

# Footnotes

## The Sniper! Patrol! System

### FOCUSING IN ON SNIPER

I tend to gravitate toward the complex, the more familiar I get with an interesting game. And never having had enough of a good thing, I have done a lot of tampering with Sniper. The large number of OB's in Patrol is one of it's strongest points, and child's play to transpose. Now you can expand Sniper to non-WWII engagements. As if this ever stopped you before!

I thoroughly enjoyed reading the MOVES 18 profile on Sniper and urge the rule modifications that were proposed. Champion's point really struck home about the rubble-cleared city. Picture yourself in the Patrol situation: the streets are deserted, everything is in perfect order, and maybe a door is opening and closing with the wind. It seems like an old ghost town. But as the old Hollywood cliché goes, "it's a little too quiet." The following are my rule embellishments.

Rubble—if you have purchased a new Search and Destroy game, you can use all the dummy counters in your Grunt game for rubble. You and your opponent may use any mutually acceptable method of placing the rubble markers on the map. The effect of rubble on the game is as follows:

Indoors		Outdoors	
Occupied adjacent	3 mp	occupied adjacent	2 mp
prohib	4 dm	3 dm	2 dm

The first row is the movement cost for entry. The second row is the defense multiple when prone. For indoor rubble the damage extends through all levels.

Craters—You can also use the rice caches in the same way. Craters work just like slopes in Patrol, i.e. if you don't fire you can't be shot at. However, in an urban situation you can attain the height to shoot into holes. The chart explains what height is necessary:

Level of Firer	Maximum distance
ground level	1 hex
second level	4 hexes
third level	8 hexes
fourth level	12 hexes

Your defensive strength is multiplied by 2. Being prone would make you a 4. It takes 2 mp to enter a crater and 6 additional to leave.

There are some things that are possible to do in real life that can't be done in Sniper because of it's format. The first of these is pursuit, which is easy enough in real life but a guessing game in Sniper. The "follow" plot consists of writing down the letter of the man you want to follow. Throughout the course of the movement phase, your man will take the most direct route toward the quarry to the

extent of your movement. This tactic is useful in chasing unarmed men and using the tank in a rundown. (Some of the less chivalrous work of troops).

The second is the optional fall prone plot. If you write xp, that man falls prone at the first hex that he spots an enemy. If you write zp you fall prone at the end of your movement if you can see an enemy soldier.

I have developed a new scenario called Assault (originally enough). Use the same forces as for the Block Clearing scenario, except that the 'Alpha' player must enter on either of the narrow sides. The 'Bravo' player is enlightened as to which side, and sets up facing that side, one block back. The first side to hit their Preservation Level loses. Obviously this is a Block Clearing spinoff, but it lets the 'Bravo' player move around.

The last rule that I am still experimenting with is Prisoners of War. There are several occasions I have thought of when someone would surrender. If you catch a guy in a crossfire, i.e. he can not cover two enemy men at the same time, he might surrender. Roll the die, biasing it with factors like: his panic level, unarmed, posture, and wounded status, plus your own prejudice. Another way might be when a side hits it's Preservation Level, roll the die for each man, biasing it with the above. If one does, then any friendly man in his LOS would have a greater chance. The mechanics for moving a prisoner could be accomplished in a variety of ways. The capturing player could dictate to the captured player the move he expects the prisoner to follow. The captured player may deviate, but the capturing player gets a shot at the moment of aberration. Alternatively you could simply have the capturing player assume control of that man. I don't have any concrete suggestions and would be pleased to see some modifications on this score.

Some people may think this is an awful lot of 'grit' to be throwing in to Sniper, a game that is complex enough. They are probably right. But the majority of players I know enjoy these enhancements after they have played a few of the standard games. Naturally all this isn't intended for the novice, but as one gets into a game the desire for increased realism mounts. But there is a certain scheme of play in Sniper, with few imposed rules to recreate reality. Sniper also involves a tremendous amount of player I.D. Because of this Sniper is a good game for beginners. When making the transition from war films to paper they can be left cold. Admit it, it takes time to conjure up the image of a charging panzer with an oval, a 10-8, and a piece of cardboard as a medium. With Sniper the change is less dramatic: the buildings and men are recognizable. To explain the game you merely say: you can only do one of these missions. You don't need much more elaboration. And play your first game with 2 men on each side.

