

It may not be possible to distinguish sniper fire from ordinary rifle fire. The best policy is to treat all long-distance rifle fire as sniper fire, and act accordingly. Referees will not inform the targets of sniper action that they have been hit, unless the target was another sniper, a sapper or the crew of a heavy weapon.

Finally, it is important to play the game by the rules—not for moral reasons, but because it will help your side win. Although the main mission goals score the most individual points, a lot of troops acting sloppy can run up penalties very quickly. Thus, one side can meet all its victory conditions—i.e. overrun enemy positions, destroy ammo dumps, etc. and still lose—if its troops ignore minefields, grenades and mortar rounds, act bulletproof in the face of rifle and machine gun fire, take cover standing behind 3 inch tree trunks or stand around in the open and needlessly make themselves targets.



RULES FOR COMBAT SIMULATIONS

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A wise commander will never keep all of his forces in a strong point at one time; he runs the risk of being surrounded and bottled-up in his own works and leaving the entire field in the hands of the enemy. Listening/observation posts should be constantly manned and part of your force should always be on patrol, especially at night, to prevent being caught in this manner.

Penalties and Playing the Game

It will be impossible to watch and catch every violation of the rules and penalize them. However, commanders should stress to their troops that referees on both sides can and will assess penalties; referees may even observe violations by binoculars. In many cases a referee may not inform a violator that he has been caught—the referee may just record a penalty. Just because a referee doesn't say anything, does not mean that some one has "gotten away" with a violation.

Deception and Tricks

Deception is a legitimate tactic. Infiltration of the enemy camp by learning their passwords is allowed. **(One thing that is not allowed is trying to pass oneself off as a referee).** Commanders should come up with a system to make sure their security is not breached in this way.

Opponents may deliberately trick an enemy. For instance, an ambush could be set-up wherein a minefield is placed between the ambushing force and an expected route of an enemy patrol. The ambushing force could open fire and then retreat away from the minefield, in the hope of drawing the enemy into it, which would incur casualties.

Snipers

Snipers are an important asset and may have a greater effect on a combat simulation than supposed. A good commander will deploy his snipers to maximum effect without needlessly risking them.

When a sniper fires upon a body of troops, there is no requirement for those fired upon to take "hits" since there is no way for them to know who is being shot at. But they should definitely react to sniper fire by moving faster, moving away or taking cover. The failure to react can incur a 100 pt. penalty in addition to giving the enemy more points for "easy" targets. A good commander will listen for sniper fire as well as not put his troops in unnecessary "danger." There may be times when an open field that is covered by a sniper must be crossed—a commander should either flush out the sniper before crossing or simply run across the field to keep losses down to an acceptable level.

Features of Combat Simulations

Combat Simulations have most of the features of WW2 tactical events. They will still consist primarily of platoon and squad sized infantry units maneuvering and firing upon each other. The usual conventions regarding taking hits, authenticity and safety will still apply. But Combat Simulations have the following additional features:

A scoring system of points and penalties—Many actions in Combat Simulations will score points or be assessed a penalty. Actions ranging from achieving mission main objectives to small actions, such as killing an officer or removing a mine can score points. Certain undesirable actions, such as ignoring machine-gun fire, crossing an uncleared minefield or arguing over hits will be penalized in the form of negative points. The cumulative points and penalties for both sides will be added up at the end of scenarios. The side with the most points will be declared the victor.

Referees—There will be several referees detailed to each side in a Combat Simulation. The referees are evaluators, judges and scorekeepers. They will watch the activities of both sides, and evaluate how they react to fire. They will accompany the sappers/Pioniers on their special missions, and record their point-scoring actions. Most importantly, referees will help insure that everyone plays by the rules and does not get an unfair advantage over an opponent.

Minefields—Simulated minefields are employed in Combat Simulations. These minefields block enemy progress, and are designed to be difficult to remove under the rules. Minefields will help sustain combat action over a longer period time as well as adding a new element.

Sappers and Pioniers—These special troops are employed in placing and removing mines and other ordnance. They will play an important role in Combat Simulations.

Snipers—There is a system by which snipers can score points, and restrict enemy action in open areas.

