SKIRMISH SANGIN PRESENTS

HOME OF THE WOLF

HALLOWEEN SPECIAL
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MICHAEL CHARGE AND COLIN PHILLIPS

Homo Canis Lupus also known as "Werewolves"

For as long as man has been in Afghanistan, there have been reports of strange creatures leaving deep in the forgotten valleys. Ancient Greek accounts include mention of cursed men who snarled like beasts, grew long coats of fur and could shrug off spear strikes. British records, lost until recently in the archives in New Dehli, include a detailed report by William Brydon. It mentions soldiers being snatched away from the column by man-sized wolves during the 1842 retreat from Kabul. Soviet records also include accounts of vicious night attacks upon isolated outposts that left carnage and claw marks in their wake, although at the time this was attributed to the "savages" in the Mujahideen. Mohammed Zahir Shah even commissioned an investigation into these rumours during the 1950's although all records of the results were destroyed by the Taliban in the 1990's.

The period after the US intervention in Afghanistan has seen a massive rise in the reports of these creatures. During several shuras in the east of the country during 2002, American military leaders were confused to be asked to hunt down the "night wolves" by the local leaders They claimed that the constant noise of American warplanes and bombardment had disturbed them, making them come out of the mountains in search of prey. Some elements in the Afghan government claimed that this rise is due to secret American biotech experiments but most observers dismiss this as anti-west propaganda.

Although their origins remain unknown, their existence has been proven multiple times. Three occasions in particular stand out for producing concrete evidence - the siege of Firebase Yellowstone in 2013 (infamous for the headcam footage that appeared on Liveleak), the attack on 3 PARA's Spearhead Patrol during 2011 and the "Home of the Wolf" incident in 2010, an event revealed to the general public after a tell-all article was published in the Sun (Headline: MAN WOLVES VS SAS).

Werewolves

Werewolves act in packs consisting of one Alpha Werewolf and multiple Beta Werewolves. In any Werewolf force, there can only be one Alpha Werewolf. They use the following profiles

Alpha Wolf Profile

BODY	Morale	AP	Damage	Cbt Phases
1d10+4	75%	4	3d10	TBD

Beta Wolf Profile

BODY	Morale	AP	Damage	Cbt Phases
1d10+4	35%	4	3D10	TBD

To generate a werewolf's body, roll 1D10+12. Alpha Wolves roll 1d10+4. If the body value is over 20, then for activation purposes it counts as 20. However, the higher body ratings go first in numerical order.

Example:

Colin has two werewolves, an alpha and a beta. He rolls for their bodies ratings rolling 22 for the Alpha and 21 for the Beta. Both Werewolves activate when characters with a Body of 20 would activate (Phases 1, 3, 5, 7) but due to the higher Body value the alpha would go first. Followed by the Beta and then any other characters that have a body rating of 20.

Werewolves use a different set of actions to human characters. To help with spotting and shooting, the equivalent stance is included in each of the actions

Action	AP Cost
Prowl (4") (counts as walk)	1AP
Run (8") (counts as run)	1AP
Leap (move 6" ignoring cover) (counts as running)	2AP
Pounce (move 6" into combat and knocks an enemy model in base to base contact prone) (counts as running)	2AP
Fight in close combat	Depends on attack
Stop (counts as stationary)	1AP

Werewolves are armed with teeth and claws, backed up by animal cunning and ferocity. In close combat, they count as Veterans. Although they can't parry - their animal nature causes them to focus on attacking. Beta Werewolves do 2D10 points of damage, while the larger Alpha Werewolves cause 3D10 damage. Both types of wolf also have a penetration value of 5 against vehicles and buildings.

Werewolves do not need to spot their targets - they could smell you before you even got onto the battlefield!

Werewolves are supernaturally quick - they have 4AP to use on each activation.

The myths of werewolves being vulnerable to silver are false; they are just very hard to kill thanks to a thick hide and an accelerated healing response - All Werewolves have 20 wounds Additionally, they have a tweaked injury chart to reflect their different physiology.

Injury level	Results
1-10	Forced morale test next turn, stance changed to stationary
11-15	Forced morale test next turn, stance changed to stationary, All close combat rolls now have -10% applied to them
16-20	Forced morale test next turn, stance changed to stationary, All close combat rolls now have -20% applied
21+	Dead, forced morale test on any Beta wolves nearby

The healing time of a werewolf is much faster than a human's, with minor wounds closing almost instantly. More substantial wounds however will take days to heal. Every activation, each werewolf can heal 1D10 points.

Werewolves operate under a pack mentality. A beta wolf has a morale of 35%, making it skittish when shot at or attacked. However, they gain the usual bonus for friendly characters within 6" (10%). Alpha wolves are much braver with a morale of 75%. In addition, while the Alpha is on the board,

all beta wolves have a +50% bonus to any morale test. In addition to this modifier, all other morale modifiers are used.

