

Sniper! Free-For-All

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Sniper! has been played in many variations at SPI. The one that has been most durable and has been responsible for more 5 AM Saturday. play than any other has been an every-man- for-himself free-for-all.

The rules are simple. First put some Sniper counters into a cup. Ten riflemen, 5 MP's, 3 AR's and a couple of MG's make up the best balanced mix. Then someone holds up the cup - and everyone picks one. Try not to smile too much or everyone will know that you picked' up the Machine gun.

Divide the map edge into as many sectors as there are players. Decide who gets which sector. All counters enter from his respective map edge.

All Counters are face down at the start. You only see what kind of weapon a man is carrying if you can see him. according to the, normal Sighting Rules. When a man fires his gun then everyone gets to see what he has, but turn him -face down again after that Game-Turn. You never know, someone might forget.

Don't use any markers, so no one knows anything he shouldn't. Of course, it helps to play this game with people who are fairly honest. Whenever there IS a question of whether or not someone is peeking (sighting) through an aperture. all questionable parties (and a game like this usually is) should write

down on a corner of their plot sheet (or someplace else if you run out of corners) whether or not they are sighting and reveal it to whomever could potentially see their man.

Well that's about all you need to know, so go to it!

You might want a few tips on tactics. One good ploy that nearly all good players will use is to go to a stairwell and stay there a few turns rolling a die. Everyone else won't know if you're climbing or preparing a rifle grenade. This is good to do if people don't know what you have, even if you really have a Machine Pistol and can't prepare a rifle grenade, they don't know, and half this game is psyching each other out.

Another standby maneuver for some players is to go up on a roof with a loaded rifle grenade and wait for a suitable target. In fact, in general are a lot of fun, and useful too. For one thing, they are the only way to find out what floor someone is on who isn't sighting. If the grenade goes off in the same room at the same level as a man, he must -reveal whether he has been wounded or stunned (everybody hears him scream). The one problem with grenades is that they wound people a lot more often than they incapacitate. them, and somebody else can often get to the wounded man first, finish him off, and thus claim the kill. . Speaking of

which, I forgot to mention that you should treat all Incapacitated results as Kills, as there is no sport in killing an already Incapacitated man. And while I'm remembering rules one left out.: no one Panics. Using the Panic rules would make this too much a game of luck.

Another fun thing to do is go. into a stairwell and go down. It will really freak everyone else out. They've probably never seen anybody actually go into the basement before. They'll throw grenades at you on every floor and you'll never be on that floor. It will drive them mad. On the other hand, you won't get to kill anyone, but it is a great goof ... once.

Games of this free-for-all variety can vary greatly in how long they last. If everyone is over cautious, the game can last an hour and a half. Of course, with everyone playing Audie Murphy the game can be quite short. One time when we were playing with six people, everybody entered at the edge of their entrance sector. Everyone was within four hexes of someone else. Everyone was sighting. Everyone was dead by the end of Game-Turn three. The only known war game ever played and finished in ten minutes.

One last thing: Everyone puts up some money. Say a dime, You get the dime from anyone you Kill or Incapacitate.

--- Hank Zucker