

# Patrol!

Man-to-Man Combat in the 20th Century

- Individual, man-to-man combat
- Simultaneous movement, panic, and preservation
- Scenarios from WWI to the present



*Patrol!* is the natural sequel to *Sniper!*, the urban-warfare game of World War II. *Patrol!* is, in effect, out-door *Sniper!*, featuring man-to-man combat in the countryside.

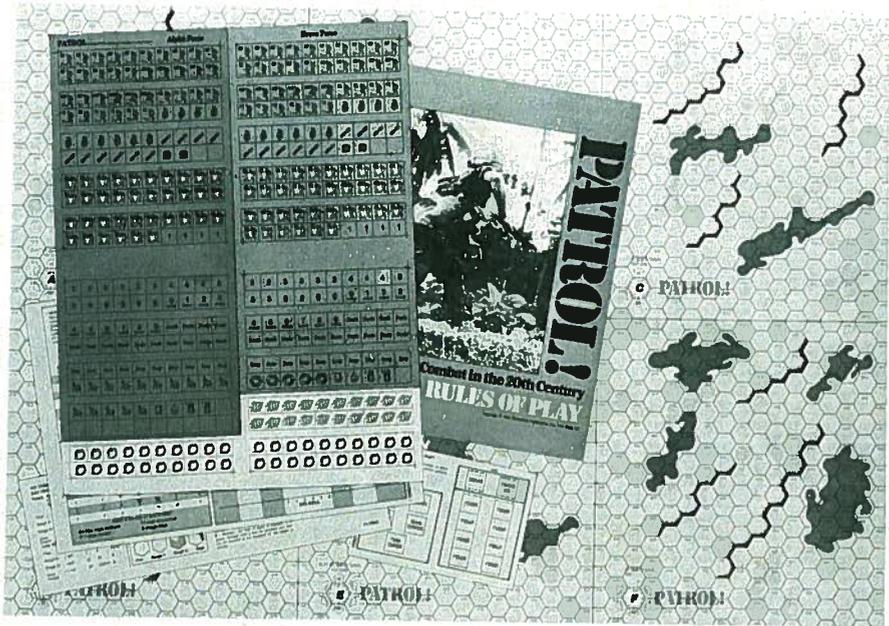
The historical coverage of *Patrol!* extends from 1914 to the present time. Typical squad-level organizations for the major combatants in WWI, WWII, Korea, Vietnam and the Middle East form the basis for the opposing Players' Orders of Battle. Combatants in several "minor" conflicts like the Russian Civil War, Riff Wars, Spanish Civil War, etc., are also represented.

Each game pits two opposing infantry squads against one another in one of five fundamental "situations" (Patrol, Raid, Ambush, Reconnaissance and Assault). These squads are composed of six to sixteen men and each man is represented by a single die-cut counter which shows what weapon the man is armed with.

Every game is a series of game-turns. In each game-turn the opposing Players maneuver their men with the general objective of destroying (killing) their opponent's men, while preserving their own. One of the attractions of *Patrol!* is its common-sense simulation. A man can stand up, fall down, run, crawl, fire, throw, reload, etc. in any game-turn. These actions (or "tasks") are planned in advance on every game-turn and then are executed according to a strict play sequence which gives a realistic simultaneous effect to the interaction of the opposing forces. This method of play is known as Simultaneous Movement System. Also incorporated in the system are Panic and Preservation rules. The Panic rules simulate the numbing confusion of battle causing a Player's men to act individually in an unforeseen and uncontrollable fashion, while the Preservation rules cause the Player's men, as a whole, to "save themselves" by quitting the fight.

The normal infantryman is armed with his personal firearm, which can vary from the bolt-action rifle of WWI to the assault rifle of today. Additional specialty troops armed with automatic rifles, machine-pistols, light machine-guns, rocket launchers, flame throwers or "thump-guns" are provided for inclusion when called for. Smoke and fragmentation grenades, rifle grenades, and satchel charges may also be carried and used by the individual riflemen.

The game is played on a geomorphic map cut into six sections whose configuration is arranged by the Players themselves. The



terrain printed on the map assumes varying properties and values according to which of three Terrain Effects Charts are used. The combination of variable terrain and variable configuration produces dozens of unique playing surfaces.

Each man-counter is printed on both sides with the face showing him standing erect and the reverse side, lying prone. Substitute counters and markers are used to show an individual's casualty progression from able-bodied, to wounded, to incapacitated and finally dead.

Normal combat involves an individual either shooting his personal firearm at an enemy or throwing a grenade at same. This sets up a numerical attack versus defense situation which is expressed as a ratio and a die is rolled to assess the effect of the fire.

Optional rules provide for the use of tanks, armored personnel carriers, horses, artillery, mortars, mines and fortifications. A "solitaire" game based on WWI trench warfare allows a Player to try and maneuver his squad across no-man's land in the face of random hostile MG and artillery fire. Campaign scenarios are developed to allow the reconnaissance results of a "patrol" to target the artillery preparation of the following "assault"; or the bodies left from an earlier "ambush" for the objective of a later "patrol", etc.

The tactics in *Patrol!* are simple but subtle. Since, basically, a man can either fight or

move, a Player must decide every turn which of his men shall fight and which shall move. Additionally, some combat tasks require preparation at least a turn in advance. Rarely can a force sit tight and fire constantly without some maneuver, but Players soon learn that it is impossible to maneuver freely until the Enemy's firepower has been suppressed by your own firepower. Thus fire allows maneuver to a better fire position which in turn allows more maneuver, etc. until the Enemy either flees or is destroyed (possibly in hand-to-hand combat), or your own men fall victim to incredibly lucky Enemy fire.

Night-fighting puts the men into a completely different environment. Combat occurs at a deadly close range and the "ambush" and "raid" situations are brief and bloody. A variant of the "raid" called the "snatch" deliberately causes hand-to-hand fighting as the snatching force tries to bundle off a prisoner from an exposed listening post.

In short, *Patrol!* simulates a complex tactical situation with surprisingly simple game-mechanics. The map, counters, situations, and background data provide the Player with the chance to play literally hundreds of different individual scenarios, and that's before he even dreams up his own.

*Patrol!* is available (boxed) from Simulations Publications, Inc., for \$8.00.