The following pages contain further details on these features.

intends to place a mine marker for five minutes to simulate the time it would take to bury several mines. If a sapper/Pionier **places a mine marker in under five minutes, he will suffer the same casualty effects** according to the “Mine removal/placement casualty effects table” on the previous page.

Minefields, special cases

Passage through “friendly” minefields—A minefield can be an obstacle or barrier to friendly as well as enemy troops. Lanes through “friendly” minefields may be marked by tape or string to indicate passages for friendly troops. Alternately, friendly troops may pass through their own minefields if they are led through in single file by a sapper or Pionier.

“Free” mine marker removal

Each sapper/Pionier will be allowed a limited number of “free” markers. A free marker entails allowing the removal of a mine or booby trap marker which is NOT observed by a referee. A free marker is normally collected when a sapper/Pionier is detached from the rest of his unit on a small patrol, such as a night reconnaissance. This allows a sapper/Pionier to clear mined and booby-trapped trails without having to have a referee present. Each “free” marker collected and turned in to a referee is worth **10 combat points**. The referee will punch out one box on the sapper/Pionier’s card until all boxes are used up.

Booby Traps

Booby traps will be simulated by a piece of string with a small colored flag attached to it. Booby traps may be strung across a road, thus slowing down the passage of the enemy; or more importantly, they can be attached to obstacles, thus making it necessary for the employment of sappers/Pioniers in their removal. Pyrotechnic booby traps without markers may be used by themselves or along with the booby traps with markers for enhanced effect.

Sappers/Pioniers are the only troops which can remove booby traps without incurring penalties or casualties. A booby trap is removed by cutting the string at both ends with some tool. Each booby trap removed in this manner and turned in to a referee is worth **10 points**.

(Mine removal must be observed by a referee, except as noted under “free” marker removal, next page). He will then place himself next to a mine marker probe the ground with a bayonet or tool. It takes five minutes to remove one mine marker (one sapper/Pionier five minutes of probing, two sappers/Pioniers two and one-half minutes, five one minute, etc.) to remove mines without risk of loss. Mines may be removed in less than five minutes (if combat situations require it) but there are chances of becoming a casualty in this case. The effects table used by the referees to determine a casualty is shown below:

Mine removal/placement casualty effects table.

	Die Roll by Referee						
	1	2	3	4	5	6	12*
Time:							
Under 20 seconds	automatic casualty						
20 secs. to 1 min.	—	—	C**	C	C	C	
1 to 2 minutes	—	—	—	C	C	C	
2 to 3 minutes	—	—	—	—	C	C	
3 to 4 minutes	—	—	—	—	—	C	
4 to 5 minutes	—	—	—	—	—	—	C*

*In cases of mine extractions between four and five minutes, a die is rolled two times. A casualty occurs if a “six” is rolled twice.

**C = Casualty (killed)

A sapper/Pionier killed by a mine loses one “life” on his card and gives the enemy **30 combat points**.

When observing mine clearing, the referee will keep track of elapsed time. If multiple sappers/Pioniers are clearing mines in one area, he may stipulate that they all start working on markers at the same interval.

If a mine clearing operation is interrupted by enemy fire or otherwise cut short, the sappers/Pioniers may withdraw from the minefield without incurring additional mine casualties; any mine marker that was not completely cleared prior to the withdrawal must stay in place.

Laying mine markers during scenario

Mine markers may be placed in tactical areas once a scenario has begun, but only by card-bearing sappers and Pioniers. While mine marker laying, they may suffer combat casualties as in other situations.

It takes five minutes to lay a mine marker without incurring a casualty. A sapper/Pionier must lay, sit, kneel or stand next to the spot where he

The Role of Referees

Although judges have been used in reenactments in the past, the role of referees in Combat Simulations is closer to the work done by military evaluators who watch units of the armed forces train—writing down what they observe, good and bad, for later review.

Referees will act as judges, in that they can rule whether a particular action was successful or if a certain target was knocked out. The referees are also much like the referees in a football game—they will watch the action, and assess penalties for violations of the rules. They can also declare an engagement “dead” if troops become too intermingled, if there is excessive hand-to-hand combat or if there is a safety problem.

