

SKIRMISH SANGIN PRESENTS

# DAY OF THE DÊW

HUNTERS IN AFGHANISTAN



By Colin Phillips, Craig Watterson, Chris Pooch and Joe Harter

# HUNTERS

*The hunter is an alien race that visits other planets periodically looking for the best fighters to challenge itself to prove its dominance. Over the last 3000 years the hunters have been visiting earth and using it as a game reserve looking for the finest opponents.*

To create a Hunter roll 1d10+14 to a maximum of 20 for its BODY attribute.

## Example:

Colin is creating a Hunter alien so rolls 1d10 +14 he rolls a 6 + 14 so his BODY attribute for his Hunter alien is 20.

If Colin had rolled 10+14 would 24 but he would have ignored the extra 4 as the species maximum for hunters is 20.

Hunters have the following rules:

- Hunters are bigger and physically stronger than humans, they can jump from the ground, up one level and jump down two levels without injury at the cost of 1AP.
- Hunters can also jump up to 6" across gaps and obstacles on the same level to a maximum of one level in height at the cost of 2AP. This move must be in a direct line from the Hunter to point-which can be unseen e.g. over a small one level shed.
- All Hunters have personal hand weapons that cause 2d10 damage in hand-to-hand combat. See below for special weapons e.g. Combi stick.
- All Hunters can use the hand-to-hand special manoeuvres.
- All Hunters have amplified tracking and vision equipment giving a +30% to Spot Skill. They do not suffer minuses for spotting through smoke or at night.
- Hunters have 4AP to spend per turn.
- Hunters have 25 hit points (see Hunter wound chart below).
- Hunters can use the parry rule.
- Hunters test consciousness only after entering the critical wound category.
- Hunters have an armour value of 1d10+6 (Tough skin and body armour) and this is applied to both hand-to-hand and shooting damage.
- Hunters are very strong and can cause damage on vehicles and buildings and have a penetration value of 2 with hand weapons.
- All hunters score double victory points for Hand-to-hand kills and no points for kills made with their Plasma caster, or missile weapons unless the specific scenario allows this due to the high technology of some opponents. Hunters may use the Plasma caster against vehicle targets with no honour penalties or victory point loss.
- Honour - it is an honour to die gloriously, if a Hunter is critically wounded they may choose to make the ultimate sacrifice and kill themselves. To do so this they make an "unmodified" (no plusses or minuses) morale roll. Triggering their personal self-destruct

device. To achieve a glorious death the Hunter must have at least killed two characters before electing this option to receive full victory points. See below for special rules.

## Special Equipment

### Shimmer suit

A Hunter is equipped with a Shimmer Suit. A Shimmer Suit makes it minus 80% to spot a Hunter if they are not moving i.e. stationary. If a Hunter is moving the shimmer suit confers a minus 60%. If the Hunter does not kill the character in the first round of Hand to Hand the Hunter's shimmer suit will deactivate as the Hunter has found a worthy opponent. It cost 1AP to reactivate the shimmer suit at the end of the combat-remember you cannot voluntarily leave a hand-to-hand unless you perform a breakaway manoeuvre. If the Hunter elects to fire their missile or use the auto targeting blaster the suit switches off and is not reactivated until the hunter spends 1AP to reactivates it.

### Spear/Combi stick

This combination spear / staff does 2d10 + 4 in hand-to-hand combat and adds 20% to hand-to-hand skill.

### Plasma caster

A Hunter is equipped with an auto targeting plasma caster- this has a 360 degree arc and can be fired as per normal for the cost of one AP. Due to the sophisticated nature of this weapon it can fire twice in a turn and at separate targets. The target must of course be spotted (unless in the open). The Auto targeting blaster confers a plus 50% to the spot chance of the Hunter and auto spots using the Hunters spot skill – i.e. this means that the target can be spotted in the full 360 degree arc. If the optional snap fire rule is used then it is possible to snap fire with the Plasma caster.

