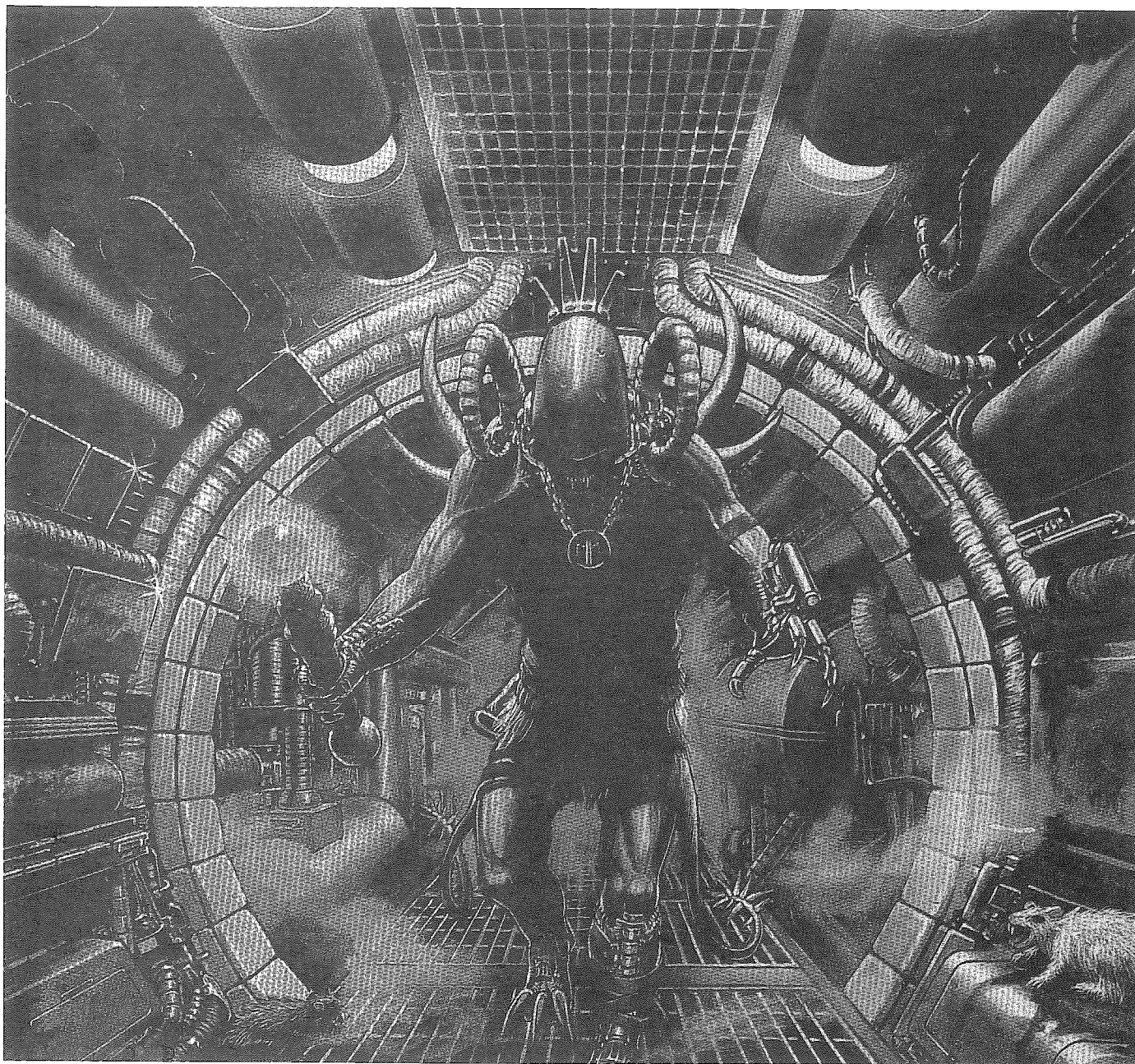
+1 If rocket or satchel charge hits rear of tank, IFV, or APC
+2 If rocket or satchel charge hits flank of tank, IFV or APC

Vehicle	Dice Roll									
	2	3	4	5	6	7	8	9	10	11 +
Tank	MW	W	M	MT	MW	H	MTG	WGH	TGH	BH
IFV	W	M	MT	MW	H	MTG	WGH	TGH	BH	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 1 or 2, vehicle explodes; vehicle is destroyed 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.



BUG HUNTER SNIPER!™



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PART 5: SPACEFARERS

[301.0] Introduction

Bug Hunter is a SNIPER!™ series game about hypothetical clashes between spacefaring human adventurers and hostile alien monsters (called Preds). All games in the SNIPER! series focus on combat as experienced by the individual soldier. The *Bug Hunter* game examines the problems and situations peculiar to close combat in strange environments and against unknown foes. Information about the background of the Frontier Tactical Service is found in the Scenario Book.

Players familiar with the first editions of the SNIPER! and PATROL games should read the standard rules thoroughly. There are many differences between the game published in 1973-74 and the TSR edition. Players who are familiar with the TSR edition of the SNIPER! game should read the following sections of the standard rules carefully; additional playtesting has led to some changes in the rules which, while seemingly small, have a significant effect on play. These sections are:

- 7.0, Facing and Sighting;
- 8.2, Stacking Effects on Movement;
- 8.3, Stacking Effects on Activation;
- 9.5, Carrying Incapacitated or Killed Men;
- 11.5, Terrain Effects on Line of Sight;
- 11.8, Terrain Effects on Combat;
- 12.6, How to Resolve Direct, Opportunity, and Quick Fire (paragraph 8);
- 12.8, Automatic Weapons (paragraph 6);
- 13.4, Fragmentation Grenade Effects;
- 22.3, Leader Restrictions;
- 28.3, Rocket Launcher Effect Against Buildings and Pillboxes;
- 31.3, Anti-Vehicle Mine Effects;
- 32.2, How to Execute Sniper Fire;
- 33.2, Effects of Body Armor;
- 34.1, Vehicle Movement;
- 34.6, Vehicles in Combat;
- 35.1, Tank Movement;
- 35.2, Tank Crews;
- 35.3, Tank Combat.

[302.0] Game Equipment

A. Inventory of Game Parts

This game should include:

- 24-page Standard Rules book
- 16-page Special Rules book
- 8-page Scenarios book
- 400 die-cut counters
- 2 full-color, double-sided map sheets (identical maps)
- 2 cardstock sheets of cards, tables, displays, and vehicles
- 1 plastic bag for counter storage
- 1 game folder

In addition, two six-sided dice (not included) are needed to play the game.

If any of these components are missing or damaged, please write to:

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

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

B. The Game Maps

Two identical maps are included with this SNIPER! game. One side (sections A-D) depicts a small space ship typical of those used on the frontiers of human space. The other side (sections E-H) depicts a planetary base or colony installation composed of airtight domes and modular buildings connected by protected tunnels and walkways.

Many locations on both maps are identified according to what function they serve. These labels are both to satisfy players' curiosity and to locate objectives in some scenarios.

C. The Playing Pieces

Four differently-colored sets of die-cut counters are provided that represent the humans and the Preds:

- Blue: Human colonists and ship crews
- Green: Frontac marines
- Brown: Individual Preds
- Yellow: Swarm Preds

Vehicles occupy more than one hex simultaneously. These large pieces are printed on cardstock sheets and must be cut apart along the dotted lines before play.

D. Sample Playing Pieces






























See diagrams.

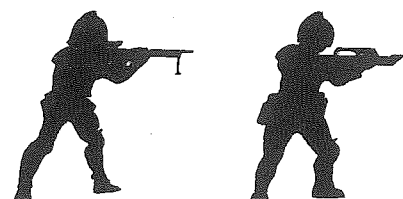
[303.0] Terrain












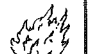

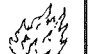




The *Bug Hunter* game uses several types of terrain that are not explained in the standard rule book: interior door, airtight door, airlock, lift, vertical hatch, obstructing machinery, and explosive machinery. These are explained in this section. The game also uses different terrain modes than the three in the standard rules. They deal with atmosphere rather than physical terrain.

Benign Atmosphere exists in places where humans can work and breathe out-of-doors with only minor protection or special equipment, including filter masks, insulated clothing, eye protection, etc.

Hostile Atmosphere exists where the atmosphere contains poisonous or corrosive elements.

Human, standing			Human, prone
Alien Marker			Individual Alien
Alien Marker			Dummy
Swarm Marker			Swarm aliens (3)
Movement Marker			Evasion Marker
Lift			
Sighting Marker			Exposed Marker
Wounded			Incapacitated
Wounded			Killed
Stunned			Panicked
Subdued			Panicked
Second level			Third level
Defensive Grenade			Unarmed
Offensive Grenade			Unloaded
Smoke Grenade			Armed Grenade



Incendiary Grenade		GL UNL	Grenade launcher unloaded
Thermal Bomb		UNA	Unarmed
Gas Grenade		UNA	Unarmed
Exploding Machinery		Shut down	Shut Down area
Quick Fire Prepared	QF	QT	Quick Throw Prepared
Prepared Satchel Charge			Breach
Depressurized Marker			Damage Points (2)
Depressurized Marker			Spacesuit
Smoke			Fire
Anaesthetic Gas (green)			Fire
Activation Chit	1		
Preservation Chit	4		
Net		Shut down	Shut Down
Anaesthetic Gas (green)			Destroyed Vehicle
Exploding Machinery		Prone	Prone Alien Marker

Humans must wear protective suits and carry their own oxygen supply.

Vacuum exists where the atmospheric pressure is zero, or nearly zero. Humans must wear airtight suits and carry oxygen tanks when they venture outside their dwellings. There is also the added danger of decompression should a building wall or spaceship hull be breached during combat.

CASES

[303.1] Doors

A. Interior Doors

Interior doors separate rooms and corridors. They are not airtight, so the atmosphere on both sides of the door must be the same. Except in special cases, such as the following, interior doors are always considered closed.

- Interior doors block line of sight (LOS) unless the attacker is adjacent to the interior door hexside or the target is sighting or exposed across the door hexside.

- A door can be held open by a being who stands adjacent to the door hexside if the player announces that the door is being held open.

- A door cannot be blocked open, however; it closes as soon as the being moves away or is panicked, incapacitated, or killed.

- Moving through an interior door costs one additional movement point if the door is closed. Moving through the door costs no additional movement points if someone is holding it open.

- Any weapon that can be fired through interior walls can also be fired through interior doors. The door is treated the same as a wall in this regard.

B. Airtight Doors

All rules that apply to interior doors also apply to airtight doors, with the following exceptions:

- An airtight door will not open if the atmosphere on the two sides of the door is unequal (benign/hostile, benign/vacuum, hostile/vacuum). A door separating unequal atmospheres cannot be opened, but it can be breached.

- Moving through an airtight door costs three additional movement points if the door is closed. It costs one additional movement point if someone is holding the door open.

C. Vertical Hatches

Vertical hatches allow access to adjacent decks or building levels. They have the same function as stairs in the Standard Rules.

- Vertical hatches have no effect on horizontal movement. Vertical movement of one level requires the entire movement allowance.

- Vertical hatches cannot be locked, although they are airtight and will automatically seal against vacuum.

[303.2] Airlocks

An airlock provides a safe (albeit slow) means of moving between areas with unequal atmospheres.

At the start of the game, all airlocks are pressurized. If an airlock is cycled (depressurized), place an Airlock marker in the hex to indicate that the airlock is depressurized. When the airlock is repressurized, remove the marker.

When a being tries to enter or leave an airlock, one of the following cases will apply:

- If the atmospheres inside and outside the airlock are equal, the being can enter or leave the airlock the same way he crosses an airtight door hexside.
- If the atmospheres inside and outside the airlock are different, the being must cycle the airlock before the door can be opened.

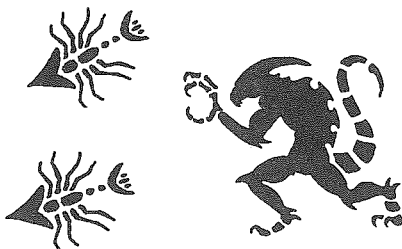
Cycling an airlock is a movement task; it requires one full round. The sequence for cycling an airlock is: move adjacent to the airlock door next to the depressurized area and stop; spend one round cycling the airlock; exit (or enter) the airlock.

Example: A soldier is inside a pressurized building. He is three hexes away from an airlock that is also pressurized. He moves three hexes so he is adjacent to the airlock, then spends four movement points entering the airlock (one point to move one hex and three additional points to cross an airtight door hexside). He ends the round inside the airlock. The next round when the soldier is active, he cycles the airlock. An Airlock marker is placed to indicate that the airlock is depressurized. The soldier ends the round inside the depressurized airlock. The next round when the soldier is active, he can move from the airlock, across an airtight door hexside, to a depressurized hex. This move costs four movement points, so the soldier can move four more hexes that round.

It is important to remember that an airlock is simply a series of airtight doors and that an airtight door will not open if the atmospheres on either side are different.

An airlock cannot be cycled more than once per round, nor can it be cycled two rounds in a row. Attempts to cycle an airlock beyond these limits have no effect.

A being must be adjacent to one of the airlock's doors to cycle that airlock.



[303.3] Lifts

A lift (elevator) provides rapid transit between levels of planetary bases and decks of spaceships. At the start of a scenario, all lifts begin at ground level or on the Bridge Deck (Deck 4).

A lift can be on only one level at a time.

- On the planetary base, this is indicated through the use of a Level marker. If the lift hex contains no Level marker, the lift is at ground level. If the lift is at the second or third floor, place a Second or Third Level marker in the lift hex.
- On the spaceship map, place the Lift marker in the lift hex of the deck upon which the lift has currently stopped.

All lift doors are airtight. The lift shaft is a single area for purposes of decompression (see 304.0)

Generally, only humans can operate the lifts. The rules for Preds and lifts are given in 325.2. To enter a lift hex, a human must enter the lift itself. The lift cannot be operated by a panicked or incapacitated man.

A human in a lift can leave it the same way he crosses an airtight door. A human can enter a lift at the same level the same way he crosses an airtight door.

If a human wants to use a lift that is at a different level, he must summon it. This is part of moving and takes one movement point. When summoned, move or adjust the Lift marker to indicate its new level at the end of the round. No one can enter a lift in the same round that it is summoned.

No being can enter or leave a lift on the same round that the lift moves, nor can a lift move on the same round that a being entered or left it. A lift cannot be summoned two rounds in a row. An occupied lift is under the control of its occupants and no other beings can summon it. Any attempt to summon a lift that is prohibited by this rule has no effect.

A lift can move to any other level in one round. It does not have to stop or pause at any intervening level unless the occupant wants it to.

In summary, the sequence for summoning a lift is: move adjacent to the lift and summon it, adjusting the Lift marker at the end of the round; enter the lift; move the lift to any other level; exit the lift.

[303.4] Basements and Roofs

None of the buildings in the *Bug Hunter* game have basements and none of the stairways extend to the roofs. Stairways allow access only to interior levels.

[303.5] Machinery

Machinery is represented on the map by special machinery symbols. There are two types of machinery, obstructing and explosive. Both hinder movement, provide some protection against fire, and present some risk when exposed to attack.

The movement cost and defense multiple of both obstructing and explosive machinery are listed on the Terrain Effects Chart (see inside folio cover) as Machinery.

