SNIPER
Kill CONFIRMED

Rules of Play

Compass Games
New Directions in Gaming

GAME CREDITS

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GAME COMPONENTS

- One, 8.5" x 11" Sniper Mat
- Four, 8.5" x 11" Mission Maps
- 56 double sided counter sheet
- One Location Card Deck
- One Action Card Deck
- One Tactical Card Deck
- One Hostile Card Deck
- One Target Card Deck
- Three, six-sided dice and One, ten-sided die

1.0 INTRODUCTION

SNIPER KILL CONFIRMED is a solitaire war game, you take the role of a sniper and his spotter. The goal of the game is to work your way through each zone trying to reach your target. You will need to score morale points to be able to move into new zones, this is achieved by KIA of enemy hostiles. All the while trying not to draw too much attention to yourself. Good luck soldier, you will need it stealth and honor!

2.0 SETUP

2.1 CARD DECKS

Before playing a game, the player will need to organize cards into different deck types. First take all the Action cards including three Med Kit cards, shuffle them to create the Action Deck. All Action cards are labelled on the back as to what type of card it is.

Take all the Tactical cards and shuffle them to create the Tactical Deck. Next take all the Hostile cards and shuffle them to create the Hostile Deck, this includes the Enemy Reserve cards.

Finally sort the Location cards into separate decks of each location, shuffle the Jungle cards to create the Jungle Location Deck. The Ruined City location cards to create the Ruined City Deck. The Compound and Open Desert cards to create the Desert Deck. Lastly the Open Ground, Farmhouse and Tall Grass cards to create the Countryside Deck.

2.2 LOCATION MAPS

There are 4 Location maps included in the game these are Jungle, Countryside, Ruined City and Desert Compound. To determine which map and Location Deck to use during play, the player will roll 2d6 and consult the table below:

| Die Roll	Location
2-4	Jungle
5-7	Ruined City
8-10	Countryside
11-12	Desert Compound

The player will use the Location map which matches the location that has been rolled for. If the location is Jungle, the player will select the Jungle map and use the Jungle Deck. The current enemy hostile card in play should be placed on the space marker Hostile. The zone boxes on the Location maps represent the range at which hostiles are located. Enemy hostiles will always enter play at long range.

The zone boxes represent the sniper's path that will be taken to reach his target. The sniper counter will always start in Zone 1 and will move into the different zone boxes during play. The morale score printed under the zone boxes is the required amount of morale points needed to move into that zone.

Also included is a Sniper Mat. This mat is used in all missions as the player will track wounds, enemy hostiles, enemy reserve movement and wind conditions. Place the sniper counter in Zone 1 at the game start on the Sniper Mat and Location map. The player also tracks range on the Sniper Mat and Location map by placing the hostile counter into the long-range box and moving the counter when the hostile moves. The player should lay the Location map and Sniper Mat side by side and any location cards in front of the zones on the Location map.

Jungle Map
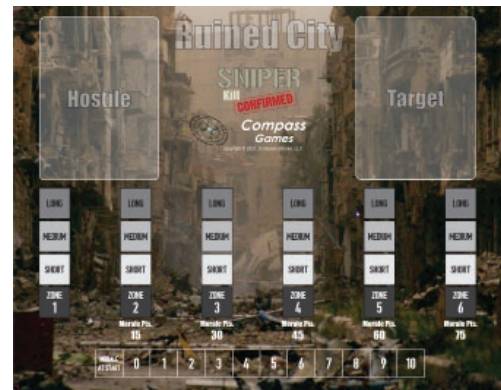
Ruined City Map


Countryside Map

Desert Map

2.3 COUNTERS

Sniper counter is used as your sniper in play it should be set up in Zone 1 for each mission and then the counter will be moved into new zones when the player has the required number of morale points and plays a movement card.

Enemy sniper counters are used when an enemy sniper card has been drawn and is always placed at long-range upon entering the Location map.
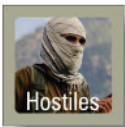
Enemy hostile counters are used when the player draws a hostile card. 1 hostile counter should be placed at long range on the Location map and the Sniper Mat. The number of hostiles shown on the card should be placed in the enemy box on the player mat.

**Wound** counters are used when the player receives a normal wound. A wound counter should be placed into the first wounded box on the Sniper Mat. When the player suffers additional wounds, place a second wound counter into the second box etc. Critical wound counters are used when the player suffers a critical wound. Place the critical wound counter into the first critical wound box, place a second critical wound counter in the second critical wound box if another critical wound result is received.

Patrol counters should be placed in an opaque container and are used in the Enemy Patrol Phase.

The **spotter KIA** counter is only used if the optional rule for a spotter (see rule 12.2) is used.
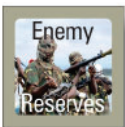
The **enemy reserve** counter is placed on the Enemy Reserve Track on the Sniper Mat in the '1' space when an Enemy Reserve card is drawn. Thereafter, each time an Enemy Reserve card is drawn, the player will move the reserve counter into the next box on the Enemy Reserve Track and continue moving the counter for every Enemy Reserve card drawn up to the '8'.

There are six **dice** counters. These should be placed in an opaque container for use during play.

2.4 SNIPER MAT

Place the Sniper Mat in front of the player and one of the Location maps according to rule 2.2. Shuffle the Action Deck, Tactical Deck, Hostile Deck and each separate Location Deck. There are four Target Cards, shuffle them, select one card blindly placing it face down on the Target spot on the map. Place the Action Deck and the Hostile Deck next to the Location map. The Tactical Deck should be placed next to the Action Deck.

