



# **DOGS OF WAR**

# **MODERN SKIRMISH COMBAT**

**Free Web Rules**

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Written by  
JC McDaniels

Product Design  
Jeff Valent

Edited by  
Rob Chellis & Jeff Strating

Play testing by  
DOW Online Play Test Group



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## INTRODUCTION

These rules are not meant to be a complete set encompassing all aspects of modern warfare. To give thought to such a feat is too mind-boggling to comprehend. DOGS OF WAR has been developed primarily to focus on a four-man fire team's existence in modern day war. DOGS OF WAR is a realistic small unit action war game that is easy to learn and relatively quick to play, while containing the depth needed to meet the players' desire for a realistic tactical tabletop miniatures game.

As for where and when DOGS OF WAR takes place. It is present day, and anywhere in the world you want to take your fire team and fight is up to you and your imagination. Collecting a large army is not necessary in order to play DOGS OF WAR. All it takes is a minimum of four soldiers to enter the firefight of your life. The standard fire team is derived from the U.S. Military Infantry Squad. For every squad there are three fire teams. In each fire team there are four soldiers: a fire team leader and three riflemen. An example of this would be the U.S. Marine Corps fire team consisting of the fire team leader carrying the M16A2/M203 Grenade Launcher, a rifleman with an M16A2 assault rifle, a Marine with a squad automatic weapon also known as a "SAW", and another Marine with a M16A2 assault rifle as an assistant to the SAW gunner.

That's it!!! Four, lean, mean fighting machines ready to spread some death and destruction all over the field of battle. Seriously though, the games you decide to play can be as small as two fire teams fighting against each other, or several fire teams placed together in order to form squads. Not every country is similar to the United States in the way it breaks down its squads into fire teams. Players wishing to play a terrorist faction such as the Al Qaeda or lead a Russian Spetznaz team will have the appropriate configuration of troops and equipment assigned to their fire team.

The game is based on a D10 system, and is played under random initiative rules. DOGS OF WAR is based on a point system. Each soldier in your fire team is worth so many points based on his ability scores, weapons, and profession. A typical game is roughly five hundred points per side. There is a setup phase determining who places their troops first and where. Scenario-based games will determine terrain and objectives. Otherwise these two factors are left up to player discretion. The game is won when either player successfully completes the objectives stated or destroys his opponent's ability to fight another turn.

Realism is the root of these rules. Too often war games diminish into dice rolling contests just to see how





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fast each player can pull his opponent's pieces off the table. You have little regard for your own army, as long as it means removing more of your enemies. You might as well just roll dice all night, and forgo the miniatures. The objective here is for the player to want to keep his troops alive and to understand the value of each member of his team.

### THINGS YOU WILL NEED

Here is all you will need in addition to the rules to play DOGS OF WAR!

- Dice: D10 and D6
- Measuring tape/stick marked in inches for measuring movement and fire distances
- Modern Miniatures
- Terrain

### MODERN MINIATURES/ MODELS

Models are the miniatures and/or vehicles that are used to represent your forces during a game. Each model has statistics, which govern its capabilities in and out of battle. The most important of these is its Action Point pool. Every model has a certain number of action points that are expended each turn. Models operating vehicles use their action points to use and maneuver the vehicle. The miniatures designed for DOGS OF WAR are sculpted by Devil Dog Design. There will be a continued series of miniatures produced and released on a periodic basis. Specific rules for these miniatures will be posted on the DOGS OF WAR website.

### BATTLEFIELD/TERRAIN

As for where to play the game, anywhere from a kitchen table to a large elaborate gaming table with all the trimmings is fine. As mentioned earlier, DOGS OF WAR is based on small unit actions. A game is typically played on a four foot by four foot gaming area.

In that these rules are for small unit actions where typical weapons can cover most of the board, a lot of terrain is usually preferable.





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### THE GOLDEN RULE

The most important aspect about DOGS OF WAR is its fluid ability to allow players to effectively determine the fate of each one of their models through the use of action points. Because of this there will be games where players will have a discrepancy or will be in a stalemate because the rules may not cover every situation that may arise. In order to resolve such a case the players must let the roll of a die decide and press on with the game. The players may want to decide an effective way to treat any problems met during a game by establishing house rules. The best time to resolve any conflicts not covered by the rules is before or after the game, but not during the game.

