

Six soldiers. Full moon. No chance.



SEAN KEVIN LIAM
PERTWEE MCKIDD CUNNINGHAM

DOG SOLDIERS

A CHAIN REACTION 3.0 SUPPLEMENT

Chain Reaction 3.0 free at www.twohourwargames.com

2HourWARGAMES

JUST PLAY THE GAME

FREE!

DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

"Any questions," Cooper asked.
"Just the one, Coop," Joe replied. "Exactly what is it we're fighting against?"
"Megan, do you want to run it past the boys?"
"Lycanthrope." she said matter of factly.
"You what?" asked Joe.
"That's werewolves to you and me." Cooper replied.

©2002 Dog Soldiers

NOTE: This is a scenario based on the movie Dog Soldiers. This is done solely to display the versatility of the THW gaming system and is not intended for commercial gain or to infringe upon their body of work. It's more a homage to a great horror film. Buy the film, you won't regret it!

INTRODUCTION

Dog Soldiers is a supplement for Chain Reaction 3.0 from Two Hour Wargames. CR 3.0 is a free complete game that can be found on our website.

www.twohourwargames.com

You must have the Chain reaction 3.0 rules to play Dog Soldiers.

WORD OF ADVICE

All rules of CR 3.0 apply with the enclosed rules adding to them.

- You will need 5 figures representing the werewolves and 5 figures representing the British squaddies.
- A civilian vehicle preferably a Land Rover or SUV.
- Some terrain as elaborate or simple as you like. This is further explained on page 3 of these rules.

WEAPONS

The following weapons are the only ones used in Dog Soldiers.

WEAPONS TABLE

Ranged Weapons	Range	Targets	Imp
Pistol	12	2	2
MP 5 Submachine Gun	24	3	2
Combat Shotgun	12	3	2
G3 Selective Fire Assault Rifle	48	1/3 *	3
Melee Weapons	Range	Targets	Imp
Combat Knife	x	1	2
Two Hand Sword/Axe	x	1	3
Improvised Weapons	Range	Targets	Imp
Silver Letter Opener	x	1	5
Pan of scalding water	x	1	2
Petrol Bomb	6	5" circle	5
Hair Spray and Lighter	1	1	2

* Shooter is allowed to fire either one or three shots as desired.

"WHAT THE HELL IS GOING ON?"

It was supposed to be an easy training exercise. Nice little helicopter ride to an insertion point somewhere in the Scottish Highlands. Play a game of hide and seek with some British Special Ops forces. Nothing physical except maybe a long walk then it would be back home to the telly to watch the big footy match between England and Germany.

Except once you came across the shredded bodies and destroyed Spec Ops camp it all went to shit.

It wasn't long before Campbell was dead and Sgt. Wells wounded with your encounter with whatever the hell it was. Lucky you made it to a nearby empty house.

And now you're inside and they're outside. You just have to keep it that way until sunrise.

DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

THE LISTS - SQUADDIES

Here's what you have.

SQUADDIES

Recruit	Type	Rep	Weapons
Sgt. Wells	Star	5	Pistol, MP 5 & Combat Knife
Cooper	Star	5	MP 5 & Combat Knife
Spoon	Grunt	4	G-3 AR & Combat Knife
Terry	Grunt	4	MP 5 and Combat Knife
Joe	Grunt	4	Combat SG & Combat Knife

Sgt. Wells - Technically Wells is in charge but he was badly wounded from his encounter with the werewolves. He is in the master bedroom and cannot move. He is currently Rep 1 until he recovers to Rep 5. He can defend himself if attacked.

- Whenever the activation dice comes up *doubles* Sgt. Wells regains one point of Rep.
- Whenever he reaches Rep 5 he will completely turn into a Werewolf but the good side is until then he can be used as a squaddie.

Cooper - Cooper has been given command of the squad by Sgt. Wells. Cooper has the Right Place Right Time Attribute. This means he has a special knack for being in the right place at the right time.

- To reflect this whenever a Werewolf comes within 3" of any squaddie anywhere in the house and Cooper is not in LOS of a Werewolf he automatically appears 3" from the threatened squaddie.