### Shuriken

A Hunter may be equipped with a target homing and return shuriken. Target must be spotted. It can be used while still cloaked in the shimmer suits. This costs 3 AP to use, has a range of 30" and will return to the Hunter after striking the victim. Use the Hunters throw skill +20% plus or minus any modifiers in the charts to hit. The shuriken does 2d10 damage and counts as small

arms fire with the target making armour saves as normal. If the shuriken misses it has a 10% chance of being lost or stuck into something else and is counted as gone for the rest of the game.

### Personal Self Destruct Device

A Hunter has a personal self-destruct device. If a Hunter is critically wounded they may choose to make the ultimate sacrifice and kill themselves. To do so this they make an "unmodified" (no plusses or minuses) morale roll. Treat the personal self-destruct device as a medium IED KZ 9" DZ 18" 6d10/3d10 PEN 20. This device may be removed (though treat as a medium IED damage etc) and thrown as a hand grenade (grenade rules apply and it can be cooked). This allows the Hunter to combat larger enemies without resorting to Hunter 'total war weapons' that are used on some technologically advanced enemies.

### Hunter Net

Hunters typically carry special nets giving them some measure of crowd control. These nets are designed to tighten and constrict if the prey struggles after being caught. The chance to hit is the same as the shuriken. If a character is successfully caught in a Hunter's net he can take no action, or he can attempt to free himself. If he attempts to free himself he will take 1D10 damage per AP spent trying to free himself. A character can free himself by rolling half his body score or less on a D10.

#### Example:

The hunter has selected a group of Taliban as its target; the player starts the game with his shimmer suit active and begins to move close enough to attack. As it does so the Taliban player has a chance of spotting the hunter character.

The Taliban skill is 100%, the Hunter is moving through an orchard which provides cover and -30% to the Taliban's skill and -60% for the shimmer suit so that's 10% to spot but the hunter is walking +20% so the total to see the Hunter is 30%.

The Taliban rolls 47% and doesn't see the shimmer of the hunter as it approaches.

## Hunters and their effect on Morale

Hunters are the ultimate invisible killer; even standing right next to one doesn't guarantee you seeing them.

If a character is attacked by a hunter with an active shimmer suit they will take a morale test as normal but at an additional -10%, this is for all attack types.

If a character sees (180 degree arch) a friendly character killed or wounded in hand-to-hand combat by a hunter who is still invisible they will need to take a morale test at -20%.

The first time a character sees a Hunter unshimmered they must make a moral test at minus 30%. Even trained soldiers are shocked by the presence of a Hunter.

## Hunter experience

All hunters should start at Novice experience and must gain 50 points of experience before being able to move to the next level of experience.

Hunters should engage in their first hunt without using their Plasma Caster, failing to do so means they gain no experience from that game.

### Elite Hunter

BODY	Armour	Morale	AP	Weapon	Cbt Phases
1d10+14	1d10+6	130%	4	TBD	TBD

Plasma Caster (BODY x5 +10%) | Spot (100%) | First Aid (40%) | Throw (BODY x5)

### Veteran Hunter

BODY	Armour	Morale	AP	Weapon	Cbt Phases
1d10+14	1d10+6	115%	4	TBD	TBD

Plasma Caster (BODY x4 +10%) | Spot (100%) | First Aid (40%) | Throw (BODY x4)

### Average Hunter

BODY	Armour	Morale	AP	Weapon	Cbt Phases
1d10+14	1d10+6	100%	4	TBD	TBD

Plasma Caster (BODY x3 +10%) 4 | Spot (100%) | First Aid (40%) | Throw (BODY x3)

### Novice Hunter

BODY	Armour	Morale	AP	Weapon	Cbt Phases
1d10+14	1d10+6	90%	4	TBD	TBD

Plasma Caster (BODY x2 +10%) 4 | Spot (100%) | First Aid (40%) | Throw (BODY x2)

### Example:

Colin is creating a Hunter alien so rolls 1d10 +14 he rolls a 6 + 14 so his BODY attribute for his Hunter alien is 20. Colin fills in his character sheet like this. If colin had rolled a 10, the score of 24 would be treated as a 20.