What the referees will not do is try to judge whether shots fired by various riflemen are inflicting casualties. They will not tell a individual private that he *should* take a hit—they will only record a penalty if the soldier *doesn't* take a hit.

The referees will be primarily looking at the specialty troops—snipers, sappers, crews of heavy weapons. They will also look at how units act as a whole—whether they respond to fire or avoid minefields. They will closely watch actions and individuals around vehicles and ammo dumps, as these are some of the crucial, high scoring components of scenarios.

A referee may rule that certain snipers, sappers or heavy weapons crews are casualties. This could be by the referee that is accompanying such troops, or by referees watching from the other side of the field through binoculars. Even though referees may be wearing a Soviet or German uniform or items of clothing to “blend-in,” they are neutral in terms of their job on the field and can assess points or penalties to either side.

There will be several referees posted to each combatant force. There will be a referee inside each strongpoint at all times; the rest will accompany patrols, sapper/Pionier detachments and sniper teams. Since sappers or Pioniers cannot remove large minefields, nor can snipers score “kill” points unless a referee is present, they are in effect an asset for a commander to be used judiciously—a commander should plan the deployment of special troops according to the referees available.

There are penalties given out for interfering or arguing with a referee or hindering them from doing their job.

Eight Basic Rules for the Infantry Soldier ■

1. **Listen to and follow your leaders.** They know what needs to be done in order to achieve victory for your side.
2. **Take a hit when you think you may have been hit.** It is better to die and fight later than to run up penalties that hurt your side.
3. **Do not yell “I got you!” or “Take a hit!”** Do not argue with your opponent, or complain to the referees, if someone doesn’t die like they should. The referees will watch for and penalize “bullet-proof” soldiers.
4. **Respond to enemy fire as if it was real.** Take cover, move away from the fire or move quickly through it. This includes machine gun, mortar and rifle fire.
5. **Beware of snipers.** Rifle fire at a distance may be from a sniper—aiming at you. Do not stand around or casually stroll when under any type of fire—it will cost your side a big penalty if you do.
6. **Do not touch or remove mine or booby trap markers.** There is a big penalty if you do. Let the sappers or Pioniers take care of them—it is their job.
7. **Do not pass through minefields or remove obstacles until they have been cleared by the sappers or Pioniers.** Failure to follow the above will incur a big penalty for your side, and may cause your side to lose.
8. **Do not argue with, distract, contradict, hinder or threaten the referees.** The referees are judges, scorekeepers and evaluators. They will be watching you, but will not say anything to you if you fail to take a hit. Referees will only step in and stop an action if they see something unsafe or if they see a combatant gain a tactical advantage by violation of rules.

Eleven Essentials for Commanders and Leaders ■

1. **Play the game and follow the scenario.** Remember the point is to win the game for your side and not to capture glory for your unit alone.
2. **Do not violate the rules** and thereby let down all the other participants, your men and your comrades. Make sure your men follow the rules as well.
3. **How you play is as important as how well you play.** A side can meet all of its victory conditions and still lose if it runs up a lot of penalties.

How Mines, Minefields and Booby Traps Work

Mines and Minefields

Mine markers will be used to create simulated belts of mines or minefields on a scale that can dramatically alter the tactical situation of the combat simulation. Pyrotechnic mine simulators may be used inside these minefields or in other places for enhanced effect.

Each side will be issued a certain number of mine markers. A mine marker will consist of a thin metal rod with a flag attached at one end. Each side’s flags will be in a different color or pattern.

A mine marker designates an area within a radius of **three paces** (15 feet) that is theoretically heavily mined with multiple devices. Mine markers laid out in groups of five in a domino pattern are the building blocks of minefields (see **Figure 1**). These mine-markers groups can be put together to build minefields of any length or depth. Minefields should be marked off with string, chalk, flour etc. to indicate their coverage area and boundaries.

Minefields pose a serious obstacle to passing troops. Any unit moving through a minefield must take **75% casualties** (in other words, three-quarters of the troops must die while crossing a minefield). Failure to take appropriate casualties in a minefield will incur a **500 point penalty**, plus cancelling any Combat Points gained in the action in which the crossing of the minefield was a part.