A. Obstructing Machinery

Whenever any fire attack is directed into (not through) an obstructing machinery hex, or a defensive or incendiary grenade explodes in an obstructing machinery hex, there is a chance that the machinery will be damaged. Determine the attack's firepower or blast, modified only for range and quick fire. Resolve an attack on that column of the CRT. If the result is P, W, or I, the machinery is not damaged. If the result is K, the machinery is damaged.

Damaged machinery immediately attacks each being in its own hex and the six adjacent hexes with a blast strength of 5 and inflicts 1 point of structural damage to the area (see 317.0).

B. Explosive Machinery

Explosive machinery is treated the same as obstructing machinery for movement and defense. It is attacked the same as obstructing machinery, also, but the result of damage is different.

If a K result is obtained against explosive machinery, the machinery is damaged. Each being in the damaged hex and the six adjacent hexes is attacked with a blast strength of 7. The area receives 1 point of structural damage (see 317.0).

Place an Explosive Damage marker in the damaged hex. Any being who enters the damaged hex, or who is in it at the end of a subsequent round, is also attacked with a blast strength of 7. Explosive damage remains in effect for the rest of the game.

[303.6] Hostile Atmosphere and Vacuum

Exposure to a hostile atmosphere or vacuum can quickly be fatal to humans and many Preds. The effects of exposure to hostile atmosphere or vacuum are given in 304.2, Effects of Decompression.

A human wearing a spacesuit is protected against the effect of hostile atmosphere and vacuum, even if wounded. (The combination of self-sealing material and medical servos prevent the momentary loss of suit integrity from being immediately fatal.)

The spaceship is always surrounded by vacuum. The planetary base may be surrounded by any sort of atmosphere, depending on the scenario.

[303.7] Map Notes

Some map sections show unusual architecture. To avoid confusion, these are explained below.

A. The Ship (Maps A-D)

Most of the important areas of the ship are labeled for easy reference. The ship is typical of the civilian survey ships operating in this sector of the frontier.

Deck 4: Bridge. The nose of the ship's lifeboat extends into this deck. There is no access to the lifeboat from the bridge deck.

Deck 5: Science Deck. The areas marked "Holding Cells" can be used to safely contain Preds. They are escape-proof.

Deck 6: Crew Deck. The sleeping compartments in the cryogenic suspension chamber are oriented along hexsides. These do not interfere with line of sight or line of fire in any way, but crossing one of these hexsides is the same as crossing a window hexside: it costs four additional movement points.

Deck 9: Drive Deck. The airlock on this deck is one of two small airlocks that allow passage to the ship's exterior. The other is the airlock/lift on the lower cargo deck.

Deck 10: Upper Cargo Deck. The cargo lift on the upper cargo deck can be operated from the "Cargo Lift Controls" hex. The lift cannot be operated if there is anything or anyone on the cargo lift on deck 11.

Deck 11: Lower Cargo Deck. The cargo lift on this deck cannot be lowered if the deck is pressurized. The deck can be depressurized intentionally by any person in the cargo office on deck 10 (depressurizing is complete in the Smoke Dissipation phase of the following turn) or by breaching the hull (see section 304.0, Decompression).

B. The Planetary Base (Maps E-H)

Disappearing Accessways: The planetary base map is geomorphic; the four sections can be rearranged in many different ways. When the map is set up, there will be some accessways leading off the maps that don't connect to other buildings. For the purpose of the scenario being played, these accessways do not exist; treat them as outside clear terrain hexes for the scenario. Furthermore, if the accessway is connected to a building with a simple airtight door (not an airlock), the door is considered to be an exterior wall hexside for the scenario.

Multi-Story Buildings. Many places on the base map show buildings of different heights connected by doors. Wherever this occurs, the door only connects interior hexes to interior hexes. On building levels where this is impossible, the door is considered to be exterior wall. For example, the garage (map G) is only one level. It is connected to a three-level building by an airtight door. This door exists only on level one. On level two and three, that hexside is treated as an exterior wall.

Reactor Building. The reactor building (map F) is a dome. The outer three rows of hexes are two levels high. The central area (seven hexes across) is three levels high. At levels one and two, there is no wall separating these inner and outer areas. At level three, however, the central area is considered surrounded by an exterior wall and roof. In other words, at level three, the dome is only seven hexes in diameter, while at levels one and two, it is 13 hexes in diameter.

Storage Buildings. One of these is designated a special storage area by the Human player. This then can be used as an escape-proof hold-in area for Preds for the scenario.

[304.0] Decompression

Decompression occurs when the airtight integrity of a spaceship or base is lost, exposing the interior of the structure to either hostile atmosphere or vacuum.

Decompression is always caused by breaching a wall or door. This is the only way for decompression to occur, because an airtight door will not open if the atmospheres on the two sides of the door are different.

[304.1] How Decompression Works

Once decompression starts, it progresses until checked. Decompression advances every round until it hits an airtight door and stops.

Decompression always occurs at the beginning of the round. If an exterior wall or door is breached, place Decompression markers in every room or corridor adjacent to the breach at the beginning of the very next round. Interior doors form a temporary barrier to decompression; decompression stops when it reaches an interior door. Immediately at the beginning of the next round, however, the decompression advances again, moving past the current boundary of interior doors and stopping at the next line of doors. Only airtight doors, interior or exterior walls, and vertical hatches stop decompression completely.

Example: The exterior wall of the base is breached at hex 1812 on map E. Outside is vacuum. The ground level of room 1812 depressurizes immediately at the beginning of the next

round (round 1). At the beginning of round 2, the second level of room 1812 depressurizes along with corridor 1211. On round 3, rooms 1111, 1212, 1311, and 1514, plus corridor 1210, all depressurize at ground level; corridor 1211 depressurizes at second level; and room 1812 depressurizes at third level. Next round (round 4), buildings 1812 and 1514 are completely depressurized along with the first two levels of building 1211; corridor 1211 is depressurized at third level. At the beginning of the 5th round, all three buildings are completely depressurized, with one exception. The elevator in 1310, having airtight doors, is still pressurized. Because of the pressure difference, however, the elevator doors will not open. Any survivors in the elevator are trapped there.

[304.2] Effects of Decompression

Decompression affects all humans not protected by spacesuits or in an airtight vehicle. All Preds except those with the Anaerobic power (see 321.1, Pred Powers) or native to a planet with a hostile atmosphere are also affected.

An unprotected creature is attacked by the hostile environment at the beginning of its action round, before taking any action. If the decompression is to a hostile atmosphere, the creature is attacked on the 11:1 column of the Combat Results Table (CRT). If the decompression is to hard vacuum, the creature is attacked on the 15:1 column of the CRT.

[305.0] Non-Lethal Weapons

Acquiring knowledge is a primary task for all space missions. Fortunately for mankind, the vast majority of living things encountered in space are either harmless, easily controlled, or so completely alien that they pose no threat. Given past experience, it is standard procedure to capture such beings alive for further study. To facilitate this, all space crews and colonists are equipped with a variety of weapons designed to subdue, stun, or frighten away creatures without causing substantial harm. Policy often dictates that only these non-lethal weapons can be used against newly-encountered beings.

Six non-lethal weapons are available: anesthetic gas grenades, electric prods, screechers, nets, cages, and nerve tranquilizers.

[305.1] Anesthetic Gas Grenades

Anesthetic gas grenades are prepared and thrown just like other grenades.

When an anesthetic gas grenade explodes, it fills the area it is in with anesthetic gas (which is stopped by walls, doors, hatches, and staircases). The attack is resolved using the anesthetic gas column of the Non-Lethal Weapons Combat

Results table. A separate dice roll is made for every being in the area, Pred and human. Spacesuits always provide complete protection from anesthetic gas.

Anything that is knocked unconscious can do nothing for the rest of the turn. In the Recovery phase, roll a new anesthetic gas attack for every unconscious being in the game with a +2 dice modifier to see whether it remains unconscious or wakes up.

Anesthetic gas dissipates automatically in the Smoke Dissipation phase.

[305.2] Electric Prods

An electric prod is a short, metal rod with an insulated handle. It is connected to a battery pack. When jabbed against a being, it delivers a painful electric shock.

An electric prod can be used only in hand-to-hand combat. The attack is resolved on the Electric Prod column of the HtH CRT. If the attack is successful, the attacker can immediately move the defender up to two hexes in any direction. He can then move the attacker up to two hexes as well. This move is subject to the following restrictions:

- Moving up or down a staircase or vertical hatch counts as both hexes of movement;
- A counter can be moved across an airtight door hexside only if that door could normally be opened;
- A defender forced to move by an electric prod is subdued and can take no independent action for the rest of the turn. Instead, the controller (the one with the prod) can move the subdued being two hexes every time the controller is activated.

The being remains subdued only so long as the controller maintains contact by moving adjacent to the being after each two-hex move. If the controller is not adjacent to the subdued being at the end of a round, the being is no longer subdued.

At the start of each new game turn after a defender is subdued, the controlling player must roll two dice to reestablish control for the new turn. The controller gets a +2 bonus on this dice roll to maintain subdual. This is a new attack, resolved when the controlling human is activated for the first time in the turn. The attack is resolved the same as any other hand-to-hand attack with an electric prod. The defender is considered subdued until the controller is activated. If the attack fails, the subdued being is free to perform whatever task it wants the next time it is activated.

[305.3] Screecher

The screecher is a hand-held device that emits powerful sonic, supersonic, or subsonic vibrations. A screecher has no effect on humans.

A screecher can only be used to attack a Pred within the attacker's line of sight.

Screecher attacks are resolved by rolling two dice and consulting the Non-Lethal Weapons Combat Results table. The table has two columns for screechers. One column is for attacks at a range of 1 to 3 hexes, the other is for attacks at 4 to 8 hexes. A screecher has no effect beyond 8 hexes or in its own hex.

A Pred subdued with a screecher can be moved two hexes, the same as a Pred subdued with an electric prod, with the following exceptions:

- The controlling human does not need to stay adjacent to the Pred. He does need to keep the Pred at the same range increment (either 1 to 3 hexes or 4 to 8 hexes).
- The controlling human must keep the Pred in his line of sight at the end of each round.

In all other respects, both forms of subdual are identical.

[305.4] Nets

A net is a simple entangling weapon. It can be used only in hand-to-hand combat. The attack is resolved on the Net column of the Non-Lethal Combat Results table.

If the target of the attack is entangled (per the Non-Lethal Combat Results table), place the Net marker on top of the entangled creature's counter. An entangled creature cannot do anything except try to escape from the net. An entangled creature can be caged during the next round (if a cage is available).

To escape from a net, the entangled creature must attack the net in hand-to-hand combat. If the attack yields any result other than F or No Effect, the creature escapes from the net.

[305.5] Cages

A cage is a portable storage cell used to transfer Peds to a permanent holding cell or storage area.

Cages are assumed to be available in the holding cell area of the ship or in the special storage area of the planetary base. Any human can carry an empty cage (note the presence of the cage on the roster sheet), and is considered unarmed while carrying the cage. An exchange action will allow the human to drop the cage and rearm.

A subdued, entangled, or knocked out Pred can be caged by the appropriate dice roll on the Non-Lethal Combat Results table. A cage can hold up to one Individual Pred or up to four Swarm Peds. Place a Cage marker on the Pred counter to indicate the Pred has been caged. Two humans can move a cage at a penalty of +1 movement point per hex. A caged Pred can

attempt to escape just as if it were trying to escape any other form of subdual.

[305.6] Nerve Tranquilizers (optional)

Nerve tranquilizers are extremely powerful nervous inhibitors that paralyze muscle tissue. Typically a nerve tranq gun fires a cloud of flechettes that dissolve moments after imbedding themselves in a living target. Nerve tranqs represent the upper limit of non-lethal weaponry; against certain organisms they are quite lethal. Nerve tranqs are military weapons and are not generally available to civilians. They are extremely powerful in game terms and should be allowed only by special scenario condition.

A nerve tranq attack is resolved using the appropriate column of the Non-Lethal Weapons Combat Results table. The weapon cannot fire beyond eight hexes or into its own hex.



[306.0] Lethal Weapons

By the time man reaches the stars, weapons technology will progress significantly beyond its current state. While the principle remains the same (solid projectiles), the lethality of small arms is greatly increased.

This section of the rule book describes all lethal weapons except grenades, which are covered in the following section.

The following abbreviations are used for small arms and shoulder arms in the *Bug Hunter* game.

ACR	Advanced Combat Rifle
AGL	Automatic Grenade Launcher
ER	E-Rifle
FL	Flamer
GL	Grenade Launcher
LAG	Light Assault Gun (Man-Portable)
LR	Laser Rifle
MG	Machine Gun
MP	Machine Pistol
P	Pistol
PL	Plasma Gun
PR	Pulse Rifle

[306.1] Slug Throwers

Slug throwing weapons remain the standard small arms of the foreseeable future. Their light weight, low cost, and easy maintenance keep them in service long after more exotic alternatives are available

Advanced Combat Rifle: The advanced combat rifle is from a previous generation of military weaponry that is now common in civilian/paramilitary hands. It fires caseless ammunition that is lighter and more compact than brass shells. In all other regards, its performance is similar to the assault rifle (AW). On full automatic fire, the ACR runs out of ammo only on a die roll of one.

E-Rifle: The E-rifle (short for "electromagnetic accelerator rifle") generates an electric field along its barrel that accelerates light flechette rounds. In semi-automatic (sa) mode, these flechettes have tremendous muzzle velocity for high penetration. In automatic mode, muzzle velocity is reduced to improve accuracy. Because the flechette rounds are very light and compact, a standard clip contains 120 rounds. When firing on full automatic, the E-rifle runs out of ammo on a subsequent die roll of one. The E-rifle also includes a grenade launcher (see 306.2). This weapon is the standard small arm of the frontier military forces.

Light Assault Gun: The LAG is a large caliber, semi-automatic gun designed to breach armor and destroy small fortifications. It is a long, heavy, bulky weapon. As such, it is not generally issued to infantry squads except in those cases where a need is anticipated. The light assault gun runs out of ammunition on a die roll of one or two. It can breach a wall the same as a tank main gun (three hits create a breach). It also negates all defense multiples for armor or carapace.

Machine Gun: Aside from the switch to caseless ammunition, machine guns are otherwise identical to their predecessors. A machine gun firing without a loader runs out of ammunition only on a die roll of one. Like ACRs, MGs are found primarily in paramilitary groups.

Machine Pistol: The machine pistol used in this game is in all ways identical to the machine pistol described in the standard rules. It is smaller and lighter, but its function remains the same. Machine pistols are common sidearms among civilian explorers and spaceship crews.

Pistol: The recoilless pistol, firing powerful, lightweight, caseless ammunition, enjoyed a brief renaissance in military forces, and is still issued widely as a personal defense weapon. All Frontac marines carry pistols. To use the pistol, the soldier must exchange weapons with himself (slinging his standard weapon and preparing the pistol). Note this on the soldier's roster entry. A pistol never runs out of ammunition.

Pulse Rifle: The pulse rifle operates on the same principle as the E-rifle, but is heavier and capable of a higher volume of fire. One or two are issued per squad as a light support weapon. The pulse rifle is carried on a body harness that distributes the weapon's considerable weight evenly across the gunner's torso and balances the weapon on a pivot for easy maneuvering.