Place the sniper counter in Zone 1 at the game start on the Sniper Mat and Location map.
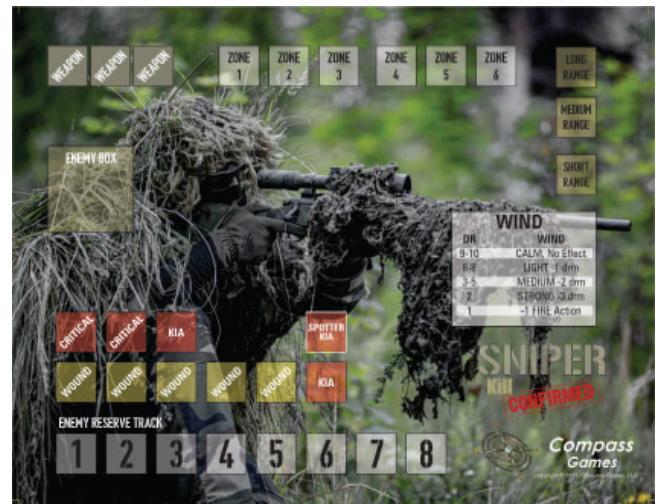
Place the dice counters and patrol counters into separate opaque containers. Place wound counters next to the Sniper Mat for later use. Place any weapons for the sniper in the weapons boxes.

Draw six Location cards that match the location selected and place them face down in front of the Location map, one for each zone. At game, start flip the Zone 1 Location card you are now ready to play!

3.0 CARDS

3.1 LOCATION CARDS

Before a mission, the player will sort the Location cards into separate Location decks. Jungle cards form the Jungle Deck and Ruined City cards form the Ruined City Deck. Open Ground, Farmhouse and Tall Grass cards form the Countryside Deck and Desert Compound cards form the Desert Deck.
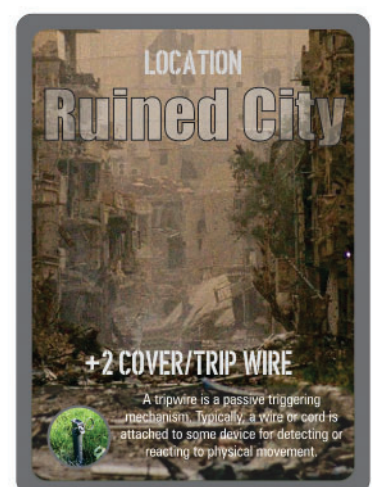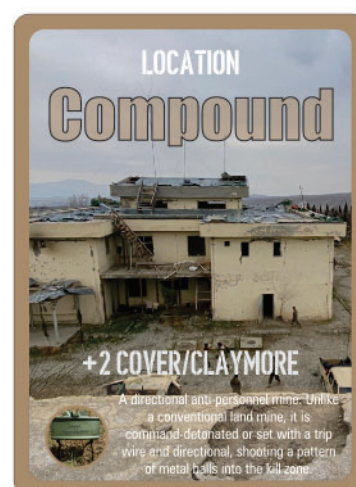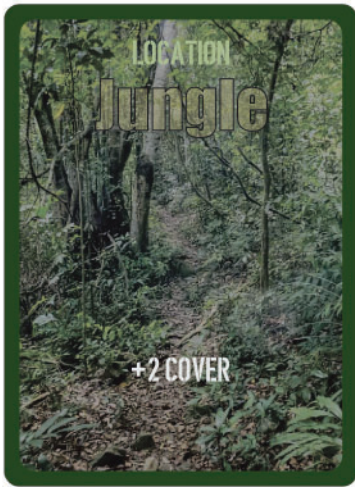
Claymore   Trip Wire

Some Location cards may have a cover bonus that is applied when the player receives incoming fire or close combat. A +1 will increase the number to hit by 1 and a +2 will increase the number to hit by 2. If a Location card does not have any cover bonus printed, then the player receives no cover bonus in that zone.

3.2 ACTION CARDS

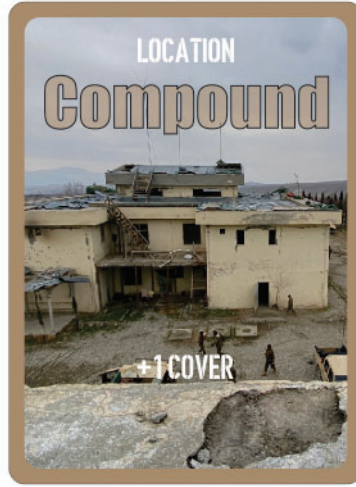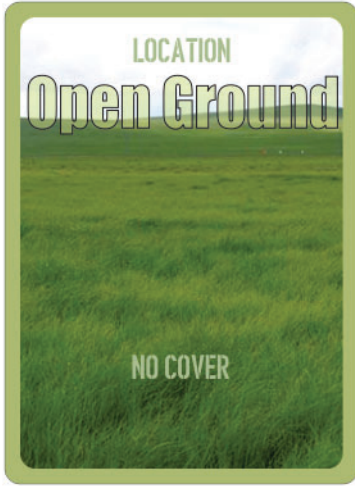Each turn the active player will draw 5 Action cards the player can then use to perform various actions during play.

At game start, place all Location cards face down, one for each zone in front of the Location map, a total of six cards. The player will flip the Location card for zone 1. When entering a new zone, the new face down Location card is flipped over. The Location card will tell the player what type of terrain they are in and any effects that may happen.

Some of the Location cards may have an event which takes effect immediately when a new zone is entered through movement. A Location card that reads claymore means the player has come across a claymore and a critical wound is applied. The player may discard four Action cards and instead receive a normal wound. If the player has a Med Kit card in their hand it may be played, and any wound is ignored.

