

# SNIPER! ERRATA

[as of 1 Oct. '75]

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components. The errata follow the sequence of the *Sniper!* rules folder.

[3.3] (OMISSION) Also included are the Attack Strength Table and the Hit Damage Table.

## [3.5] (OMISSION) GAME SCALE

Each hex represents two meters of terrain. Each Game-Turn represents between 10 and 120 seconds of elapsed time.

[7.25] (CLARIFICATION) Weapons may be directed through a hex containing a prone man.

[7.26] (OMISSION) Prone men may not sight or fire through an adjacent window hexside.

[7.6] (CLARIFICATION) For purposes of facing during the Final Facing Segment, movement is defined as actual motion from one hex to another through the mapgrid. The act of falling prone or changing a height level is not considered movement for this purpose.

[9.32] (CORRECTION) Omit the final sentence. There is no Jumping Effects Table.

[11.24] (OMISSION) Men armed with grenades, flamethrowers, or satchel charges may not use Opportunity fire.

[11.25] (OMISSION) When the driver of a Tank or Vehicle is Killed or Incapacitated while moving (due to Opportunity Fire), the Tank or Vehicle immediately stops in place.

[11.53] (OMISSION) Once a man has prepared Quick Fire, he is not forced to use it on the following Game-Turn. Instead, he may use it on any one subsequent Game-Turn, provided he does not perform any other mission before doing so.

## [13.0] (CORRECTION) PROCEDURE

Movement refers to any Individual Mission assigned for that Game-Turn that involves any kind of movement through the hexgrid (except movement while prone).

## [13.1] (ADDITION)

The Defense Multiple of a man seated in a vehicle is "2." A man in a moving Vehicle **does** receive the Defense Multiple of "4."

[17.14] (ADDITION) If a man is killed or incapacitated while **carrying** (not throwing) a prepared grenade, the grenade does not explode. Instead, remove the Grenade Ready Marker from the map.

[17.22] (ADDITION) A prone man may throw a grenade a maximum of ten hexes. Double the range when calculating scatter for prone men throwing grenades.

[17.43] (CORRECTION) If a man is immediately behind an aperture hexside from an exploding grenade (and in the Blast Radius), the man is affected **only** if he was sighting through the aperture, i.e., has exposed himself in the Sighting Phase of that Game-Turn. Add "2" to the die roll in determining the effects of the grenade. If the man is **not** exposed, he is **not** affected by the grenade. If a man is **prone** and in the Blast Radius of a grenade, but not in the same hex as the grenade, add "2" to the die roll in determining the effects of the grenade. If the man **is** in the same hex as the grenade, he receives no benefit for being

prone. These additions are cumulative; a die roll of higher than "6" remains a "6."

[17.46] (OMISSION) Each height level counts as six hexes when determining the effect of height on the Blast Radius of a grenade (exception: see 9.11). Thus, a grenade exploding at ground level could not affect a man sighting out of a second level window unless it exploded in the hex directly "underneath" him.

[17.56] (CLARIFICATION) Case 17.56 is an exception to Case 17.55.

[17.58] (CLARIFICATION) There is no Jumping Effects Table. Refer instead to 9.32.

## [17.59] (CLARIFICATION)

If a fragmentation and a smoke grenade explode within three hexes of one another on the same Game-Turn, there is no effect on the formation of the smoke hexes.

[17.64] (OMISSION) Once a man has prepared Quick Throw he is not forced to use it on the following Game-Turn. Instead, he may use it on any one subsequent Game-Turn, provided he does not perform any other mission before doing so.

[19.12] (ADDITION) A man may not attack if he has a Hand-to-Hand Attack Strength of less than "1."

[19.17] (CORRECTION) The paragraph is partially in error. No more than three men (total) may ever occupy a hex, regardless of side (see 8.35).

## [21.0] (CLARIFICATION) STUNNED

A Stunned result has no effect on the Game-Turn that it is received. Instead, the man is considered stunned for the **entire following Game-Turn**. The fact that the Stunned Marker is removed after the Operations Plot Phase is misleading. The man remains stunned for the remainder of that Game-Turn. To simplify keeping track of this, Players may shift the Stun Recuperation Phase to the end of the Game-Turn (i.e., have it follow the Turn Record Phase).

[22.24] (CLARIFICATION) For purposes of panic, fire attacks are defined as Direct Fire, grenade or satchel charge explosions, or Opportunity Fire triggered by a man who did not panic during that Game-Turn.

[22.25] (ADDITION) Men may not scatter off the map due to panicked movement. Instead, they stop at the mapedge.