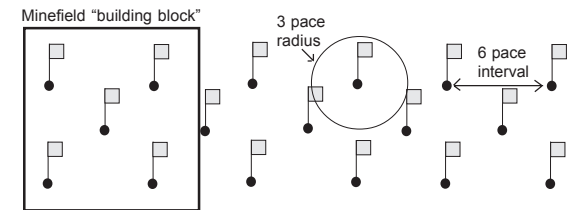


Figure 1. Minefield layout.

Removal of Mines by Mortar Fire

A mortar crew will inform a referee of their intent to bombard a minefield. The referee will put himself into a position to observe the landing of the mortar rounds. The mortar crew will then conduct the fire mission. Any mortar round landing **within six feet** of a mine marker flag will neutralize that section of the minefield. At the end of the fire mission the referee will remove the mine markers and make note of the points gained (3 points for each mine cleared)

Removal of Mines by Sappers or Pioniers

Sappers/Pioniers are the only troops allowed to touch mine markers or enter minefields without incurring a penalty. To remove a mine, a sapper or Pionier must inform a referee that he is about to remove a mine.

Scoring function in Combat Simulation:

Sappers/Pioniers can gain Combat Points for their side as follows:

- 3 points** for every enemy mine marker that is cleared and turned in according to the rules.
- 10 points** for every enemy booby trap marker that is cleared and turned in according to the rules.
- 200 points** for each destruction of an enemy vehicle by demolition charge or mine.
- 500 points** for destruction of an enemy ammunition dump. (See the section “Ammunition Dumps” for details.)

Ammo Dumps

Simulated ammunition dumps may be part of a combat simulation scenario. An ammo dump will consist of a pile of wooden boxes or crates that are marked by a colored flag. This will represent the assembled ammunition reserves of a combatant side.

The ammo dump will be located inside the perimeter of a fortified strong-point in an area that is constantly observed by a referee.

The ammo dump may not be covered up or camouflaged.

Destroying Ammunition Dumps

The only way an ammo dump may be destroyed is by a demolition charge placed by a sapper/Pionier. Demolition charges will consist of a pyrotechnic device attached to a simulated block of high-explosives.

The demolition charge must be touching, or be on top of, one of the ammo dump boxes when the pyrotechnic device goes off. At that point the entire ammo dump is considered to be destroyed, and everyone (friend or foe) within 30 feet of the dump is considered to be a casualty.

A demolition charge may be tossed at an ammo dump, but unless it comes to rest on or against the boxes before it “explodes” it will not be ruled as having destroyed the dump. If an opponent moves the demolition charge off the boxes before the pyro goes off, the ammo dump will be ruled as saved.

- 4. Use your sappers/Pioniers wisely.** They are a limited resource, and are crucial in penetrating or destroying enemy defenses or assets.
- 5. Use snipers to your advantage.** Snipers can cover minefields and obstacles and hinder the passage of the enemy across open areas. They can quickly rack up points when they are effectively positioned.
- 6. Give your crew served weapons real missions.** Use your mortars to clear minefields and take out enemy crew served weapons. Use machine-guns to destroy targets or suppress enemy infantry.
- 7. Think multi-dimensionally.** Although combat simulations will consist primarily of infantry units maneuvering against each other, keep in mind what the specialty units and crew served weapons are doing or trying to do at all times. Keep in mind what the overall objectives are at all times, while at the same time look for ways to score points and keep penalties down.
- 8. Make sure your men respond to enemy fire.** Your command will be evaluated on how it reacts to fire, as well as whether the men take the right amount of hits. Make sure your men either take cover or move when under rifle, MG or mortar fire. If crossing an open area, move quickly to cover when fired on. If you are being bracketed by mortar fire, move away or move out of range. If you are moving to contact, make sure everyone moves faster when they are fired on. Be sure your men take extensive hits if under MG fire in the open. Make sure your men respond to distant rifle fire, which may be from a sniper—you won’t know for sure until it is too late. Do not let your men act as if combat is little more than a stroll in the woods.
- 9. Make sure your men respect the simulated mines and booby traps.** Do not let anybody but your sappers/Pioniers touch or remove the mine or booby trap markers. Do not attempt to cross a minefield unless you are willing to take 75% casualties. Deliberately ignoring a minefield can cause your side to lose 500 points, and perhaps the game.
- 10. Keep track of time.** The scenario has a definite starting and stopping times, as well as certain time frames in which particular actions may or may not occur. Keep a copy of the scenario schedule with you and refer to it periodically.
- 11. Treat referees as assets.** Certain activities can only score points when they are observed by a referee. As there are only a limited number of referees, make sure they are available for the sappers/Pioniers, snipers as well as the combat patrols. Referees are neutral in that they will give points or penalties to either side as they watch the action; however, if you are playing by the rules, you will gain more points than lose by having a referee near the action. Talk to the referees periodically to get an evaluation on how your unit/command is doing.