Example - The werewolves activate and appear in front of Spoon. If Cooper is available he is now moved to within 3" of Spoon and can function normally either in reaction or action.

Spoon - Spoon or Spooner is a rough and tumble lad from the streets. He's not sure what's going on but he can't wait to find out! Whenever Spoon finds himself in melee he is allowed to use an extra 2d6.

Terry - Terry is not into this at all. In fact he got sick earlier (maybe something he ate?) and the sooner he gets out of here the better!

Joe - Joe loves footy and can't wait to get home but he knows that could take awhile. Joe's a good mate and lucky as well. To reflect this the first time Joe goes out of the fight or obviously dead he will instead become stunned. This means he may not act or react until having spent one full turn of activation doing nothing. But his luck only lasts one time!

THE LISTS - WEREWOLVES

And here's what you're fighting.

WEREWOLVES

#	Type	Rep	Impact
1	Alpha	6 *	3
2	Adult	5	3
3	Adult	5	2
4	Adult	5	2
5	Youth	4	2
6	Youth	4	2

**There may be only one Alpha on the table at a time.*

Werewolves - Werewolves are bad news. They also are very fast bad news as their normal movement is 12". And they can move fast, check out their Fast Move test.

The good news is they don't carry guns. The bad news is they don't need them because when they are in melee they can add 2d6.

And they are hard to kill. In fact here are a few things you need to know.

Halt and Howl - When this result occurs on the Werewolf Reaction test the Werewolf is howling to alert the pack that there is prey located here. Each turn of activation after the Werewolf has howled, while outside of the house, another Werewolf from the Werewolf Pool is placed 6" from the prey, either between it and the house (1-3) or not (4-6). If the Werewolf is inside the house when he halts and howls the Werewolf is placed outside the room and outside the house.

Retire - If you can get a Werewolf to retire due to melee or shooting he is removed from play. Immediately take the Recover From Retire test. This may lead to it being removed from the game or returned to the Werewolf Pool.

Out of the Fight - When the Werewolf goes Out of the Fight he is knocked to the ground and takes the Recover From Out of Fight test. This may lead to it being removed from the game or returned to the Werewolf Pool.

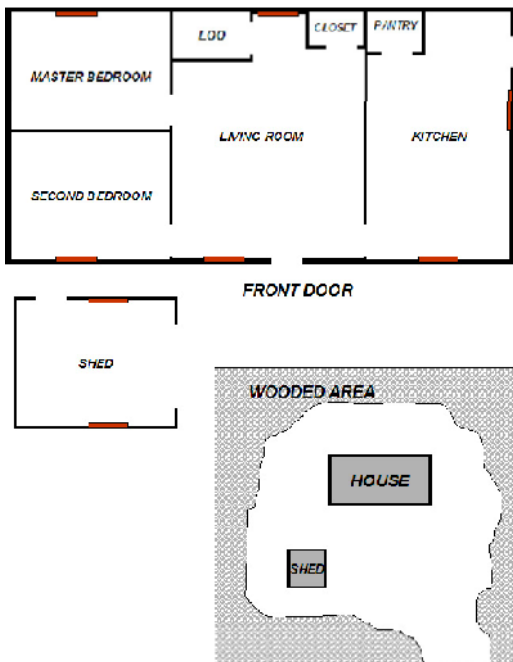
DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

SETTING UP THE TABLE

The table should at least 3'x3' and as the action will center on the house a bigger table would not be needed. Here's a map of what the table should look like.

There is a house in the center with a shed 12" from the front door with a 12" clearing from each building to the surrounding woods. This is good to know when being chased by Werewolves.

A dirt road leads from the clearing to off the board. This is where the Land rover can exit.



The game starts with -

- The Land Rover in the shed.
- The squaddies carrying Sgt Wells through the front door.

THE HOUSE

The house is a single story building. It consists of a number of rooms and there is a chance of useful items being in these rooms. Once an item is found it cannot be found in another part of the house but can be recovered if dropped. *If an item is not found when all the rooms have been searched then the item is not available!*

When you enter a room for the first time, roll 2d6 on the *Item Location Table*.