The gun itself is hydraulically supported, counter balanced, and recoilless. It is only capable of automatic fire, and runs out of ammunition on a die roll of one. A loader cannot be assigned. A pulse rifleman can fall prone, but must roll a one, two, or three to stand up again when this is attempted.

[306.2] Grenade Launchers

Grenade Launcher: The E-rifle is equipped with an under-the-barrel grenade launcher. Its operation is identical to the M203 grenade launcher (case 19.4) except that:

- It does not become unloaded automatically after each shot; instead, it unloads on a subsequent die roll of one or two, and
- The grenade has no minimum arming distance.

The grenade launcher can fire either offensive or incendiary grenades, but only one type of grenade can be loaded (smoke or anesthetic grenades can be allowed by special game condition). The load must be specified at the beginning of the scenario. Colonial forces sometimes have older model standard grenade launchers as support weapons.

Automatic Grenade Launcher: The Frontac marine automatic grenade launcher is similar to the standard grenade launcher, but it fires grenades in three-round salvos (semi-automatic fire is not possible). The grenades do not have a minimum arming distance. A separate scatter dice roll must be made for each round. The weapon carries 18 grenades, enough for six salvos. The player must keep track of these salvos on his roster sheet. Different types of grenades can be loaded in a salvo, but each salvo must be identical. A standard load is two offensive grenades followed by an incendiary grenade, but the operator can change this at the time of loading. Loading one salvo takes one round; completely reloading an empty weapon takes six rounds. The weapon can be fired without being fully reloaded.

[306.3] Flame and Energy Weapons

Flamer: The flamer has the same effect as the flamethrower in the Standard Rules (29.0), but it is much more flexible and safer to use. Anyone can use a flamer. The operator can fall prone without penalty. The flamer cannot explode. It becomes unloaded on a die roll of one or two, but can be reloaded like any other weapon.

Laser Rifle: The laser rifle fires a pulse of coherent light. The weapon is quite lethal, but it is not standard issue to infantry squads. It is bulky, fragile (compared to other combat weapons), and has a low rate of fire. However, it also has a perfectly flat trajectory, no recoil, no report, and muzzle velocity equal to the speed of light. Its range is limited only by its optics. All of these features combine to make it a nearly

perfect sniper's weapon, and sniping is its typical assignment. The laser rifle fires semi-automatic only, and runs out of ammo on a die roll of one or two.

Plasma Gun: The plasma gun is an extremely high-energy weapon. It is so destructive that this weapon is seldom attached to an infantry squad. The plasma gun fires a bolt of super-excited hydrogen nuclei along a laser beam. The heat contained in the plasma bolt can vaporize a considerable amount of matter before its energy is dissipated. The weapon carries only six rounds. Each round must be tracked individually on the roster sheet. The weapon cannot be reloaded. If fired at a wall, door, floor, or ceiling; it creates a breach. A plasma gun requires special training and cannot be used by any soldier other than the one to whom it was issued.

[307.0] Grenades

Grenades have long been one of the infantryman's most useful weapons. Their versatility and lethality can only increase.

[307.1] Types of Grenades

Defensive Grenade: These are exactly the same as the defensive grenades described in the Standard Rules.

Offensive Grenade: These are the same as the offensive grenades described in the Standard Rules.

Incendiary Grenade: The incendiary grenade explodes in a fireball which burns out immediately. Its effect is identical to a flamethrower in the hexes it affects.

Smoke Grenade: These are the same as the smoke grenades in the Standard Rules.

Thermal Bomb: A thermal bomb does not burst like other grenades. Instead, it burns at very high temperature. The bomb ignites at the end of the round in which it was thrown or placed and continues burning until the End Phase of that turn. Place a Fire marker in the bomb's hex. Any being that is in or adjacent to the bomb's hex, or moves into one of those seven hexes, is attacked by the bomb. The bomb's attack strength is 30. This can be modified by armor or cover, but not by movement or posture. The bomb creates a breach in every adjoining hexside, floor, and ceiling when it burns out.

Satchel Charge: Although a satchel charge is not really a grenade, it is described here because its effect is similar to a grenade's. A satchel charge operates identically to the standard game description, with one addition. A satchel charge can be detonated by remote control by a human who is designated as the detonator. The detonator can detonate the mine either as a task (when he is active) or as opportunity fire. He need not

have a line of sight to the charge; the charge has its own sensors that alert the detonator when something approaches. These sensors are not motion trackers, however, and do not allow the Human player to see the face of an inverted Pred (the player might mistakenly detonate the satchel charge against a dummy). If the detonator is killed or incapacitated, another friendly man can move into his hex and exchange weapons, thereby becoming the detonator. The detonator can move freely before and after the satchel charge is detonated.

[307.2] Random Grenade Availability

This is a change from the optional Grenade Limits rule (38.0).

When setting up a scenario, determine randomly how many grenades are available to the humans. The Human player rolls a number of dice and adds the number of men in his squad to determine how many grenades his squad carries. The number of dice rolled depends on the type of squad involved.

Spaceship Crew: one die plus number of men in the squad.

Colonists: two dice plus number of men in the squad.

Frontac Marines: five dice plus number of men in the squad.

A thermal bomb can be taken instead of two hand grenades. Note that the limits apply only to hand grenades. Anyone equipped with a GL or AGL has an unlimited supply of grenades for that weapon.

[308.0] Marine and Crew Positions

Human forces in the *Bug Hunter* game, like those in other SNIPER!™ games, have special leaders assigned at the start of play. Besides the standard jobs of squad leader (SL) and assistant squad leader (ASL), the starship crews, base personnel, and marines have technical training in areas other than weapon handling. This training can be crucial in some situations (for example, medics modify injury recovery die rolls).

[308.1] Assigning Positions

Crew positions are drawn randomly from a cup as outlined in 22.0 of the Standard Rules. The following notes also apply:

Frontac Marines: Each squad has a squad leader (SL) and assistant squad leader (ASL). In addition, four other positions are drawn for: medic (MD), two engineers (E), and a radio tech (R). The remainder of the squad members have no special skills.

Spaceship Crews and Colonists: The squad leader is the captain (C) or base commander, and the assistant squad leader is the first officer (LT). Additional crew positions are the flight officer (FO), science officer (SO), artificial intelligence specialist (AI), engineering officer (E), medical officer (MD), steward (ST), and engineering mate (M). Any extra crew members are assumed to be engineering mates.

These positions can be assigned in any order, but each job must be announced before the counter is drawn. If there are more positions than counters, those not selected by the player are assumed to have become casualties before the scenario began.

[308.2] Effects of Crew Positions

The special game effects of crew positions are summarized here.

SHIP CREW/COLONISTS

Captain: Act as SL, initiate self-destruct, launch probe, launch lifeboat. If killed, draw an additional preservation chit.

First Officer: Act as ASL, initiate self-destruct, launch probe, launch lifeboat. If killed while acting as SL, draw an additional preservation chit.

Artificial Intelligence Officer: Can make one civilian motion tracker during each interphase.

Flight Officer: Launch probe, pilot assault boat.

Science Officer: Launch probe. (Optional rule: roll a die at the end of each Preservation Interphase; a roll of 6 reveals one alien power).

Medical Officer: Lack of a medical officer is a -1 penalty to recovery rolls during the interphase. If the medical officer is lost an additional preservation chit must be drawn.

Engineer: Initiate self-destruct, launch probe.

Engineering Mates: Initiate self-destruct.

Navigator: Reprogram lifeboat destination.

Steward: Drive land vehicles.

FRONTAC MARINES

Squad Leader: As in Standard Rules.

Assistant Squad Leader: As in Standard Rules.

Engineer: Initiate self-destruct, launch probe.

Medic: Lack of a medic officer is a -1 penalty to recovery rolls during the interphase.

If the medic is lost an additional preservation chit must be drawn.

Radio Tech: Can make one civilian motion tracker during each interphase, drive land vehicles.

Not all of these abilities will seem useful. Players should consider building their own scenarios around the lesser-used ones.

[309.0] Ability Ratings

Three types of humans are represented in the *Bug Hunter* game: colonists, spaceship crews, and Frontac (Frontier Tactical) marines.

Typically, colonists and spaceship crews are lightly armed and have no armor. They are neither equipped nor trained to battle alien creatures. Frontac marines are equipped to deal with a broad range of threats and are very heavily armed and armored. They are trained to tackle most situations and to adapt to situations that no one could have imagined.

Players create unique soldiers for their squads with random dice rolls or use the Standard Squad (see page 15).

[309.1] Activation Ratings

To determine a soldier's activation rating, roll one die and consult the Random Activation Ratings table.

[309.2] Panic Ratings

To find a soldier's panic rating, roll one die and consult the Random Panic Ratings table.

[309.3] Ability Ratings

Ability rating is an optional rule to make the members of a squad or crew different from each other. Such ratings can give a marine or crewman a bonus or penalty in one or more of these abilities: Firing (F), Grenade-throwing (G), or Hand-to-Hand combat (H).

Ability ratings vary between the troop types. To determine a particular soldier's ability ratings, roll two dice three times for each soldier. Find the results on the appropriate Random Ability Ratings table. If the number rolled falls in the first listed range, the soldier has a penalty in that ability. If the number falls in the second listed range, the soldier has a bonus in that ability.

For example, when determining the ability ratings for a colonist, assume the dice rolls are 8, 12, and 6. This gives him a +1 bonus when firing, no adjustment when throwing a grenade, and a -1 modifier in hand-to-hand combat.

Random Activation Ratings Table

Soldier	Die Roll					
	1	2	3	4	5	6
ER, ACR, P,						
MP	1	2	3	4	5	6
PR, MG, PL	1	1	2	2	3	4
LR	1	2	3	3	4	5
AG, FT, AGL	1	2	2	3	3	4

Random Panic Ratings Table

Soldier	Die Roll					
	1	2	3	4	5	6
Colonist, Space-						
ship crew	2	3	3	4	4	5
Frontac marine	2	2	3	3	4	5
Pred	1	2	3	3	4	5

Random Ability Ratings Table

COLONIST

	Penalty	Bonus
F	4-5	8-9
G	2-4	9-10
H	6-7	8

SPACESHIP CREW

	Penalty	Bonus
F	2-4	9-10
G	5-6	8-9
H	4-5	9

FRONTAC MARINE

	Penalty	Bonus
F	4-5	8-9
G	6	8-9
H	4-6	8

[310.0] The Squad Roster

The squad roster form is printed on the back of the Activation Track card. Players should photocopy this form before starting play.

When listing soldiers on the roster, it is best to assign ID numbers to soldiers in ascending order according to their activation ratings. This greatly simplifies the job of determining which soldiers are active. Instead of hunting over the board and checking each soldier's listing individually, the player can look at his roster and see which active soldier has the highest ID number. He then knows that every soldier with a lower ID number is also activated. (Because of how ID numbers are assigned to counters, it is necessary to do this separately with each type of weapon. A squad usually contains few special weapons, however, and by their nature they are easier to keep track of; few players forget where their pulse rifle is.)

Players can use the "markers" space on the roster for markers that would normally be placed on the soldier's counter on the map: Prepared Grenade, Wound, and Unarmed markers, etc. This reduces stacking on the map and makes checking each soldier's status easier.

[311.0] Radiocom

All Frontac marines are equipped with radiocom: radio communication equipment built into their helmets. Radiocom is also available to colonists and spaceship crews in some scenarios.

Radiocom has three effects: it reduces the penalties for isolation; it gives the squad leader control over soldiers; and it allows panic to spread through the squad more quickly.

[311.1] Isolation Effects

An isolated soldier who is equipped with radiocom has his activation rating increased by one, not two.

[311.2] Leadership Effects

The leader of a squad equipped with radiocom can activate any soldiers in his squad regardless of their physical separation. All other restrictions on leader activation still apply (see case 22.3).

[311.3] Panic Effects

Because all soldiers in a squad equipped with radiocom are in communication with each other, a casualty can trigger panic in soldiers who could not see the attack. In addition to those events listed in case 24.1, if the squad is equipped with radiocom, every soldier must check for panic every time any soldier in the squad gets wounded, incapacitated, or killed. If the checking soldier knows of the casualty only through radiocom, increase his panic check die roll by two.

[312.0] Combat Results Modifications

[312.1] Panic Combat Results

Unlike the Standard Rules, panicked humans will not usually go prone. They will go prone only if the panic check is the result of a Pred firing a weapon at them. In all other cases, the humans will remain erect, but will not take any action other than to defend against hand-to-hand attacks.

[312.2] Sacrificing Humans

Occasionally, the Human player may wish to deliberately sacrifice marines, colonists, or crewmen to get rid of Preds. This has the following effects:

- One extra preservation chit is drawn for each human lost in this manner. If this causes the last preservation chit to be drawn, the Human player automatically loses, regardless of scenario victory conditions.
- All survivors who are aware of the sacrifice must make an immediate panic check at -1. In addition, a permanent -1 modifier to all future panic checks applies. Colonists also receive a -1 modifier to future panic recovery rolls. Survivors with radiocom and those in the same or adjacent areas will know immediately, all others will know in the next Preservation Interphase (see 313.0).

[313.0] The Preservation Interphase

When a human force reaches its preservation limit, the human player can declare a Preservation Interphase. This is a special break in the normal turn sequence during which the humans can reorganize. Before actually entering the interphase, however, the humans must break contact with the Preds.

[313.1] Declaring the Interphase

A Preservation Interphase can be declared at the end of any turn (not round) when the human force reaches its preservation limit. If the Human player declines the Preservation Interphase in the End Phase of the turn, he forfeits that option for the rest of the game. The interphase begins as soon as all humans have escaped or been either incapacitated or killed.

[313.2] Disengaging from the Preds

The interphase begins only after all humans have disengaged, have been incapacitated, or have been killed.

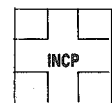
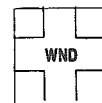
- A human has disengaged if, at the end of any game turn (not round), either he is four or more hexes from the nearest Pred, or no Pred can trace a line of sight to him (see 7.3).
- Each human is removed from the map and placed aside as he successfully disengages. If necessary, additional game turns are played until disengagement is complete.

[313.3] Interphase Procedures

When the Human player successfully disengages, the following events occur in sequence.

1. All Preds are removed from the map.
2. Any emplaced satchel charges explode and create breaches. Decompression markers are placed to their fullest extent in areas that are actively depressurizing.

3. All humans are replaced on the map in their Command Post, which is designated in the scenario. All panicked humans recover. A die is rolled for each wounded or incapacitated human to determine whether he recovers.
4. The Human player rolls one die. He can return that many preservation chits of his choice to the preservation cup. If he rolls a one, he can return two chits.
5. Preds are replaced on the map. All Preds must be at least six hexes away from the human Command Post unless they are separated from it by more than one level.
6. The normal turn sequence resumes with the Initial Sighting phase.



[313.4] Casualty Recovery

During a Preservation Interphase, wounded and incapacitated humans can recover health. Roll one die for each wounded or incapacitated soldier and check the Casualty Recovery table. If the medic is dead or incapacitated, subtract one from the die roll.

RECOVERY RESULTS

No Change: The soldier remains wounded.

Recovers full health: The soldier's wounds were minor and have been overcome with treatment and stimulants. He returns to the game in full health.

Dies: The soldier's wounds were more serious than they appeared, and he died. Remove the soldier from the roster and draw one preservation chit.