Casualties and Prisoners

Taking hits

All participants in Combat Simulations are expected to follow the honor system and take hits when appropriate. The **referees will not tell a soldier when he should take a hit**, but can assess that soldier's side with a **20 point penalty if he doesn't take a hit**. The decisions of referees regarding penalties for not taking hits are not contestable.

Staying "Dead"

When taking a hit, you must stay down and act dead until the action passes by or ceases. Do not sit upright and start joking with your buddies. If your tactical unit is advancing, you must wait until it has completely passed you by and the last man has gone at least 20 yards in front of you before you can get up. If your tactical unit is retreating, you must stay down until all enemy has passed through the area or you are taken prisoner. (All casualties that are overrun are considered to be prisoners, instead of being "dead") If you are in a static firefight, you must stay down for five minutes before resuming fighting.

Prisoners

An advancing force should immediately round up all enemy casualties in their rear and escort them to one of the pre-arranged Exchange Points. This is to prevent "dead" enemy soldiers from springing to life behind you and attacking your rear. The soldiers escorting prisoners are considered to be under a flag of truce and are not to be fired upon until they rejoin their units.

Casualties Inside Fortified Positions

When a fortified position is completely captured, all of the enemy manning it are treated as prisoners. Prisoners who wish to continue to fight will be escorted out of the position and released at one of the Exchange Points. Prisoners who do not want to leave the position may be disarmed (weapons laid aside or stacked), assembled in one location and guarded. These prisoners may not rejoin the scenario as combatants until their side has recaptured the position.

Crew Served Weapons

When the entire crew of a heavy weapon is killed, the crew will stay dead for 15 minutes. The weapon will be out of action for a similar amount of time. Heavy weapons destroyed in the field (not in prepared positions) must move to a different location before they can resume fighting.

Sappers/Pioniers

Rationale

In World War Two, mines, booby traps and demolitions were extensively used. The troops specialized in placing or removing the above explosive devices were a valuable asset to a field commander.

In ordinary WW2 reenactments, pyrotechnic simulators are being used to simulate mines and booby traps, but, as of yet, they are not used in sufficient numbers and ways that significantly change tactics.

In WW2 combat simulation, sappers/Pioniers can have a crucial role in scenarios. Mines and booby traps influence combat in a more realistic way, and can be a considerable obstacle to enemy troop movements. Demolition charges are also utilized to destroy enemy assets. Sappers/Pioniers are useful types of soldiers to have at a commander's disposal.

Numbers, Description and Equipment:

Each side is allowed a certain number of sappers/Pioniers according to the scenario; this number may not necessarily be the same for both sides. Each individual sapper/Pionier will be issued a card which must be carried in the field at all times. The wearing of authentic insignia and carrying accessories peculiar to sappers/Pioniers is not required but it can score Authenticity Points. Each side may have more personnel in sapper/Pionier units than the allotted number, but only the bearers of sapper/Pionier Cards may remove enemy mines or booby traps or place and detonate demolition charges.

Deployment, Use and Conditions:

Although sappers/Pioniers will carry infantry weapons, their principal use should not be to add to the infantry's firepower but to place and remove mines and booby traps. They are the only troops that can clear roads of mines and obstacles or open up assault lanes through enemy minefields for attacks. They are the only troops that can place mines and booby traps to hinder the enemy once the scenario has begun.

Sappers and Pioniers are a limited asset in that there are only so many allowed and they have a limited number of "lives." Each time a sapper or Pionier is killed, a referee will punch out a "life" box on his Sapper/Pionier Card. When the "lives" are used up, the cardholder may not function as a sapper or Pionier for the rest of the scenario. (They may stay with their unit and continue to fight as an infantryman.)