[22.24, 22.25] (CLARIFICATION) Regardless of whether any fire attacks were assigned on a given Game-Turn, rule 22.24 applies only if the assigned fire is actually carried out. If, for example, only one man were assigned a fire attack mission on a given Game-Turn, and that man panicked, no fire attacks would occur and rule 22.25 would apply.

[22.26] (ADDITION) If the driver panics, the vehicle remains in place for that Game-Turn.

[23.12] (CLARIFICATION) Chits are drawn only for combat results which actually change the status of the affected man. For example, no chit would be drawn when an incapacitated man receives one additional wound result. Obviously, once a man is killed no further chits are drawn for him, regardless of combat results.

[23.25] (CORRECTION) Omit the second to last sentence.

[24.13] (ADDITION) Prone men may not prepare a rifle grenade.

[24.25] (ADDITION) When using a Rifle Grenade for Opportunity Fire, double the range when calculating scatter.

## [25.0] (CLARIFICATION) GENERAL RULE

Men carrying satchel charges must be noted on the Simultaneous Movement Plot Chart before the start of the game.

[25.17] (OMISSION) A **prepared** satchel charge which has been thrown or placed in a hex may be picked up by an Enemy man as if it were a Friendly weapon (see 16.0). It may not be disarmed or the setting of the fuze changed. This is the only case where an Enemy man may pick up and "use" a Friendly weapon.

## [26.0, 27.0] (CLARIFICATION)

A Tank comes equipped with its own crew. A Vehicle must have a Driver allocated to it out of the men ordinarily assigned to the Scenario.

[26.31] (ADDITION) An incapacitated or killed man inside a Tank may be moved to an adjacent hex (also inside the Tank) by a single man in the same hex as the incapacitated or killed man. The carrying man must begin the Game-Turn stacked with the body (see 8.83).

[27.35] (ADDITION) An incapacitated or killed man in the cab of a Vehicle may be moved to an adjacent hex (either the other cab hex or a street hex) by a single man in an adjacent hex. The carrying man must have begun the Game-Turn adjacent to the body (see 8.83).

[27.49] (ADDITION) The man using the Machine Gun of a Halftrack is considered to have slung his personal weapon. Place an Unarmed Marker on him. (He may, of course, use the Machine Gun of the Halftrack.)

[29.32] (CORRECTION) The reference in the third line should be to 29.23.

## [30.0] (CORRECTION) PROCEDURE

The Player trying to clear the block may have one flamethrower-equipped man **in addition** to his regular Order of Battle.

[32.0] (CORRECTION) The last three paragraphs of this rules section are misnumbered. They should be 32.26, 32.27 and 32.28.

[32.25] (CORRECTION) Height level may **not** be changed until Contact in Patrol Scenarios.

[32.51] (CORRECTION) The Cordoned Player may set up anywhere on the map from the 1200 row of hexes (inclusive) to the 3900 row (inclusive).

[32.62] (CORRECTION) **British:** Block Clearing: Scenario 8. The British do not receive a tank in this Scenario.

[32.64] (CORRECTION) **Germans:** Ambush: Scenario 14. The Germans receive 2 MP (not 3) in this Scenario.

## [HISTORICAL NOTES] (CORRECTION) SCENARIO 13

The town of Clervaux was eventually captured by the Germans on 18 December, 1944.

[38.34] (CORRECTION) Case 38.34 is in error. Men may sight each other out of apertures in the same exterior wall of the building (as is shown in case 8.12).

## GAME CHARTS AND TABLES

[18.2] (ADDITION) A die roll greater than "6" remains a "6."

[25.3] (CORRECTION) The fourth number in the die roll row should be "4."

[29.5] (CLARIFICATION) The Range given is the Range to the target hex.

[29.6] (CORRECTION) The numbers are not the RANGE TO TARGET. Actually, they are the MODIFIED STRENGTH of the Rocket Launcher.