So when all is said and done, at whatever level, Sniper is one of the most delightful games around.

—Ray Thorne

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## SQUAD AND PLATOON ORGANIZATIONS FOR FAR EASTERN ARMIES

The Far East has been the site of a number of conflicts in recent times. Indochina, Malaysia, the Philippines, and Thailand have all seen insurgencies in some form. Militarily, they have been primarily infantry conflicts and are, as such, well adapted to be represented in the PATROL system. The following squad and platoon organizations are for those armies which served in the Far East in the period 1960-1968 and are based on **Fire and Movement** by Jac Weller.

### SQUAD ORGANIZATIONS

**Australia:** 7 SR; 1 MP; 1 MG. AWs may replace SRs

**Britain (and Gurkhas):** 7 SR; 1 AR; or 1 MG or 6 SR; 3 MP; 1 AR. [Some SRs may be replaced by MPs; Towards the end of the period, some units replaced SRs with AWs.]

**Japan:** 7 AW; 1 AW (scope); 2 MG 1 MMG

**Korea (South)-Army:** 6 SR; 2 RG; 1 AR

**Korea (South)-Marines:** 7 SR; 3 RG; 3 AR

**New Zealand:** 4 SR; 2 RG; 1 MP; 1 MG. AWs may replace SRs

**Philippines:** 5 SR; 2 RG; 2 AR

**Republic of Vietnam:** Fire Squad: 6 SR; 1MP; 1 AR. Maneuver Squad: 7 SR; 1 MP. [Certain ARVN units were equipped with AWs and GLs along US Army organization. These would be Airborne and Ranger units, and the ARVN 1st Infantry Division. LLDB units (ARVN Special Forces) were equipped similar to US Special Forces.]

**Thailand-Army:** 6 SR; 2 RG; 1 AR

**Thailand-Marines:** 7 SR; 3 RG; 3 AR

**United States-Army:** 6 SR; 2 AR; 2 GL(P) or 8 AW; 2 GL(P). [This organization was used by Airmobile and Airborne units, and for all regular units towards the end of the period.]

**United States-Marine Corps:** 10 SR; 3 AR; 1 GL(P). [In 1967 the Marines replaced the SRs and ARs with AWs.]

**United States-Special Forces:** 7 SR/AW/MP; 1 AR

**Viet Cong and People's Army of Vietnam:** Varies, but a combination of BRs, SRs, AWs, MPs, captured GLs, etc., with AWs predominating in PAVN and hardcore VC units towards the end of the period.

### Notes

(scope) = Rifle with scope attachment. Subtract "1" from die roll.

MMG = Medium Machine Gun-Tripod mounted weapon. Requires two men to carry (the MMG and an unarmed AW). Requires 5 Movement Points to employ or pick up. Attack strength equals 1/3 more for a MG at each range increment.

(P) = Pistol. The man is also equipped with a pistol (see MOVES nr. 19 for rules for pistols and shotguns).

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**RG = Rifle Grenade.** In these squads, only these men are equipped with rifle grenades. They may come on the board with a rifle grenade armed.

These organizations would be modified by local changes, casualties, and availability of weapons. For example...

A United States Army squad would usually look like this: 3 or 4 AW; 1 Mg; 1 or 2 GL. "Officially" only two of the M-16s in a US Army squad would fire as AWs with the rest as SRs (to conserve ammunition), but most units would have all their AWs fire as automatic rifles. AWs, if fired as AWs, should be subject to unloading. Some US personnel picked up M-16s unofficially and were allowed to use them. Marine squads sometimes replaced an SR with a shotgun. ARVN squads would pick up extra MPs and shotguns. GL, RL and MG men would sometimes carry a MP, shotgun, or pistol for personal protection. There should be some provision for Flak Jackets; for example: Flak Jackets raise the die roll by "1" for personnel defending against Blast effects. For personnel defending against firearms effects, a roll of 1 or 2 converts a Wound, Incapacitate, or Kill to a stun.