For the exact means of deploying and removing mines and booby traps, see the section "How Mines, Minefields and Booby Traps Work."

Snipers can also cause the enemy to incur a **100 point Combat Penalty** for failure to react to sniper fire. This penalty can be assessed only when the targeted soldiers being fired on are at distances of 225 meters or less, and only after the sniper fires five shots from the same position.

Values of Targets

Enemy sniper	50 points
Enemy officer	40 points
Enemy sapper/Pionier	30 points
All members of crew-served weapon	50 point bonus, plus 10 pts. for each member of crew
Enemy infantry	10 points

Ordinarily, the targets eliminated by snipers will not be informed that they have been hit. The exception will be in the case where sappers/Pioniers and other snipers are “eliminated”; the referee observing the sniper action will walk over to the opposing lines and find the target(s) that were killed and punch out a “life” on their cards.

Limitations and Liabilities

Snipers will give the enemy **50 points** if they get themselves killed. They also have a limited number of “lives;” the Referees will punch out a “life” on the Sniper Card each time a sniper is killed until there are no more “lives” left. A sniper without any “lives” can still fight and function as a sniper but will not be able to score any more points for the elimination of targets.

A sniper therefore needs to take measures to protect himself and not get killed needlessly if he is going to help his side win. Picking a good position, using camouflage, cover and concealment and having an escape route or infantry support are factors which a sniper can use to improve his chances and extend his combat service.

Elimination of Snipers

Snipers can be eliminated by:

- An enemy sniper (when in action with a referee);
- Mortar fire;
- Grenades;
- Being overrun or killed by infantry close assault;
- Being spotted in an exposed position (i.e. not behind cover) and subjected to concentrated rifle fire from less than 100 meters or directed machine gun fire from less than 200 meters (referee will determine hit)

Combat Points

Every scenario written for combat simulations will have specific objectives and actions which will score Combat Points. There are some point scoring actions which are common to all scenarios. These are listed below:

- 200 points** for every vehicle destroyed
- 50 points** for every crew served weapon knocked out
- 50 points** each time a sniper is “killed”
- 40 points** each time an officer is “killed”
- 30 points** each time a sapper or Pionier is “killed”

Combat Points that can only be scored by special troops

Sappers/Pioniers

- 500 points** for destroying an enemy ammo dump or other designated target by means of demolition charge
- 3 points** for every enemy mine marker removed and turned in according to rules
- 10 points** for every booby trap marker removed and turned in according to rules

Snipers

- 10 points** for every infantry soldier “killed”

Combat Penalties

Certain actions or lack of action taken by individuals and/or tactical units can incur penalties. Penalties are negative points, they reduce the score of the side that committed the penalty.

- Deliberate ignoring of a minefield or booby trap **500 points + 20 points** per soldier involved
- Failure to tactically react to machine-gun fire **250 points + 20 points** per soldier involved
- Failure to tactically react to mortar fire **100 points**
- Failure to react to sniper fire* **100 points**
- Failure to take hit **20 points**

* When sniper is firing at ranges of 225 meters or less. See Rules for Snipers.

Authenticity Points

Points for authenticity may be awarded to troops who perform a specialized function AND wear the insignia and carry the equipment for the specialty they represent. Specialty troops included, but not limited to, in this list are Pioniers/sappers, snipers, signal troops and field medics. The specialties allowed will vary according to each event; in every case these troops must perform or simulate a useful function in the field.

Authenticity Points count the same as Combat Points and will be added to the calculations for the final score tabulation.

Authenticity Point List

5 to 20 Authenticity Points may be awarded for every specialty troop that is authentically equipped and uniformed.

10 to 50 Authenticity Point bonus for Unit/Detachment impression
A unit or detachment of specialty troops will score bonus points if a leader/spokesman for the unit can explain the differences in the duties and equipment of each member of his unit and how their impression is appropriate for the particular front, season of the year and point in the war. The points will be awarded according how much the referees are impressed by the research and work put into the impression.