**[22.3] PANIC TABLE**

*PANIC LEVEL*

die roll	0	1	2	3	4	5	6
1	—	1	1,7	1,7,9	1,3,7,9	1,2,3,4	1,2,3,4,5
2	—	2	2,8	2,3,8	2,4,8,0	5,6,7,8	6,7,8,9,0
3	—	3	3,9	3,9	3,5,9	1,2,9,0	1,2,3,4,5
4	—	4	4,0	4,5,0	4,6,0	3,4,5,6	6,7,8,9,0
5	—	5	5	1,5	1,5,7	7,8,9,0	1,2,3,4,5
6	—	—	6	2,6	2,6,8	6,7,8,9,0	6,7,8,9,0

— = no Panic on that Game-Turn

**[24.4] RIFLE GRENADE SCATTER TABLE**

Range (in hexes)	die roll to scatter
1-12	6
13-25	5 or 6
26-37	4,5 or 6
38-50	3,4,5 or 6

**[25.3] SACHEL CHARGE BLAST RESULTS CHART**

Distance from Charge	die roll					
	1	2	3	5	5	6
0-6 hexes	K	I	I	I	W	W
7-12 hexes	W	W	W	S	S	S

**[26.6] TANK TURRET GUN BLAST EFFECT CHART**

die roll	1	2	3	4	5	6
result	K	I	I	W	W	S

**[26.7] TANK TURRET ELEVATION CHART**

	Minimum distance: (Turret hex to Target hex)
To Sight	
2nd Story	3 hexes
3rd Story	6 hexes
Roof	7 hexes

**[29.5] ROCKET LAUNCHER BASIC ATTACK STRENGTH CHART**

RANGE (in hexes)	BASIC ATTACK STRENGTH
1 to 10	30
11 to 20	15
21 to 30	10
31 to 40	8
41 to 50	6

**[29.6] ROCKET LAUNCHER ATTACK SUCCESS CHART**

Die Roll	RANGE TO TARGET					
	5 to 10	11 to 15	16 to 20	21 to 25	26 to 30	31+
1	H	H	H	H	H	H
2	—	H	H	H	H	H
3	—	—	H	H	H	H
4	—	—	—	H	H	H
5	—	—	—	—	H	H
6	—	—	—	—	—	H

H = Hit      — = Miss

**[29.7] ROCKET LAUNCHER HIT DAMAGE TABLE**

DIE	EFFECT
1	2 men; See Casualty Distribution Chart
2	1 man; See Casualty Distribution Chart
3	engine hit
4	turret and 1 man; See Casualty Distribution Chart
5	engine hit
6	Tank Destroyed; All occupants Killed

**[29.8] CASUALTY DISTRIBUTION TABLE**

DIE AFFECTED MAN

1	Driver
2	Hull Machine Gunner
3	Turret Gunner
4	Turret Gunner
5	Loader
6	Loader

**[30.4] FLAME ATTACK EFFECTS CHART**

*Radius from Impact Hex*

Die Roll	0	1	2	3
1	K	I	S	S
2	K	W	S	S
3	I	W	S	S
4	I	S	S	S
5	I	S	S	S
6	W	S	S	S

CODE:

K = Killed

I = Incapacitated

W = Wounded

S = Stunned

See 21.0 for explanation of results.

**[30.5] FLAMETHROWER EXPLOSION CHART**

Combat Result Suffered by Man	Die Roll					
	1	2	3	4	5	6
W	E	E	—	—	—	—
I or K	E	E	E	—	—	—

EXPLANATION OF RESULTS:

E = Flamethrower explodes



## SNIPER! Game Errata

### [3.0] Game Equipment, part C

North Korean, Chinese, and North Vietnamese counters are orange, not dark gray.

### [12.2] Opportunity Fire

Opportunity fire interrupts enemy action and takes place before any subsequent enemy action. This is particularly important when direct fire or a toss is interrupted by opportunity fire. The opportunity fire occurs first, before the direct fire attack or the grenade toss. If the soldier is killed, incapacitated, or panicked by the opportunity fire, he cannot perform his attack. If he is wounded by the opportunity fire, his firepower is halved for direct fire and his range is halved for throwing. This is true in all cases; opportunity fire always is resolved and takes effect before the action it is interrupting.

### [12.8] Automatic Weapons, paragraph 6

"Cross the line of fire" is a bit vague in this rule. Any soldier who enters or places a sighting or exposed marker in the line of fire, or who is already exposed in that line of fire, is a valid target for opportunity fire.

### [17.1] Moving Adjacent to the Enemy, paragraph 3

The die roll results are inverted in this paragraph. A soldier can enter an enemy-occupied hex if the die roll is equal to or greater than his panic rating. A soldier may not enter an enemy-occupied hex if the die roll is less than his panic rating.

### [34.6] Vehicles in Combat

Vehicle-mounted MGs can be used for opportunity fire, if the gunner has a sighting marker. A sighting marker must be removed if the vehicle moves or has a Moving marker.

### [35.3] Tank Combat

All tank weapons can be used for opportunity fire, either by placing sighting markers on individual crewmen or on the commander. A commander with a sighting marker can activate any single crewmember to perform opportunity fire. Opportunity fire from the tank's main gun can only hit the hex the gun is aimed at, but can be triggered by an enemy soldier anywhere in the gunner's field of vision. All sighting markers are removed when the tank moves or if it has a Moving marker.