If a Location card says tripwire, the player will receive a normal wound. The player may use an Equipment card to disable the tripwire. The player may discard four Action cards and instead receive a normal wound. If the player has a Med Kit card in their hand it may be played, and any wound is ignored.

An **Equipment card** is used when the player comes across a tripwire on a Location card. The Equipment card may be used to disable the tripwire. 2 Blank cards can be used to perform the following actions.
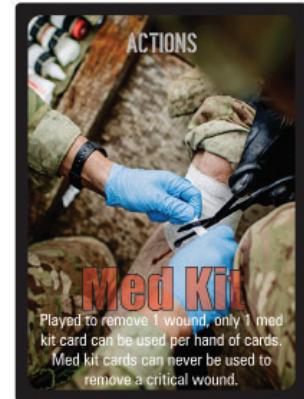
A **Med Kit card** allows the player to remove a Wound from the sniper.

A **Fire card** allows the sniper to fire at an enemy hostile. Each Fire card allows for the player to conduct two Fire Actions,

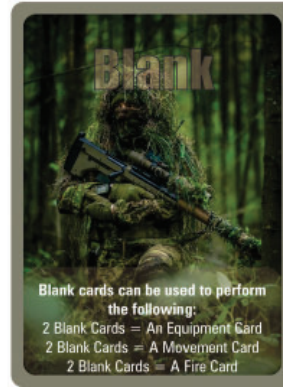A **Blank card** has a special use. Two Blank cards may be used during play as a Fire card, Equipment card or a Movement Card.

A **Crawl card** allows the sniper to move one zone and no check is necessary to see if the enemy spots the sniper.

A **Movement Card** will allow the sniper to move to the next zone if they have the correct amount of morale points.

A **Hidden Card** may be used to enable the sniper to remain hidden and not spotted.

A **Bipod card** may be played to give a +1 DRM with a fire action. However, a card must be discarded to deploy the bipod. The bipod remains in play until the sniper moves to a new zone.

A **Suppress card** may be played to push enemy hostile back by 1 box in range. A Suppress card may not be used against hostiles at long range.

Red Army Captain Vasily Zaytsev

Between November 10 and December 17, 1942, during the Battle of Stalingrad, Zaytsev killed 225 soldiers and officers of the Wehrmacht and other Axis armies, including 11 enemy snipers. Before that he killed 32 Axis soldiers with a standard-issue rifle. Between October 1942 and January 1943, he made an estimated 400 kills, some at distances of more than 1,100 yards.
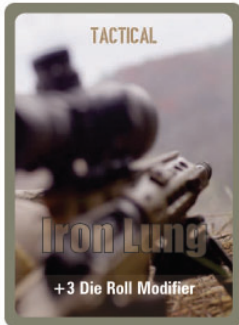
3.3 TACTICAL CARDS

The player also draws 1 Tactical card, these cards can be used to help the player. The cards are: Scope, Ghillie suit, Binos and Iron lungs.
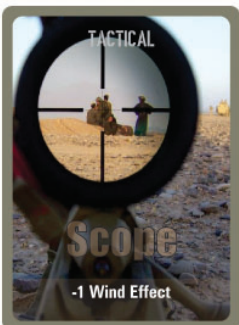
A **Binocs card** allows the sniper to auto-spot an enemy hostile.

A **Ghillie Suit card** is used to ignore a hit result by an enemy sniper.

An **Iron Lung card** will give the sniper a +3 DRM when firing.

A **Scope card** may be used to gain a -1 applied to wind modifiers.

3.4 VIP CARDS

There are four VIP Cards, these should be set aside and placed faced down until needed during play.

4.0 MISSION SEQUENCE OF PLAY

Mission Setup: Each game of Sniper Kill Confirmed is one mission. The Player separates each Card Deck by Type and shuffles them. He then determines the mission's location, selects the appropriate Location map for play and places an Enemy Reserve Marker in the '1' box on the Enemy Reserve Track of the Player Mat.

Turn Cycle: The Turn Cycle is repeated until either the Sniper is killed or all cards in a hand have been played.

Card Draw Phase: The Player draws 5 Action and 1 Tactical Card. These cards may be played during any phase of the Turn Cycle.

Enemy Patrol Phase: The Player determines if an Enemy Patrol is in play. The Player may attempt to hide by playing a Hidden Card or escape an Enemy Patrol.

Enemy Hostile/Enemy Sniper Phase: The Player draws a Hostile Card and determines if the Sniper encounters an Enemy Hostile or Enemy Sniper. Action Cards are played.

Radio Comms Phase: After all Action Cards are played or discarded, the Player conducts Radio Comms and attempts to receive an Airstrike.

Enemy Reserve Phase: The Player draws a Hostile Card to determine if the Enemy Reserve marker is advanced one space on the Enemy Reserve Track.

Extraction: After the Sniper has attempted or killed the VIP (Target) in zone 5, the Player may attempt extract the Sniper by playing two Move Action Cards and ending the mission.

4.1 CARD DRAW PHASE

At the start of the game and after the Enemy Reserve Phase, the player will draw 5 Action cards and 1 Tactical card. These cards are played during the player's game turn.

4.2 ENEMY PATROL PHASE

The player will draw a dice counter from the opaque container. If the number does not match the number of the current zone the sniper is in, then the sniper has not been spotted. If the number matches the number of the current zone the sniper is in, then enemy forces are on patrol in that zone. Place the Enemy Patrol counter adjacent to the sniper counter to show this.

The player may use a Hidden card to avoid being spotted. If the player does not have a Hidden card in his hand, the enemy patrol has spotted you the sniper.

The player may attempt to escape being spotted by an enemy patrol. Roll 3d6, and any 6's on any die results in the player escaping the enemy patrol. If no 6's are rolled, then the player receives a critical wound.

