

HOW TO PLAY

Setup

- Organize cards into decks. You should have an Action Deck (removing 3 Med Kit cards), a Tactical Deck, a Hostile Deck (including Enemy Reserve cards), a Target VIP deck (4 cards), and four Location decks — Jungle, Ruined City, Desert (Compound & Open Desert), and Countryside (Farmhouse & Tall Grass).
- Roll 2d6 for your location - 2.2, Quick Reference Chart.
- Place the corresponding Location Map and Location Deck in front of you, side by side with the Sniper Mat. The rest can be returned to the box.
- Place a Sniper counter in the Zone 1 Box on the Sniper Mat and Map. Then, place one Hostile counter at long range in Zone 1 and one Enemy Reserve Marker in the '1' box on the Enemy Reserve Track of the Sniper Mat. Finally, place the Morale markers on the "Morale At Start" space on the Map.
- Place all of your current Weapon and Equipment counters on your Sniper Mat. If this is a standalone scenario, the start of a new campaign, or your first mission after being KIA, you will begin with only an M40A3 Sniper Rifle.
- Place all Patrol counters in one opaque container & all Dice counters in another. You will want to have the Wound counters handy as well. Note: If you will be playing a full campaign, you will also want to have an index card or notepad handy.
- Separately shuffle the Action Deck, Tactical Deck, Hostile Deck, and your current Location Deck. Place the shuffled Action and Hostile Decks next to the Map. Place the top card of the Target VIP deck face-down on the Target spot on the Map.
- Finally, draw six Location cards and place them face-down in front of the Map, one for each zone. Flip the Zone 1 Location card, resolve the card's event (if any), and you are ready to play!

After Every Kill

Morale Points, Kill Points, and Victory Points

NOTE: This segment includes an important update to the rulebook.

- Gain 5 **Morale Points**. Update the tracker on the Map accordingly.
- On your Sniper Mat, move the eliminated enemy counter (whether Hostile or Sniper) from the Enemy Box to right above your current Zone box.
- For every 5 kills, you will receive 1 **Kill Point**. Return your 5 killed enemy counters to the box and place 1 solid white counter on the top left-hand corner of your Sniper Mat, just above the Weapon boxes.

Morale Points:

Your Morale Point total determines which Zones you may enter. These are scenario-specific and will go away when you complete your mission.

Kill Points:

These are a game-wide resource. Kill Points carry over between missions and can be used to upgrade your weapons & equipment.

Victory Points:

Are calculated after each mission using your Kill Points & Wounds received. **(Campaign Only)**

After Every Mission/Scenario

If you are playing a single scenario, determine your victory level now. If you managed to kill your VIP target and extract from Zone 6, you've succeeded. Major victory! If you were KIA or taken POW, your mission failed. If you survived but failed to take out your VIP target, chalk it up as a minor victory (and resolve to never let it happen again).

Update Logs

First, if you were KIA/POW, your mission was a failure. You lose all weapons and equipment, along with all Kill Points gained during that mission. Note: Kill Points earned in previous missions are unaffected. If you were not KIA/POW, well done on your success!

Add up the Kill Points you obtained in this scenario. Subtract the number of wounds you received. That result is the number of Victory Points you have gained. Make a note of this on your logsheet of choice, along with your current scenario number (1-10). If your mission failed, write "KIA". If you manage to fail three missions, your campaign is over. Don't like it? See 11.2.

Gear Up

You may now spend Kill Points to purchase new Weapon and Equipment counters. Refer to 10.1 for each item's cost and ability. **NOTE:** The Combat Knife will add an extra dice in Close Combat. When you buy a new Sniper Rifle, your previous one is discarded. You may not bring more than one on a mission.

What's Next?

- If you have just completed one of your first 9 scenarios, start again from Game Setup Step #2 (Roll For Terrain), see where you are heading, and set off on your next mission.
- If you have completed your 10th scenario, add up all of your Victory Points and see how you fared.

If you earned 29 or less, you have failed.

If you managed to scrape together 30-49 VPs, you've accomplished a minor victory.

If you have 50+, pat yourself on the back for a job well done. Major victory!

Check out the alternate rules in 11.0 change up the challenge level for your next campaign!

Sequence of Play

I. Card Draw Phase: Draw 5 Action cards and 1 Tactical card. ANY number of these cards may be played during ANY phase of the Turn Cycle. Yes, this means that you can play multiple Fire cards in one phase to attempt multiple attacks. Remember, each Fire card played grants you two fire actions. For more information on card use, see pgs 5-6. When playing a Movement or Crawl card, refer to Table 5.2 on the Quick Ref Guide. Each Zone has a Morale Point requirement that you must meet before entering.