#### Average Hunter

BODY	Armour	Morale	AP	Weapon	Cbt Phases
20	1d10+6	100	4	Spear	1,3,5,7

Plasma Caster (BODY x3 +10%) 4 | Spot (100%) | First Aid (40%) | Throw (BODY x3) 4

## Hunter Weapons Table

Description	Range	Minimum range	Kill radius	Damage radius	Damage	PEN
Auto-targeting Plasma caster	1000m 500"	N/A	N/A	3"	3d10	3
Shuriken	60m 30"	N/A	Target	Target	2d10	3
Self Destruct	N/A	N/A	9" diameter	18" diameter	KZ6d10/ DZ3d10	20

**Example:**

The Hunter spends 1AP to move (walk) within range of the Taliban guard (as shown in the example above), and chooses to attack with its shuriken. The Taliban is partially hidden by a dry stonewall. The Hunter is of Average experience and has a BODY of 16 and has the following skills:

Plasma(BODY x3 +10%) 58% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 48% |

The shuriken adds +20% to his throw skill so the Hunter has 68% chance to hit the target is medium cover -30% and -10% for having moved, the Hunter player elects to add 3AP to his skill that's +30% (remember that Hunters have 4AP per turn) so has the basic roll of 58%.

The players rolls 39% a hit, the Hunter player rolls damage (2d10) he rolls a 6 and 4 for 10 points of damage. The Taliban has no armour so that's a critical wound and the Taliban must roll under 20% to stay conscious. The Taliban player rolls a 93% and fails and the incapacitated Taliban is out of the game.

Several combat phases later the Hunter engages another Taliban in hand-to-hand combat.

The Hunter has spent 1 AP closing the distance to the Taliban. The Hunter is an Average and the Taliban is a Veteran. The Hunter chance to attack is 50% (1AP), but because he is using his spear he adds +20% to that making its 70%, the Hunter also decides to make a special manoeuvre of Feint and attack for the cost of 2APs, this adds a further 20% to skill bringing his skill 90%, he rolls a 14% a hit. The Taliban parries, The Taliban's parry skill is 60% (70% Vet. vs. Avg. -10%) but this halved to 30% as his skill is reduce by 50% due the Feint and attack. The Taliban rolls 67% and fails. The Hunter does 2d10+4 + 8 for the feint and attack. He rolls, 7,8 + 12 = 27 The Taliban is killed outright.

**Hunter Wound Chart**

Damage	Effect
1-10 Light Wound	Knocked to the ground prone
11-16 Medium Wound	Knocked to the ground prone. All combat skills reduced by -10%. 30% chance Shimmer Suit no longer works (test each time wounded in this category).
17-21 Serious wound	All combat skills are -30% Knocked to the ground prone. Reduced to 3AP per combat phase. 50% chance Shimmer Suit no longer works (test each time wounded in this category).
22-24 Critical wound	All combat skills are -50% Knocked to the ground prone. Shimmer suit no longer works. Hunter must take consciousness roll. May self-destruct if passes unadjusted morale test.
25+ Dead	Figure removed from board.

## Day of the Dêw\*

\*Pashtun word for Uber-ghost, demon, giant

After a series of successful raids against the coalition forces your group is resting in a small village somewhere in the mountainous area of Helmand. The men are relaxing and the wounded have been treated and farmed out to different villages where there are doctors available. This is a time for reflection, prayer and relaxation.

Your commander will have four guards active at the points of the compass and the rest of the men should be divided up amongst the buildings. Unbeknownst to the Taliban they have become the interest of an extra-terrestrial Hunter, who is looking for trophies.

There are 16 Taliban in total and we recommend that this be split between two players. The Taliban cannot willingly leave the board, (they may be forced to by failed morale rolls) their only way to guarantee survival is to kill the Dêw.