#### PLATOON ORGANIZATIONS

These include the personnel in the Platoon HQ, the composition of the Heavy Weapons Squad (if any), and the number of rifle squads.

**Australia:** HQ-1 Officer SR; 3 MP; 4 x Rifle Squads

**Brit in:** HQ-1 Officer SR; 6 SR; 1 RL (with SR also); one 2 inch mortar, 3 x 8 man Rifle Squads **or:** HQ-1 Officer SR; 1 SR; 3 x 10 man Rifle Squads

**Japan:** HQ-1 Officer AW; 2 AW; 2 RL(P); 3 x Rifle Squads

**Korea (South)-Army:** HQ-1 Officer SR; 5 SR; Heavy Weapons Squad - 1 MG; 1 RL; 7 SR; 3 x Rifle Squads

**Korea (South)-Marines:** HQ-1 Officer SR; 5 SR; 3 x Rifle Squads

**New Zealand:** HQ-1 Officer SR; 3 MP; 2 SR; 1 RL (with SR also) one two inch mortar; 3 x Rifle Squads

**Note:** Two inch mortar is a separate weapon—the counter for it should represent only the weapon and not the personnel crewing it.

**Philippines:** HQ-1 Officer SR; 2 SR; Heavy Weapons Squad-2MG(P); 1 RL(P); 6 SR 3 x Rifle Squads

**Republic of Vietnam:** HQ-1 Officer SR; 1 MP; 2 x Fire Squads; 1 x Maneuver Squads

**Thailand-Army:** HQ-1 Officer (P); 6 SR; 1 SR (scope) Heavy Weapons Squad - 2 MG(P); 1 RL(P); 6 SR; 3 x Rifle Squads

**Thailand-Marines:** HQ-1 Officer SR; 8 Sr; 3 x Rifle Squads

**United States-Army:** 1 Officer SR or AW; 2 SR or AW; Heavy Weapons Squad - 2 MG(P); 2 RL(P); 7 SR or AW sometimes - 4 MG(P); 7 SR or AW; 3 x Rifle Squads

**United States-Marine Corps:** HQ-1 Officer (P); 1 (P); 3 SR; 3 x Rifle Squads

**United States-Special Forces:** HQ-1 Officer (P); 3 Officers SR or AW or MP; Heavy Weapons Squad - 2 AR or MG; 1 RL (sometimes); 7 SR or AW or MP

**Viet Cong and People's Army of Vietnam:** Variable, but along the following lines: HQ-1 Officer; 1 RL; several men; Heavy Weapons Squad - 1 to 3 MGs and several men; 2 or 3 x Rifle Squads

Again, these are the official organizations. Platoon and Company Commanders might organize their units differently. For example, the weapons squads would usually be broken up with a machine gun going to each squad. Rocket Launchers would not normally be taken into the field.

—Joseph A. Miranda

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#### NEW TERRAIN FEATURES IN SNIPER

Ledges are a terrain feature which add both realism and the excitement of dangerous maneuvers to the game of Sniper. Ledges enable players to make all sorts of tricky and devious maneuvers.

With a few modifications you can make your Sniper map into an area with four or five 8 story buildings. When you do that ledges become one of the most important terrain features there are. If you make your own maps with large buildings, such as hotels, ledges are a must.

To obtain ultimate realism I feel you must play with the optional hidden movement rule. Then insert as paragraph 40 (following the sewer rules suggested in the footnotes of MOVES 16) the following:

#### [40.0] LEDGES

##### [40.1] LEDGE PLACEMENTS

- Ledges exist on every level except the basement, ground, and roof.
- Ledges exist on every hex that directly surrounds the building.

##### [40.2] MOVEMENT

- Ledges do not affect movement on levels they do not exist on.
- Units pay 2 MP per ledge hex.

##### [40.3] SIGHTING

- Units on a ledge hex, or units that have leaned out on or above a ledge hex may not see any units in hexes directly below ledge hexes (of their own building, of course).

##### [40.4] COMBAT

##### [40.41] Direct Fire

- Units on ledges or over ledge hexes may not be fired upon by units that cannot see them (i.e. a unit can't fire up through a ledge).

##### [40.42] Grenades

- Grenades may be thrown onto ledges from 10 hexes away without scattering by the roll of a 1, and 20 hexes away by the roll of a 1 followed by a 1, 2, or a 3.