20 Authenticity Points may be awarded for every fighting position that is dug prior to the start of each exercise, provided that the scenario calls for any static positions. Each fighting position must be at least deep enough to provide cover for its occupant while sitting or kneeling.

Sample Action

A sniper and a referee are on a hilltop, lying in tall grass overlooking a field. An enemy patrol comes into view and halts at the edge of the woods. The sniper looks through his rifle scope, acquires a target and informs the referee—

Sniper: “Officer, standing in open, near big rock. 200 meters.”

Referee: (Looks through binoculars and finds target) “*Range and target confirmed.*” (Sniper fires; enemy stands still. The referee rolls a die, it comes up as a “2”. He refers to the Combat Effects Table.) “*Miss.*”

Sniper: “Same officer. Pointing. 200 meters.”

Referee: “*Confirmed.*” (Sniper fires; enemy starts to move and take cover. The referee rolls a die roll of “4”) “*Hit.*”

Sniper: “Soldier hiding behind log. Head sticking up. 200 meters.”

Referee: “*Range and target confirmed.*” (Sniper fires. The referee rolls a die roll of “4,” but subtracts two from this because the target is behind cover.) “*Miss.*”

Sniper: “No more targets. End of action.”

The sniper moves to another position. The referee records a score of 40 Combat Points (for eliminating an officer) on his Score Sheet.

Scoring function in Combat

Snipers score Combat Points by target identification and elimination according the Combat Effects Table for Sniper Action. Targets have a varying point value according to importance.

When a target is **moving** or **behind cover** (torso is obscured, only head or extremities visible) **subtract two from the die roll** (i.e. a roll of “6” is considered to be a “4” when referring to the Combat Effects Table).

Combat Effects Table for Sniper Action.

Range**	Die Roll						
	1	2	3	4	5	6	12*
Under 75 meters	—	C***	C	C	C	C	
75 to 225 meters	—	—	C	C	C	C	
226 to 325 meters	—	—	—	C	C	C	
326 to 425 meters	—	—	—	—	C	C	
426 to 525 meters	—	—	—	—	—	C	
Over 525 meters	—	—	—	—	—	—	C*

*In cases of firing at targets at a range of over 525 meters, a die is rolled two times. A casualty only occurs if a “six” is rolled twice.

**The range will be estimated by the sniper but confirmed by referee.

***C=Casualty (killed)

Rules for Snipers

Rationale

In **World War Two**, snipers were hated and feared by the infantry, with good reason. A single sniper in a good position could pin down an entire enemy company, wreak havoc at the tactical level and inflict a high ratio of casualties. Snipers were one of the many “force multipliers” at the disposal of field commanders.

In **ordinary WW2 reenactments**, a sniper is just an infantryman with an expensive rifle accessory, having no more effect or range than an ordinary rifleman. A sniper is not a special asset to a commander.

In **WW2 combat simulation**, snipers can score points for their side as well as disrupt enemy operations. They are an asset and a force multiplier which a combat commander can employ to his advantage.

Numbers, Description and Equipment

Each side is allowed a certain number of snipers according to the scenario; this number may not be the same for both sides. Each individual sniper will be issued a Sniper Card which must be carried in the field. At the bare minimum, a sniper must have an appropriate, period rifle with a functioning scope mounted on it. The wearing of authentic camouflage or garments, insignia and accessories peculiar to snipers is not required but it can score Authenticity Points. Each side may have more personnel with sniper impressions than the allotted number, but only the bearers of Sniper Cards may score Combat Points as a sniper.

Deployment, Use and Conditions

Snipers may be deployed individually, as a part of a sniping team or as a part of a combat patrol, according to the discretion of the combat commander. In order to score points, a sniper must simulate sniper tactics while accompanied by a Referee. In the field, the sniper will pick a location to fire from, assume a firing position, make note of landmarks and watch for the enemy. When enemy personnel are sighted, the sniper will view them through his scope, pick out a target, and call out to the Referee a brief description, location and range of the target (estimated to the nearest increment of 50 meters). The Referee will look for the target identified through his binoculars, and when it is confirmed by the Referee, the sniper will fire one round. The referee will immediately roll a die and calculate the results according to the Combat Effects Table, and make note of any hits. The sniper may continue to identify targets, call out descriptions and fire rounds until the enemy force moves out of view or he himself is killed by enemy fire. The points scored will be recorded on the Referee’s Score Sheet.

