

SPECIAL FORCES WEAPONS FOR PATROL

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The game *Patrol* presents an opportunity to see what front line combat is like. With additions, it can also be made to represent Special Forces operations using improvised weapons and tactics. The following are based on field manuals TM 31-201-1 Incendiaries; TM 31-210 Improvised Munitions Hand- book; FM 31-20 Special Forces Operational Techniques; and FM 21-75 Combat Training of the Individual Soldier and Patrolling.

Match Rifle: Symbol: MR, range 8 hexes. Attack Strength: 1-5: 10, 6-8:4. Made of a piece of pipe mounted on wood, it uses matches as propellant to shoot screws as bullets. It becomes unloaded after every firing.

Image Metascope: Symbol: IMT. Using this in the dark an observer can see the enemy up to 50 meters (or 10 hexes) away.

Sniperscope Mounted on Carbine: Symbol: SRSN. When using this, an observer can see the enemy up to 115 meters (or 21 hexes). Use the night spotting table and add "I" to the number result. Change all N results to 1 up to the range indicated of the image metascope also (10 hexes).

Improvised Carbine: Symbol: IC, Range same as BR (RF), except 'one' is subtracted from the die roll and it automatically becomes unloaded every turn.

Nail Grenade: Symbol: GRN. A block of TNT or similar explosive is wrapped with a layer of nails and thrown. This should always be subject to scatter, since the thrower is in a hurry to get rid of it.

Pipe Pistol for .45-Ammo: Symbol: PP; range 20 hexes. Attack Strength: 1-5:15, 6-18:8, 11-20:4.

When using this weapon it becomes unloaded after every turn and 'one' is subtracted from the die roll.

Machete: Symbol: Me. A long bladed knife used for brush clearing. For purposes of hand to hand combat it is the same as RF (BR/SR) and '1' is added to the die roll.

Metal Grenade Launcher: Symbol: MGL; range 660 yards (so this is offboard firepower). This is a piece of pipe in which powder is used to blast the grenades out. They are launched during the artillery impact and detonation segment. Each grenade is subject to scatter and attacks with normal strength.

Firebottle Launcher: Symbol: FBL. A standard shotgun is used to launch a bottle of napalm-like material 16 hexes. Normal scatter procedures are followed and the attack is like a flamethrower, except '1' is subtracted from the die roll.

Chemical Firebottle: Symbol: CFB. This bottle contains a mixture of ingredients that will not ignite until the bottle is detonated by dropping it. It is subject to grenade limitations and produces a flame upon impact.

Napalm Foucasse: Symbol: NFG. A drum of napalm is buried in the ground, detonated by a booby trap trip wire. Like the claymore, the direction of the attack must be designated. The result is like a Flame Attack, except '1' is added to the die roll.

When using Special Forces, rules modifications are necessary:

Case 22.1 is changed to allow them to exchange weapons because of technical knowledge of enemy weapons. Scenarios using the above weapons:

Hungary 1980. In general uprising by Warsaw Pact countries against communist domination, special forces are sent in to help the underground. Terrain mode: Mixed. Map Set-Up: variable.

Underground Panic: 30; preservation: 30; 2MR,1FBL, 1 SC, 2 NFG, 1 MP, 12 CFB,4 IC, 1 PP, 2 MC, 12 GRN, 1 SG, 1 MGL.

Russians Panic: 10; preservation: 25; 1 APC, 7 AW, 1 MG, 1 RL, 2 MP. (Optional, see MOVES 19, one helicopter).

Mission Type: Ambush.

Special Rules: For the underground, the SC, CFB, MC, GRN, and MC must be divided up among his nine men on the sheet. The MGL takes three turns to reload. Two MP must precede the APC on motorcycles until it is ambushed, then the rest of the men are free to disembark, if desired.

Comments: The underground must hit the Russians hard, in order to reduce the odds. When the helicopter is used, they either have the option of trying to get hold of some Russian weapons and shooting it down if it comes low enough, or fleeing. The Russians are vulnerable, however, because the underground has 1 SC and the Flame Attack will up the preservation effort (rule 28.13).

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