2

Item Location

2d6 added together.

Room	Score	Item
Closet	2 to 4	Camera
	5 to 8	Two Hand axe
	9 to 12	Nothing
Kitchen	2 to 9	Pot of hot water
	10	Two Hand axe
	11 or 12	Nothing
Living Room	2 to 6	Two Hand Sword (Claymore)
	7 to 12	Nothing found
Loo	2 to 10	Hair spray and lighter
	11 or 12	Nothing
Master Bedroom	2 to 6	Camera
	7	Two Hand Sword (Claymore)
	8	Hair spray and lighter
	9 to 12	Nothing
Pantry	2 to 6	Two Hand axe
	7 to 12	Nothing
Second Bedroom	2 to 7	Camera
	8 to 12	Nothing
Shed	2 to 6	1/2d6 petrol bottles
	7 to 9	Two Hand Axe
	10 to 12	Nothing

HOW THE ITEMS ARE USED

Some items are easy to understand how to use like the axe. Here's how to use the others.

Camera - When using the camera it automatically will halt a werewolf in place and cause them to forfeit one turn of activation. Until the Werewolf has recovered it will melee with 2d6 less than normal. The camera can be used as often as desired but you must have one hand free to use it.

Hair Spray and Lighter - When used together it becomes the poor man's flamethrower. It takes two hands to use so you must have both of them free. When used it will cause one Werewolf to halt in place and forfeit one turn of activation. It is an automatic hit and can be used when active or in reaction just like firing a weapon. Roll 1d6 each time you use it and when a one is scored it is no longer useable.

Petrol Bottle - Must be lit before throwing. This can be done with the lighter or automatically if in the kitchen, gas stove you know. You can throw it the same turn you light it. The upside is you use it like throwing a hand grenade as on page 17 in the CR 3.0 rules book.

DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

Land Rover - The Land Rover can carry all the squaddies off the board but it is in sad shape and must be hotwired to start. To do so, roll 2d6 versus the Rep of the squaddie attempting to hotwire the vehicle (1d6 if Spoon is trying).

- If the squaddie passes 2d6 the vehicle starts up.
- If the squaddie passes 1d6 he fails but may try the test when next active.
- If the squaddie passes 0d6 he can never hotwire the vehicle but someone else that has not tried may try when next active.

Only one squaddie may try at a time to hotwire the vehicle and only when he is active.

DRIVING THE VEHICLE

Driving the vehicle is done as per page 23 in the CR 3.0 rules book.

SPECIAL ITEM

Whenever *boxcars*, *double sixes*, are rolled when checking for items in a room you have found the special item, *the silver letter opener*.

It is the only item that can kill a werewolf outright. The way to use it is in melee and is handled on the Weapons Table. If the squaddie wins the melee then the Werewolf has been stabbed with the letter opener and is dead. Dead, dead. The silver letter opener can be used as often as desired.

MOVING INSIDE THE HOUSE

Movement outside the house is done normally as per page 10 of the CR 3.0 rules.

- Entering the house through a door or window is into the appropriate room and ends movement.
- Exiting the house through a door is at a 2" movement penalty.
- Exiting the house through window ends movement but the figure can shoot.
- Movement in the house is from room to room, one at a time. This includes the Pantry and Loo as well. All of the rooms have doors that may be shut at the end of movement or opened at the start.

BARRICADING THE WINDOWS AND DOORS

At the start of each turn the squaddie player must declare which doors and windows are barricaded. This may be any, none, or all.

Whenever a Werewolf reaches a barricaded door or window he will roll 1d6. On a score of its Rep or less the barricade has been torn down and the Werewolf may enter normally when next active.

If the score is higher he must try again next activation and until a success is rolled cannot enter through that opening.

Any barricades that may be eliminated are replaced at the start of the hourly turn.

TURN SEQUENCE

This is the turn sequence that is used when playing Dog Soldiers.

1. Windows and doors may be barricaded.
2. The squaddies are placed anywhere in the house the player desires before activation is rolled.
3. Consult the Werewolves About Table. If there are that many Werewolves in the Werewolf Pool then they will appear this hour. You may not have more than the maximum but you may have less.

