31. MINEFIELDS

Briefing

1. Minefields are placed to interdict and inhibit enemy movement, cause casualties and destroy equipment.

2. At the beginning of a game the players should determine if mines will be in use. Mines will usually be present when one side is in a prepared defensive position or the armies are fighting across terrain where mines have been laid in the past. The players should also determine how many minefields each player will have on his half of the table.

Establishing minefields

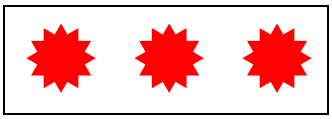
1. In **LaserGrenadiers**, mines will be laid out in small sections on the tabletop. Large minefields may be created by placing several sections together. A minefield may be of any size and shape, but the mines are usually placed so that their effect areas do not overlap.

2. Since mines are normally well concealed in the ground, minefields are usually invisible to both friendly and enemy forces. The players should make careful notes on where their minefields are positioned, using terrain features and table coordinates as points of reference. They should also record the type of mine used in each minefield section.

3. If cases arise where the opposing armies are entering an area that is already mined, the players may want to enlist the help of a non-player to set the minefields.

4. Normally, each minefield section should have no fewer than three mines and should be composed of a single type of mine. The mines are placed so that the detonation of one mine will not detonate the others around it.

Example – In the diagram below, the blast areas of three mines have been arranged so that they do not overlap. (The mines could be placed so that their blast areas would be "touching" or much farther apart.)



5. Minefields must also be classified as anti-vehicle or anti-personnel.

a. **Anti-personnel** mines are set to detonate when infantry pass over them. Infantry and vehicles of sizes 0 and 1 will detonate them. They will also be detonated by the passage of any larger vehicles. The effect area of an anti-personnel mine is 3 inches. Anti-personnel mines may have chemical, hammerhead, high explosive or sonic warheads.

b. **Anti-vehicle** mines require the passage of a vehicle to detonate them. Vehicles of size 2 or greater will detonate anti-vehicle mines. The effect area of an anti-vehicle mine is 4 inches. They have a larger effect area than anti-personnel mines due to the greater amount of explosive. Anti-vehicle mines may have chemical, hammerhead, high explosive or piercer warheads. Piercer warheads do not have a blast area.

Type of mine	Effect area
Anti-personnel	3
Anti-vehicle	4

6. A mine is detonated when an enemy piece passes directly over it. All targets in the effect area when a mine detonates must determine if they suffer any damage. This includes both friendly and enemy pieces.

7. When a piece enters a minefield, the opposing player (or the non-player, if one is involved) should determine if a mine is detonated. If a mine is detonated the movement of the piece should be halted so that the effects of the detonation can be determined.

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Mine clearing

1. Mines may be cleared by detonating them prematurely with weapon fire. Both direct fire and indirect fire may be used to clear mines in this manner.

a. Mines may be detonated by high explosive, hammerhead, sonic or vaporshock warheads. All mines in the effect area of the warhead are detonated.

b. Any troops and vehicles caught in the effect areas of the detonations must check for damage.

2. Vehicles equipped with mineplows may plow mines up and out of the ground, pushing them to the side to create a cleared path as wide as the mineplow.

3. Vehicles equipped with mineflails may detonate mines as they advance, creating a cleared path as wide as the flail.

4. Infantry and engineers equipped with mine detectors may clear mines, but it is a time-consuming process. It will take one turn to detect a mine, one turn to dig it up and one turn to deactivate it.

5. Infantry without mine detectors will take even longer to clear mines. It will take two turns to detect a mine, one turn to dig it up and one turn to deactivate it.

Special types of mines

1. **Remotely-controlled** mines may be detonated by the owning player as interceptive fire, or may be detonated when the player has the initiative. The owning player must designate before the game starts which of his troops has the ability to detonate the mines and the type of control used.

a. Electrical controls are connected by wire and must be activated from a fixed location such as a building or foxhole. A die roll of 1 to 9 must be made for success.

b. Radio controls are connected by a radio transmission and can be activated from any location within radio range of the mines. A die roll of 1 to 8 must be made for success. Enemy electronic countermeasures (jamming) can prevent activation or deactivation.

2. **Smart** mines are not really intelligent, but contain IFF (identification: friend or foe) recognition devices that give them the capability to distinguish friendly troops and vehicles from enemy forces. They detonate if an IFF transmitter is not identified as a friendly piece, or is absent.

a. Smart mines may be either anti-vehicle or anti-personnel mines.

b. When an appropriate target enters the blast area of the mine it will detonate.

Note: In the case of an anti-vehicle mine with a piercer warhead, the vehicle must be right on top of the mine since it does not have a blast area.

3. **Cluster** mines are designed to make several attacks against the same target. They are usually equipped with three warheads, but other multiple-warhead modules can be fitted. Cluster mines may be either anti-vehicle or anti-personnel mines.

4. **Seeker** mines are designed to lock on to enemy vehicles and launch themselves against them. A seeker mine has an IFF device, which allows it to distinguish between friendly and enemy forces, and a small booster rocket that launches it toward its target as soon as an enemy comes within range. For maximum flexibility against any type of target, seeker mines always have hammerhead warheads.

Seeker mine	Range factor	Effect area
Light	2	3
Medium	3	4
Heavy	4	5

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a. A seeker mine uses the normal hit/miss determination procedure to determine if it hits its target. The mine uses the +3 bonus for a smart weapon.

b. If the target is a vehicle it may attempt to counter a seeker mine with a close defense system.

Booby-trapped minefields

1. Minefields may be booby-trapped so that enemy personnel attempting to remove the mines detonate them instead.

2. The chance of detonation is based on the level of skill of the enemy personnel. In general, combat engineers are trained in mine removal, regular troopers have some training, civilians have no training.

Personnel type	Die roll to detonate
combat engineers	9 or 10
regular troops	7 to 10
civilians or other untrained personnel	3 to 10

3. Booby traps do not affect mine-sweeping vehicles, but they are sometimes deployed with anti-vehicle mines to disrupt the minesweeping of those mines by enemy personnel.

Remotely-controlled minefields

1. Remotely-controlled minefields may be activated or deactivated by the owning player when the player has the initiative. The owning player must designate before the game starts which of his troops has the ability to activate the minefield and the type of control used.

a. Electrical controls are connected by wire and must be activated from a fixed location such as a building or foxhole. A die roll of 1 to 9 must be made for success.

b. Radio controls are connected by a radio transmission and can be activated from any location within radio range of the mines. A die roll of 1 to 8 must be made for success. Enemy electronic countermeasures (jamming) can prevent activation or deactivation.

2. Minefields may be activated in the midst of enemy forces, such as after the first wave of the enemy troops has passed or after friendly forces have passed through the area.