B. A grenade that scatters may not land on a ledge. Instead, it automatically lands on the ground level hex and it scatters normally.

#### [40.5] COMBAT RESULTS

- If a man on a ledge receives a wounded result or worse he falls to ground level on a roll of a 1, 2, or a 3. Then consult the jumping effects table (grenade results table) and roll one attack for every level the unit falls.
- A prone unit man on a ledge hex may only be shot at by a unit on the same level or higher.

#### [40.6] STACKING

- Units may not stack on a ledge.

#### [40.7] LEDGE IDENTIFICATION

- Ledges should be colored a greenish-blue.

#### [42.0] FIRE ESCAPES

Fire escapes also add realism to the game. Fire escapes were not uncommon during World War II. Fire escapes allow tricky escapes by devious players.

##### [42.1] PHYSICAL DESCRIPTION

- Fire escapes are metal stairs outside a building for the purpose of escaping fire.
- Fire escapes exist on the roof all the way down to the second story. A ladder is attached to the second story.
- Fire escapes exist on the sides of buildings. (Usually on old high rises).
- Fire escapes are one hex and are symbolized by a stairway.

##### [42.2] MOVEMENT

##### [42.21] Horizontal

- When moving along a ledge, fire escapes cost 7 MP to enter and 7 MP to leave.

##### [42.22] Vertical

- Fire escapes act like stairways. (Except it's not surrounded by aperture hex sides).
- A unit may not go from ground level to 2nd story on a fire escape unless a unit has already gone from 2nd level to ground level on the fire escape or has spent a turn doing nothing upon the 2nd level of the fire escape. (Letting down the ladder). **Note:** a man going from 2nd level to ground level does not have to spend an extra turn.
- The section of fire escape between the ground level and the second level acts as a ladder for movement purposes when it is able to be used.

##### [42.3] SIGHTING

##### [42.31] Horizontal

- Fire escapes are not considered obstacles of line of sight.

##### [42.32] Vertical

- For vertical sighting purposes a fire escape acts like a stairs (except it has no aperture hex sides).

##### [42.4] COMBAT

##### [42.41] Horizontal

- Fire escapes do not obstruct direct fire or grenades.

##### [42.42] Vertical

- Fire escapes behave like stairs for direct fire purposes. (Note they are not surrounded

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by aperture hex sides).

B. A grenade affects the level it's on and the levels above and below it.

#### [42.5] IDENTIFICATION

A. Fire escapes are the same color as stairs.

—Lloyd Eric Cotsen

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### NOTES FROM THE POLISH UNDERGROUND

Rules were recently proposed for the 1944 Warsaw scenario of **Sniper!** concerning the use of sewers. In terms of game interest, these rules are a welcome addition. Unfortunately, they are unrealistic. To understand sewer warfare in 1944 Warsaw, certain facts should be kept in mind concerning:

¶ Physical dimensions of sewer tunnels.  
¶ Sewage levels. ¶ Lighting. ¶ Effects of prolonged exposure to sewer conditions.  
¶ Maximum rate of travel. ¶ Insurgents' use of sewers. ¶ German awareness of this use.

The Warsaw sewer system was based around two main or collector sewers running the length of the city on a north-south axis, parallel to each other and to the Vistula river. These collector sewers were hollow brick cylinders with interior diameters varying between five and seven feet. Seven feet thus represents the maximum diameter in the entire system.

Feeding into these collector sewers was a labyrinth of smaller tunnels, composing 85% of the length of the entire system. In these tunnels interior diameters varied between two and four feet. These tunnels, like the collector sewers, were hollow brick cylinders, void of flat surfaces or hand grips. Certain tunnels had concrete reinforcements of recent date, but the system as a whole dated from the preceding century.

Sewage level was ostensibly controlled by a system of locks. At the time of the uprising, these locks were antiquated, functioning with sporadic effectiveness. The smaller tunnels were often flooded completely. In the collector sewers the levels varied from one to three feet.

Polish sappers of the **Armia Krajowa** painted directions on sewer walls in phosphorescent paint. The supply of such paint was limited and soon ran out. Aside from this, there was no lighting system whatsoever. It is worth noting that, apart from areas in the immediate vicinity of open manholes, the sewers were pitch black.