WEREWOLF ABOUT

Hourly Turn	Maximum #
8 PM to 11 PM	3
Midnight until 5 AM	5
6 AM	Game over

4. Roll 2d6 for each Werewolf and consult the Where Werewolves Attack Table. This means more than one Werewolf can attack through the same door or window.
 - a. Whenever a squaddie enters the shed roll on the Where Werewolves Attack Table. If a result of window is scored there is a Werewolf in the shed!

2 Where Werewolves Attack

2d6 added together.

Score	Where
2	Master Bedroom Window
3	Master Bedroom Window
4	Window next to Loo
5	Kitchen Window in front
6	Window next to Kitchen Door
7	Front Door
8	Window next to Front Door
9	Second bedroom Window
10	Kitchen Door
11	Kitchen Door
12	Kitchen Door

DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

5. Once the location has been determined place the werewolf in the woods directly across from the entry point.
 - a. If there are no squaddies outside of the house then move the werewolf to the entry point and he is allowed to try and break down the door or destroy the barricades on the window.
 - b. If there is a squaddie outside the house and in sight the werewolf will attack him instead.
6. Now play the game as per the CR 3.0 rules rolling activation dice, etc.
7. When all Werewolves have been driven from the board then the hourly turn ends.
8. Be sure to return Werewolves to the Werewolf Pool when directed.
9. Return to #1 and repeat until 6 AM.

ENDING THE GAME

The game is played in *one hour strategic turns* starting at 8 PM and lasting until sunrise at 6 AM when the game ends and the squaddies may escape. This means you only have to survive ten turns to win.

WEREWOLF REACTION TESTS

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move	<ul style="list-style-type: none"> Move up to 2X normal distance. 	<ul style="list-style-type: none"> Move up to 2X normal distance. 	<ul style="list-style-type: none"> Those in cover remain in place instead. Others move up to normal distance.
In Sight	<ul style="list-style-type: none"> Charge nearest target. 	<ul style="list-style-type: none"> Charge nearest target. 	<ul style="list-style-type: none"> Halt and howl.
Received Fire <i>Not taken.</i>	<ul style="list-style-type: none"> Not taken. 	<ul style="list-style-type: none"> Not taken. 	<ul style="list-style-type: none"> Not taken.
Wanting To Charge	<ul style="list-style-type: none"> Charge into melee. 	<ul style="list-style-type: none"> Charge into melee. 	<ul style="list-style-type: none"> Halt and howl.
Being Charged	<ul style="list-style-type: none"> Those that can will fire and then melee. Those that cannot fire will melee. 	<ul style="list-style-type: none"> May not fire but will melee. 	<ul style="list-style-type: none"> All will <i>retire</i>.
Recover From Retire	<ul style="list-style-type: none"> Recovers and sent back into the Werewolf Pool. 	<ul style="list-style-type: none"> <i>If hit by petrol bomb removed from game.</i> <i>Otherwise recovers and sent back into the Werewolf Pool.</i> 	<ul style="list-style-type: none"> All removed from game.
Recover From Knock Down	<ul style="list-style-type: none"> Werewolf rolls and rises. Remain in melee. 	<ul style="list-style-type: none"> Werewolf may not act or react until having spent one full turn of activation doing nothing. 	<ul style="list-style-type: none"> Werewolf is <i>out of the fight</i>. Immediately take the Recover From Out of Fight test.
Recover From Out of Fight	<ul style="list-style-type: none"> Regenerates and sent back into the Werewolf Pool. 	<ul style="list-style-type: none"> If regenerated previously then obviously dead. If not then sent back into the Werewolf Pool. 	<ul style="list-style-type: none"> Werewolf is obviously dead.

DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

SQUADDIE REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (Ldr)	<ul style="list-style-type: none"> Move up to 2X normal distance. 	<ul style="list-style-type: none"> Those in cover move normal speed. Others move up to 1.5X normal distance. 	<ul style="list-style-type: none"> Those in cover remain in place instead. Others move up to normal distance.
Focus Test*	<ul style="list-style-type: none"> Fire at the perceived biggest threat if there is one. Otherwise fire at the closest target. 	<ul style="list-style-type: none"> Fire at closest target. 	<ul style="list-style-type: none"> Roll 2d6 for the best target or biggest threat and 1d6 for all others. High result is the target to fire on. Ties go to the closer target.
In Sight	<ul style="list-style-type: none"> Fire if can. Others duck back. 	<ul style="list-style-type: none"> <i>Snap fire if can.</i> Others <i>halt</i>. 	<ul style="list-style-type: none"> All may not fire and will <i>halt</i>.
Wanting To Charge (Ldr)*	<ul style="list-style-type: none"> All will charge into melee. 	<ul style="list-style-type: none"> All will <i>halt</i>. Those that can will and <i>snap fire</i>. 	<ul style="list-style-type: none"> All will <i>halt</i> and may not fire.
Being Charged (Ldr)*	<ul style="list-style-type: none"> Those that can will fire and then melee. Those that cannot fire will melee. 	<ul style="list-style-type: none"> May not fire but will melee. 	<ul style="list-style-type: none"> All will <i>retire</i>.
Rally*, Leader Lost*& Man Down	<ul style="list-style-type: none"> <i>Carry on.</i> 	<ul style="list-style-type: none"> <i>Carry on.</i> 	<ul style="list-style-type: none"> All will <i>retire</i>.
Recover From Knock Down	<ul style="list-style-type: none"> Figure may not act or react until having spent one full turn of activation doing nothing. 	<ul style="list-style-type: none"> All are <i>out of the fight</i>. 	<ul style="list-style-type: none"> All are <i>obviously dead</i>.

DOG SOLDIERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

Target	Ranged Combat <i>1d6 + Rep</i>
<i>A result of two or more "ones" means out of ammo.</i>	

1d6 + Rep	Result
3 to 7	<ul style="list-style-type: none"> • Miss.
8	<ul style="list-style-type: none"> • Target concealed – miss. • Target in cover – miss. • Target prone – miss. • Target moved fast – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Second or higher target – miss. • Otherwise – hit.
9	<ul style="list-style-type: none"> • Target in cover – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Third or higher target – miss. • Otherwise – hit.
10+	<ul style="list-style-type: none"> • Hit.

WEAPONS TABLE

Ranged Weapons	Range	Targets	Imp
Pistol	12	2	2
MP 5 Submachine Gun	24	3	2
Combat Shotgun	12	3	2
G3 Selective Fire Assault Rifle	24	1/3 *	3
Melee Weapons	Range	Targets	Imp
Combat Knife/Bayonet	x	1	2
Two Hand Sword/Axe	x	1	3
Improvised Weapons	Range	Targets	Imp
Silver Letter Opener	x	1	5
Pan of scalding water	x	1	2
Petrol Bottle	6	5" circle	5
Hair Spray and Lighter	1	1	2

