

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.