Incapacitated: The soldier's wounds are too serious to allow recovery within the time frame of the scenario. The soldier remains incapacitated and is placed in cryogenic suspension; remove him from the scenario.

Recovers to wounded: The soldier's wounds were less serious than they appeared and treatment allows him to return to action. The soldier stays in the game, wounded instead of incapacitated.

A wounded soldier's recovery can be checked in every Preservation Interphase, regardless of when he was wounded. An incapacitated soldier's recovery can be checked only once; if he fails, he is removed from the game. If an incapacitated soldier recovers to wounded status, he can be checked again any number of times in subsequent Preservation Interphases.

[314.0] Motion Trackers

In most scenarios, the humans are equipped with motion trackers (MT). These devices detect motion and warn the user that something is moving in the vicinity.

[314.1] Types of Motion Trackers

Frontac Motion Trackers: These compact units can be assigned to any marines in the squad. A marine can use a motion tracker in addition to his weapon.

Civilian Motion Trackers: These are usually adapted from other scientific equipment. They can be assigned to any member of the squad or ship crew. However, as these are much bulkier than the military variety, the man using the motion tracker cannot carry a weapon (mark with an Unarmed marker).

[314.2] Using a Motion Tracker

A motion tracker can be used once per round. The Human player decides when to use it, and can use it during a Pred round. The user cannot use the motion tracker if he is stunned, panicked, or incapacitated. The user can take other actions in his own round; for example, firing if a marine or rearming with a weapon if a colonist.

Whenever a face-down Pred counter moves within five hexes of a motion tracker, the Human player can roll one die. If the Pred is on the level above or below the motion tracker, subtract three from the roll. Preds more than one level away cannot be detected.

If the result is greater than the distance from the motion tracker to the face-down counter, the Pred player must flip the counter face up. If it is a dummy, remove it from the map. If it is a Pred, it can continue its movement.

Walls and doors (including airlocks) have no effect on motion trackers.

[315.0] Vehicles

Six types of vehicles are present in the *Bug Hunter* game: crawlers, IVHEs, probes, workpods, lifeboats, and assault boats.

[315.1] Crawler

The crawler is identical to a fully-enclosed APC (34.0) in all respects except two: it is fully sealed against hostile environments and vacuum and it is unarmed. It can operate normally in any environment. Its crew is a single driver with radiocom and a pistol. In any scenario using the planetary map with the Garage (Map G), an uncrewed crawler is placed in the Garage. Note that any colonist or Frontac marine can drive a crawler.

[315.2] IVHE

The IVHE (infantry vehicle, hostile environment) is a military version of the crawler. It is identical to the fully-enclosed APC (34.0) in all respects except two: it is fully sealed against hostile environments and vacuum and it is armed with a pulse rifle (PR) instead of a machine gun. It has a crew of two, a driver and a commander, who have radiocom and pistols.

[315.3] Probe

A probe is an unmanned, remotely-controlled vehicle used for close-up exploration of planetary atmospheres and surfaces.

The ship carries two probes on the Engineering Deck (deck 7). Each probe is housed in its own bay. These bays are always vacuum. The only entrance to a probe bay is through the adjoining airlock.

Even though the probes carry no passengers, a man in a spacesuit can exit the ship through the probe bay. The bay door is just another airtight door and can be opened the same way. The bay door can be opened from any hex inside the bay and adjacent to the airlock (see 316.0).

A probe can be launched by a qualified person in the "Probe Launch Controls" hex in the probe control room. When a probe is launched, everything in the probe bay is swept into space along with the probe. (This is a useful means of getting rid of a Pred if it can be herded into the probe bay.) Only the captain, first officer, science officer, flight officer, or engineer can launch a probe.

[315.4] Workpod

A workpod is a one-man Extra-Vehicular Activity (EVA) platform. The ship carries three workpods on the Engineering Deck. A workpod carries one person (in the rear hex). Each is designed for conducting visual inspections and repair work on the ship's outer hull.

A workpod can be launched only when a crew member is at its controls. Any member of a ship's crew or Frontac marine can operate a workpod. The operator must spend one round opening the pod bay door. After that, the pod can move. The bay door remains open until the pod returns. The bay door then closes automatically.

A workpod moves on magnetic treads along the ship's hull. It cannot leave the hull to travel through space. A pod moves four hexes horizontally, or one deck vertically, in a round. It moves only when the operator is active.

A workpod is equipped with a cutting torch capable of breaching the ship's hull. The hull can be breached in a single round. This causes

decompression and shuts down the deck. Place a Breach marker directly on the hull hexside. The breach is not large enough for a person to move through, however. If the pod spends a second round cutting, the breach is large enough to move through. The pod operator can then exit the pod and enter the ship through the breach using normal EVA rules (see 316.0).

Repairing breaches in the hull requires much time, and is outside the scope of game play.

[315.5] Lifeboat

The lifeboat is designed to carry the crew to safety if the ship must be abandoned in an emergency. It can carry the entire crew in cryogenic suspension along a programmed course to the nearest port.

The lifeboat can be entered through the hatch on the science deck. The lifeboat dock also extends partially into the bridge deck, but is not accessible from that deck.

The lifeboat can be launched by the ship's captain, first officer, or flight officer in the "Lifeboat Launch Controls" hex. The lifeboat actually launches (and leaves the ship) in the Smoke Dissipation phase of the following turn. Once the lifeboat has been activated, its departure cannot be prevented.

The lifeboat launches automatically 10 turns after the ship's self-destruct sequence is initiated (see 319.0). This launch occurs in the Smoke Dissipation phase of the 10th turn after the self-destruct sequence is initiated, regardless of how many crew members are aboard.

[315.6] Assault Boat

The assault boat is used by Frontac marines to board spaceships without having to rely on one of the ship's airlocks.

There is no movement of assault boats. When assault boats are used in a scenario, place the boat(s) on the map in their assault positions. Breaches are not created until the scenario begins.

An assault boat can be placed anywhere along the ship's hull. All front hexes of the assault boat must be in contact with the hull.

In the first round, the assault boat creates a breach in the ship's hull. Soldiers can move through the breach in any subsequent round. The assault boat remains in place for the remainder of the scenario.

The interior of an assault boat is never pressurized, so whenever marines board a ship from an assault boat, they are wearing spacesuits.

The assault boat has a pilot rated equal to a spaceship crewman and armed with a pistol. He does not leave the assault boat at any time, but can participate in its defense.

Note that each assault boat has an extra LAG in a bow weapons locker. Any marine can rearm with this weapon if desired.

[316.0] Extra-Vehicular Activity

Extra-vehicular activity (EVA) is any sort of activity performed on the spaceship maps but outside the ship.

The atmosphere outside the ship is always vacuum.

[316.1] Exiting the Ship

There are six ways to get out of the ship:

- Depressurize deck 11 and lower the cargo lift;
- Lower the lift in the airlock on deck 11;
- Launch a workpod from deck 7;
- Exit through a probe bay on deck 7;
- Exit through the airlock on deck 9;
- Use a satchel charge or workpod to breach the hull and exit through the breach.

All of these methods can also be used to get back into the ship, with one exception: the cargo lift cannot be opened from outside the ship if deck 11 is pressurized. Deck 11 cannot be depressurized from outside the ship without breaching the hull. All other airlocks and bays can be entered from outside the ship like any other airlock.

[316.2] Moving Outside the Ship

Once outside the ship, a being can move four hexes per turn horizontally or one deck vertically. It must remain adjacent to the ship at all times. If any piece ever leaves the ship and moves so that it is not adjacent to the ship, that piece is removed from the game and considered killed.

[316.3] Combat Outside the Ship

The following weapons function normally outside the ship: ER, LR, PR, PL, GL, AGL. Flamers, incendiary grenades, and thermal bombs do not function at all. All other direct fire weapons have their firepower halved at all ranges. Grenades scatter as if all ranges were doubled. Satchel charges cannot be thrown, but they can be placed.

[317.0] Spacesuits

Spacesuits are stowed wherever the spacesuit symbol appears on the map.

[317.1] Donning a Spacesuit

To put on a spacesuit, a human must spend the round in a spacesuit hex. Roll one die. If the result is six, the person has completed the operation; place a Spacesuit marker on the person. If the result is five or less the person is still struggling into the suit.

Once a person begins putting on a spacesuit, he can't move until he has the spacesuit on or he spends a round taking the suit off.

A spacesuit can be taken off anywhere. To take the suit off, roll one die. If the result is four or more, the suit is off. If the result is three or less the person is still wriggling out of the suit. Once a person starts taking a suit off, the suit no longer protects him. He cannot move until he either takes the suit off completely or puts the suit back on. Leave the Spacesuit marker in the hex where the suit was taken off to indicate that a suit is there, unless the hex also contains a spacesuit symbol.

[317.2] Spacesuit Effects

A spacesuit protects the wearer against the effects of hostile atmosphere and vacuum. This protection lasts as long as the suit is worn. Combat results do not destroy the suit or expose the wearer to the atmosphere (the suit is self-sealing.)

Moving while wearing a spacesuit costs an extra movement point for each hex entered.

[317.3] Carrying Spacesuits

Spacesuits can be carried around to be donned later, or to be put away in a proper locker. A man picking up the suit must be otherwise unarmed, so an exchange action is needed to sling a weapon or discard other gear and pick up the suit. Carrying a suit incurs the same movement penalty as wearing one.

[318.0] Structural Damage

The weapons represented in the *Bug Hunter* game are quite destructive and, in some cases, not very selective about what they destroy. Whenever these weapons are used inside a spaceship or planetary base, there is a risk that they will cause severe structural damage. This is a weakening of the framework and supporting structures, the destruction of electrical conduits and embedded circuitry, and so on. Too much damage can shut down entire sections of a ship or base.

[318.1] Rolling for Structural Damage

Whenever a grenade explodes or an automatic weapon is fired, roll one die. For a satchel charge or thermal bomb, roll two dice. For an LAG or PL, roll three dice. Each roll of six causes one point of structural damage. Place Damage markers to indicate how many points have accumulated in an area.

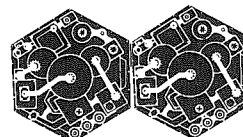
Where structural damage is concerned, an area is bounded by exterior walls and airtight doors. All structural damage within that area contributes to one damage point total.

[318.2] Effects of Structural Damage

When an area accumulates four points of structural damage, that area shuts down immediately. Shutdown causes semi-darkness broken by the glow of emergency lighting, thin smoke or steam lit by flashes from damaged circuits, and so on. It brings the following effects into play in the shut down area:

- Movement costs are at +1 per hex;
- Everyone and everything receives an automatic defense multiple of two;
- All hand-to-hand combat has a -1 modifier.

In some scenarios, the Human player can lose by causing too much structural damage. This is noted in each scenario.



[319.0] The Self-Destruct Sequence

If the situation gets too grim, the Human player can abandon the spaceship or base and order its destruction, along with the Preds. This is clearly a desperate act, however, and it is not always an option.

[319.1] Ordering Destruction

Neither the spaceship nor the base can be set for self-destruction until these conditions are met:

- There can be no more than three active squad members left (not counting incapacitated members).
- The humans can announce the initiation of the self-destruction sequence only in a Preservation Interphase. This announcement is the last action in the interphase.

[319.2] Initiating Self-Destruct

Once the decision to destroy the ship or base has been announced, the Human player follows these steps.

1. An eligible crewman must move to the reactor control override hex (on the base, these controls are on the second level and can be set by any marine or colonist). Eligible crewmen are the ship's captain, first officer, engineer, or engineer's mate.
2. The man initiating the self-destruct sequence must spend *one complete turn* in the reactor control override hex (C2730 or H4029). He must be in position in the Recovery phase of the turn, and still in position in the End Phase. He cannot be panicked at any time during the turn and must be active for at least one round. He cannot perform any other tasks during that turn, including activating other crewmen if he is a leader.

At the end of the turn, the self-destruct sequence is initiated and running.

[319.3] Canceling Self-Destruct

If, for some reason, the Human player decides he does not want to destroy the base or the ship, he can cancel the self-destruct sequence by performing the same steps that he followed to initiate the sequence. A Preservation Interphase is not required to cancel self-destruction.

Self-destruction can be canceled only within six turns of its initiation. After the end of the sixth turn, nothing can reestablish control over the reactor.

[319.4] Getting Away

Unless the sequence is canceled (within six turns of initiation), the reactor will overheat and breach its containment vessel 20 turns after the self-destruct sequence was started. However, beings have only 10 turns to abandon the ship or base. If they have not left the map by the end of 10 turns, they cannot reach a safe distance before the reactor is breached and they all are considered killed.

While the self-destruct sequence is running, the central lift on the spaceship does not operate.

To escape the ship's destruction, men must be aboard the ship's lifeboat at the end of the 10th turn. The lifeboat launches automatically at the end of the 10th turn. Anyone aboard is safe; anyone still aboard the spaceship is doomed.

To escape the base's destruction, men must board a vehicle and drive that vehicle completely off the map by the end of the 10th turn. If any portion of the vehicle is still on the map at the end of the 10th turn, everyone on board is killed when the reactor overheats.

PART 6: ALIEN PREDATORS

[320.0] Types of Predators

Two forms of aliens appear in the *Bug Hunter* game: individual Preds and Swarm Preds. These are not Pred species, but general categories of behavior.



[320.1] Individual Predators

Individual Preds behave (more or less) like humans. Each Pred is a separate unit, capable of independent action. Each Pred counter represents one Pred.



[320.2] Swarm Predators

Swarm Preds tend to act in groups. A swarm counter represents any number of Preds, from one to 12. The number is printed on the back of the counter.

Swarm counters can be used like change; two counters can combine into a single counter or one counter can break into two. The stacking limit for Swarm Preds is 12.

Swarm Pred counters can never be stacked at the end of a round. If two or more Swarm Pred counters are in a hex at the end of the round, they automatically combine into one counter. (If no counter of the appropriate size is available, reduce the stack to the smallest number of counters possible. Treat the stack as a single counter for all purposes.)

The number of Swarm Preds in a hex also serves as the hex's innate defense multiple; eight Swarm Preds have defense multiple eight, five have defense multiple five, etc.

A panic result on the CRT has the usual effect against Swarm Preds (see 323.0). A wound result kills one-third of the Preds represented by that counter, rounded up. An incapacitate result kills two-thirds, rounded up. A kill result kills every Pred on the counter. A stun has no effect whatsoever.

[321.0] Predator Powers

Each Pred species has innate powers that are unknown to the Human player. At the start of a scenario, the Pred player draws several Pred power cards at random. These cards determine the Preds' characteristics.

Draw four cards for individual Preds, and two cards for Swarm Preds.

The powers are explained below.

[321.1] Predator Power Explanations

Anaerobic: The creature needs no oxygen to live. It cannot be injured by vacuum or hostile atmosphere.

Carapace 2, 3, or 4: The creature has an armored exoskeleton that gives it an innate defense multiple of two, three, or four, respectively. Swarm Preds receive a maximum multiple of 2 with this card. Additional card of this type multiply the effect: a draw of x3 and x4 give a total multiple of x12 (x4 for Swarm Preds).

Clone: The creature can duplicate itself. Place one more Pred (a counter worth four if a Swarm Pred) on the board during every Preservation Interphase. Only one Pred (or Swarm counter) is gained, regardless of how many other Preds are in play. Each card of this type allows another Pred (or Swarm worth four).