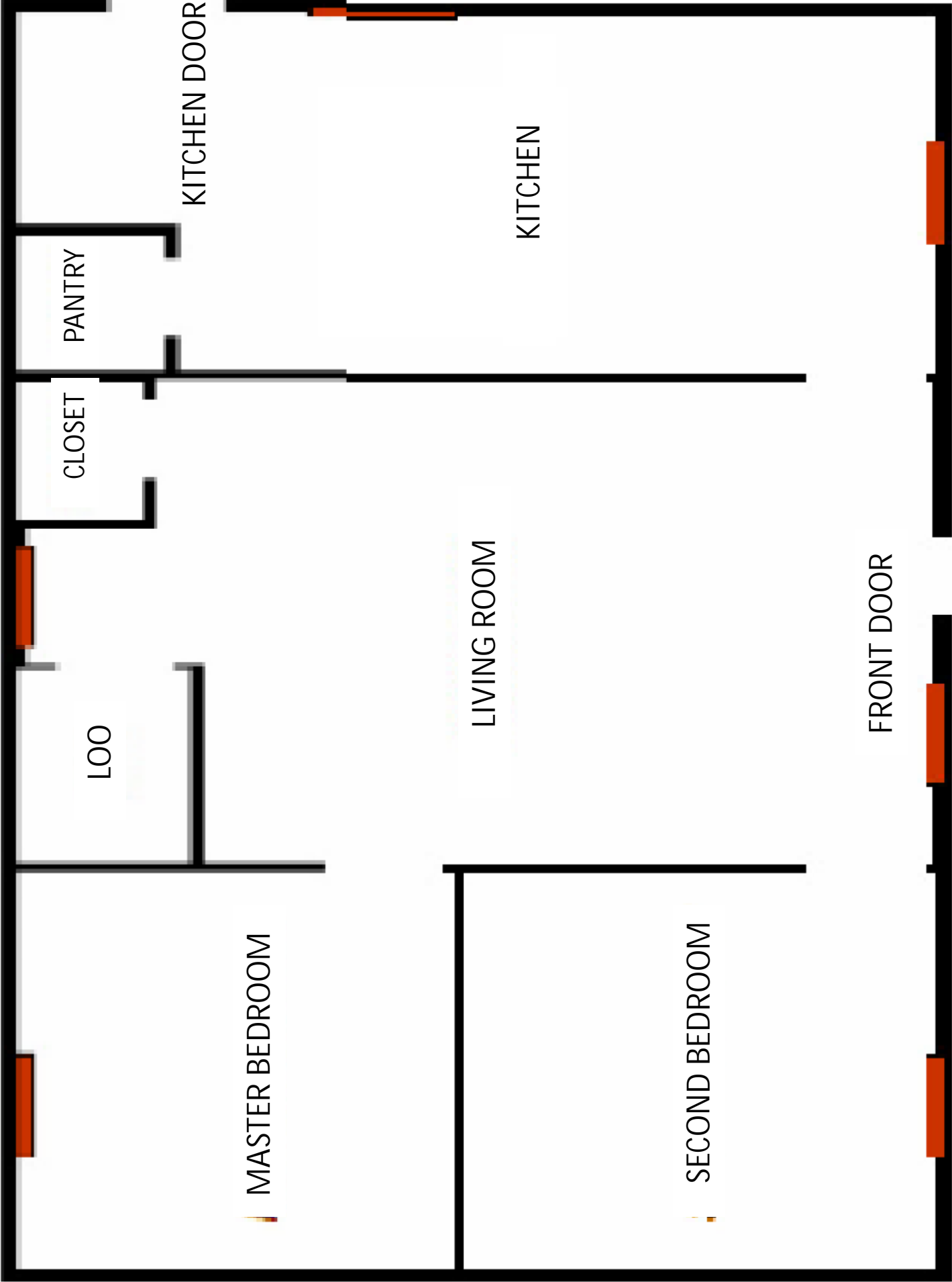
* Shooter is allowed to fire either one or three shots as desired.

