

# *Tenement: A Sniper! Variant*

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In the "Designer's Notes" of *MOVES 8* a short description was given on the play testing of *Sniper!*, SPI's new game on street fighting. The reaction from the readers who either called or walked into our office was phenomenal. Everyone wanted to know if it was ready yet?, is it true that we named the playing pieces after staff members?, etc. The latest happening is that *Sniper!* (even though the rules are finished) continues to be played after-hours with people constantly making new scenarios - one of the most imaginative among them the "Tenement Game" whereby the *Sniper!* map is transformed into the New York City streets.

"Tenement" is either a two- or three-player game. It is composed of at least two scenarios:

Riot-busting and Gang War, corresponding to (respectively) the block-clearing and the patrol scenarios.

## *GANG WAR*

In the Gang War scenario, two opposing gangs battle for turf (not the 'fifties kind, but the now kind where

the stronger gang gets control of the various rackets in that neighborhood: numbers running, drugs and other kinds of hustling). The weapon types used are rocks (corresponds to fragment grenade, but only affects the hex of impact); Rifles (corresponds to rifles); pistols (corresponds to machine pistols); and knives/broken bottles (corresponds to nothing, used only in hand-to-hand combat). Although unrealistic correspondences in terms of point values for combat, what the heck! Alternately, two opposing gangs fight against the police, in which case the police have only rifles, pistols, and smoke grenades and trucks.

## *RIOT-BUSTING*

Riot-busting is basically the same, except that, in this scenario, the police are the enemy. The police in this scenario should have more men in their initial set-up and a method for reinforcements, but the gangs have men armed with Molotov cocktails (corresponds to fragment grenades in throwing rules, to flamethrowers in effects).

All other rules are kept in accordance with your sense of reality.

Jumping, moving from one level to another, sniper-fire, and most definitely, panic and preservation rules are kept.

## *SPECIAL RULES*

*Junkies*: at the beginning of the game, the die is rolled. The result indicates the fraction (rounded up) of the number of set-up men who are junkies. Junkies fall prone every other turn.

The *Sniper!* map can also be used with the simultaneous movement system for a kind of "manhunt" or "contract" game whereby someone, for one reason or another, is being sought by another. You have to use a lot of dummies in this. Each time a dummy is hit by any of the searchers, that searcher is eliminated from the game (as he is arrested on charges of assault or murder of an innocent bystander).

There's a whole city full of scenarios just waiting. "Mugger." "Armed Robbery." Have certain one-story buildings designated as stores. "Hustler" - various hustlers fighting for their percent of the take; narc agents after pushers. Whatever your imagination snipes at!

- M. E. Clifford