Corrosive Blood: The creature's blood is concentrated acid. Whenever a Pred suffers a W, I, or K combat result, it attacks all humans within three hexes and line of sight once with a firepower of five.

Extra Power: The Pred has more powers than usual. Reshuffle this card back into the deck and draw two more cards to replace it. This card can be drawn any number of times.

Growth: The creature gains new powers during the game. During every Preservation Interphase, draw another power card.

Hand-to-Hand 1, 2, 3, or 4: The Pred benefits from a hand-to-hand rating of 1, 2, 3, or 4, respectively. These cards are cumulative; thus, a +1 and a +2 gives a total of +3.

Horrid: The Pred's appearance is so horrible that every human who sees one must make a panic check. Once a human makes his panic check, he doesn't have to check again for seeing a Pred until after the next Preservation Interphase. (The Human player may find it useful to note which soldiers or crew have made this check.)



Infectious: Humans who are wounded or incapacitated may have had Pred seeds planted inside. At the end of every turn (in the End Phase), roll one die for every wounded human. On a result of six, a Pred hatches from that human. Add one Pred to the game and remove the human; he is killed. Humans in cryogenic storage are safe. Wounded humans who recover full health were not infected. (If the Pred also undergoes metamorphosis, the Pred player should keep a record of its powers at each stage. Hatchlings begin at the first stage, regardless of how many stages the others have passed through.)

Intelligent: The Pred has rudimentary understanding of human technology. It can cycle airlocks and use weapons that it recovers from the bodies of dead humans. Weapons are fired with a -1 modifier, grenades are thrown or fired with a -1 scatter modifier.

Metamorphosis: The Pred passes quickly through several life stages before reaching maturity. During the next Preservation Interphase, reshuffle all of the Pred's powers back into the deck and draw all new powers for it. Clones, if any, are created at the same level of development as the cloning creature. The Pred undergoes only one metamorphosis unless the metamorphosis power is drawn again.

Poisonous: The Pred is equipped with natural poison. Injuries inflicted in hand-to-hand combat may worsen during the game. In the End Phase of every turn, roll one die for every human who was wounded or incapacitated in hand-to-hand combat with a Pred. On a roll of six, the injury becomes one step worse: W becomes I, I becomes K. If both of these are drawn, roll twice for each injury.

Random Weapon Effects: The creature's physiology is so alien that weapons have unusual, unpredictable effects against it. If this power is chosen, shuffle the weapon effect cards and place them face down in a pile. Whenever a weapon is used against the Pred for the first time, the Human player draws a weapon effect card from the deck and places it on the weapon effect display next to the weapon in question. The weapon has the listed effect for the rest of the scenario. For example, a human fires an

Anaerobic

Unaffected by vacuum or hostile atmosphere.

ACR at a Pred for the first time in the scenario. He draws a weapon effect card at random and gets "All results K." For the rest of the scenario, any attack by an ACR that achieves any result at all kills the Pred. The specific weapon effects are explained in 321.3.

If both of these are drawn, the Pred player can turn in the second card to cancel a random effect drawn by the Human player. This decision must be made when the random effect is first revealed or the opportunity is lost. The Human player immediately draws again and whatever result is drawn is the result used.

Reflexes: The creature is very agile. It can move its full movement allowance and still attack hand-to-hand in a single round. (Note: the combination of this card with *Speed* should only be allowed by special game condition; otherwise, the Pred player discards one and draws again.)

Regeneration: The creature regenerates injured body tissue. Every Recovery phase, roll one die for each wounded or incapacitated Pred. On a roll of six, that Pred recovers one health state: incapacitated becomes wounded, wounded becomes healthy.

Speed: The creature moves very quickly. Its normal movement allowance is 12 movement points; six if halved, three if halved twice. (Note: the combination of this card with *Reflexes* should only be allowed by special game condition; otherwise, the Pred player discards one and draws again.)

Snap Attack: The Pred is instinctively aggressive and can strike with lightning speed. Each time a human enters an adjacent hex (or the hex it occupies), the Pred receives an immediate, free hand-to-hand attack. Note that no free attack is received if the Pred moves next to a human.

[321.2] Displaying Predator Powers

The Pred player places his Pred power cards face down on the table. The Human player can see how many there are, but not what they are. The Pred player must reveal a power as soon as he uses it. Once revealed, that power card is left face up on the table where both players can see it during play.

[321.3] Random Weapon Effects

If the special power, *Random Weapon Effects*, is drawn, then the physiology of the Pred is so alien that standard weapons can have unusual effects. The Random Weapons Effect Display is located in the Scenario Book. The display is used to record these effects as the Human player discovers them. Each time a weapon is used against the Pred, a Random Effect card is drawn and placed in the box on the display that matches the weapon used.

Random weapon effects apply only to those weapons shown on the Random Weapon Effects Display. A weapon that is not listed there always has its standard effect.

Once an effect for a weapon is established, it remains the same for the duration of the game, unless an unpredictable metamorphosis occurs.

RANDOM WEAPON EFFECTS EXPLANATIONS

No Effect: The weapon has no effect on the Pred whatsoever.

Standard: The weapon's effect is exactly as described in the Standard and Special rules, with no modification.

CRT +1/+2/+3/+4: The weapon is more than usually effective. The attack is resolved normally, but the indicated number (1, 2, 3, or 4) is added to the Combat Results table dice roll.

CRT -1/-2/-3/-4: The weapon is unusually ineffective. The attack is resolved normally, but the indicated number (1, 2, 3, or 4) is subtracted from the Combat Results table dice roll.

All Panic: The weapon's attack is resolved normally. However, if any result is achieved (P, K, I or S, but not stun), it is automatically converted to a panic check.

All W/I/K: The weapon's attack is resolved normally. If any result is achieved (P, K, I, or S, but not stun), it is automatically converted to a wound, incapacitation, or kill, respectively.

All Stun: The weapon's attack is resolved normally. If any result is achieved (P, K, I, S, or stun), it is automatically converted to a stun.

Enrage: If any result is achieved (including stun), the weapon has no effect. The Pred, however, is enraged. If any human is within the Pred's movement allowance, the Pred moves adjacent to that human and attacks hand-to-hand. This move and attack is resolved immediately.

[322.0] Predator Activation

Preds are activated differently from humans. Swarm Preds have variable activation ratings. Individual Preds have no activation ratings at all.

[322.1] Activating Individual Predators

Individual Preds have no activation ratings. Instead, when an activation chit is drawn, the Pred player can activate as many Preds as the number on the activation chit. When he draws activation chit three, for example, he can activate any three Preds that he wants. The activation chit is placed on the Activation Track as usual.

[322.2] Activating Swarm Predators

For Swarm Preds, the activation number is determined by the number of Preds represented by the counter. The activation rating of the counter equals *one-half* of the number of Preds on the counter. Fractions are rounded up. For example, a swarm counter representing eight Preds has an activation rating of four. A swarm counter representing three Preds has an activation rating of two.



equals 4 Activation



equals 2 Activation



equals 1 Activation

After the activation chit has been drawn, a large swarm counter can be broken into two smaller counters in order to activate one of the two counters. However, even if both of the resultant swarms are small enough to be activated by the activation chit, only one can be activated after the large counter splits.

For example, a swarm counter contains six Preds. Its activation rating is three. The current activation chit is two. The swarm counter can be split any of the following ways: five/one, four/two, or three/three. After splitting, either of the counters can be activated (except in the case of a five/one split; the five counter is still too large to be activated). Assuming the swarm counter is split into four and two Preds, either counter can be activated. The other must remain unactivated for the rest of the round.

[323.0] Predator Panic

Pred panic is handled differently from Human panic.

[323.1] Panic Ratings

Pred panic ratings are determined randomly by rolling a die and reading the result from the Random Panic table. All individual and Swarm Preds in a scenario have the same panic rating.

[323.2] Triggering Panic

Preds tend to panic less often than humans. A Pred must check for panic when:

- It suffers a P, P#, or W result on the CRT;
- Another Pred in its line of sight is killed. If a member of a Swarm Pred is killed, all other Swarms with a line of sight to the Swarm must check.

Only one check is made for a Swarm Pred. Preds in a swarm either panic at once or don't panic at all.

[323.3] Effects of Panic

When a Pred panics, it flees. Remove the panicked Pred from the map and place it to the side under a Panic marker. During the Recovery phase of each turn, the Pred player rolls one die for each panicked Pred. If the result is equal to or greater than the Pred's panic rating, it recovers. Otherwise it is still panicked.

A panicked Pred that recovers is placed back on the map at the end of the Recovery phase. When replacing Preds on the map, the Pred must satisfy all three of these restrictions:

- It must be out of all human line of sight;
- It must be in a room or deck where the Preds were allowed to set up *or* it must be stacked with another Pred (or dummy) counter;
- It cannot exceed stacking limits in the hex.

If there is no place on the map that satisfies these requirements, the Pred remains panicked and off the map until the next Recovery phase.

[324.0] Predator Tasks

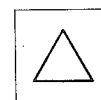
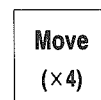
Several tasks are available to Preds that humans are not allowed to use.

[324.1] Movement Tasks

Generate Dummy Counter: A Pred counter, whether real or a dummy, can generate a new dummy counter. The counter does not move. Instead, a dummy counter is placed in the hex with the original counter.

[324.2] Combat Tasks

Quick-Move and Attack: A Pred can move up to half its current movement allowance and still attack. This task is only possible if the Pred can conduct hand-to-hand attack in the same round. Note that a wounded Pred can perform this task.



[325.0] Predator Movement

Preds have several movement restrictions and bonuses that humans do not.

[325.1] Airlocks

A Pred cannot cycle an airlock unless it has the *Intelligence* power. This means that most Preds cannot cross from one atmosphere into a different type of atmosphere.

[325.2] Lifts

Preds can change levels in lift hexes, but must do so only one level at a time. (The Pred is not using the lift, but is climbing inside the shaft.)

A subdued Pred can be moved in a lift along with humans at the normal rate.

The presence of a Pred in a lift shaft does not prevent the lift from operating normally. Neither the lift nor the Pred is affected by the other's presence.

[325.3] Extra-Vehicular Activity

A Pred that is ejected from a ship via a probe bay, blown airlock, or similar method is considered killed and is removed from the game.

A Pred that has the *Anaerobic* power and moves out onto the ship's hull (through a breach, for example) moves four hexes horizontally or one deck vertically (see 316.0). The *Speed* and *Reflexes* abilities do not function outside the ship. Actual combat outside the ship is rare, but possible.

A Pred can move outside the planetary base only if it is described as native to that planet. Preds are noted as native to a planet in the scenario set-up instructions. Otherwise, a Pred that moves outside the planetary base is treated just like an unprotected human in that atmosphere. The exception to this is anaerobic Preds; they are unaffected by planetary atmospheres.

[326.0] Dummies

In order to confuse the Human player, the Pred player mixes dummy counters in with his Pred counters. All of the Pred player's counters are kept face up on the map so that the Human player doesn't know which are real Preds and which are dummies.

The number of dummies in play is stated in each scenario. The number of dummies on the map will fluctuate during the game but the number of dummies in play (on and off the map) stays the same throughout the scenario. (A dummy that is off the map is still in play because it can be returned to the map.)

[326.1] Using Dummies

Dummies activate, move, and stack just like Preds. Until it is revealed, a dummy can do anything a Pred can do. Each dummy that is activated counts against the number of Preds that can be activated that round.

[326.2] Removing Dummies

A counter (dummy or Pred) must be revealed (flipped over) when any one of the following conditions arises:

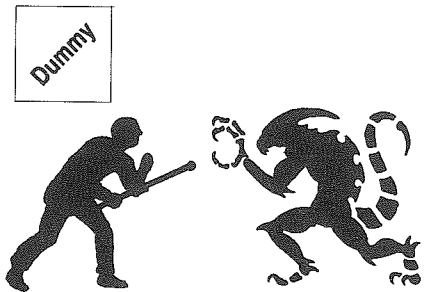
- The counter is in a human's line of sight and it is not marked as evading.
- The counter is detected by a motion tracker;
- A human moves adjacent to the counter and can trace a line of sight to it.

When a dummy counter is flipped face up, remove it from the map. If a Pred is flipped face up, it remains so only as long as the situation demands. As soon as none of the three spotting conditions applies, the Pred is flipped face down again.

[326.3] Replacing Dummies

Dummies that have been removed from the map can be placed back on the map in these situations:

- Whenever a panicked Pred returns to the map, a dummy counter (if one is available) can be placed in the same hex, as long as stacking restrictions are obeyed.
- A dummy counter can be replaced on the map when an active Pred (or dummy) sits still for one round and generates a new dummy counter.
- During a Preservation Interphase, all dummy counters are returned to the map.



The Standard Roster

For those players who want to jump into a game quickly, the following rosters present several standard crew, colonist, marine, and alien groups. Humans are listed without ID numbers or weapons, as these will vary according to the scenario. Abilities in parentheses are penalties.

Standard Colonists

Act.	Pan.	Posn.	Abilities
1	4	EM	—
1	3	EM	—
2	5	EM	F, H
2	2	SL	(H)
3	4	ASL	F, (H)
3	4	MD	—
3	5	E	(G)
4	2	EM	(G), (H)
5	3	EM	(F), G, (H)
5	3	AI	G
5	2	SO	G
6	5	EM	G

Standard Crew

Act.	Pan.	Posn.	Abilities
1	2	ASL	G
1	5	AI	F, (G)
2	3	SL	—
2	2	MD	(G)
3	4	EM	F, G
4	3	N	(F)
4	3	SO	G
4	3	FO	(F), (H)
5	2	E	—
5	5	EM	(G)
6	3	ST	F, (G)
6	3	EM	—

Standard Frontac Marines

Act.	Pan.	Posn.	Abilities
1	2	—	(F), G
1	5	—	F, G
2	2	ASL	F, (H)
3	4	R	H
3	3	SL	—
4	4	—	(F)
5	2	MD	H
6	3	—	(G), (H)

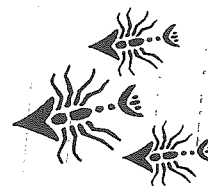
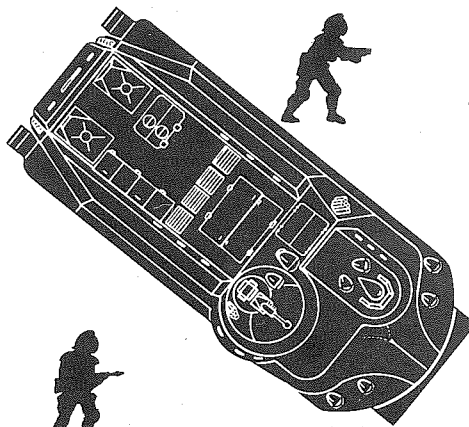
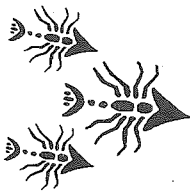
Standard Preds

Stranglers: Anaerobic, Carapace x3, Hand-to-Hand +3, Intelligent.

Lightning Bugs: Growth, Hand-to-Hand +1, Snap Attack, Speed.

Stink Bugs (swarm): Clone, Corrosive Blood.

Stranglers (swarm): Infectious, Random Weapon Effects.



