

Snipers in Command Decision



The present version of the rules does not include rules for snipers, which may be necessary in certain games. The following rules are based on Jerry Merrel's notes from a Stalingrad game, posted on the CD-mailer 24 May 2001.

The rules must be used with caution in order to avoid the game being spoiled by a lot of single figures running around on the table. However, I hope the rules will add another interesting dimension to your games.

Figures

A sniper team - the sniper and his assistant - is shown as a single figure, mounted on a half stand.

Treat snipers as patrols

The sniper can be a self-ordering stand or part of e.g. a company, depending on the actual organisation of the unit in question. Refer to rule 3.52 for the function of patrol stands.

Firing

The sniper has a rate-of-fire of 1 (no extra shot in the movement phase).

The sniper shoots with -1 as modifier, with ranges (in centimetres) as follows

Close Medium Long Extreme

12 25 38 --

If the sniper is engaged in close combat, he fights as other personnel. (This situation must be avoided however; the sniper is a valuable asset and must be withdrawn before close combat may occur.)

Observation

The usual +4 modifier for firing targets does not apply to snipers.

Morale

In order to show the effect of being under sniper fire, the unit in question must use a -1 modifier (targeted

by sniper) in addition to any other morale modifiers.

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Russian Snipers



The movie *Enemy at the Gates* inspired a lot of people to study Red Army snipers, with focus on the Stalingrad Battle and especially Hero of the Soviet Union Vassili Zaitzev. Whether or not *Enemy at the Gates* is based on facts or fiction is not important in this context - a lot has already been written on this subject.

Pre-movie press releases and writings inspired me to model a Red Army sniper, thus being prepared if we took interest in a wargame based on events in the Stalingrad Battle. I have not yet had the opportunity to use my sniper, since we have not yet had a Stalingrad game. However, assisting (in a small way) in the preparations for a game yesterday - based on the Soviet-Japanese border clashes at Khalkin-Gol in the summer of 1939 - prompted me to write rules for snipers.

My sniper is a Revell figure - from set *02510 WW2 Soviet Infantry*. Three figures, including brickwork, are included in the box. A Red Army sniper was normally equipped with a Model 1891/30 Sniper Rifle with a PU Sniper Scope. The figure reflects this very well.



The sniper in his natural settings - shooting from a concealed position. The ruined house is based on the templates found [here](#).

The figure

From a shooting perspective, it would have been preferable that the sniper had been a lying position. It is very difficult to find the right balance in the position shown on the figure. From a modelling perspective however, the pose is dramatic leaving no doubt as to the function of the figure.

Further reading

On the Model 1891/30 Sniper Rifle

<http://www.russian-mosin-nagant.com/sniper.htm>

On the later (modern) Dragunov Sniper Rifle

<http://www.impactsites2000.com/site3/Dragunov%20History.htm>

On *Enemy at the Gates* and the story behind

<http://www.cybersniper.com/stalingrad/enemyatthegates.htm>

On the story behind *Enemy at the Gates*

http://www.lawbuzz.com/movies/enemy_gates/enemy_story_ch1.htm

In conclusion



It is not my intention that snipers should be used in all games or in significant numbers. The Command Decision rules are meant to model how battalion-or brigade-sized fought in World War Two. If we clutter the gaming table with to many single figures, this balance will be spoiled.

However, I hope that the amendment to the rules will add another interesting perspective to our games.

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Per Finsted

Addendum

The rules worked very well - despite the fact that I played on the Soviet side and that the snipers were Japanese. ;-)