Once the sniper has either escaped or been wounded, remove the enemy patrol marker from play.

4.3 ENEMY HOSTILES

The player will draw a Hostile card after the Enemy Patrol Phase. Anytime all hostiles are eliminated, the player will draw a new Hostile card. If an Enemy Reserve card is drawn, place it back into the Hostile Deck, at the bottom and continue to draw a card until a Hostile card is drawn.

The card informs the player how many hostiles are present. Place the enemy hostile counter in the long-range box on the Location map and place the number of hostiles present in the enemy box on the Sniper Mat. Once a Hostile card is drawn and placed on the map, the player may attempt to spot the enemy hostile with the spotter's binocs or use the Binocs Tactical card.

Play a Fire card and then roll 1d6. If the player does not have a Fire card, he may use 2 blank cards to make a fire action.

A result of 3+ means the enemy has been spotted. The player has 2 attempts to spot the enemy but if unsuccessful, no fire action can be taken. The Location map has 3 boxes for each zone, marked long, medium and short ranges. If the hostiles are spotted, the player may now conduct a fire action (see Case 5.4).

If a shot is missed by the player, the enemy hostile will move in range closer to the player. If a second shot is missed, then the enemy hostile will move again closer in range to the player.

If any enemy hostiles make it into the player's zone box, then close combat assault is conducted. The sniper player rolls 3d6 any result of 3+ will kill a hostile. If any enemy hostiles are still alive after the player's attacks, the enemy hostiles will roll 1d6 for each remaining hostile. Any roll result of 4+ to hit will cause a critical wound for the sniper. The cover on Terrain cards modifies the die roll of an attack by hostiles by increasing the required to hit number.

4.4 ENEMY SNIPER

If an Enemy Sniper card is drawn, the sniper will fire at the player immediately. Roll 3d6, any result of 4+ on any die, modified by the Location card, will inflict a wound on the sniper. The sniper player may then play a Fire card (or two Blank cards) and fire at the the enemy sniper. After every 2 shots the sniper player takes, the enemy sniper will fire and then move 1 box closer to the sniper.

4.5 VIP CARDS

When the player reaches Zone 5, flip the VIP card over to reveal the target. This is the target that must be KIA to secure the mission. The card will inform the player at what range the target (VIP) is and if they are a moving target or a stationary target.

Before the player can shoot at the target, they must KIA any enemy hostiles in play. The player may play up to 2 Fire cards, four shots in total, in an attempt to take out the target. Failing to hit the target the sniper may not fire at the target anymore. The mission has failed and the sniper must be extracted and survive.
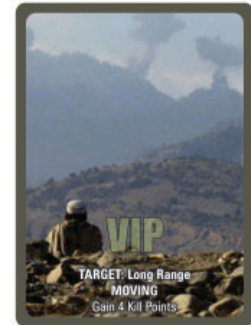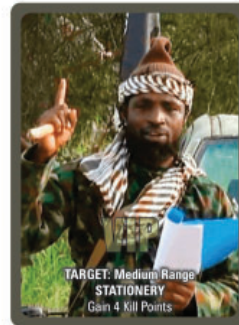
Sample VIP Cards

U.S. Army Staff Sergeant Adelbert Waldron

As a member of the 9th Infantry Division, he was assigned to PBR boats patrolling the Mekong Delta, at one point making a confirmed kill from a moving boat at 900 yards. He set his record of 109 kills in just 8 months, which was the record until Chris Kyle broke it during the Iraq War and is perhaps even more remarkable considering he was fighting in a dense jungle environment that didn't always provide easy sight lines.

5.1 WOUNDS

If hit, the player receives a wound. When a wound is received roll 2d6 and if a double 6 is rolled, the spotter has been killed. All fire rolls now have a -2 DRM. With any other result, a wound counter is placed on the Sniper Mat. A total of 5 wound counters may be taken with any additional wounds in excess of 5 received resulting in the sniper being KIA.

If the player receives a critical wound, then place a wounded counter on the critical wound box on the Sniper Mat. A total of 2 critical wounds may be taken anything over this and the player is KIA.

Wounds may be removed by playing a Med kit card or discarding 4 cards. This will remove 1 wound from the active player however, a critical wound may never be removed.

5.2 MOVEMENT

The player will move through zones on the map there are 6 zones in total. After Zone 1 the player will need a certain amount of morale points to move into the next zone. Every enemy hostile that is KIA will grant the player 5 morale points. Once the player has the correct amount of morale points, he can move to the next zone if he has Movement cards in his hand.

Also, if any enemy hostiles are still in the current zone then the player will have to check if the hostiles track them down after moving to a new zone. Roll 1d6, on a roll of 4+ the enemy has tracked you down and will conduct a close combat action. If the player has used a crawl card to move, then the enemy will not track you, remove the existing enemy hostiles from play.

5.3 MORALE

A player collects morale points (sometimes refered to kill points) which enable his sniper to move from one zone to another. The number of morale points needed to move from one zone to another are outlined below:

Zone Leaing	Morale Pts. Needed	To Enter Zone
1	15	2
2	30	3
3	45	4
4	60	5
5	75	6

5.4 ACTIVE FIRE ACTIONS

If enemy hostiles have been spotted (see Case 4.3), the sniper player may execute fire at the enemy hostiles or enemy sniper. Before firing, the player will roll 1d6 to see if the enemy is a moving target or stationary. Roll 1d6, 1-3 is a moving target a -1 to hit modifier, 4 or more is a stationery target no modifier. The player will roll for every Fire card that is played.

