

SNIPER

BLACK SEA CRISIS

Sniper: Black Sea Crisis Gameplay

Objective

The three-member sniper team's objective is to eliminate all four materiel targets and move to a blue (water) grid unit at the bottom of the playing board.

The two-member (plus helicopter) counter-sniper team's objective is to eliminate all three members of the sniper team.

Setup

The counter-sniper team player places all four materiel target pieces on the board. These pieces cannot be placed in rough terrain. They must be more than four grid units from a map border, with at least four grid units separating them, and no more than six grid units separating them.

The sniper team player places the yellow sniper team counter on any rough-terrain (dark green) border grid unit at the upper-left or upper-right corner of the playing board / map.

The counter-sniper team player rolls a d12 (a 12-sided die is used throughout the game) to determine how many grid units it must be placed away from the sniper team player's counter. It is to the opposing team's advantage to place their units as close to the sniper team as possible.

Beginning Gameplay

The sniper team begins the game with a movement & firing turn.

Movement and Firing Turns Procedure

The sniper team can move four units per turn, or up to eight units during the next turn after they have fired on a target. This is known as an Advanced Maneuver Turn (see below).

The sniper team can move through grid units occupied by the counter-sniper team, but it cannot end its movement turn on an occupied grid unit.

After the sniper player completes the movement portion of their turn, they can opt to open fire (see Combat, below).

The counter-sniper team is equipped with a digital interface to a distributed network of advanced acoustic echolocation equipment. As a result, after the sniper team player fires, the counter-sniper player gets to move both CST and helicopter pieces to within one grid unit of the sniper team.

After the sniper player's turn, it's the helicopter's turn.

The helicopter can move two units per turn.

If the sniper player opened fire during their last turn, the helicopter can opt to harry the sniper team. This requires a d12 roll of 9 or higher in rough terrain, or 7 or higher in any other terrain. If the harry roll is successful, the sniper team can only move four units instead of eight units during its Advanced Maneuver Turn (see below).

If the sniper player did not open fire during their last turn, the helicopter can perform a radar search at the end of its movement turn. If the search is successful, the helicopter and counter-sniper team move to within one grid unit of the sniper.

However, the radar is extremely unreliable. In order to successfully locate the sniper team via radar, the opposing team must roll an 11 or 12 if the sniper team is in rough terrain, or a 10 or higher if the sniper team is in any other terrain.

After the helicopter's turn, the counter-sniper team can move and fire.

The counter-sniper team (CST) can move two units per turn. They can opt to fire after moving.

Advanced Maneuver Turn

Snipers are extraordinarily capable when it comes to concealed movement. An Advanced Maneuver Turn simulates expertly-concealed movement over a period of time. An AMT occurs on the sniper team's turn if the sniper player fired on a target during their last turn. The sniper player cannot open fire during an AMT.

To use an AMT, the sniper must remain on rough terrain. The sniper team can travel eight grid units, or four grid units if they are harried by the helicopter (see Movement, above).

Combat

All shots fired must travel in straight lines through adjacent grid units.

In order to successfully bring fire on materiel (the radar control unit, or RCU), the player must roll higher than a 2 on a d12, plus an additional 2 per non-RCU grid unit. Thus, if an RCU is three grid units away, the sniper player must roll higher than a 6 to destroy the RCU.

After the sniper team fires on any target, the CST and helicopter move to within one grid unit of the sniper. This helps the CST bring effective fire onto the sniper team.

The sniper player is difficult to hit due to its advanced concealment methods. In order to successfully take out a member of the sniper team, the CST player must roll higher than an 8 on a d12, plus 2 for each rough terrain unit or 1 for each non-rough terrain unit between the CST and the sniper. Thus, if the sniper is 3 grid units away, and the two units between CST and sniper are non-rough terrain, the CST player must roll higher than a 10 to kill the sniper team member.

The sniper team can withstand three "kills". After all three of its team members are dead, the game is over and the counter-sniper team wins.

A CST member is difficult to hit due to their grasp of the combat situation and general alertness. In order to successfully take out a member of the two-man CST, the sniper player must roll higher than a 6 on a d12, plus 2 for each rough terrain unit or 1 for each non-rough terrain unit between the sniper and the CST. Thus, if the CST is 1 grid unit away, and the two units between CST and sniper are rough terrain, the sniper player must roll higher than a 10 to kill the CST member.

The CST player can withstand two "kills". After both of its team members are dead, the game is over and the sniper team wins.

A Briefing for the Sniper Team Leader

Greetings, corporal. Are you ready to jump into the fire?

Good.

As you know, we have a diplomatic team on the ground in the Republic of Slavitrea that was just declared persona-non-grata by the new government. We've arranged for their rescue, and we need a few gifted trigger-pullers on a HTI* insertion team to make sure everything goes off without a hitch.