Bug Hunter TASK SUMMARY

Movement Tasks

Move (8 MP)^{1 2}
Evade (4 MP)^{1 2}
Climb^{1 2}
Descend^{1 2}
Jump^{1 2}
Stand Up³
Fall Prone³
Cycle Airlock (Human)^{1 2}
Summon Lift (Human)^{1 2}
Generate Dummy (Pred)

Preparation Tasks

Reload³
Rearm³
Exchange Weapon/Equipment^{1 3}
Prepare Grenade³
Prepare Rifle Grenade³
Prepare Satchel Charge/Thermal Bomb³
Prepare Quick Fire³
Prepare Quick Throw³

Combat Tasks

Sight
Direct Fire
Opportunity Fire (direct only)
Quick Fire¹
Throw
Quick Throw¹
Attack Hand-to-Hand
Quick Move and Attack (Pred)

¹ Can drop prone after performing task.

² Must remove an Exposed marker after performing task.

³ Can remove an Exposed marker after performing task.

Squad, R1 (standard)

Team A	Team B
—Squad Leader (ER)	—Asst. Sqd. Ldr. (ER)
—ER	—ER
—ER	—ER
—PR	—AGL

Squad, M1 (motorized)

Team A	—IVHE Crew
Team B	
	—Driver
	—Gunner

Squad, S1 (special mission)

Team A	Team B
—Squad Leader (ER)	—Asst. Sqd. Ldr. (ER)
—ER	—ER
—ER (tranq. load)	—FL
—PR	—FL

Squad, AB1 (assault boat)

Team A	Team B	Command
—ER	—ER	—Squad Leader (ER)
—ER	—ER	—Asst. Sqd. Ldr. (ER)
—ER	—ER	—Pilot (P)
—PR	—AGL	

Platoon, RP1 (standard)

Squad 1	Support Element	Headquarters Element
Squad 2	—LAG	—Platoon Leader
Squad 3	—PG	—Platoon Adjutant
	—LR	—Radiocom Tech

Platoon, MP1 (motorized)

Squad 1	Command Vehicle
Squad 2	—Platoon Leader
Squad 3	—Platoon Adjutant
	—LAG
	—PG
	—LR
	—Driver
	—Radiocom Tech

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BUG HUNTER SNIPER!™

The *Bug Hunter* game contains a host of individual scenarios. Six main groups of scenarios are presented here: *Contact*, *Mopping Up*, *Final Outpost*, *The Most Dangerous Game*, *Coming Home* and *Revolt*. In addition, two special scenarios are provided. *Abandon Ship* is a solo adventure with the Preds attacking randomly. *It Came From Outer Space* is a special **SNIPER!** expansion scenario that uses any one of the earlier games in the series.

In each general group, different forces for each side are detailed, allowing players to play scenarios involving many different types and numbers of Preds and humans. The Human player usually has a choice of spaceship crew, colonist, or marine forces, while the Pred player can take either individual or Swarm Preds. As most scenarios can be set on either the ship or planetary map, the number of possible scenarios is very great indeed!

The description of each scenario group outlines the situation, and provides special rules that apply to that group of scenarios; including victory conditions, orders of battle for various settings, and so on.

[327.0] Setting Up

Lay out the maps on a flat surface. Place the player card with the activation tracks alongside the map. The players should sit on opposite sides of the map. Separate the counters needed for the scenario and sort them by type. Each player should have a copy of the roster sheet.

Consult the order of battle for the scenario. Each player selects counters to represent his forces and enters their ID numbers on his roster. If the ability rating rules are being used (308.0), each player determines these additional characteristics for his men or Preds and completes his squad roster.

When the order of battle lists a vehicle for a scenario, that vehicle comes with a complete crew.

PART 7: SCENARIOS

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[327.1] Setting Up the Maps

The ship maps are lettered A-D. The planetary maps are printed on the reverse side of the ship maps and lettered E-H. The planetary maps are geomorphic; that is, they can be joined along the edges to make up a great number of different larger maps.

A given map layout can be identified by recording the letter and noting whether the sheets are rotated (see diagram).

[327.2] Secret Deployment Option

In most scenarios, the uncertainty about the Preds is simulated by the dummy counters and random alien powers. However, even more uncertainty can be added by allowing the Pred player to set up, and possibly move, in secret.

If the Pred player is instructed to deploy his force before the game begins in a specific part of the map, this deployment is done secretly—the Human player will not know the location of the Preds until they are revealed during the course of play.

The Pred player can write the locations of his pieces by hex number on a sheet of paper. Alternately, if space permits, he can simply place his units on the second copy of the map, hidden from the view of the Human player, and then watch as the human forces move on the map that will serve as the actual playing surface.

A concealed Pred or dummy must be placed on the map when it moves in a human's line of sight, attacks, or moves within five hexes of a motion tracker.

[238.0] Ending the Game

The game ends after a certain number of Preservation Interphases, when the humans reach their preservation level, or when one side has been completely eliminated, as specified in the scenario groups.

At the end of the game, all Preds still alive but in a holding area (see 303.7) are assumed eliminated for victory purposes.

[329.0] Contact!

An unknown alien organism is loose. The only thing that is known about it for sure is that it may be dangerous. A small group of colonists or a spaceship crew must track down the creature and either trap it, remove it from the base or ship, or kill it.

[329.1] Set-Up

Spaceship: Use the entire ship. The Pred player sets up his pieces wherever he wants (concealed deployment is not used). The Human player must set up so that humans have line of sight to at least three Pred counters. The Human player cannot examine those counters until after the game begins.

Colony: The Pred player chooses three maps. The Human player arranges those maps side by side, as shown. Set up is otherwise the same as for the spaceship scenario.

[329.2] Movement to Contact

Contact has already occurred. Proceed with the standard sequence of play.

[329.3] Game Length

The game ends when the human declares his third Preservation Interphase, all humans are dead, or all Preds are dead.

[329.4] Victory

The Human player wins if all Preds are killed. The Pred player wins if at least one Pred survives at the end of the scenario.

[329.5] Special Rules

The Pred player has the initiative for the first turn. Both players roll to determine how many sighting markers they are allowed, but the Pred automatically get to draw the first activation chit.

During the first Preservation Interphase, the Human player can reequip his characters with two flamers, three pistols, and one motion tracker. These can be assigned to whomever he wants. During the second Preservation Interphase, the Human player gets four tranquilizer gas grenades. The humans get no other weapons or grenades.

The human headquarters is the Dining Area aboard ship or the Conference Room in the planetary base (use building 3521 if the conference room is not in play).

The planetary atmosphere is vacuum.

[329.5] Orders of Battle

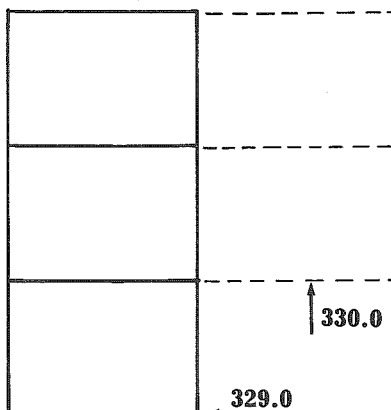
Ship crew (colonists): 4 UNA (nets), 3 prods; track B; pres 4.
Individual Preds: 2 Preds, 6 dummies; track B.

[330.0] Mopping Up

After a desperate battle the humans have come out ahead. Now they face the loathsome task of cleansing their base of any remaining Preds before the creatures can reestablish themselves.

[330.1] Set-Up

The Human player sets up all four base maps however he wants in the arrangement shown. The Pred player chooses any one mapsheet to set up on. After the Preds are set up, the Human player sets up anywhere he wants except on the mapsheet where the Preds are set up. When both sides are set up, each player places two Shut Down markers anywhere on the map where he wants. The Human player places his markers first.



[330.2] Movement to Contact

Contact has already occurred. Use the normal sequence of play throughout the scenario.

[330.3] Game Length

Play until all Preds are dead or incapacitated, or the humans reach their preservation limit.

[330.4] Victory

The Human player wins if all Preds are killed or incapacitated. The Pred player wins if the humans reach their preservation limit. If both of these events happen simultaneously, the Preds win.

[330.5] Special Rules

The Preds are native and the atmosphere is hostile. The humans have 2 motion trackers. Destruction of the base is not allowed.

[330.6] Orders of Battle

Individual Preds: 10 Preds, 8 dummies; track C.
Swarm Preds: 30 Preds; track E.
Frontac Marines: 5 ER, PR, LR, AGL; track B; pres 17.
Colonists: 4 ACR, 2 MP, MG, 3 FL; track D; pres 20.

[331.0] Final Outpost

A valiant but beleaguered group of humans is prepared to make its final stand in the face of overwhelming odds.

[331.1] Set-Up

Spaceship: The Human player rolls both dice, adding three to both results. This randomly selects two decks of the ship. The Human player can select one of these decks, plus the deck immediately above or below, to defend. He must set up on both decks, with no more than eight humans per deck. The Pred player then sets up however he wants on any decks not occupied by humans.

Colony: The human selects one map section to defend. The Pred player then places the remaining three map sections however he wants. At least two sections must adjoin the humans' section. The human force sets up first on its map section. The Preds set up second anywhere on their map sections.

[331.2] Movement to Contact

Only Preds can move until at least one Pred counter is flipped over and revealed. Humans can do any prep or combat tasks prior to contact, but no movement.

[331.3] Game Length

The game ends when all Preds or all humans are dead or incapacitated.

[331.4] Victory

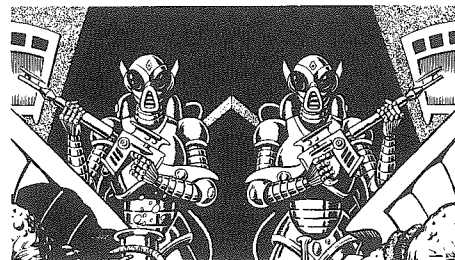
The side with healthy or wounded pieces on the map when the game ends is the winner. If the base or ship is destroyed, the game is a draw.

[331.5] Special Rules

The Preds are native. The humans have 2 motion trackers.

[331.6] Orders of Battle

Individual Preds: 19 Preds, 10 dummies; track D.
Swarm Preds: 50 Preds; track E.
Colonists/Crew: 4 ACR, 2 MP, MG, 2 FL; track C; pres 10.
Frontac Marines: 6 ER, AGL, PR, FL; track A; pres 12.



[332.0] The Most Dangerous Game

[332.1] Set-Up

The Pred player places a single individual Pred in the hex of his choosing on the cargo lift on deck 11.

The humans set up up anywhere the Human player wants on decks 1-9.

[332.2] Movement to Contact

Contact has already occurred. Use the standard sequence of play throughout the scenario.

[332.3] Game Length

The game continues until the Pred is dead, the entire crew is dead, the Pred is the sole occupant of the bridge, or the bridge deck is shut down.

[332.4] Victory Conditions

If the Pred is killed, the Human player wins. If the crew is wiped out, or the Pred clears or shuts down the bridge, the Pred player wins.

[332.5] Special Rules

The Pred is an alien version of Sergeant Rockanroll (41.0). It has the following attributes:

- It uses activation track A and has an activation rating of 1.
- Its panic rating is 1.
- It has 10 movement points.
- It carries a pulse rifle/grenade launcher which never becomes unloaded.
- It can fire any type of grenade at will.
- It is never isolated.
- Its armor gives it a defense multiple of x3.
- Combat results against it are altered as follows: P results are normal, W becomes P2, I and K become W. It is never stunned.
- It is unaffected by vacuum or hostile atmosphere.

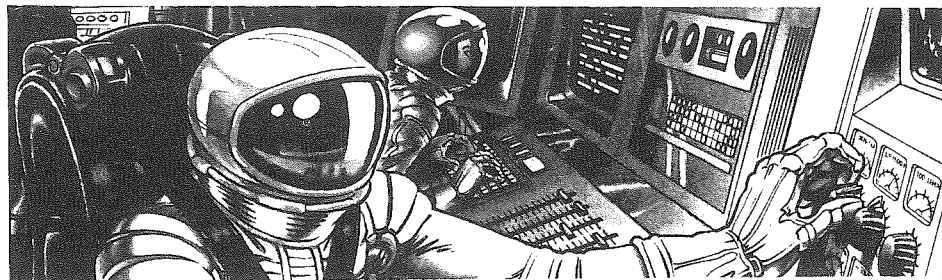
The humans command post changes during the scenario. Any time a Preservation Interphase is declared, the humans regroup two decks above the Pred's current position. The Pred can redeploy one deck below the humans. If the humans can't regroup, the Pred wins.

The lift is shut down and cannot be used in this scenario. No one, human or Pred, can enter the lift shaft.

The humans have 3 motion trackers.

[332.6] Orders of Battle

Crew: 2 ACR, 4 MP, GL, MG, 4 FL, 4 SC; track D; pres 14.
Frontac Marines: 10 ER, PR, AGL; track B; pres 21.



[333.0] Coming Home

Routine communications have gone unanswered for weeks. Suspecting the worst, a force of Frontac Marines is dispatched to investigate. Another bug hunt is underway.

[333.1] Set-Up

Spaceship: The marines will arrive aboard an assault boat. Before the Preds are set up, the human player decides which deck the assault boat will breach and which hex will be the breach. This information is noted on the humans' roster and kept secret from the Pred player. The Preds are then set up. When Pred set up is finished, the Human player reveals his docking site and places the assault boat on the map.

Colony: The Pred player arranges the four colony maps as he wishes. The Human player then selects a building as his initial target. The marines arrive in an IVHE. The Human player notes on his roster which map the IVHE will enter and which building the marines will enter first. This information is kept secret from the Pred player, who then sets up his pieces. When the Pred set-up is complete, the Human player reveals his target.

[333.2] Movement to Contact

No Preds can move until after a marine enters a building. All marines must enter the initial target building before any other building can be entered (the driver stays with the vehicle). Once the marines are inside, all pre-contact movement restrictions are lifted.

[333.3] Game Length

The game lasts through three Preservation Interphases. After the third Preservation Interphase, the game ends immediately the next time the humans reach their preservation limit. The game also ends when all of one side's pieces are dead or incapacitated.

[333.4] Victory

The Human player wins if all Preds are dead or incapacitated. The Pred player wins if Preds survive at the end of the scenario.

[333.5] Special Rules

The marines return to their vehicle during the first Preservation Interphase. In the second and third interphases, they can regroup in any room they choose which conforms to the following restrictions:

- On the spaceship, there must be no Preds anywhere on the deck or on any deck between the regrouping marines and their assault boat;
- In the colony, there must be no Preds anywhere in the building or in any building or accessway between the regrouping marines and their IVHE.

If none of these conditions can be fulfilled, the marines regroup in their vehicle. The Human player can choose to have the marines regroup in their vehicle even if another location is available.

The IVHE can move normally during the scenario. The assault boat, once placed, cannot move.

The marines have a light assault gun (LAG) on board their vehicle. This weapon can be assigned to any marine during a Preservation Interphase. Substitute the marine's counter for another with the appropriate weapon and note the switch on the roster.

The marines have 4 motion trackers.

The planet's atmosphere is benign.

[333.6] Orders of Battle

Frontac Marines: 10 ER, 2 PR, AGL; 1 assault boat or IVHE; track A; pres 10.
Individual Preds: 15 Preds, 10 dummies; track C.
Swarm Preds: 45 Preds; track E.