5.5 RANGE

Any hostile, patrol or enemy sniper enters play in the long range box of the zone the player's sniper is in. When the sniper is to fire upon an enemy the chance to score a hit is modified as follows:

- Long Range: -2 DRM
- Medium Range: -1 DRM
- Short Range: no DRM

5.6 WIND

The wind conditions will be checked once for every Fire card that is played. Once the range to the target has been confirmed the player will check wind direction and speed and roll 1d10 and consult the results shown below:

1: strong wind from north. Number of fire actions reduced by one.

2: Strong wind from the east. Apply a -3 DRM to hit when firing.

3-5: Medium wind from the south. Apply a -2 DRM to hit when firing.

6-8: Light wind from the west. Apply a -1 DRM to hit when firing

9-10: Calm, no effect.

5.7 RESOLVING FIRE

When resolving the sniper's fire roll 2d6.

Apply any die roll modifiers for:
- A moving target (see 5.4)
- Range to target (see 5.5)
- Wind conditions (see5.6)
- Spotter is KIA (see 5.1)

A modifed die roll result of 7+ will secure a kill on a hostile enemy or enemy sniper. The player also rolls a d10. If a 1 is rolled on the d10, the sniper's gun has jammed and the shot is not taken. The d10 is only to determine weapon jams. Weapon jams remain until cleared and are automatically cleared at the start of the next Turn Cycle.

If a Fire action was conducted with a Fire Card and your weapon jammed, you are no longer able to fire. If you do not have any Action cards which can be played, you may discard all remaining Action cards by choosing to use rule 5.8 and proceed directly to the Radio Comms Phase.

5.8 DISCARDING CARDS

A player may discard any cards at any time during the game. Once a player has used all 5 Action cards or cannot perform any actions with the cards in his hand, he may discard all Action cards. When condition of the above is met, play moves onto the Radio Comms Phase.

6.0 RADIO COMMS

During this phase, the sniper may attempt to radio for an AIRSTRIKE. Draw 1 action card and if the card is a Fire card, the player has managed to radio for an airstrike. Roll 2d6 and on a roll of 6 on either die, the player will receive 15 morale points. Any enemy hostiles in play are KIA, remove the hostiles. If the card drawn is not an Action card, the call for an airstrike has failed and the signal of the sniper's radio has failed.

7.0 ENEMY RESERVE

After the Radio Comms Phase, draw an Enemy Hostile card. If the card is an Enemy Reserve card, the counter on the Enemy Reserve Track is moved up by 1 box. If the Enemy Reserve counter is moved into the final box, the '8' box, the sniper has been found and taken prisoner of war.

8.0 EXTRACTION

After the player has attempted to KIA the target for the mission, the player must play 2 Movement cards to escape and be safely extracted from Zone 6. Any type of Movement card can be played.

9.0 VICTORY

If the player manages to KIA, the VIP target in Zone 5 and extracts from Zone 6 then the mission is a success. If the player is KIA, the mission has failed. If the player fails to KIA the VIP target and the player manages to be extracted from Zone 6, then the mission is a minor victory.

10.0 CAMPAIGN

A campaign consists of 10 missions. After each mission, the player will total up the number of morale points collected and subtract the number of wounds taken during the mission. After 10 missions the player will total up their score and compare it against the victory conditions.

If the player is KIA during a campaign mission, then that mission has failed. The player loses any equipment and any morale points earned during that mission.

If the player's sniper is KIA three times during a campaign, the campaign is over, and the player must start a new campaign.However, the campaign continues with a new sniper. If the player's sniper is KIA 3 times during a campaign, the campaign is over, and the player must start a new campaign.

10.1 WEAPONS & EQUIPMENT

Players start the first mission of a campaign with only an M40A3 SNIPER RIFLE. After the first mission, the player may use morale points to purchase new weapons and equipment.

M40A5: Cost, 6 Morale Points the M40A5 will provide the player with a +1 DRM when shooting.

M40A6: Cost, 8 Morale Points the M40A6 will provide the player with a +2 DRM when shooting.

M82 Barrett: Cost, 10 Morale Points the M82 will provide the player with a +2 DRM on the wind chart and a +2 DRM with fire actions.

M107 Barrett: Cost, 15 Morale Points the M107 will provide the player with a +3 on the wind chart and a +3 DRM with fire actions.
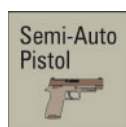
Semi-automatic pistol: Cost, 7 Morale Points the semi-automatic pistol will add a re-roll of a single dice in close combat.

Combat knife: Cost, 2 Morale Points the combat knife will add an extra dice

10.2 CAMPAIGN VICTORY

After each mission, the player will total up the number of kill points collected and subtract the number of wounds taken during the mission. After 10 successful missions the player will total up their score and compare it against the victory conditions.

20 or less Morale Points	Failure
30-40 Morale Points	Minor Victory
50 or more Morale Points	Major Victory

11.0 OPTIONAL RULES

11.1 NIGHT MISSIONS

The player may conduct missions during the hours of darkness applying the following rules. Spotting enemy hostiles, a 4+ is required. Only Crawl cards may be used to move into a new zone. A Suppress card must be used, a -2 DRM is applied on fire action rolls. Radio comms may not be performed during night missions.

11.2 SPOTTER

If the sniper is KIA and the spotter is still alive the spotter may continue the mission with a +1 DRM applied when spotting enemy hostiles.

11.3 MED KIT VARIANT

DIFFICULT: The player may remove the Med Kit cards from the Action Deck and the player may not discard 4 cards to remove wounds. In other words, you cannot recover wounds this creates a tough challenge for the player.

EASIER: The player wants the game to become less challenging, all 6 Med Kit cards are shuffled into the Action Deck.