Werewolf encounters normally take place on the creature's territory. Thanks to their familiarity with the terrain, and their natural skills in quiet movement, werewolves can often seem to appear out of nowhere, normally right behind unsuspecting hunters. Unless the scenario says otherwise, Werewolves do not begin on the board. Instead, after the opposing force has deployed, Werewolves can be placed anywhere that is not in line of sight of a human and more than 6" away from them. If they are unable to find a suitable location, the Werewolves start touching the board edge.

Fighting Werewolves

Fighting a werewolf is hard in terms of both skill and morale, testing your wits to the extremes while requiring a steady hand and careful eye.

Fighting werewolves is a terrifying experience. Long before you even see the wolves, their howls echo around the valleys, raising the hair on the back of your neck. If werewolves are in an encounter, all humans have a -10% morale modifier

The after effects of a werewolf kill is grisly. If a character sees an ally be killed by a werewolf, they take an additional -20% morale modifier.

Werewolves will often move using all four paws when attacking. This makes them harder to spot and shoot. If a Werewolf is running, they drop to all fours meaning attempts to shoot it has a -20% modifier.

The "Home of the Wolf" Incident

"Werewolves? We're up against full on "change at the full moon, hairy hands and not a fan of silver" werewolves?" **Unknown SAS trooper, 2010**

2010: A SAS team, along with a SIS intelligence officer, were dropped into Eastern Afghanistan to prepare the capture of a British born Al-Qaeda operative working in the region. Upon entering the target compound they discovered it empty of life, although much of the interior was arranged as if people had been there recently. Before they could exfiltrate the area, the team came under attack from multiple hostile creatures that seemed to appear out of the shadows.

FORCES

BLUFOR:

All BLUFOR have body armour, Night Vision Goggles and a frag grenade.

SAS:

Wells, Elite NCO, Assault Rifle, UGL

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18 (20)	1d10+4	100%	3	L119A1 UGL	1,3,5,7

Pistol (BODY x5) 100% | Rifle (BODY x5 +10%) 120% | Heavy Weapon (BODY x4) 80% | Spot (100%) | First Aid (40%) | Throw (BODY x5) 100% | Forward Observer (BODY x4) 90%

Cooper, Elite Corporal, Assault Rifle, UGL, LAW

BODY	Armour	Morale	AP	Weapon	Cbt Phases
17 (19)	1d10+4	90%	3	L119A1 UGL LAW	2,4,6,8

Pistol (BODY x5) 95% | Rifle (BODY x5 +10%) 115% | Heavy Weapon (BODY x4) 76% | Spot (100%) | First Aid (40%) | Throw (BODY x5) 95% | Forward Observer (BODY x4) 86%

Lockyer, Elite, Assault Rifle, Combat Shotgun

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15 (17)	1d10+4	90%	3	L119A1 M870	2,4,6,8

Pistol (BODY x5) 85% | Rifle (BODY x5 +10%) 95% | Heavy Weapon (BODY x4) 68% | Spot (100%) | First Aid (40%) | Throw (BODY x5) 85% | Forward Observer (BODY x4) 68%

Morfitt, Veteran, LMG

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14 (16)	1d10+4	90%	3	Minimi	3,5,7,9

Pistol (BODY x4) 64% | Rifle (BODY x4 +10%) 74% | Heavy Weapon (BODY x3) 48% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 64% | Forward Observer (BODY x3) 48%

Robson, Veteran, Assault Rifle

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11 (13)	1d10+4	75%	3	L119A1	4,6,8,10

Pistol (BODY x4) 52% | Rifle (BODY x4 +10%) 62% | Heavy Weapon (BODY x3) 39% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 52% | Forward Observer (BODY x3) 39%

Simpson, Veteran, Assault Rifle

BODY	Armour	Morale	AP	Weapon	Cbt Phases
9 (11)	1d10+4	75%	3	L119A1	4,6,8,10

Pistol (BODY x4) 44% | Rifle (BODY x4 +10%) 54% | Heavy Weapon (BODY x3) 33% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 44% | Forward Observer (BODY x3) 33%

Johns, Veteran, Assault Rifle

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12 (14)	1d10+4	75%	3	L119A1	3,5,7,9

Pistol (BODY x4) 56% | Rifle (BODY x4 +10%) 66% | Heavy Weapon (BODY x3) 42% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 56% | Forward Observer (BODY x3) 42%

Marshall, Elite, Assault Rifle

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11 (13)	1d10+4	90%	3	L119A1	4,6,8,10

Pistol (BODY x5) 65% | Rifle (BODY x5 +10%) 75% | Heavy Weapon (BODY x4) 52% | Spot (100%) | First Aid (40%) | Throw (BODY x5) 65% | Forward Observer (BODY x4) 52%

SIS:

Cunningham, Veteran, Assault Rifle

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18 (20)	1d10+4	75%	3	L119A1	1,3,5,7

Pistol (BODY x4) 80% | Rifle (BODY x4 +10%) 90% | Heavy Weapon (BODY x3) 60% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 80% | Forward Observer (BODY x3) 60%

OPFOR:

Alpha Wolf

BODY	Morale	AP	Weapon	Cbt Phases
20	75%	4	3d10	1,3,5,7

Beta Wolf 1

BODY	Morale	AP	Weapon	Cbt Phases
20	35%	4	2d10	1,3,5,7

Beta Wolf 2

BODY	Morale	AP	Weapon	Cbt Phases
13	35%	4	2d10	1,3,5,7

Suggested Layout (see map)

The battle takes place around an Afghan compound set deep in a valley. Most of the walls are intact but there are three entry points (the main gate, and two damaged walls). The compound and its buildings take up the very centre of the board. The rest of the board is filled with trees and bushes with some elevation change near the edges to represent the valley.