### ABILITIES

Every member of your fire team has ability scores that are used to measure his or her capabilities. Some of these scores can be improved at a cost by obtaining special abilities during the building phase. During the building phase you select a fire team and outfit it. You may customize it to your liking as long as you stay within the parameters of your given soldier's profession. The abilities are listed below. Each score is between one and ten with ten being the best or highest in each category.

ABILITY	ABBREVIATION
Weapon Proficiency	WP
Weapon Knowledge	WK
Close Quarters	CQ
Strength	ST
Fortitude	FT
Health Points	HP
Armor Rating	AR
Morale	ML
Command & Control	CC







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**Weapon Proficiency (WP)** is the soldier's ability to handle weapons he/she has been trained to use. When using a weapon a D10 is rolled and if the number rolled is less than or equal to the WP a hit is made. This score is modified by range to the target, cover, and other factors.

**Weapon Knowledge (WK)** represents the soldier's ability to adapt to an unfamiliar weapon. Not all soldiers will be able to recognize or have the ability to use all the weapons found on the battlefield.

*EXAMPLE: An Iraqi soldier finds a U.S. M16A2 assault rifle. Before he can use this weapon he would need to roll to see if he is proficient using his WK number versus the difficulty score of the weapon. The Iraqi soldier has a WK of 4 and the rifle has a difficulty of 3. Therefore taking the difference of the two (which is 1) and adding to a base of 5 we come up with a score of 6. The Iraqi soldier must role a score of 6 or less on a D10 to use the weapon. He must expend 3 action points per attempt to understand the use of the weapon. He may use all his action points in a turn to check his progress in learning how to use the weapon. If after a turn (or part of a turn) of failing to learn he must abandon his attempt and press on with an attempt on a new weapon or going without. It simply means he has exhausted his knowledge and cannot figure out how to operate the weapon (or any others of the same model). It is assumed that under combat conditions soldiers cannot take time to train others so knowledge of a weapon use cannot be transferred during a game.*

**Close Quarters (CQ)** combat is the soldier's ability to fight in hand-to-hand combat. This can be done barehanded or using anything the soldier can grab to use as a weapon. So long as the players have predetermined objects on the battlefield such as chairs, pipes, bottles, knives, etc. these items can be picked up and used in CQ combat. It makes for some nasty fights.

**Strength (ST):** A strength check (D10 roll)

**Fortitude (FT):** A Fortitude roll will be used to determine the outcome of models exerting themselves beyond their limitations.

**Health Points (HP)** is the number of points a soldier has before he is rendered unconscious. Once a soldier has reached zero Health Points he is unconscious and will continue to lose a point a round until he has been given aid or he fails his survivability roll.

**Armor Rating (AR)** is used only for those soldiers who have some sort of body armor. Models can only take advantage of this ability if they are hit by a projectile in an area protected by armor. For instance a Marine wearing a Flak jacket and a Kevlar helmet may roll for an Armor Save if he is hit in the head, the chest, or the abdomen. He may not roll for an Armor Save if he is hit anywhere else, such as an arm or leg.





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**Morale (ML)** is used for Morale checks during the rally phase of the game.

**Command & Control (CC)** is the model's ability to maintain communications in the field. As long as a leader's soldiers are within his Command & Control range he may command them. Technology has given way to small hand-held radios, and for the elite units, earpiece and throat radios. In these cases, which will be explained in depth later, a leader's CC range increases, and is not limited by line of sight and/or range. If a model ventures outside his CC range he must roll a Courage test (by rolling less than or equal to his Morale with a D10) to continue away from his fire team. He may only make a single Courage test when he ventures away from his fire team. If he fails the test he must spend his remaining action points moving back towards his fire team, and continue to do so in subsequent turns until he returns back within CC range. CC range is also referred to as Command range.

## THE GAME SEQUENCE

### PRE GAME

- Building Phase
- Setting up the Battlefield
- Deploying Forces

### GAME TURN

- Roll for Initiative
- Alternatly Activating Fire Teams (Meat of the Game and Action)
- Resolve all Morale for each Team at the end of the Turn
- End of Turn

### BUILDING PHASE

During this phase both players choose their fire teams, appropriate weapons, and gear. The fire team you choose will belong to a group, a branch of the military (any country), a terrorist faction, militia, police, gangs, mercenaries, etc. The players will also have opportunities to purchase extra abilities to enhance their fire team.





