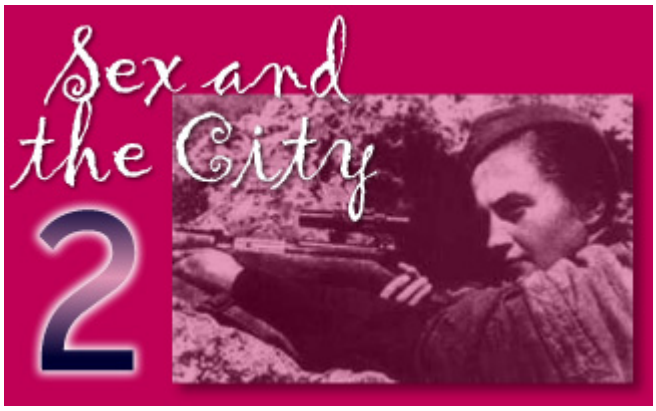

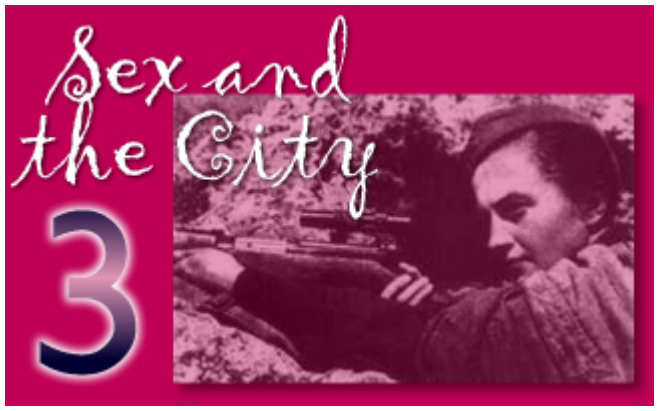

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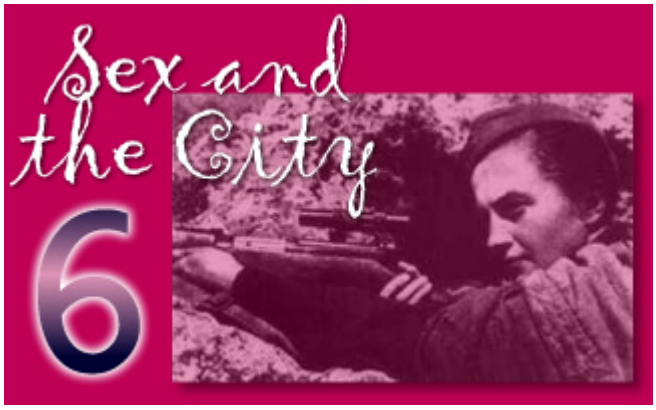

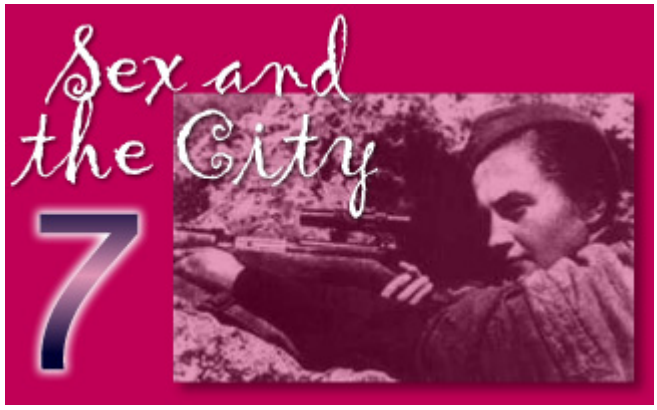

Sniper (A14)

dr 1: Eliminates SMC, Dummy, Sniper; Stuns/ Recalls CE crew; breaks MMC (or Reduces MMC that does not break); breaks Inherent crew of unarmored-vehicle/Partially-Armored-AFV; immobilizes unarmored vehicle.
dr 2: Eliminates Dummy; Wounds SMC; Stuns CE crew; pins MMC not immune to Pin results, Inherent crew of unarmored-vehicle/Partially-Armored-AFV, or Sniper.

14.4 SNIPER CHECK: After resolving effective Sniper attack, any unpinned, non-TI, armed Good Order Infantry/Cavalry unit in target Location which has not yet fired/moved may attempt to eliminate Sniper; needs Sniper Check Final DR of 2. Sniper Check Final DR of 3 pins Sniper. All eligible participating units in target Location become TI, and must make one combined Sniper Check DR. Sniper Check or attack vs Sniper which eliminates a Sniper reduces that side's SAN by one for duration of scenario. If SAN is reduced to 1, remove sniper from game.

DRM	SNIPER CHECK DRMs
+x	Leadership factor of one leader directing units other than himself
-1	Per participating hero
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