Starting positions

BLUFOR begins with all it's characters inside the compound.

OPFOR deploys using the werewolf rules.

Victory Conditions

BLUFOR:

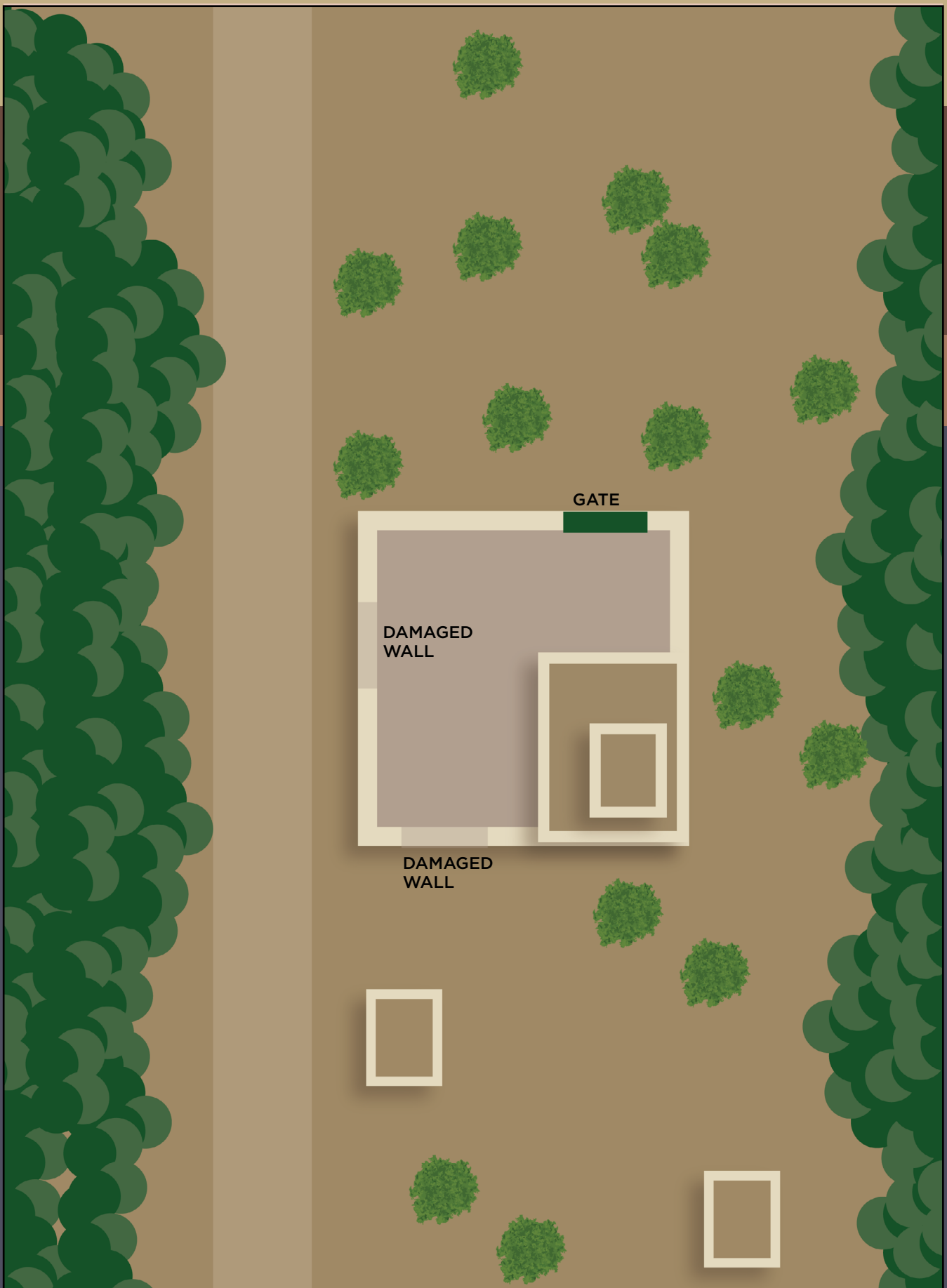Survive the night (finish two turns with figures still on the table and conscious)

OPFOR:

Eliminate BLUFOR characters

Special Rules:

The battle takes place at night.

GATE

DAMAGED
WALL

DAMAGED
WALL