

Quick Reference

Turns:

Each turn, tally your Initiative Points (IPs), typically +1 per PC and +2 per CC or higher. One player will go first (dictated by scenario), and then the players alternate initiatives. When both players are out of IPs, or the players pass back-to-back, the turn ends.

Below are the possible actions:

- Any move
- Direct/Reactive Fire
- Indirect Fire
- Recon By Fire
- Rally

Movement:

Movement can be done by individual squad, or by group (up to a platoon + attachments). Describe your planned movement as a line (curved or straight). At any point in your movement, you may be interrupted. Group Movement requires a commander to be attached, and only costs 1 IP.

Vehicles can be group moved up to 3 at once.

Pivoting a crewed weapon counts as movement.

Fire Results:

2D6

Suppression: 7-9

Kill: 10+

Ranges:

Rifles - 12"

MG - 24"

SMG - 9"

Bazooka/PIAT/etc - 6"

Direct Fire:

The following modifiers can impact Direct Fire rolls.

No fire rolls can be modified beyond +2 or -2.

- +1 for each firing unit which is an HMG, SMG, or High Explosive
- +1 for group fire (requires a commander be attached to one of the participating squads)
- -1 for light cover (rough ground, weak fences, short crops) (does not break LOS)
- -2 for heavy cover (thick growth, trees/woods, stone walls, buildings)
- -2 for firing while suppressed OR if the target unit is suppressed
- +X for armor penetration (vehicles)
- -X for armor protection (vehicles)

Reactive Fire:

The non-initiative player can interrupt with direct fire when the opponent is moving. A single unit can target each moving element individually. So two squads reacting to a platoon of 3 squads moving as a group would get to roll up to 6 times! (activating reactive fire always costs 1 IP, regardless of how many firers or targets).

If at any point they roll a 6 or less, the squad can no longer fire against other eligible targets.

Anti-Armor Fire:

The difference between the firer's penetration and the target's armor acts as a modifier to the firer's 2D6 roll (Example: penetration 2 - armor 3 = -1 modifier).

Flank shots use the Flank ARM rating: (3/2)

Modifiers for Anti-armor fire are also capped at +2 or -2. Weapons with PEN are assumed to have HE, firing with a +1 modifier. They also have radius of 1" for suppressing an additional unit.

Artillery Specs:

Weapon	Dice	Radius	Smoke
Light Mortars	2D6	1"	2"
Medium Mortars	2D6+1	1"	2"
Heavy Mortars	2D6+2	2"	3"
Field Artillery	2D6+2	3"	4"

*Radius refers to additional stand suppressions.

Smoke is # of inches coverage.

Smoke lasts until the following turn.

Indirect fire is subject to cover/suppression modifiers of the target squad.

Smoke from mortars is always successful but costs a FM. HE uses a FM whether or not it is successful.

Rallying:

5+ on 1D6 to succeed

- Green Unit: No modifier
- Regular Unit: +1
- Veteran Unit: +2
- Leader is Attached: + Leader Rating

Close Combat: (free action)

Occurs when stands make contact during movement.

Each stand rolls 1D6, a 5 or 6 is a hit. Hits are simultaneous. Include any leader modifiers.

-1 if suppressed

-1 if crew served (MG, AT, mortar)

+0 Vehicles in terrain/towns

+1 for SMGs

+1 Vehicles in the Open

+1 for Regulars

+2 for Veterans

Leader is Attached: + Leader Rating

For Rallying and Close Combat, a 1 is always a fail and a 6 is always a success, regardless of modifiers.

Additional note: if you choose to conduct reactive fire, and close combat still occurs, when the close combat is resolved, the initiative goes to the attacker, as the defender was the last person to use an IP.

Additional Support:

Video guides/gameplay of SNAFU is available through the Youtube channel Miniatures_Hall