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## SETTING UP THE BATTLEFIELD

In the setup phase the players will set up the terrain prescribed by the scenario. They will roll a D10 for which side of the table they will set their forces up on (low die wins), unless the scenario dictates otherwise. A second roll of a D10 will decide which player places his models on the table first. The winner can also choose to have his opponent setup first. Deployment is determined by the scenario, or in a standard engagement players deploy on opposite table edges no further than 6 inches on the table edge.

## INITIATIVE AND TURN SEQUENCE

The players roll for initiative. Initiative will be rolled at the beginning of each turn. The players will each roll a single D10 and subtract their leader's Command and Control score. The lowest modified roll wins. The winner of the initiative roll decides if he wants to activate his team first or have his opponent activate his team first. Once initiative is decided players will alternate activating a single fire team or if they like a single member of a fire team until they have finished activating each of their units or members.

## ACTION POINTS

The heart of the game is governed by Action Points. Every soldier has action points the player uses to decide what his soldiers will do during their activation. The standard number of action points for a soldier is ten. These action points are often referred to as the model's A Pt pool. A player may move his team members simultaneously by keeping track with how many action points he has used for each model with a D10 beside its base. Most actions a soldier takes have a set number of points that must be subtracted from his pool in order for him to act. There is a brief list below of actions a soldier can take for the specific point cost. Some actions have a per turn limit and are listed accordingly. Otherwise a soldier can repeat an action as long as he has the required number of action points. This list is expandable by the players' judgment. There are numerous cases that evolve during game play where players can decide on an appropriate point cost for a specific action not listed within the rules.





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Movement		
<b>Walk</b>	1 AP/ Inch	<b>Walk</b> cost is 1 action point per inch of movement. Any soldier may fire his weapon with a slight modification and make LOS checks as normal while walking.
<b>Run</b>	3 AP/ 5 Inches	<b>Run</b> cost is 3 action points for up to 5 inches of movement. If a soldier is running he may not roll for Spot checks. If a soldier runs for two turns in a row he must make a Fortitude check. If he fails he must spend half his Action Point pool catching his breath on the next turn.
<b>Crawl</b>	2 AP/Inch	<b>Crawl</b> cost is 2 action points per inch moved.
<b>Prone</b>	Free	<b>Prone</b> cost is 0 action points for a model to lie down.
<b>Stand</b>	3 AP	<b>Stand</b> cost is 3 action points to rise from a prone position.
<b>Walk in Rubble</b>	2 AP/Inch	<b>Walking in Rubble</b> costs 2 action points per inch of movement, but is otherwise treated as <b>Walk</b> (see above).
<b>Run in Rubble</b>	5 AP/ 5 inches	<b>Running in Rubble</b> is a risky maneuver that costs 3 action points for up to 5 inches of movement. In addition to the normal Run effects (see <b>Run</b> above) the model must also roll less than or equal to his ST or fall prone at the end of this action.
<b>Climb</b>	2 AP/Inch	A model may <b>Climb</b> any structure as long as it does not exceed twice the model's height. When using a rope a model may climb a rope for a cost of 2 action points for every inch climbed.
<b>Jump</b>	3 AP/Inch 2 Inch Max	A model may <b>Jump</b> his first inch of distance from a standing position for a cost of two action points. If a model must jump a two-inch gap he first must spend three action points for a running start and spend another four for the jump. A total of seven action points will be deducted from his pool for the two-inch jump. A jump of two inches must be started from three inches from the actual jump point. This represents the model running before he makes his jump. In some cases, players may wish to have the models test to see if they make the jump or not.







