

SEWERS IN SNIPER

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(from *Footnotes, Moves issue 16*)

I have used many optional rules of my own in Sniper, such as ledges and fire escapes to add both realism and excitement to the game. But the one I think adds the most realism and excitement to the game are sewers. Yes, sewers in some countries played an important role in urban fighting.

First, I think the optional hidden movement rule should be used to obtain ultimate realism. Second, insert as paragraph (39) to the rules the following:

[39.0] SEWERS

[39.1] Types of Sewer Hexes

There are two types of sewer hexes, manhole hexes and normal sewer hexes. Normal sewer hexes have a sewer level and a ground level. Manhole hexes have a sewer level, a middle level, and a ground level.

[39.11] Physical description of a sewer ground level is just what it says. Middle level is where a man is on the ladder just below the manhole where his body is completely covered. So when he is "leaning out" he is actually lifting his gun and head just above the manhole. Sewer level is where a man is in a man-made underground tunnel used as a sewer.

[39.2] Effects of Sewer Hexes on Movement

[39.21] HORIZONTAL MOVEMENT

- A. Units at sewer level pay 1MP per hex
- B. Units at ground level treat manhole hexes as holes

[39.22] VERTICAL MOVEMENT

- A. Vertical movement may only be in manhole hexes.
- B. Changing from sewer level to middle level, or vice versa, is done as if using a ladder. C. Changing from middle level to ground level, or vice versa, costs 5MP.

[39.3] Posture

[39.31] A unit at middle level may not go prone.

[39.4] Stacking

[39.41] Units may not stack at middle level.

[39.5] Effects of Sewer Hexes on Sighting
[39.51] NORMAL SEWER HEXES

- A. A unit at sewer level may only see a unit in the same straight section(s) of the sewer.
- B. A unit at ground level is unaffected.

[39.52] MANHOLE HEXES

- A. Units in a manhole hex see all other units in that same hex, regardless of level.
- B. Aside from [39.52] A, units at ground or sewer level behave as if the manhole hex was a normal sewer hex;
- C. Except for 39.52 A units at ground level may never see units in sewer level.

D. Units at middle level behave as if they were at ground level and the manhole hex was completely enclosed by aperture hexsides. (Thus a unit would have to be seen, by leaning out, to be shot at.)

[39.6] Effect of Sewer Hexes on Combat

[39.61] FIRE COMBAT

- A. Units at all levels may only fire at units they can see.
- B. Units at middle level have a total Defense Strength of 4 when fired at by units at ground level (unless they are moving, in which case they are 16); a Defense Strength of 1 when fired at by units at sewer level (unless they are moving, in which case they are 4).

C. For offensive firing purposes a unit at middle level is considered prone when firing at ground level targets, and even at sewer level targets.

[39.62] GRENADE COMBAT

- A. Units at sewer level may throw a maximum of ten hexes.
- B. Units at middle level may throw a maximum of fifteen hexes (only to ground level, of course).
- C. Manhole hexes behave like stairs for grenade combat purposes.

[39.63] COMBAT RESULTS

A unit at middle level automatically jumps to sewer level if the unit suffers any combat result other than a stun and thus consults the jumping table effects chart.

A unit at middle level that did not choose to "lean out" is unaffected by ground level grenades that do not land in his hex.

[39.7] Smoke Grenades

[39.71] Smoke grenades at sewer level automatically affect fifteen hexes along the straight section(s) of the sewer they land in. The actual hex they land in is the middle hex of the fifteen.

[39.8] Scenarios

[39.81] PATROL

- A. Units may not enter the map at sewer level.
- B. Units that get to the opposite end of the board at sewer level and come back do not count as completing their mission (because they do not see anything of value).

[39.82] BLOCK CLEARING

A. The defender may place 2 real units and 3 dummy units in the sewer on sewer level.

[39.83] AMBUSH

A. Units may not enter the board at sewer level.

[39.84] CORDON

A. Units may not begin the game in sewer level.

[39.9] Sewer Identification

- A. Sewers are one hex wide and the whole map long.
- B. Sewers are black lines and manholes are orange or green for easy identification.

You may put your sewers directly on your Sniper map or use the plastic cover SPI offers. A suggested sewer system would be:

hex 1053 to hex 1001
hex 3653 to hex 3601
hex 2331 to hex 2301
hex 0534 to hex 3936
hex 0142 to hex 2923
hex 0128 to hex 3909

With manholes in:

hex 1050
hex 3637
hex 3624
hex 2331
hex 1037
hex 2317
hex 3610
hex 1023

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