[333.7] Variations

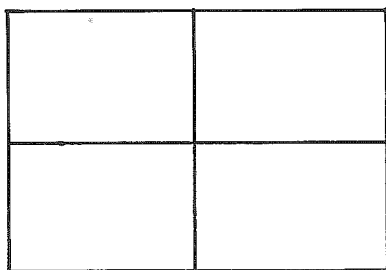
This scenario is excellent for play with three or four players. With three players, add a second human squad with 3 motion trackers under the third player's control. Give the Pred player 19 Preds, 10 dummies, and two extra Pred Powers. With a fourth player, split the Pred force in half and let one player control each portion. Each player determines his own initiative and draws his own activation chit (this will require one or two extra sets of activation chits).

[334.0] Revolt

A colony has announced its intention to throw off the yoke of colonial rule. A force of Frontac marines was quickly despatched to bring the errant citizens back into the fold. Outposts all over the planet must be occupied and subdued individually, leading to dozens of minor skirmishes in the course of the campaign.

[334.1] Set-Up

The colonist player sets up the base maps however he wants in the arrangement shown. The marine player then chooses one map sheet and sets up his forces there. The colonist player can then set up however he wants on the three remaining map sheets.



[334.2] Movement to Contact

Contact has already occurred. Proceed with the normal sequence of play.

[334.3] Game Length

The game continues until both sides reach their preservation limits or until only one side has healthy and wounded counters on the map.

[334.4] Victory

If both sides reach their preservation limits while both still have healthy or wounded counters on the map, the game is a draw. If one side is destroyed (all counters killed or incapacitated) and the other has not yet reached its preservation limit, the surviving side wins.

[334.5] Special Rules

The planet's atmosphere is determined randomly. The colonist player rolls one die before set-up begins.

1, 2, 3	Benign atmosphere
4, 5	Hostile atmosphere
6	Vacuum

There are no Preservation Interphases in this scenario.

[334.6] Orders of Battle

Colonists: 10 ACR, 5 MP, 2 MG, 2 FL, 2 SC, 2 crawlers; track D; pres 35.
Frontac Marines: 8 ER, PR, AGL, IVHE; track B; pres 21.

[335.0] Abandon Ship! (SOLO GAME)

Preds have overrun a small commercial vessel on the fringes of explored space. Most of the crew is dead. The only hope is to destroy the ship and try to escape in the lifeboat.

Abandon Ship is a solitaire scenario. The player controls the surviving humans. The Preds are set out randomly and follow a simple set of programmed tactics.

[335.1] Set-Up

The humans set up in the Dining Area of the spaceship.

Place all of the appropriate Pred counters in a cup. Roll one die and add three to the result. This determines which deck the next three Preds will be set up on. Now draw three Pred counters from the cup and without looking at them, place them on the map on the indicated deck. Follow these guidelines when placing Preds:

- place only one Pred per hex;
- do not place Preds in machinery;
- do not place Preds in airlocks, lift hexes, work pod bays, or probe bays;
- do not place any Preds on deck 6. If deck 6 occurs randomly, roll again until a different deck is indicated.

Repeat this process four times, so there are 12 Pred counters on the map. Then begin play.

[335.2] Movement to Contact

Contact has already occurred. The game commences with the normal sequence of play.

[335.3] Game Length

The game continues until all the humans are dead or until the end of the 10th turn after the self-destruct sequence is initiated.

[335.4] Victory Conditions

The player wins if at least one human escapes the ship in the lifeboat and the self-destruct sequence is running. Otherwise, the player loses.

[335.5] Special Rules

The three surviving crew members are the 1st officer, engineer, and navigator. Their activation and panic ratings are:

1st officer: activation 2, panic 2
Engineer: activation 1, panic 3
Navigator: activation 3, panic 4

The three weapons and grenades can be distributed to whichever characters the player wants.

The humans have no preservation limit. This is a fight to the death.

During an Pred round, the Preds move according to the following list of priorities.

1. If an Pred is adjacent to a human, it attacks.
2. If an Pred is close enough to perform Quick Move and Attack, it does so.
3. If a human is in an Pred's line of sight, that Pred moves as close as possible to the human.
4. The Pred closest to a human moves toward the human.

In cases 4 and 5 above, "closest" is measured in terms of movement points (or rounds of movement), not simply hexes. The Preds must move in the most efficient and advantageous route toward the nearest human and always attack if they can.

Preds remain concealed (face down) until they move into a human's line of sight.

For this scenario, swarm Preds are activated the same as individual Preds: move as many counters as the number on the activation chit.

At the beginning of every Pred round, before drawing the Preds' activation chit, roll two dice and subtract one from the result. If the result indicates a deck that a human is on, an unsuspected Pred leaps from its hiding place and attacks. Draw one Pred counter from the cup and place it on the map, in the hex that is closest to a human (in movement points) but not in any human's line of sight. The new Pred acts like any other Pred counter for the rest of the game.

[335.6] Orders of Battle

Humans: ACR, MP, FL; 12 grenades of any sort; track B.
Preds (Individual or Swarm): 12 counters; track D.

Frontac Marines (optional): 2 ER, PR; 16 grenades; track A.

[335.7] Variations

If the humans can't seem to win, try any of the following: use three Frontac marines instead of crew members; set up only nine Preds instead of 12; add a fourth human; give the Preds one less power.

If, on the other hand, you seem to win all the time, try any of the following: set up 15 Preds instead of 12; arm the humans with two flamers and a pistol; take away the humans' grenades; give the Preds an extra power.

[336.0] It Came from Outer Space

This scenario is a bonus for those players who also own a copy of the *SNIPER!*[™] *Hetzer*, or *Special Forces* games. It pits a group of human soldiers armed with 20th century weapons against a pack of slaving creatures from the depths of space.

[336.1] Set-Up

The scenario uses the urban map from which-ever game you are using.

The Pred player selects one multi-story building or block of buildings (on the *Hetzer* map, select four buildings, each within four hexes of at least one of the others). The Pred player then places all but five of his counters in the buildings, face down, anywhere he wants, and places a smoke marker on each counter. These represent Pred eggs which are about to hatch.

When the Pred eggs are set up, the human player places all but two of his counters anywhere on the map, at least six hexes away from the Pred-occupied buildings. Then the Pred player places his five remaining Pred counters anywhere he wants inside his building(s). Finally, the human player places his two remaining humans inside the Pred-occupied buildings. They must be placed in rooms that do not contain Pred adults, but the rooms can contain eggs. The game is ready to begin.

[336.2] Movement to Contact

Contact has already occurred. Begin with the normal sequence of play.

[336.3] Game Length

The game ends when the last Pred egg hatches, when all the Preds are dead, when the humans declare their third preservation interphase, or when all the humans are dead.

[336.4] Victory Conditions

The humans win if the Preds are wiped out. The Preds win if at least four Preds and/or eggs survive at the game's end. Any other result is a draw.

[336.5] Special Rules

Pred eggs cannot do anything until they hatch. However, if attacked, they are treated the same as adult Preds. W, I, K, and stun results are inflicted normally. Panic has no effect. Stun prevents an egg from hatching that turn. I and K results prevent an egg from ever hatching. A W result means that, when the egg hatches, the Pred will already be wounded.

The Pred player rolls one die at the beginning of every Pred round. If the roll is one or two, an egg hatches. Pred round. If the roll is less than the number printed in the current box of the Activation Track (not the activation chit), an egg hatches. It can be any egg the Pred player chooses. The Pred player removes the smoke marker from the egg and treats it as an adult Pred for the rest of the scenario.

[336.6] Orders of Battle

US Army, 1952: 10 SR, 2 AR, MG, FT; track C; pres 10.

US Army, 1988: 10 AW, GL, MG; track B; pres 9.

Germany, 1941: 8 BR, 2 MG, 2 RL, FT; track A; pres 11.

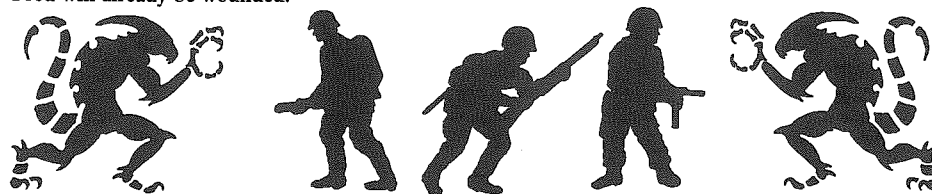
USSR, 1939: 8 BR, 6 MP, SR, AR; track D; pres 13.

Israel, 1969: 6 AW, 4 MP, MG, RL; track A; pres 12.

Nicaragua, 1984: 12 AW, MG, RL; track E; pres 10.

Individual Preds: 5 adults, 15 eggs, 6 dummy eggs; track E.

Swarm Preds: 5 swarms, 12 eggs, 4 dummy eggs; track E.



A Brief History of the Frontier Tactical Service

The most astounding accidental discovery in the history of civilization occurred on December 8, 2057, when a graduate studies research group under the direction of J. Cetshwayo Krupp of the University of Durban (a member of the Bantu League) discovered the proto-catalytic effect ("Krupp's Maelstrom"). It was only through the herculean efforts of the university's medical staff that the one survivor of the resulting firestorm was kept alive long enough to recount the process before he, too, died of his injuries.

The next two decades saw furious research on the P.C. effect and its potential applications. It wasn't until 2081 that anyone succeeded in using the effect to send an object beyond the limit of the solar system and bring it back again at a speed exceeding that of light. Humanity had at last become an interstellar race.

The introduction of private capital and corporate management led to a whirlwind of space exploration. In spite of the staggering costs, the rewards for discovering a habitable, resource-laden planet were almost beyond comprehension. With expansion came colonization, settlement, and trade.

Through all of this, the ultimate discovery eluded humankind; the discovery of another intelligent species. Life was found in abundance, but rarely did it extend beyond plants and simple, protozoic animals. At least in the

neighborhood of Sol, the galaxy seemed a benign place indeed.

Until 2218, that is, when communication from 85 Pegasi was suddenly cut off. A corporate shuttle bringing a team of inspectors back to the head office never arrived at its way station. A team of investigators was dispatched and it, too, failed to return. At that point, Earth Authority was notified of possible corsair activity in the region of 85 Pegasi. An armed frigate, *Koyo*, scoured the system but found no sign of any traffic. When station traffic control failed to respond, *Koyo* landed and sent out exploratory teams.

What those teams found altered human space-faring history. The colony was in ruins, the inhabitants dead. Before *Koyo*'s crew had recovered from this shock, its landing teams were attacked savagely by alien creatures of unknown origin. The aliens displayed powers far beyond anything encountered up to that time. *Koyo* recalled its teams, sealed the ship, and lifted offplanet.

But it was too late. Several of the creatures had slipped inside, either with the returning teams or through unguarded ducts. When *Koyo* reached the naval base at Justin's World, the crew was dead.

Gradually similar reports began filtering back toward Sol from other frontier outposts. Creatures of unknown origin, often displaying

strange inhuman abilities, were attacking human settlements. The coincidence of their arrival indicated that all were somehow related, yet physiologically the creatures from one system bore no relationship to those from another. Was it coincidence, or were human outposts becoming targets for a wild variety of genetically engineered, independent, semi-intelligent biological weapons?

In the short term, the answer didn't matter. Some immediate response to the threat was needed. The solution was the formation of the Frontier Tactical Service, or Frontac Marines. These soldiers were recruited from the ranks of the regular army for their skill, stamina, and above all, resourcefulness. Equipped with the best light weapons available, they struck back at the aliens, or Preds, as they came to be called, wherever possible. Disaster was narrowly averted at Delta Trianguli and Fomalhaut. A major victory at Iota Pegasi in 2220 was overshadowed several months later by the massacre of 1,370 civilians and two battalions of Frontac marines at Kappa Reticuli.

While the Kappa Reticuli disaster was the first battle between sizable forces of aliens and humans, the small, desperate fight is still the norm. Until more is discovered about the source and intent of the aliens, there is little anyone can do but fight them wherever and whenever they appear.

Designer's Notes

The *Bug Hunter* game is the fourth installment in the **SNIPER!**™ series of games. It's been fun. Still, each game has a life of its own; its own problems, obstacles, and growing pains. When the game crosses genres, as *Bug Hunter* does, the problems are compounded.

The essence of the game system remains unchanged. The first principle guiding this design was that it had to use the **SNIPER!** standard rules. After all, infantry will continue to be infantry for quite some time (until advances in body armor and personal mobility eventually turn soldiers into mini-tanks).

Still, the change of venue makes some things very different from the way they were in the **SNIPER!**, *Hetzer*, and *Special Forces* games. Standard issue small arms become much more lethal. A Frontac marine carries as much firepower as a *Special Forces* fire team or an entire *Hetzer* squad. If he sees something (and often even if he can't see it) he has little trouble killing it. The inside of a spaceship or planetary base is much more claustrophobic than the narrowest streets of Europe. And finally, the aliens are a very different sort of foe than other, armed humans. They are vicious, unpredictable, and terrifying killers at close range.

The **SNIPER!** game has always assumed that the man pulling the trigger is far more important than the gun that's attached to the trigger. That is why weapons have always been defined in broad categories (bolt-action rifle, semi-automatic rifle, machine gun, etc.). Likewise, tanks don't fight; men fight from inside tanks. If my tank is better than yours, then I can claim an advantage, IF I have the training and the will to do it. Superior training and motivation will defeat hardware over and over, as Germany demonstrated so dramatically in the Soviet Union in 1941 (and, to a lesser extent, the NVA demonstrated in Southeast Asia in the 1970s).

The weapons assumed here should be taken with a grain of salt. Although all of them (with the possible exception of the plasma gun) are feasible and may well see use sometime in the future, predictions of this sort are unreliable at best. As the *Bug Hunter* game is set several centuries in the future; these weapons could well be obsolete by then. Futurists have enough difficulty predicting a decade into the future, let alone several centuries (check some of the 1950s

predictions about the 60s and 70s for a good chuckle). In fact, the weapon choices were dictated as much by fashion as by logic. Currently, these are the sorts of weapons that appear in science fiction literature and cinema. If we can't be accurate (and we can't), then we might as well be popular.

The reasoning behind the increased firepower ratings of the most common weapons should be apparent. E-rifles, pulse rifles (upscaled E-rifles), and ACRs have tremendous firepower because of their tremendous rates of fire. They deplete their ammo on a roll of 1 because ammunition of the period is compact enough to allow a large supply. The ratings of other weapons, however, are not as apparent. The laser rifle, for example, has less firepower at close range than at longer ranges. The LR is a bulky, clumsy weapon. It is very unhandy for close range snaphooting or shooting from the hip. Its optics and flat trajectory make it perfect for long range work, however. The light assault gun also has very low firepower. Its very low rate of fire is the reason. Note, however, that because the weapon is unaffected by armor or carapace, its firepower isn't subject to some of the reductions that affect other weapons. The primary use of the LAG is to breach walls and destroy heavily armored aliens.

Players occasionally ask why ammunition depletion works the way it does. Actually, soldiers run out of ammunition all the time during the game and reload without breaking stride. The die roll of 1 represents those times when a soldier empties his weapon without realizing it, something which can be a serious blow to his confidence and trigger an immediate and severe loss of momentum in combat.

