

Welcome To The Thirty-First Annual Blind Sniper Tournament! (2010)

(Yet another stroll through the indestructible tiny town from hell!)

The objective is to pass through or stop on the five objective hexes and escape from the map alive. The first one to do this is the winner. In order to speed up the start of the game, everyone must write down their initial hex and facing and give it to me or the person at the main desk as soon as possible (definitely before the auction starts on Saturday). This will let me have the initial setup already done on Saturday Afternoon. Remember to put your name on it. You can pick any hex on ground level as your starting position **EXCEPT** any hex that is inside a building or any hex that contains a ladder.

OBJECTIVE HEXES - go to in any order you choose

3148	Roof	(The Roof of Death)
0742	2nd Floor	(Smokey Joe's)
3019	3rd Floor	(Bomb Blast Inn)
0715	2nd Floor	(Rest in Pieces Inn)
3401	2nd Floor	(Flying Lead Saloon)

When plotting moves, use the direction arrows on the map. If you go five hexes in direction A then four in C, write this as 5A, 4C. Plot the **NUMBER of HEXES MOVED** not movement points spent. Remember that it takes 2 **EXTRA** MPs to go through a doorway, and 6 **EXTRA** MPs to go through a window. Changing level takes **ALL** your MP's. At the end of your move, specify the destination hex and a direction that you are facing. If the direction is not given you will be assumed to be facing the direction of your last step. Please note which level you are on (so I do not get confused). To pick up something you must end your turn in the hex with what you wish to pick up. You cannot look through any door or window that you run past. You will be told each turn what you see and hear.

Each player starts the game with a shotgun loaded with one round of ammo. There will be some weapons lying around. Firepower values for pistols and shotgun follow:

	Range	1-6	7-12	13-18	19+
JWP Right Handed		11(4)	7(2)	4(1)	0
JWP Left Handed		7(3)	5(1)	3(0)	0
.44 Right Handed		16(7)	10(5)	6(2)	0
.44 Left Handed		10(6)	6(2)	4(0)	0
	Range	1-2	3-4	5-8	9+
Shotgun		33(18)	18(9)	6(3)	0

Numbers in () are quick fire values.

I have changed the defense multiplier for moving from 4 to 3 if you cannot see the shooter. Also, someone attacking hand to hand has a fire defense of 3 as well. There are no smoke grenades. All the doors on the map have been stolen and cannot be closed. Wounds are run by a home grown chart (concocted by Dr. Metcalf). In general, they are more gradual, and two wounds do not make you incapacitated. You will be informed of the effects of your wounds as they happen (and they usually happen to almost everyone). Taking equipment from dead/unconscious people is not only allowed, it is encouraged. There will also be random weaponry lying around in the town. **BEWARE THE MAD BOMBER!** If you are wounded, watch out for the **CRIPPLE SHOOTER!** Remember to **KILL PHIL** (or his stand-in), our designated target! If you miss him, he gets the prize. Good luck and good shooting.

Please feel free to participate in pick-up games in the tournament room, but please **DO NOT** play in or run another event while playing **SNIPER** (It slows things down quite a bit).

Remember to hand in your initial position A.S.A.P. - Bruce Gletty