Our intelligence shows that Slavitrea just made its new radar system live. The advanced radar was gifted to the new government by our well-known enemies over in [REDACTED]. It comes with a nice ECCM** package and it apparently has zero problems tracking even our stealthiest rescue aircraft. If we want to rescue a bunch of our diplomats without being shot out of the sky, we need that radar system disabled.

And that's where you come in.

There are four radar units--they're marked on your map. Each of the four radars relies on a radar communications unit (RCU) in order to function normally. This unit sits in a small, armored box on the side of a communications truck. It's not an easy target, but if you're within reasonable range I doubt it'll be a problem.

You'll be inserted via helicopter in the mountains just over the border. The terrain is very rough, but we figured that's kind of an advantage for people like you.

The Slavitreans are pretty serious about security, and we think that they are working with some special forces advisors from [REDACTED] who have crossed the border offering their services. You may be stalked by these guys. There may even be aircraft searching for you, acoustic echolocation devices--lots of stuff you never saw back in Afghanistan, so don't underestimate the professionalism at work here.

Once you've taken out all four RCUs, you'll exit via submarine. Some really nice guys already swam into port and cached a small boat for you. When you hit blue water, turn on your transponder as soon as possible and expect something big and dark to arrive within the hour.

Your security element*** knows how to operate the weapons system should you and your spotter get taken out. If everything goes south and you don't complete your mission, we'll probably have to send in cruise missiles, which are less accurate and essentially send a signal that we're willing to start a war.

And we don't want that.

Best of luck, corporal.

*HTI: Hard Target Interdiction, or taking out armored targets with high-caliber sniper rifles

**ECCM: Electronic Counter-Counter Measures, or the ability to resist radar jamming

***Security Element: A member of the three-man HTI sniper team tasked with "watching your back" while you fire or spot.

Counter-Sniper Team Leader Briefing

Greetings, my comrade of the special defense service!

Can I call you comrade? It's an old habit of mine.

As you know, our political connection with the nation of [REDACTED] is now completely solid. With the help of their military advisors, we have installed the new anti-stealth radar systems they graciously provided. We expect more good news from this relationship to emerge soon.

However, there is a more pressing item that we must discuss.

Four hours ago, our intelligence services reported that the western imperialists brazenly inserted a three-man military team via helicopter just inside our mountain border.

I know how it feels to hear this. I, too, am completely outraged!

It is our belief that this team is here to disrupt our infrastructure. A team of three is not nearly enough to evacuate the western diplomats, but a reconnaissance and sniper team could do lots of damage to our vehicles and military equipment.

This is where you come in, comrade. Your goal is to interdict the western militarists.

Assisting you will be an advisor from the nation of [REDACTED]. He, like you, is a skilled sniper and counter-sniper operator. He has been asked to assist because unlike you, he knows how to interface with our network of vehicles which carry the new acoustic echolocation devices. If any member of the western team fires on our military infrastructure, this advisor will know where the shot came from almost instantly. How's that for [REDACTED] ingenuity?

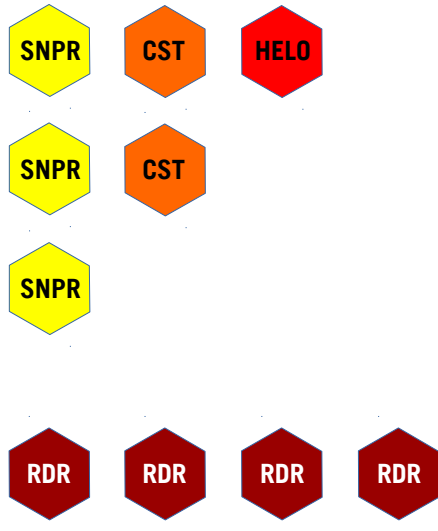
And you? Well, comrade, you speak our native language, of course. We'll rely on you to communicate with our best helicopter pilot, Yuri. He will be flying a trusty Si-17. This helicopter is unarmed as per our treaty; we hope to change that situation soon. But in the meantime, Yuri knows how to use the helicopter to fly extremely low and fast to harry the opposing forces, preventing them from moving efficiently. His copilot also has a radar unit. It is, shall we say, a bit aged, so it may not find anything, but it can't hurt to try it.

It is our hope that you will eliminate this threat to our sovereignty very soon. Yuri will insert you as close to the enemy's known location as possible.

Good luck, comrade.

Game Counters

Print and glue to thicker card (e.g. cereal box or book cover). Multiple counters for the same grid unit are meant to be stacked. Individual counters should be removed from the game board as they are eliminated.



Game Information

Sniper: Black Sea Crisis

Version 1.0

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