

Modifying SNIPER! and PATROL!

Martin Thorne provides some improvements to SPI's games Sniper! & Patrol!

I personally would rate these games among the top ones SPI have produced but I do think the combat could be improved considerably.

As you know if you have ever tried 'The Old West' rules for western gunfights, there is no such thing as an automatic kill, while on the other hand that snap shot by a novice might just get lucky. In many of the combat situations in these SPI games however there will be no uncertainty, unless he panics, a man firing at 16:1 will always put the enemy out of the game while there are times in Patrol when a man with a rifle just cannot hit a man running in the open if the range is much over 100 yards.

I would suggest using the table given opposite. To make things more complicated you could of course work out your own table derived from the Old West rules which give more detail e.g. light leg wound, inactive for two phases or serious left arm wound, inactive five phases and can no longer reload or fire rifle. Certainly their hand to hand table could be easily grafted on provided you ammended the categories so that 'warclub' now reads 'entrenching tool'.

These games, especially Sniper, take on a new dimension when played with three

boards using an umpire to resolve sighting, panic moves and combat. The other players just have their own men plus any enemy in sight. The umpire must use his discretion, for example when he sees two men whose moving will take them running past each other — he may decide they would not run blindly past but on a sighting run to contact and fight, stop or even panic. Grenades may now be thrown blindly where an enemy is suspected e.g. on the other side of a building. The possibility also exists to outflank an opponent and get on his blind side. For the umpire at least it has provided great entertainment watching two patrols stumble about through the streets.

In a recent game a squad of Panzergrenadier infantry met a Russian squad from a Tank Army in the streets of Orel in 1943. The Russian point man was lucky(?) enough to see the whole German squad as he rounded a corner. Whilst the rest of the squad made use of this information and took to the buildings he, not surprisingly panicked and was shot down. Several Germans tried to occupy the same rooms as the Russians and hand to hand battles ensued while other Germans moved to an adjacent building and lobbed grenades at Russians left carelessly out in the open. Higher Russian preservation prevailed and

the Germans were soon forced to evacuate. Some of the hand to hand fighting still carried on however and resulted in the Russians also reaching their preservation and so the Germans got a points victory.

The players were not informed in detail of the revised CRT beforehand and men they thought they had killed would suddenly appear again at a window with another grenade. In one case however a German machine-gunner killed two Russians several times over with spray fire at about five yards. Umpires are definitely required to have a malicious sense of humour.



Weapon	Category
Unarmed	1
Club, Knife, Pistol	2
Machine pistol	3
Heavy automatic	4
Rifle, Entrenching tool	5

Modifications to Basic hit %
-20% if prone and per serious wound
-10% light wound
+10% opponent has light wound
+20% opponent has serious wound or prone
+15% each level of higher ability

Abilities
Each man in the squad may be average (80%), veteran (10%) or novice (10%).
When rolling for panic do man by man and add/deduct 5% if veteran/Novice from the basic. Also modify hand to hand.

		Modified Percentage %										
		Roll	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100
Attacker	Defender	I	1-2	1-3	1-3	1-4	1-5	1-6	1-7	1-8	1-9	1-10
	1	*W	3-4	4-8	4-10	5-15	6-18	7-20	8-23	9-25	10-28	11-30
	2	W	5-6	9-14	11-16	16-26	19-30	21-34	24-39	26-42	29-47	31-50
	3	*SW	7-8	15-16	17-22	27-32	31-38	35-43	40-53	43-58	48-61	51-70
	4	SW	9	17-18	23-27	33-37	39-47	44-55	54-64	59-73	62-83	71-90
	5	K	10	19-20	28-30	38-40	48-50	56-60	65-70	74-80	84-90	91-100

When % determined, roll on this table, using appropriate column for result.

e.g. 35% uses column (31-40), a roll of 39% = Killed.

* Opponent disarmed. Any attack following SW, I or K results in a K since the opponent cannot reply.

Optional Combat Results Table

Die result	0.5-1	1.1-1	2.6-1	5.1-1	8.1-1	12.1-1	15.1-1	20+ -1	
	1-1	2.5-1	5-1	8-1	12-1	15-1	20-1		
0*									
1							W	W	
2							W	SW	
3						W	W	SW	
4					W	W	SW	SW	
5				W	W	SW	SW	SW	
6				W	SW	SW	SW	K/I	
7			W	SW	SW	SW	K/I	K/I	
8		W	SW	SW	K/I	K/I	K/I	K/I	
9	W	SW	K/I	K/I	K/I	K/I	K/I	K/I	

* This result is always a miss and introduces the possibility of a "jam" for all weapons which varies according to type.

5% RF/BR and RF/SR
10% RF/AW
15% MP and AR
25% MG

Modify: + 10% automatic weapons using spray fire; + 10% MG operated by one man.

Automatic weapons that are capable of single shot fire may fire as RF/BR using that attack strength and jamming %.

Results

- W Wounded — ½ attack and movement.
- SW Serious wound — ½ attack and movement, victim falls prone and is inactive for move after being hit. Deduct one from future firing when rolling dice.
- K/I KIA or incapacitated — decide which when body examined.



"TSUSHIMA" (Game designers workshop) —reviewed by ROB GIBSON

This game is one part of GDW's Russo-Japanese War campaign simulation — the other part being "Port Arthur", which I have not yet seen at the time of writing. To do a game at all on this obscure conflict would require more than faith in the U.K. — however, as I have been able to observe as a member of the model trade (until last year), the various specialist groups in the States who "do" these periods are big enough to make this sort of departure from the established periods commercially worthwhile.

For this we should be truly grateful, as "Tsushima" is an excellent game, recreating the feel of the period with its formalised lines of battle and the uncertainties of operating the modern steam-driven warships (and occasional "antiques") in the

waters around Japan and Korea.

Five scenarios are provided: two direct actions on the "battleboard", two short campaign scenarios and a complete campaign scenario. The "battleboard" is a unique play-aid which simulates beautifully the parallel line actions which naval thinking of 1904-5 dictated. Opening and closing the range, including escaping from an undesirable "confrontation" is possible. Nicely simulated too are the effects of primary and secondary armament, having too many ships to fire on too few, torpedo attacks — you name it and it's there.

By now, you will have guessed that I like "Tsushima" a lot — I think a lot of people will enjoy it and not only the naval "Bufs" at that!