Given tunnels of restricted dimensions and substantial sewage levels, the air was poisonous and the lack of oxygen severe. The respiratory system was put under immense strain. Throats dried up and eyes watered within minutes of exposure. Prolonged periods in the sewers caused lack of balance, inordinate fatigue, hallucinations, black-outs, and finally death either by lack of air or by drowning in sewage. The more men in a

given tunnel, the faster the oxygen supply was used up. Manholes and vents, which would supply fresh air, were not as frequent as Americans might imagine. For example, in the Stare Miasto district only one manhole existed that led to a large collector sewer. The lack of oxygen meant that anyone spending more than a few hours in a sewer was useless for combat purposes for at least twelve hours after he was helped out, assuming he survived the ordeal at all.

For people did not spend minutes in the sewers, they spent hours. The sewers were not dry, well-lit underground corridors. They were hollow, slippery cylinders, cramped, void of light, filled with excrement, refuse, and the corpses of animals and men. The 'floors' were littered with broken glass and metal scraps. If any man in a column panicked, stumbled, or collapsed, everyone behind him was held up. While rates of travel varied depending on local conditions, the following example is typical enough: On August 19, a platoon of sixty AK soldiers attempted the 1¼ mile journey from Zoliborz to Stare Miasto. The soldiers carried 300 grenades, 2 machine guns, and perhaps six sub machine guns in addition to their carbines and pistols. The journey took over ten hours, which is rapid considering the average for that route was nearer eleven hours. This route employed six to seven foot diameter sewers. Thirty-six men survived the journey. The remaining twenty-four collapsed in the sewers and died. Their equipment was lost with them.

The AK forces, with one exception, never used the sewers as a means of attack or as lines of combat defense. The sewers were used for re-supply or retreat, and they were used only when all other avenues were closed. The AK was fully aware of the dangers of the sewers: any move to the sewers was a move born of despair. The notion that the sewers gave the AK an advantage over the Germans or that they represented some sort of secret weapon is a notion best forgotten. The single occasion when the AK used the sewers for combat purposes took place on the night of August 30, when twelve men were assigned the task of attacking German positions at Bank Square by emerging from a manhole behind these positions. The attack was a disaster. The lead men were shot down as they emerged from the manhole. Most of the rest were killed by grenades tossed into the manhole.

From early on in the rising, the Germans had extensive knowledge of the AK use of the sewers. On German maps of Warsaw, the sewer routes were carefully marked by blue lines. The Germans monitored AK movement by establishing listening posts at the manholes under their control. At street level, in complete safety, the Germans could drop grenades or explosives down at the AK forces passing underneath. Other German tactics involved blocking up sewers to cause freak back-floodings, or the installing of mines or booby traps. However their most effective weapon was **Taifun** (Typhoon) gas; an explosive gas blown down into the sewers by special engineer units. Gasoline was also

poured down manholes and then set aflame.

I mention the above factors because the proposed rules for **Sniper!** do not take them into account. I have no great quarrel with rules that seek to enliven a game composed of dice, charts, and cardboard. In any case, **Sniper!** seems incapable of reproducing the admittedly singular conditions of urban warfare in 1944 Warsaw, conditions that probably cannot be reproduced except by a game devoted to the 1944 Uprising.

—John Siscoe

A selection of materials with specific reference to the role of the sewers in the Warsaw Uprising:

Books:

**The Secret Army**; T. Bor-Komorowski (London, 1950)

**The Warsaw Uprising**; George Bruce, (London, 1972)

**The Warsaw Rising**; Andrzej Pomian, (London, 1945)

**Dni Powstania**; Jerzy Piorkowski, (Warsaw, 1957)

**Miasto Nieujarzmione**; Jan Gruzewski, (Warsaw, 1957)

**Warschauer Aufstand, 1944**; Hans von Krannhals (Frankfurt, 1962)

Films: **Kanal**, Andrzej Wajda, (Lodz, 1956)

Maps: **Warschau 1944**, [German army map], (Warsaw, 1944)

### Opening MOVES [continued from page 3]

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