II. Enemy Patrol Phase: Determine if an Enemy Patrol is in play by drawing a Dice counter from the opaque container.

- If the number drawn does not match your current Zone, you have not been spotted. Proceed to the next Phase.
- If it does, enemy forces are on patrol in your Zone. Place the Enemy Patrol counter adjacent to the Sniper counter on the Map to show this. At this point, you have three options:
 - 1.) Use a Hidden card to avoid being spotted.
 - 2.) Attempt to escape being spotted by rolling 3d6. If any 6s are rolled, you have successfully escaped. If not, place a Critical Wound counter on your Sniper Mat.
 - 3.) Enter Close Combat. Refer to the Close Combat Procedure.Once you have resolved your choice, remove the Enemy Patrol Marker from play.

III. Enemy Hostile/Enemy Sniper Phase: If there are no enemies remaining on the board from your last Turn Cycle, draw a Hostile Card and place it face-up in the Hostile space on the Map.

If an Enemy Sniper card is drawn:

Place the Enemy Sniper counter at long range on the Map in your current Zone. The Enemy Sniper fires at you immediately by rolling 3d6. Any result of 4+ (modified by Location card Cover bonus, if any) is a hit. Place a Wound counter on your Sniper Mat for each hit received (See For Every Wound Received). You may now play a Fire card (or two Blank cards) to return fire. See Firing Procedure. After every 2 shots you take, the enemy sniper will fire once and then move one box closer to you. If they enter your current zone box, Close Combat MUST occur.

If an Enemy Hostile card is drawn:

Place the Enemy Hostile counter in the long-range box on the Location map* and place an Enemy Hostile counter in the Enemy Box of your Sniper Mat for each hostile denoted on the card (1-4). To attempt an attack, you must first play a Fire card (or two Blank cards).

You may then attempt to spot the enemy hostile with the spotter's binocs (up to 2X per Fire Action). Roll 1d6. On a 3+, you've spotted your target! Alternatively, you can play a Binocs card to auto spot. If you do not successfully spot a target, you may not fire and must proceed to the next phase.

If you spot your target, you may now fire. Remember, each Fire card allows you to take TWO fire actions. If you miss a shot, the Enemy Hostile will move one range box closer to you. If a second shot is missed on the following fire action, they will move again. If they enter your current zone box, Close Combat MUST occur.

*If this is your first encounter, it will already be there from your initial set-up.
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When you reach Zone 5:

- Flip your Target VIP card over to reveal. This is the target that must be KIA to secure the mission. The card will specify target's range and whether they are moving or stationary (therefore, do not check for Target Behavior in the Firing Procedure). Before you can shoot at the target, you must KIA any enemy hostiles in play in this zone.
- You may play up to 2 Fire cards, four shots in total, in an attempt to take out the target. If you fail to hit, you must stop shooting at the Target VIP and continue to the extraction point. Move to Zone 6 ASAP.

IV. Radio Comms Phase: After all Action Cards have been played or discarded, it's time to get on the comms. Draw an Action Card. If it is a Fire card, you have managed to radio for an AIRSTRIKE. Roll 2d6. If either die shows 6, receive 15 Morale Points, all Enemy Hostiles in play are KIA. If the card drawn is not a Fire card, your signal has failed. Move on to the next phase.

V. Enemy Reserve Phase: Draw an Enemy Hostile card. If it is an Enemy Reserve card, move the counter on the Enemy Reserve Track up by 1 box. If the counter is moved into the '8' box, you have been found and taken prisoner of war. (In other words, don't get greedy with the KPs and keep things moving. Stick around for too long & you'll eventually be found.)

VI. Extraction Phase: Only occurs once you have attempted to kill or successfully killed your VIP Target in Zone 5. In this case, you may pay 2 Movement cards (any type) to be safely extracted and end the mission.

Procedures

Firing Procedure - For each Fire Action

I. Assess your current shooting conditions as follows:

- Target Behavior: Roll 1d6. 1-3, your target is moving. -1 DRM.
 - Range: Long = -2 DRM, Med = -1 DRM, Short = no DRM.
 - Wind: Roll 1d10, refer to Sniper Mat's Wind Direction table.
 - Spotter: If alive and well, no DRM. If KIA, -2 DRM.
- (Tip: If you want a visual DRM tracker, use the d10)

II. Take your shot! Roll 2d6 and modify the result by your DRM total. A modified die roll of 7+ will kill an Enemy Hostile or Enemy Sniper (See After Every Kill on reverse side), but only if the shot goes off...

III. Gun check. Roll 1d10. On a 1, your gun has jammed and the shot is not taken. Weapon jams remain until cleared and are automatically cleared at the start of the next Turn Cycle.

Close Combat Procedure

I. Your Attack: Roll 3d6. Any result of 3+ will kill one hostile.

II. Enemy Attack: If any hostiles are still alive now, roll 1d6 for each one remaining. Any result of 4+ is a hit. Note: ALWAYS check your current Location card for DRMs. Cover increases the hostile's to-hit number. Ex: +2 Cover means that hostiles will only hit you on a roll of 6.

III. Place a Critical Wound counter on Sniper Mat for every hit received.

For Every Wound Received

- Roll 2d6. On a double 6, your spotter has been killed. All fire rolls now have a -2 DRM. Remember: Non-critical wounds may be removed by playing a Med Kit card or discarding any 4 cards.