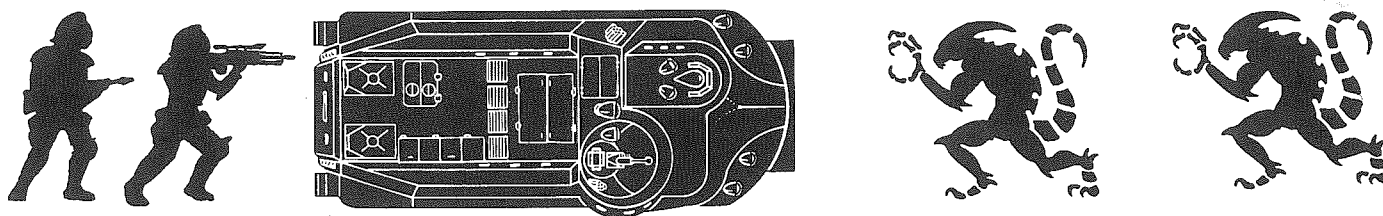
Likewise the groupings of weapons on the Hand-to-Hand Combat table needs some explanation. Standard infantry sidearms, like the E-rifle and ACR, are quite good in HtH fighting because they can (still!) take a bayonet and can be used to bludgeon an opponent. The MP and LR are grouped together because the MP is too small and light and the LR is too fragile for effective close fighting. The LAG, PL, MG, and AGL are entirely too large and clumsy for this sort of fighting. The pistol, on the other hand, is very well suited to HtH fighting because it can be used as both a sap and a pistol.

The aliens predators are something completely different. Their combination of secret powers, unrestricted activation, dummy counters, and no ranged attacks require very different tactics from those used by the humans. I won't give hints, because designer hints on strategy tend to solve the game for players and take away part of the fun. But don't expect to win an enormous victory the first time you play the aliens. They suffer the usual problems of good close-in fighters going up against an enemy who has the ability to deliver massive firepower at long ranges.

Note that all these aliens aren't the same race. Even though the same counters are used, each different combination of powers should be considered a different species of alien. Swarm aliens in general are less highly evolved than individual aliens.

The spaceship was designed to be a generic blend of standard types operating on the frontier. Close examination reveals that it isn't particularly well suited to any one mission, but it has components that allow it to perform a wide range of functions. It can function as a cargo vessel, exploration vessel, or even an escort vessel (if some armament is assumed). The design goal was to provide an entertaining setting for close encounters of a very nasty kind and to create a believable space environment for completely new game scenarios designed by the players.

Speaking of believable space environments, one feature of space travel conspicuously missing is gravity (or the lack thereof). With the engines shut down, the inside of the ship should be in freefall. Unfortunately, there was no good, simple way to present the effects of a zero-gravity environment on combat. Weapon recoil imparts velocity; grenades bounce indefinitely; a drifting body continues drifting until it hits an obstacle. Several layers of rules (and bookkeeping) were originally written to reflect all this, and it contributed little or nothing to the game. We decided to simplify things and ignore the fact that there is no gravity in the ship. If this disturbs you, then assume that the ship is either equipped with gravity generators (a concept we find ridiculous, at least at this level of technology) or is accelerating at a constant 1 g. Or do as we have done; ignore the situation and have fun anyway.



TERRAIN EFFECTS CHART

Terrain	MV	DMS	DMP	LOS
Clear	1	1	2	—
Interior Door	+1	2c	4c	—
Airtight Door	+3	2c	4c	—
Interior Wall	1	10	20	W
Ceiling	1	10	10	W
Exterior Wall	1	X	X	W
Machinery	3	3	6	—
Stairs	all	2	4	L
Hatch	all	2	4	L
Smoke	+1	x10	x10	—
Shut Down Area	+1	x2	x2	—
Spacesuit	+1	—	—	—

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

c Target without sighting or exposed marker is completely concealed.
I Impassable; movement not allowed.
W LOS is blocked, but direct fire or quick fire attacks are allowed through the wall.
L LOS extends one level up or down in a stair or hatch hex. The attacker and/or target must either be in the stair/hatch hex or have an exposed or sighting marker in the hex.
X Not visible as target.
x10 Multiply defense of other terrain in the hex by 10.
— No effect.

BASIC FIREPOWER TABLE

Range (hexes)	Weapon							
	LR	ACR(sa)	ER(sa)	MP	LAG*	MG	PR	P
1-10	21	60 (25)	90 (30)	75	21	90	120	20
11-20	30	30 (15)	45 (20)	30	10	45	90	10
21-40	30	20 (8)	30 (15)	15	5	30	60	3
41-60	30	12 (6)	20 (12)	5	3	20	30	0
61+	30	8 (4)	20 (12)	2	3	20	30	0

(sa) = Semi-automatic mode

* Ignore defensive adjustment for armor or carapace.

SCATTER TABLE

Weapon	Scatter Coefficient at Indicated Range					
	2	5	6	7	8	9
Hand Grenade	0-1	2-4	5-8	9-12	13-16	17-20
Incend. Bomb	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
AGL	0-15	16-25	26-45	46-70	71-95	96+
GL	0-20	21-30	31-50	51-75	76-100	101+
Flamer	—	1-20	—	—	—	—
Plasma Gun	—	0-30	31-60	60+	—	—

Subtract 2 from dice roll if throwing or firing through non-adjacent door or into vehicle.

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

NON-LETHAL WEAPON COMBAT MODIFIERS

Weapon	Plus	Minus
Net	Attacker's HtH	Defender's HtH
Prod	Attacker's HtH	Defender's armor
Screecher	Attacker's Fire	—
Gas	—	—
Nerve Tranq.	Attacker's Fire	Defender's armor

BURST TABLE

Range and Blast Strength

Weapon	0	1-3	4-6	7-10
Offensive Grenade	20	10	—	—
Defensive Grenade	20	10	5	—
Incendiary Grenade	20	7	—	—
Thermal Bomb*	15	5	—	—
Satchel Charge*	30	10	3	1
Flamer*	20	7	—	—
Plasma Gun*	90	15	5	—

* These weapons have special effects against vehicles.

NON-LETHAL WEAPONS COMBAT RESULTS TABLE

Dice Roll	Net	Electric Prod*	Cage*	Screecher		Gas*	Nerve Tranq.	
				1-3*	4-8*		1-3	4-8
1	CA	CA	CA	—	—	—	—	—
2	CA	CA	—	—	—	—	—	—
3	CA	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—
5	—	—	—	—	—	—	—	—
6	—	—	S	—	—	—	—	—
7	—	—	S	S	—	—	—	—
8	—	S	S	S	S	KO	—	W
9	E	S	S	S	S	KO	W	W
10	E	S	S	S	S	KO	W	W
11	E	S	S	S	S	KO	I	I
12	E	S	S	S	S	KO	I	I
13	E	S	S	S	S	KO	K	K

CA The defender counterattacks, conducting an immediate hand-to-hand attack.

E The defender is entangled.

S The defender is subdued if Prod, stunned if Human.

KO The defender is knocked out.

W The defender is wounded.

I The defender is incapacitated.

K The defender is killed.

* Add two to the dice roll when trying to maintain subdual or to recover from anesthetic gas

BUG HUNTER

CASUALTY RECOVERY TABLE

Die Roll	Soldier Status	
	Wounded	Incapacitated
1	no change	dies
2-4	no change	no change
5	recovers	wounded
6	recovers	recovers

A soldier who recovers becomes healthy.

SEQUENCE OF PLAY

Game Turn

- Recovery Phase
- Satchel Charge Explosion Phase
- Initial Sighting Phase
- Operations Phase
- Smoke Dissipation Phase
- End Phase

Preservation Interphase

- All Humans replaced in CP; recover casualties
- All Peds removed from map
- Placed satchel charges explode, decompression resolved
- Human player reduces preservation chits by one die
- Peds replaced on map
- Resume play with Initial Sighting Phase

HAND-TO-HAND COMBAT MODIFIERS

- +1 if attacker Frontac Marine
- +1 if defender prone
- +2 if defender wounded
- 1 if defender armor or carapace x2 to x4
- 2 if defender armor or carapace over x4
- 2 if attacker prone
- 2 if attacker wounded
- + attacker's hand-to-hand rating
- defender's hand-to-hand rating

COMBAT RESULTS TABLE

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

K = Killed

P = Panic check

I = Incapacitated

P# = Panic check; add # to die roll

W = Wounded

— = No effect

HAND-TO-HAND COMBAT TABLE

Dice Roll	Attacker's Weapon						Pred HtH
	ACR, ER	LR, MP	AGL, GL, Plasma Gun	MG, PR, LAG	UNA	P	
1	F	F	F	F	—	F	—
2	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—
5	—	—	—	—	—	—	KD
6	—	—	—	—	—	—	KD
7	KD	KD	—	—	—	W	W
8	W	KD	KD	KD	—	W	W
9	W	W	W	W	—	W	W
10	I	W	W	W	KD	I	I
11	K	I	W	W	W	K	I
12	K	K	I	I	I	K	K
13	K	K	K	K	K	K	K

F = Attacker Disarmed

I = Defender Incapacitated

KD = Defender Knocked Prone

K = Defender Killed

W = Defender Wounded

VEHICLE DAMAGE TABLE

Only the weapons listed below are effective against vehicles. The modifiers listed are made to the dice roll on the Vehicle Damage Table.

Modifiers:

Laser Rifle	-1	LAG	+1
Machine Gun	0	Satchel Charge	+1
Incendiary Grenade	0	Thermal Bomb	+2
Flamer	0	Pulse Rifle	+2
Plasma Gun	+4		

Vehicle	Dice Roll										
	2	3*	4	5	6*	7	8	9*	10	11	12+
Workpod	M	M	C	MH	C	H	MH	HC	BH	BH	BH
Crawler	M	MH	M	M	MH	M	H	H	MH	BH	BH
IVHE	G	M	M	—	G	M	M	G	MG	H	BH

* Hits scored by the following direct fire weapons have no effect on this result: LR, MG, LAG, PR.

M = Immobilized, stops moving immediately.

— = No effect.

C = Cutting torch destroyed.

H = Holed. Everyone inside attacked on 7 column of Combat Results Table.

G = Main gun disabled, unable to fire.

B = Burning. Roll one die every Satchel Charge Explosion phase. On 1 or 2, vehicle explodes; vehicle is destroyed and everyone inside is killed.

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

<p>Anaerobic</p> <p>Unaffected by vacuum or hostile atmosphere.</p>	<p>Carapace × 2</p> <p>Natural armor gives a defense multiple of 2.</p>	<p>Carapace × 3</p> <p>Natural armor gives a defense multiple of 3.</p> <p>Swarms have a multiple of 2.</p>	<p>Carapace × 4</p> <p>Natural armor gives a defense multiple of 4.</p> <p>Swarms have a multiple of 2.</p>	<p>Clone</p> <p>Add one Pred to play during every Preservation Interphase.</p> <p>Swarms add four Preds.</p>
<p>Clone</p> <p>Add one Pred to play during every Preservation Interphase.</p> <p>Swarms add four Preds.</p>	<p>Corrosive Blood</p> <p>Result of W, I, or K attacks everything within three hexes with a firepower of 5.</p>	<p>Extra Power</p> <p>Shuffle this card back into deck and draw two more cards.</p>	<p>Extra Power</p> <p>Shuffle this card back into deck and draw two more cards.</p>	<p>Growth</p> <p>Draw one new power card during every Preservation Interphase.</p>
<p>Hand-to-Hand + 1</p> <p>The Pred has a hand-to-hand rating of + 1.</p>	<p>Hand-to-Hand + 2</p> <p>The Pred has a hand-to-hand rating of + 2.</p>	<p>Hand-to-Hand + 3</p> <p>The Pred has a hand-to-hand rating of + 3.</p>	<p>Hand-to-Hand + 4</p> <p>The Pred has a hand-to-hand rating of + 4.</p>	<p>Horrid</p> <p>Humans must check for panic upon seeing Pred.</p>
<p>Infectious</p> <p>New Pred hatches from wounded or incapacitated human during End phase on die roll of six.</p>	<p>Intelligent</p> <p>Pred can pick up and use human weapons with −1 dice modifier.</p>	<p>Metamorphosis</p> <p>Reshuffle the Predator Power deck and draw all new powers during the next Preservation Interphase.</p>	<p>Poisonous</p> <p>During the End phase, human injury becomes one step worse on a die roll of six: W becomes I, I becomes K.</p>	<p>Random Weapon Effects</p> <p>Draw random weapon effect card for each weapon the first time it is used against a Pred.</p>
<p>Random Weapon Effects</p> <p>Draw random weapon effect card for each weapon the first time it is used against a Pred.</p>	<p>Reflexes</p> <p>Pred can move its full movement allowance when performing Quick Move and Attack.</p>	<p>Regeneration</p> <p>During Recovery phase, injured Pred recovers on die roll of six: W becomes healthy, I becomes W.</p>	<p>Speed</p> <p>Pred has 12 movement points.</p>	<p>Snap Attack</p> <p>Pred makes an immediate hand-to-hand attack when a human moves adjacent.</p>

<p>Enrage</p> <p>If attack with weapon has any effect, Pred. immediately moves full movement allowance and attacks nearest human.</p>	<p>Enrage</p> <p>If attack with weapon has any effect, Pred immediately moves full movement allowance and attacks nearest human.</p>	<p>Stun</p> <p>Any combat result with weapon becomes automatic stun.</p>	<p>Stun</p> <p>Any combat result with weapon becomes automatic stun.</p>	<p>All Results = W</p> <p>Any combat result with weapon becomes automatic W.</p>
<p>All Results = I</p> <p>Any combat result with weapon becomes automatic I.</p>	<p>All Results = K</p> <p>Any combat result with weapon becomes automatic K.</p>	<p>All Results = Panic</p> <p>Any combat result with weapon becomes unmodified panic check.</p>	<p>All Results = Panic</p> <p>Any combat result with weapon becomes unmodified panic check.</p>	<p>CRT − 1</p> <p>All attacks with weapon are resolved with − 1 dice modifier.</p>
<p>CRT − 1</p> <p>All attacks with weapon are resolved with − 1 dice modifier.</p>	<p>CRT − 2</p> <p>All attacks with weapon are resolved with − 2 dice modifier.</p>	<p>CRT − 3</p> <p>All attacks with weapon are resolved with − 3 dice modifier.</p>	<p>CRT − 4</p> <p>All attacks with weapon are resolved with − 4 dice modifier.</p>	<p>CRT + 1</p> <p>All attacks with weapon are resolved with + 1 dice modifier.</p>
<p>CRT + 1</p> <p>All attacks with weapon are resolved with + 1 dice modifier</p>	<p>CRT + 2</p> <p>All attacks with weapon are resolved with + 2 dice modifier</p>	<p>CRT + 3</p> <p>All attacks with weapon are resolved with + 3 dice modifier.</p>	<p>CRT + 4</p> <p>All attacks with weapon are resolved with + 4 dice modifier.</p>	<p>Standard</p> <p>The weapon has its standard effect.</p>
<p>Standard</p> <p>The weapon has its standard effect.</p>	<p>Standard</p> <p>The weapon has its standard effect.</p>	<p>No Effect</p> <p>The weapon has no effect at all against the Pred.</p>	<p>No Effect</p> <p>The weapon has no effect at all against the Pred.</p>	