Inauthenticity Penalties

Inauthentic gear, clothing or actions can cause points to be taken away from the side which commits the authenticity violation. Although there will not be a formal inspection, the referees will be constantly on the alert for authenticity violations and will record the point penalties for each violation as it is observed.

Inauthenticity Penalty List

In strong points or fortified camps:

10 point penalty for every non-period item of camp equipment visible—this includes but is not limited to modern blankets, sleeping bags, air mattresses, plastic tarps, modern furniture, and modern boxes or containers.

30 point penalty for every cooler visible or noticed

In the Field

20 point penalty per instance of every non-period item worn in the field, such as non-WWII era glasses or shoes. Exposure of non-period undergarments, such as T-shirts or tube socks, will be assessed a penalty per occurrence.

Inauthentic speech

10 point penalty for inappropriate speech. Every loud exclamation in the field that distracts from the period atmosphere will be penalized 10 points per occurrence.

100 point penalty for saying “Take a hit” or “I got you” or similar utterances, or arguing with an opponent over taking a hit.

Use of Mortars

In combat simulations, mortars play their traditional role of giving small infantry units additional firepower. They have the added capability to score points for their side.

Kill zone, infantry

A mortar round “kills” everyone within a radius of three paces (15 feet) of the spot where it lands. Running away from or picking up and throwing a mortar round before it explodes does not save anyone—mortar rounds are considered to detonate on impact.

Vehicle destruction zone

A vehicle is destroyed if a mortar round lands within 3 paces (15 feet) of it.

Negation by cover

The three-pace kill zone is negated for soldiers behind complete cover, i.e. trenches, bunkers and foxholes. A mortar round must hit inside such positions or in front of any firing slits to be effective.

Clearing minefields

Mortar fire can be used to clear minefields—see the section “How Mines, Minefields and Booby Traps Work.”

Scoring points

Mortars can score points for their side by:

Destroying an enemy vehicle:	200 points
Destroying a crew served weapon:	50 points, plus enemy weapon is taken out of service for 15 minutes.
Killing an enemy sniper:	50 points
Killing an enemy officer:	40 points
Killing an enemy sapper/Pionier:	30 points
Destroying an enemy mine:	3 points

Points are scored only when the impact is observed by a referee.

Limitations, Liabilities

A mortar may stay in use during the scenario as long as it has ammunition. It may be destroyed an unlimited number of times by enemy fire. When destroyed, it will be taken out of service for 15 minutes. Mortars that are destroyed on patrols (not in prepared positions) must be moved to another location before resuming fire after the 15 minute interval.

Destroying a mortar

A mortar is considered to be destroyed when its entire crew is killed. Mortar crews can be killed by:

- **Counter-battery fire** (other mortars)
- **Snipers** at ranges of up to 325 meters if the crew is in *partially exposed* positions, or at ranges of up to 600 meters if the crew is *completely exposed* in the open.
- **Grenades and rifle grenades**
- **Machine gun and rifle fire**, if the crew is in exposed or partially exposed position
- **Demolition charges** thrown by Pioniers or sappers

Mortar crews should take measures to limit their exposure to direct fire or close combat.

Rules for Vehicles

Destroying an Enemy Vehicle

Unarmored vehicles may be destroyed in the following ways:

- By hitting a mine marker;
- By breaking a booby trap string (either strung across the road or attached to an obstacle);
- By a un-lit grenade landing under, in or on top of a vehicle or a vehicle running over a grenade;
- By a demolition charge or mortar round landing within 15 feet;
- By at least 10 seconds of machine-gun fire; or
- Motorcyclists may be killed by rifle and sniper fire at any time. Other vehicle drivers are vulnerable to rifle fire only when dismounted from their vehicle.

Vehicle “Hits” and “Casualties”

A vehicle may take a “hit” and still return to use. Any vehicle that is destroyed can back-up or turn around, retreat out of range of the enemy and return to the scenario, as if it was a “casualty.” A vehicle may be assigned a limited number of “lives” per scenario.