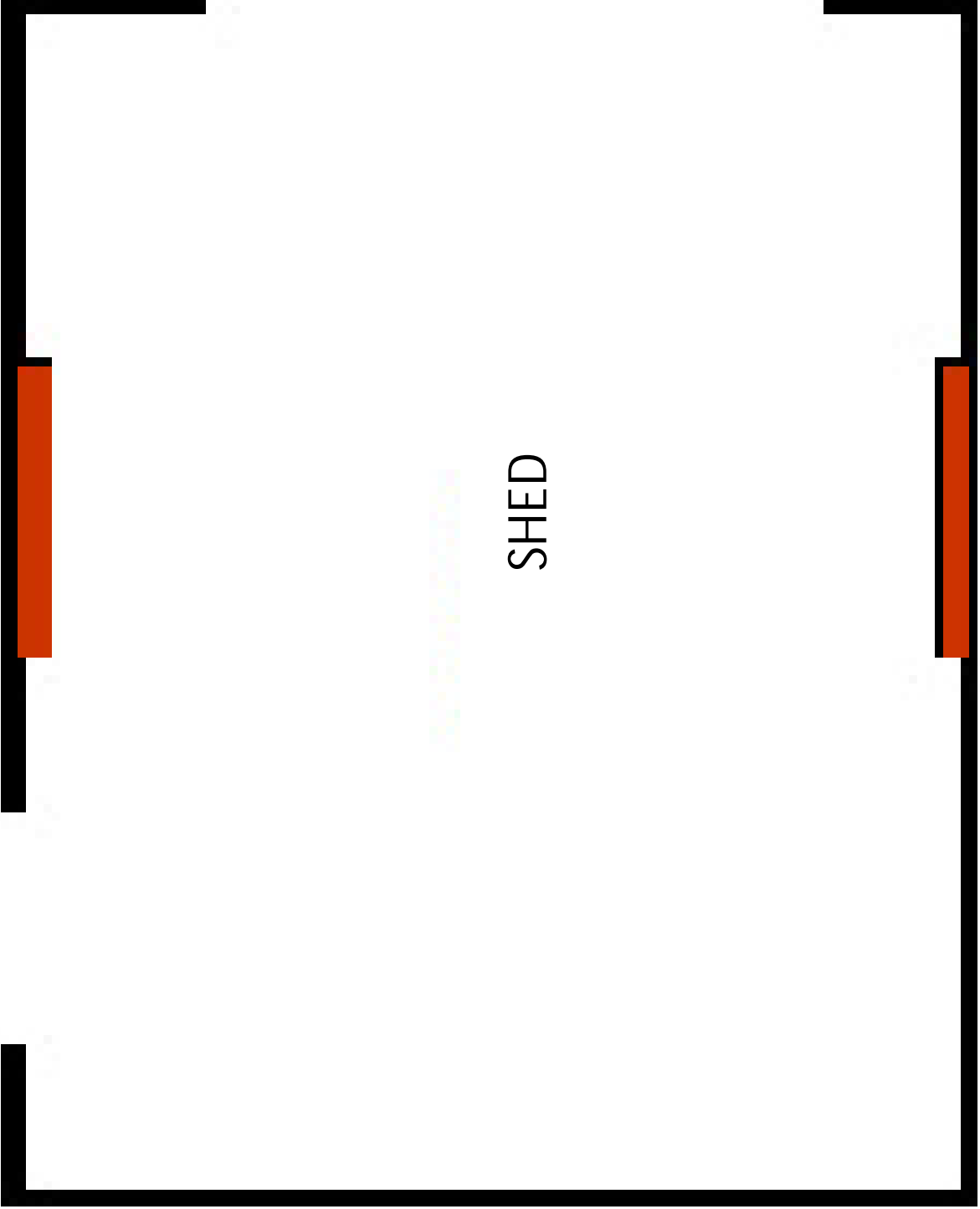
1	Ranged Combat Damage Table <i>1d6 per each hit</i>
----------	--

Score	Result
"1"	Werewolf counts as Out of the Fight. Immediately take the Recover From Out of Fight test.
Impact or less but not a "1"	Werewolf howls in pain and Retires! Immediately take the Recover From Retire test.
Higher than Impact	Werewolf knocked down. Take Recover From Knock Down test.

Rep	Melee Combat <i>Taken vs. Rep</i>
<p>-2d6 if prone or attacked to rear -2d6 if retrieving wounded -1d6 if using a lower Impact weapon -2d6 if Werewolf not yet recovered from effects of camera +2d6 Spoon in melee +2d6 Werewolf in melee</p> <p>A score of 1, 2, or 3 is a success A score of 4, 5, or 6 is a failure.</p> <p>When fighting multiple attackers must divide d6</p> <p>Continue rolling until one side has any successes or all sides have zero successes.</p>	

# Successes	Result
Score 3+ more successes	<ul style="list-style-type: none"> • Human is obviously dead! Nature of the wound is so obvious that there's no question that he's a "goner". • Werewolf counts as Out of the Fight. Immediately take the Recover From Out of Fight test.
Score 2 more success	<ul style="list-style-type: none"> • Human is out of the fight! • Werewolf howls in pain and Retires! Immediately take the Recover From Retire test.
Score 1 more success	Enemy is knocked to ground. Take Recover From Knock Down test.
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.





SHED