### [37.6] Patrol Orders of Battle

The Soviet and German tags on the OB for Orel 1943 are switched. The Germans have 6 BR, 3 MP, 1 MG, track D, pres 20. The Soviets have 6 BR, 3 MP, 1 AR, track E, pres 25.

### [44.6] Pillbox Orders of Battle



# SNIPER! Charts and Tables

## [6.1] INDIVIDUAL MISSIONS

CODE	DESCRIPTION
<b>MV*</b>	Moving, whether horizontally or vertically; identify hexes moved through. <i>MV-D</i> =descend stairs or ladder; <i>MV-C</i> =climb stairs or ladder; <i>MV-J</i> =jump down one level.
<b>DF</b>	Engaging in Direct Fire (at one or more hexes); identify target hex number(s).
<b>OF</b>	Committing Opportunity Fire; identify target hex number.
<b>ER</b>	Resume erect position (stand up); removing prone marker.
<b>RL</b>	Reload; remove unloaded marker.
<b>PG</b>	Prepare grenade; note Grenade ready.
<b>TG*</b>	Throw Grenade; designate target hex.
<b>RA</b>	Re-arm; remove unarmed markers.
<b>EW*</b>	Exchange weapons; identify other exchanging man's identity number.
<b>HH</b>	Hand-to-Hand Combat; identify opposing man's identity number.
<b>PF</b>	Prepare for Quick Fire; note preparation.
<b>EF*</b>	Executing Quick Fire; write down target hex first, then hexes moved through.
<b>PT</b>	Prepare for Quick Throw (grenade); note preparation.
<b>ET*</b>	Executing Quick Throw; note target hex and hexes moved through.
<b>PS</b>	Prepare Satchel Charge; note preparation and time fuze length.
<b>TS*</b>	Throwing Satchel Charge; note target hex and Game-Turn of explosion.
<b>PR</b>	Prepare Rifle grenade; note preparation.

## [10.2] TERRAIN MOVEMENT POINT (MP) COST CHART

Terrain	MP expended
enter one hex	1 MP
cross door hexside	2 additional MP
cross window hexside	6 additional MP
enter hole hex	1 additional MP
enter smoke hex	1 additional MP
change height level	all MP
enter or exit tank	10 MP
jump off tank	3 additional MP
jump on tank	6 additional MP
stand on vehicle	5 additional MP
cross vehicle door hexside	2 additional MP
jump out of side of vehicle	6 additional MP
enter hex with Friendly man	2 additional MP
exit hex containing other Friendly or Enemy man	2 additional MP

## [12.13] BASIC ATTACK STRENGTH TABLE

Range in hexes	BASIC ATTACK STRENGTH			
	R	MP	AR	MG (see 12.11)
one through ten	21	60	60	90
Eleven through twenty	11	30	30	45
Twenty-one through thirty	7	20	20	30
thirty-one or more	5	15	15	22

## [18.1] GRENADE SCATTER TABLE

Distance Thrown (in hexes)	Die Roll needed to Scatter
1 to 5	6
6 to 10	5,6
11 to 15	4,5,6
16 to 20	3,4,5,6

## [18.2] GRENADE BLASTS RESULTS TABLE

Die Roll	1	2	3	4	5	6
Effect	I	W	W	S	S	S

I = Incapacitated  
W = Wounded  
S = Stunned  
See 21.0 for explanation of effects.

## [20.0] HAND TO HAND COMBAT RESULTS TABLE

Die Roll	ATTACKER'S STRENGTH									
	1	2	3	4	5	6	7	8	9	10
1	-	W	W	W	I	I	I	I	I	K
2	-	-	W	W	W	W	I	I	I	I
3	-	-	-	W	W	W	W	W	I	I
4	-	-	-	-	-	W	W	W	W	I
5	-	-	-	-	-	-	-	W	W	W
6	-	-	-	-	-	-	-	-	-	-

K = Killed  
I = Incapacitated  
W = Wounded  
- = No effect  
Only defender is affected.  
See 21.0 for effects of results.

## [13.1] DEFENSE STRENGTH TABLE

Variable Position:	Defense Strength Point Multiple
Erect posture	1
Prone posture	2
Movement	4
Behind Aperture hexside	2
Behind Interior Wall or Ceiling Hexside (a)	10
In or Behind Smoke hexes (a)	10

Notes:  
(a) These effects may not be combined with each other, i.e., only one or the other may be operational at a time.

