

Go! Go! Go!



A Ripped-Off Counter-terrorist assault game by Jim Wallman

Introduction

This figures game is closely modelled on the first person perspective computer game called Counterstrike.

This version is played with maps and figures to allow some freedom of action and interaction with the environment not available in the computer game - and to allow people not very good at this sort of computer game to get some of the enjoyment of it. It is also handy when a multi-computer LAN isn't immediately to hand.

These rules are intended to be quick and easy to operate and set transfer some of the excitement of the original game.

If you want to know more about the computer game, visit www.planethalf-life.com

Situation

The players are in two teams, Counter Terrorist and Terrorists. The game is just about an assault - which has a time limit - in which either the objective is secured or the operation is bungled.

Layout

Each player team has a separate map of the operational area, and a set of figures representing their team, and the rest of their team, and the enemy.

Ideally, a separate map for each player should be used, but if space and time are limited, a map per team is ok. It is important that the layout of each map is screened from the opposition.

Game control updates these maps each turn, showing what they can see from the team's perspective. Strict observance of lines of sight must be followed and enemy figures not in sight are removed from the map.

There are some very good printable maps of the Counterstrike mission areas to be had from :

<http://csnation.counter-strike.net/cs2d/cs2d.htm>

Movement

(units of measurement will depend on the scale of figures being used - for 25mm figures, units are inches. For 15mm figures, units are cm)

All figures move 6 normal or 2 'stealthy'.

Sound Location

Footsteps of anyone not moving stealthily can be heard within 10 - the direction of the sound (but not the precise location) is indicated by a 'footsteps' counter.

In multi-player games - all speech can be heard - any player speaking to another out loud causes a 'voices' marker showing the direction of the sound if within 10 of an enemy.

Lines of Sight

Each figure can automatically see anything in line of sight, and within an arc ± 22.5 degrees either side of their line of sight.

Anything outside that arc, up to ± 90 degrees roll to spot (1d6)

Observer:	Target Moving	Target Stationary
Moving	4+	5+
Stationary	2+	3+
Hiding	3+	4+

Target hiding -1

If a target has been spotted it can be fired on. There are no distinctions as to types of weapons, everyone is assumed to have a suitably lethal automatic weapon (except the specialist sniper rifle - see later)

Order of fire

Assuming the target has been spotted, stationary figures fire before moving - stealthy before normal movement.

Otherwise fire is simultaneous.

Fire Effects

Range:	Up to 5	6+
Target is:		
Firer is:		
Moving	4+	6+
Stationary	2+	3+
SNIPER	3+	1+

Target hiding -1

Target moving -1

If hit Roll for effect:

1-2 = target is out of action.
3-6 = target is wounded - -1 on all die rolls per wound.

Grenades

Each CT figure can have a smoke grenade **and** a stun grenade (but NOT an HE grenade - they're the *good* guys)
Each Terrorist figure can have an HE grenade **OR** smoke grenade **OR** a stun grenade.

Grenades cannot be thrown whilst moving.

Roll 1d6 - score 4,5,6 to be **on target** - place where desired.

-1 if through doorway / window

If **off target** - roll 1d6:

- 1,2 Short d6 units
- 3,4 Over 1d6 units
- 5 Left 1d6 units
- 6 Right 1d6 units

All grenades have a radius of effect of 4 (blocked by walls / doors).

All figures in the radius dice for effect for Stun or HE.

Smoke fills the area for the rest of the game.

Grenade Effect

HE grenade , roll 1d6 - 1,2 stunned, 3-4 wounded, 5-6 out of action

Stun grenade, roll 1d6 - 1,2, no effect, 3+ Stunned for 3 turns.

Stunned = move at half speed, -2 from all die rolls.

Sniper Rifle

CTs **only** can elect to have a sniper rifle instead of the standard automatic weapon.

These can only be fired if stationary.
Snipers must be stationary for the turn before firing (setting up sights etc), and this also cuts down peripheral vision.

So while aiming their angle of vision is limited to ±22.5 degrees only.

All sniper hits are automatic kills (i.e. no rolling for the effect of a hit).

+1 to firing die roll for each complete turn spent aiming.

Sniper rifles take one complete turn to reload (though you can reload on the move).

Hostages

A hostage will follow anyone who directs them to 'follow me'.

They will remain where they are put, unless it is obviously dangerous, whereupon game control will move them as appropriate.

They will never try to escape on their own.
Once a hostage is escorted to a hostage rescue zone (usually outside the battle area) - it can be removed from play.

Bombs

Where the terrorists are trying to plant bombs, it takes 2 complete turns stationary to plant a bomb. The bomb then takes 8 turns before it goes off. The CTs are not told how long the bomb has to go before detonation. It takes a CT 2 complete turns to defuse a bomb.

Mission Briefings

Hostage Missions

The terrorists have 4 hostages hidden in the location. The CTs have 30 turns to break in, rescue the hostages or kill/capture all the terrorists.

- If they do not do it in the time, the CT mission is bungled.
- If they accidentally kill a hostage, the CT mission is bungled.
- If they are all killed/wounded by the terrorists the CT mission is bungled.
- If the Terrorists accidentally (or deliberately) kill a hostage, then the Terrorists lose.
- If all the hostages are rescued, then the Terrorists lose.
- If all the Terrorists have been killed/captured, then the Terrorists lose.

Destruction Missions

The terrorists are about to plant a bomb in a key location, and the CTs have to intercept them and prevent this. The Terrorists have 30 turns to conduct their operation






























- If the terrorists do not set off a bomb in the time, the Terrorists lose.
- If the bomb is set but defused, the Terrorists lose.
- If the CTs are all killed/wounded by the terrorists the CT mission is bungled.
- If the bomb goes off (whether or not the Terrorists survive), the CT mission is bungled.

Assassination Missions.

The CTs have 30 turns to escort a VIP to an escape point. The Terrorists have to try to assassinate him/her.

- If the VIP reaches the escape point, the Terrorists lose.
- If the CTs are all killed/wounded by the terrorists the CT mission is bungled.
- If the VIP is killed, the Terrorists win.
- If all the Terrorists have been killed/captured, then the Terrorists lose.

Useful Counters

BOMB 	BOMB 	HIDING 	HIDING 	HH GRENADE 	HH GRENADE 
HIDING 	HIDING 	HIDING 	HIDING 	HH GRENADE 	HH GRENADE 
STUN GRENADE 	STUN GRENADE 	STUN GRENADE 	STUN GRENADE 	HH GRENADE 	HH GRENADE 
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