Finnish Army Second Lieutenant Simo Häyhä

Nicknamed "White Death," Simo Häyhä tallied 505 kills, far and away the highest count from any major war. All of Häyhä's kills of Red Army combatants were accomplished in fewer than 100 days – an average of just over five kills per day – at a time of year with very few daylight hours.
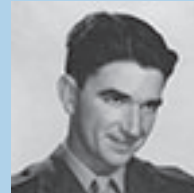
USMC Gunnery Sergeant Carlos Norman Hathcock

During the Vietnam War Hathcock had 93 "confirmed" kills of North Vietnamese Army and Viet Cong personnel, which meant they occurred with an officer present (in addition to his spotter). He estimated the number of "unconfirmed" kills to be upwards of 400. His warfighting career ended when he was wounded by an anti-tank mine in 1969 and sent home. He later helped establish the USMC Sniper School.

Red Army Lieutenant Lyudmila Pavlichenko

Following the invasion of Soviet territory by the Nazi Army, Pavlichenko volunteered for military service, and was assigned to the 25th Rifle Division. Although offered being a nurse, Pavlichenko instead opted for sniper training. Pavlichenko made her first two kills near Belyayevka. During the fight for Odessa and its surrounding areas, Pavlichenko racked up an impressive 187 kills in only three months of fighting.

Canadian Sergeant-Major Francis Pagahmagabow

Deployed in 1915 with the 1st Canadian Infantry Battalion, Pagahmagabow saw action during the Second Battle of Ypres and the Somme in 1916. Pagahmagabow developed a reputation for being a sniper. Pagahmagabow was instrumental in numerous battles, helping his battalion to fend off German soldiers during his career. By the time the war was over, Pagahmagabow was credited with 378 confirmed kills.

TURN CYCLE EXAMPLE OF PLAY

Image 1

The Player has set up the game and rolling a '5' for the Location, sets up the game with the Jungle Map and his Sniper Mat, placing his sniper in zone 1. The player flips over the Location card which shows +1 cover for zone 1.The player draws five Action cards with the results of: Fire, Move, Med kit, Equipment and Blank. Then the player draws a Binocs Tactical card. **(Image 1)**

The player conducts the Enemy Patrol Phase and draws a number counter from the cup. Drawing the '4' chit, he determines the number does not match the zone the player is in, which is zone 1. There is no enemy patrol.

The player now draws a Hostile card from the Hostile Deck, receiving a card with 2 Hostiles, placing it in the Hostile card space on the Jungle map. He then places a Hostile counter at long range in zone 1 and also places 2 hostile counters into the enemy box on the player sheet. **(Image 2)**

Looking at his hand of cards, the player decides to use the Fire card. The player discards that card and attempts to spot the hostiles. The player also decides to use his Binocs card, his Tactical card, automatically spots the hostiles.

Image 2

Since the player has spotted the hostiles, he performs a fire action. First, he must check to see if the hostiles are a stationery target. Rolling a d6, he rolls a '4', the hostiles are stationery and no modifier is applied. The player then determines the wind conditions and rolls d10. Rolling a '7' determines that it is light wind, so a -1 modifier is added to the fire die roll. The hostiles are at long range as well so a -2 modifier is added. The base score needed to hit is '7', rolling 2d6, he rolls an '11', modified to an '8' (11-1-2=8). One hostile has been killed.

The player also rolls a d10 to determine if his weapon has jammed. The player rolls an '8' and his weapon has not jammed. Since he killed 1 hostile, he scores 5 morale points for the kill. The player removes 1 hostile counter from the enemy box on the player sheet.

A Fire card allows a second fire action to take place. The player checks the remaining hostile to determine if he is stationery or moving. He rolls a d6 and obtains a '2'. The hostile is now a moving target and a -1 modifier will be added to the fire die roll. The player will not need to check the wind conditions as wind conditions are determine only once per Fire card played. The hostile is still at long range so the -2 modifier still applies for range. The score needed is '7', the player rolls s '6' modified to a '3' (6-1-2=3), a miss. Since the shot missed the hostile, this remaining hostile is moved from the long-range box to the medium range box.

The player also rolls a d10 again to determine if his weapon has jammed. The player rolls a '5' and his weapon has not jammed.
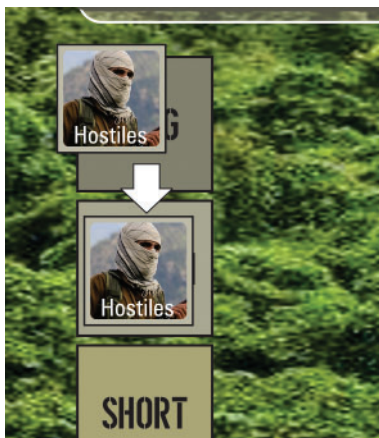
Since the sniper missed, the remaining hostile is advanced to the medium range box on the Sniper Mat. The player has completed his fire actions that the Fire card allows (2 fire actions). Looking at his hand of cards, the player does not have any cards that will allow fire actions such as another Fire card or two Blank cards. The player decides to discard the remaining cards in his hand since he doesn't need to or cannot use the other cards.

The player now conducts the Radio Comms Phase and draws a card from the Action Deck. He draws the Bipod card. There is no airstrike during the Radio Comms Phase as a fire card must be drawn.

Finally, the player executes the Hostile Reserve Phase. The player draws a Hostile card and obtains an Enemy Reserves card. The player then places an enemy reserve counter on '1' reserve box on the Enemy Reserve Track. This ends the first Turn Cycle.

In the next Turn Cycle, the player draws another 5 Action cards the results are: Blank, Blank, Equipment, Move and Bipod. He also draws a Tactical card which is Iron Lungs.

