

## FIRE TEAMS IN SNIPER!

While **Sniper!** is fun to play, its realism suffers because it is too easy for individual men to operate, isolated from their unit. The solution to this problem lies in the introduction of NCO's. In analogy with the platoon rules in **Tank!**, each squad receives a squad commander (the Player) and two lower ranking NCO's. For movement, any man within four hexes of the squad commander, or within ten hexes with a line of sight to him, has his panic level reduced by 2. Any man meeting similar requirements to one of the other NCO's has his panic level reduced by 1 level for movement. Any man not meeting these requirements has his panic level increased by one for all purposes.

If the squad leader is killed, the Player must immediately draw three Preservation Chits. (Or he has lost the game because he did not survive the mission.) Should he be captured by the Enemy, he automatically loses the game.

### Tanks and Firearms

In addition to their fire effects as shown in **Sniper!**, automatic weapons and tanks have strong effects on troops' morale. To simulate this use the following rules:

Any Friendly unit within five hexes of a tank has its panic level reduced by two. Any unit between five and fifteen hexes with LOS to some part of the tank have their panic levels reduced by one. Any Enemy unit within 20 hexes and with LOS to a tank have their panic level increased by one unless they are within ten hexes of a Friendly weapon capable of damaging the tank.

All men with automatic weapons have their panic level reduced by one for firing. American semi-auto rifles can be simulated by giving a man armed with one, two shots a turn which may be used at the same hex or two adjacent hexes. When both shots are at the same target, only one shot is computed, but at a strength 1.5 times that for a normal rifle. Otherwise, normal rifle strength is used. Semi-auto rifles do not give any morale benefit.