The aim of the Taliban is to survive each surviving Taliban at the end of the game is worth 10pts. Killing the Dêw means a complete victory for the Taliban

### Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
14	35%	3	AK47	3,5,7,9

Pistol (BODY x2) 28% | Rifle (BODY x2 +10%) 38% | Heavy Weapon (BODY x1) 14% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 28% | Forward Observer (BODY x1) 14%

### Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
11	55%	3	AK47	4,6,8,10

Pistol (BODY x2) 22% | Rifle (BODY x2 +10%) 32% | Heavy Weapon (BODY x1) 11% | Spot (100%) | First Aid (40%) | Throw (BODY x1) 11% | Forward Observer (BODY x1) 11%

### Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
19	35%	3	AK47	1,3,5,7

Pistol (BODY x2) 38% | Rifle (BODY x2 +10%) 48% | Heavy Weapon (BODY x1) 19% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 38% | Forward Observer (BODY x1) 19%

### Average Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
11	55%	3	RPG	4,6,8,10

Pistol (BODY x2) 22% | Rifle (BODY x2 +10%) 32% | Heavy Weapon (BODY x1) 11% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 22% | Forward Observer (BODY x1) 11%

### Novice Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
18	35%	3	AK47	1,3,5,7

Pistol (BODY x2) 36% | Rifle (BODY x2 +10%) 46% | Heavy Weapon (BODY x1) 18% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 36% | Forward Observer (BODY x1) 18%

### Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
16	55%	3	AK47	2,4,6,8

Pistol (BODY x3) 48% | Rifle (BODY x3 +10%) 58% | Heavy Weapon (BODY x2) 32% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 48% | Forward Observer (BODY x2) 32%

### Veteran Taliban

BODY	Morale	AP	Weapon	Cbt Phases
18	75%	3	AK47	1,3,5,7

Pistol (BODY x4) 72% | Rifle (BODY x4 +10%) 82% | Heavy Weapon (BODY x3) 54% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 72% | Forward Observer (BODY x3) 54%

### Novice Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
17	35%	3	AK47	2,4,6,8

Pistol (BODY x2) 34% | Rifle (BODY x2 +10%) 44% | Heavy Weapon (BODY x1) 17% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 34% | Forward Observer (BODY x1) 17%

### Novice Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
14	35%	3	AK47	3,5,7,9

Pistol (BODY x2) 28% | Rifle (BODY x2 +10%) 38% | Heavy Weapon (BODY x1) 14% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 28% | Forward Observer (BODY x1) 14%

### Veteran Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
18	75%	3	PKM	1,3,5,7

Pistol (BODY x4) 72% | Rifle (BODY x2 +10%) 82% | Heavy Weapon (BODY x3) 54% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 72% | Forward Observer (BODY x3) 54%

### Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
11	35%	3	AK47	4,6,8,10

Pistol (BODY x2) 32% | Rifle (BODY x2 +10%) 42% | Heavy Weapon (BODY x2) 16% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 32% | Forward Observer (BODY x1) 16%

### Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
13	55%	3	PKM	3,5,7,9

Pistol (BODY x3) 39% | Rifle (BODY x3 +10%) 49% | Heavy Weapon (BODY x2) 26% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 39% | Forward Observer (BODY x2) 26%

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BODY	Morale	AP	Weapon	Cbt Phases
17	35%	3	AK47	2,4,6,8

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## Hunter Brief

You arrived in your drop-ship last night, in this odd arid land and made your way to the water, where you found foliage and irrigation. This means life and life means trophies. This is your first hunt and you must prove yourself. Ignoring the weak females and mewling children it wasn't long before you found a heavily armed group of males. There are 16 of them and so you now vow to take 16 skulls.

### Hunter Force - Average Hunter

BODY	Armour	Morale	AP	Weapon	Cbt Phases
20	1d10+6	100	4	Spear	1,3,5,7

Plasma Caster (BODY x3 +10%) 70 | Spot (100%) | First Aid (40%) | Throw (BODY x3) 60%

Taliban Victory Points	Points	Hunter Victory Points	Points
Wound the Dêw (Hunter)	50	Shuriken Kill	10
Kill the Dêw (Hunter)	100	Hand-to-hand kill	20