Play moves onto the Enemy Patrol Phase. The player draws a number chit from the cup, resulting in a '1'. The number matches the zone that the sniper is. The player does not have a Hidden card in his hand, that card would have allowed him to stay hidden from the enemy patrol. The player however conducts an escape action by rolling 3d6, with any '6' rolled meaning he has escaped the enemy patrol. He rolls the dice and the results are a '1', a '4' and a '6'. Since at least one '6' was rolled, the sniper has managed to escape from the enemy patrol, a close call.

The player looks in his hand and decides to use the two Blank cards in order to execute a fire action. Since a hostile remains in zone 1 from a previous Turn Cycle, no new Hostile card is drawn. The player attempts to spot the remaining hostile at medium range in zone 1. Rolling a d6 he obtains a '1' and doesn't spot the hostile. The player is permitted to attempt to spot twice when executing a fire action and rolls a d6 again this time resulting in a '4', the sniper has spotted the hostile.

The player must check to see if the hostile is a stationery or moving target. Rolling a d6, he rolls a '2', the hostile is stationery and no modifier is applied. The player will now execute the fire action, he chooses to use his Bipod card to gain a +1 drm and discards it. He also decides to play his Iron Lungs card and gains a +3 drm, discarding it also.

Rolling a d10 for the wind conditions obtains a result of '10' and the wind conditions are calm so no modifier will be applied. Applying the modifiers for the Bipod and Iron Lung cards and for medium range (which is a -1), the base score needed to hit is '7'. Rolling 2d6, the player rolls a '6', modified to a '3'(6+1+3-1=9). The hostile is killed.

The player also rolls a d10 to determine if his weapon has jammed. The player rolls a '4' and his weapon has not jammed. Since he killed 1 hostile, he scores 5 morale points for the kill. The player removes the remaining hostile counter from the enemy box on the player sheet and the other from zone 1. The player now has a total of 10 morale points.

Since there are no hostiles remaining the player draws a new Hostile card, resulting in an enemy sniper. The player places an enemy sniper counter in the long-range box of zone 1 and an enemy sniper counter in the Enemy Box on the Sniper Mat.

Since an enemy sniper has entered play, it will conduct a fire action. The Location shows +1 cover. The enemy sniper fire by rolling 3d6. The die rolls provide results of a '1', a '4', and a '5'. The players Location card provides +1 cover modifier to each roll for the sniper to be hit. Since the enemy sniper roll of '5' results in a hit, the player's sniper has been wounded, place a wound counter onto the first wound box on the Sniper Mat.

Since the sniper has been wounded, the player must roll 2d6 to determine if the sniper's spotter has been killed. A '12' must be rolled for the spotter to be killed. The player rolls an '8' and the spotter has not been killed. The player may now take a fire action since he has already used one fire action in killing the one remaining hostile.

The player now determines if the enemy sniper is stationery or moving. Rolling a d6 and obtaining a '5', the enemy sniper is stationery. The player need not check for wind conditions as they remain the same. The base to hit is '7' and the player rolls 2d6, resulting in a '10', modified to a '7' (10-3=7) and the enemy sniper has been killed.

The player also rolls a d10 to determine if his weapon has jammed. The player rolls a '7' and his weapon has not jammed. Since he killed the enemy sniper, he scores 5 morale points for the kill. The player removes the enemy sniper counter from the enemy box on the player sheet and from zone 1. The player now has a total of 15 morale points.

No more hostiles are in play so the player draws another Hostile card. He draws a four hostiles card. He places a hostile counter in the long-range box and places four hostile counters in the Enemy Box on the Sniper Mat.

The player has one card left in his hand, a Move card. In order to move from zone 1 into zone 2, 15 accumulated morale points are needed. The player has killed three hostiles, thus earning the 15 morale points. The player decides to use the Move card to move into zone 2. He moves the sniper counter from zone 1 to zone 2 and turns over the zone 2 Location Card which has no cover.

The four Enemy hostiles in zone 1 will follow him into zone 2. The enemy hostiles will follow the sniper if a '4+' is rolled on a d6. The player rolls a d6 obtaining a '4', the hostiles have tracked the sniper down as he moved from zone 1 to zone 2. Since the sniper has been tracked down, a close combat assault occurs.

In Close Combat, the player rolls 3d6 to determine if any hostiles are killed. Rolling 3d6, the results are a '3', a '5' and a '6', killing three of the hostiles. The remaining hostile will now attack the sniper and needs a base roll of 4. 1d6 is rolled the result is '4', this causes the sniper takes a critical wound. Place a critical wound counter onto the first critical wound box.
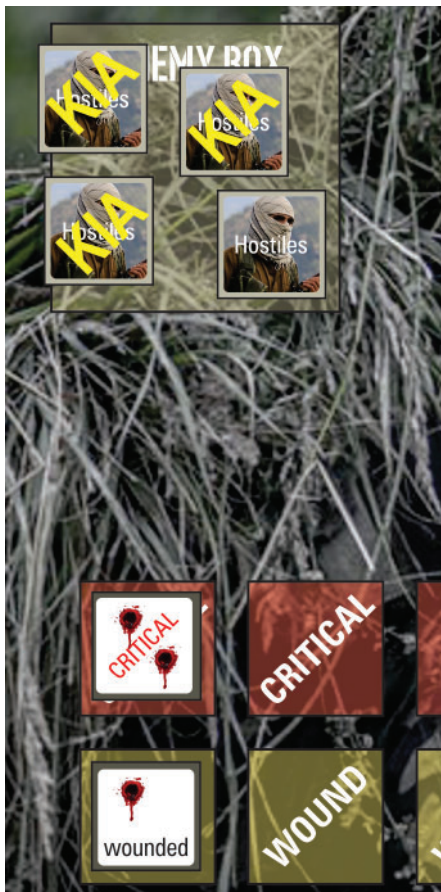
The player then removes any remaining hostiles from play and draws another Hostile card.

