14. Sniper

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.

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

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 eliminatesa Sniper reduces that side's SAN by one for duration of scenario. If SAN is reduced to 1, remove sniper from game.