## [14.0] FIRE ATTACK RESULTS TABLE

		COMBAT ODDS (Attack Strength vs. Defense Strength)				
DIE ROLL	1:1 up to 5.99:1	6:1 up to 10.99:1	11:1 up to 15.99:1	16:1 up to 20.99:1	21:1 or higher	
1	W	I	K	K	K	
2	W	I	K	K	K	
3	W	W	I	K	K	
4	-	W	I	I	K	
5	-	-	W	I	K	
6	-	-	-	I	K	

Odds less than 1:1 are not permitted.  
See 21.0 for explanation of results.

## [19.12] HAND TO HAND ATTACK STRENGTH TABLE

Weapon Carried	Attack Strength
Rifle	5
Machine Pistol or Automatic Rifle	4
Machine Gun	3
Unarmed	2
Flamethrower	1

subtract 2 if Attacker is Wounded  
subtract 3 if Attacker is Prone



# SNIPER! HETZER Errata (January 1988)

## [19.4] M709 Grenade Launchers

This weapon is actually the M203 grenade launcher.

## [34.0] Trucks and Armored Personnel Carriers (clarification)

All vehicles, including tanks, occupy those hexes which are rendered in full on the cut-out piece. The vehicle does not occupy any of the partial hexes, even if its silhouette overlaps slightly into the hex. The vehicle does occupy every complete hex of its piece, even if the silhouette does not overlap the hex.

## [101.0] Introduction

Case 11.5, Terrain Effects on Line of Sight (paragraph 2), also belongs on the list of modified sections.

## [102.0] Game Equipment -- part C, The Playing Pieces

French counters are dark green, not brown.

## [117.3] Activation Tracks and [117.4] Preservation Limits

French squads were left off the Activation and Preservation Die Roll Modifiers table. Their entries should be as follows:

Army	Year	Act. Mod.	Pres. Mod.
French	1940	+3	+10
	1943	+5	+12
	1944-45	+5	+6

## [118.4] Terrain Mode

To determine the terrain mode in use, roll one die:

1-2	Open
3-5	Mixed
6	Dense

## Scenarios

None of the town scenarios indicate which terrain mode is in use. These are determined according to season.

Open terrain mode: January, February, March, April, November, December.

Mixed terrain mode: May, June, July, October.

Dense terrain mode: August, September.

## Tank Crew Status Charts

An unforeseen problem arose from a post-playtesting change to the tank crew status charts: The crew positions listed for some vehicles don't match any of the status charts. Fortunately, crew positions have little effect on the game. The only important piece of information is whether the crew member is stationed in the turret or the hull. In turretless vehicles, everyone is in the hull, regardless of position. In turreted vehicles, positions A, B, F, and G are in the hull and C, D, and E are in the turret. To avoid confusion, set up crewmembers in the appropriate part of the vehicle and record their jobs on the roster.

## Terrain Effects Table

The entry labeled "Clear" in the All Terrain section of the table should be labeled "Road." The effect of clear terrain is determined by the terrain mode in use.

The notation "p" in the LOS column means the LOS is blocked to or from a prone soldier if neither the target nor the attacker are in the blocking hex or adjacent to the blocking hexside. A p should be added to the LOS column of the following entries:

Open terrain:	Rough #2
Mixed terrain:	Rough #1 and #2
Dense terrain:	Rough #1 and #2

Slopes provide complete concealment to prone targets in all three terrain modes. The DMP values for slope should be:

Open terrain:	4c
Mixed terrain:	8c
Dense terrain:	10c

The Normandy and Tarawa OBs give tanks to the Allied force. Unfortunately, the pillbox defenders have no anti-tank weapons. The tanks can simply drive over the pillboxes, winning the scenario. Substitute halftracks for the tanks.

#### [54.2] Randomly Alternating Rounds

This variant requires that the activation chits be coded in some way. They can be colored, or one set of chits can be marked with a corner dot, an underline, or some other identifying mark.

#### [56.4] Night Spotting Table

A moving vehicle is spotted automatically at any range. A stationary vehicle is treated like a moving soldier.

#### Vehicle Damage Table

Rolls of 5 or 6 against a tank should not yield "H" results; they should be "MT" and "MW," respectively. "H" results should be added to the 9 and 10 dice roll entries, yielding "WGH" and "TGH," respectively.

#### Counters

There are three sets of activation chits. The third set can be used in player-designed scenarios involving more than two players or more than two squads. In a standard scenario, the extra activation chits can be added to the preservation cup.