The player now conducts the Radio Comms Phase and draws a card from the Action Deck. He draws the Move card. There is no airstrike during the Radio Comms Phase as a fire card must be drawn.

Finally, the player executes the Hostile Reserve Phase. The player draws a Hostile card and obtains an Enemy Reserves card. The player then moves the enemy reserve counter to the '2' reserve box on the Enemy Reserve Track. This ends the Turn Cycle.

Turn Cycles continue in this manner until the target is eliminated, or not, and the sniper extracted or the sniper has been killed.

FIRING AT THE VIP

The sniper has reached zone 5 and may attempt to kill the target or VIP. The Player now turns over the VIP card to reveal his target.

When the VIP card is flipped over, it will reveal the range to the VIP (short, medium or long) as well as whether the VIP is moving or stationary and how many kill points are received for eliminating the VIP.
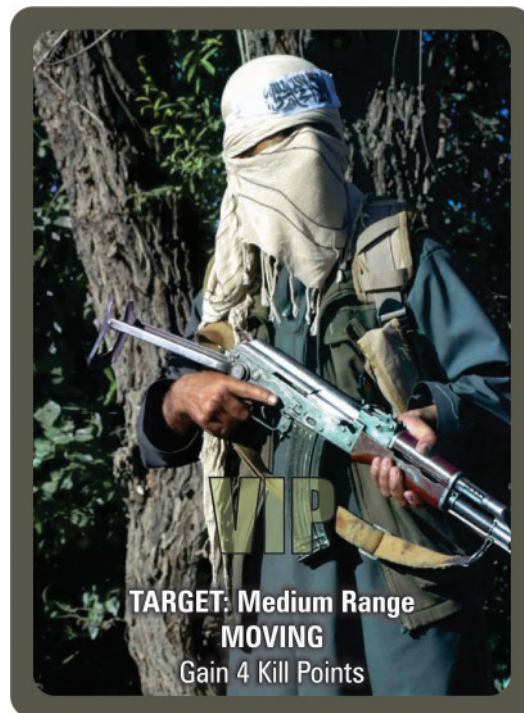
After all enemy hostiles are eliminated in zone 5, the sniper may fire upon the VIP. Up to two Fire cards may be played at once, allowing the sniper to attempt four shots at the VIP.

The player has played only one Fire card and may take two shots at the VIP. He rolls a '7' for Wind, obtaining light wind from the west and applying a -1 DRM to hit when firing. The base score needed is '7 or more', the player's first roll is a '3' modified to a '1' (3-1-1=1), a miss. The second roll is '11' which is modified to a '9' (11-1-1=9) a hit and the VIP or target is killed. The sniper gains four Kill Points.

Once the all shots at the VIP is taken, the player plays additional Turn Cycles in order to have collected enough morale points to enter zone 6 and await extraction.

QUICK REFERENCE AID

Map Location (2.2)

Die Roll (2d6)	Location
2-4	Jungle
5-7	Ruined City
8-10	Countryside
11-12	Desert Compound

Escaping Enemy Patrols (4.2)

Die Rolls (3d6)	Result
Any roll of a '6'	Sniper has escaped enemy patrol
No roll of a '6'	Sniper suffers critical wound

Spotting Enemy Hostiles (4.3)

Die Rolls (1d6)	Result
1-2	Hostiles not spotted
3+	Hostiles spotted

Two spotting attempts possible per Fire Action
Spotting is automatic with play of the Binocs card

Close Combat, Sniper Step (4.3)

Die Rolls (3d6)	Result
Any/each roll of a '3+'	Kills one Hostile

Close Combat, Hostile Step (4.3)

Die Rolls (3d6)	Result
Any/each roll of a '4+'	Critical wound to sniper

Enemy Sniper Fire (4.4)

Die Rolls (3d6)	Result
Any/each roll of a '4+'	Wound to sniper

After every two shots by your sniper, the enemy sniper fires once and moves one box closer in range to your sniper

Wounds (5.1)

If sniper is wounded:

Roll (2d6)	If '12' is rolled, spotter killed
Spotter killed	-2 DRM to Fire Actions
6 wounds to sniper	Sniper killed
3 critical wounds to sniper	Sniper killed

Movement (5.2)

Enter the next zone	15 morale points
Hostiles to track down sniper	4+ on 1d6

If tracked down, conduct Close Combat (4.3)
If Crawl card played, Hostiles may not track the sniper down

Target Movement (5.4)

Die Roll (1d6)	Location
1-3	Moving, -1 DRM to Fire Action roll
4-6	Stationary, no DRM

Range to Target (5.5)

Long Range	-2 DRM to Fire Action roll
Medium Range	-1 DRM to Fire Action roll
Short Range	No DRM to Fire Action roll

Wind Direction/Strength (5.6)

Die Roll (1d10)	Result
1	Strong wind from north. Number of fire actions reduced by one.
2	Strong wind from the east. Apply a -3 DRM to hit when firing.
3-5	Medium wind from the south. Apply a -2 DRM to hit when firing.
6-8	Light wind from the west. Apply a -1 DRM to hit when firing.
9-10	Calm. No DRM applied.

Resolving Fire/Gun Jam (5.7)

To Hit	Modified 7+ on 2d6
Gun Jam	Roll a 1 on 1d10

Radio Comms (6.0)

Die Roll (2d6)	Result
'6' on either die	Airstrike received