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### Misc Actions

<i>Pick Up Item</i>	1 AP/ item	Battlefield gear can be recovered from fallen models or discovered caches at the cost of 1 AP per item retrieved. (Note that weapons retrieved are still subject to a Weapons Knowledge check when appropriate.)
<i>Drop Item</i>	Free	There is no cost to drop an item at a model's current location.
<i>Throw Grenade</i>	3 AP	It costs 3 AP to throw a grenade.
<i>Op-Fire</i>	10 AP	A model may spend 10 AP to wait and watch for an opportunity to fire on the enemy. He may choose to make a ranged combat attack any time after he has gone on Op-Fire. At this point he will have 6 AP to spend. Any of the 6 AP not used in a ranged combat attack at that time are lost. None of these 6 AP can be used in other actions such as reloading unless specifically stated.
<i>Change Facing</i>	Free	There is no cost to turn in place to face a new direction.
<i>Trigger</i>	1 AP	It costs 1 action point to trigger a remotely-controlled device such as a Claymore mine.
<i>Bandage</i>	5 AP	It costs 5 action points to bandage a wound.

## MODEL PLACEMENT/FACING

Placement of models within teams is up to the player. In order for the player to maintain constant control of his team his models must stay within Command & Control range of one another. There are exceptions to this rule. Some fire teams have been trained to use hand signals to maintain cohesion and communication while not remaining within command range of their fire team. More elite teams have the benefit of hand-held and even hands-free communication gear that allows them to stay within constant communication with one another wherever they are on the battlefield.

A model's facing is important in that he can draw line of sight 90 degrees to his left and 90 degrees to his





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right. If models are within command range of one another and are not using communication gear then they may verbally tell one another of targets they have spotted on the battlefield. If they are not in command range and do not benefit from special communication gear or use hand signals they may not alert each other of targets. In order to represent this a player who has a model that has a target in line of sight but does not have any other team members within command range or sight and does not benefit from special com gear or hand signals may not use any other model against that target. The player must either move his other models to within LOS of that target or within LOS and Command Range of the friendly model who has LOS to the target.

## MOVING AND SHOOTING THROUGH MODELS

Models may not move or shoot through one another. If a model is one inch or more above another model then he may shoot over his head. This also means a standing model may shoot over a model that is prone. Models may pass over dead models, but may not pass through models that are wounded.

## OBSTACLE EFFECTS

Terrain is a very important aspect in DOGS OF WAR. Terrain is defined as anything placed on top of the game table that is immobile (trees, buildings, wreckage, bunkers, rivers, swamps, etc.). In many games people argue what can be seen and what cannot be seen when a model enters a terrain piece, i.e. a house or bunker. The LOS rules specifically describe how a player can see and target another player's model once he has entered into a terrain piece.

## COMBAT

Dogs of war combat comes in two forms: ranged and close quarters combat. Following is a step-by-step process for each type.

### RANGED COMBAT — RANGED WEAPONS

Weapon cost is the number of action points it costs to use a weapon. Some weapons have a limited use per turn. Consult the Weapons Chart to view the different action point costs. All weapons have their own inherent characteristics. One is the difficulty level of the weapon. This is the number that is used to determine if a soldier is capable of learning or knowing how to use it properly and effectively. Ranged weapons have range modifiers for short, medium, and long ranges. They also have a Damage Potential Rating (DPR) used to





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determine the damage done to a target, and they have an Armor Rating Modifier (ARM). Some weapons have selective fire - depending on the weapon, a combination of single shot (SS), semi-automatic (SA), burst fire (BU) (three rounds) or fully automatic (FA). Some ranged weapons can be used in hand-to-hand combat and have a Close Quarters (CQ) bonus value.

### STEP-BY-STEP BREAKDOWN

- Line of Sight Check
- Declare Target
- Measure Range
- Roll To Hit
- Roll for Location
- Determine any Cover Rolls
- Armor Saves
- Damage Roll

### **LINE OF SIGHT (LOS) CHECKS**

LOS checks are made whenever a player activates a team member and can be made at any time during his turn. A sighting check is performed by the player looking over the model's head and shoulders. Alternately, some groups use an inexpensive laser pointer, placed just above or next to the firing figure, to assist in determining LOS. If the player can see an enemy model along this line of sight, and can see more than half of the figure, he may target that model. (Half of the figure is defined as seeing either half of the base or half of the model) If all you can see is a head or a piece of the intended target you may not target the model, except as noted in the next paragraph. . Sighting checks made on vehicles are performed similarly, in that the player does all of the above except if he sees a quarter of the vehicle he may target it.

If less than half of the enemy model is visible, you can still see it if that model has fired a weapon that is not equipped with a flash suppressor in your line of sight. An aimed shot can also allow a model to target an enemy when less than half the target is visible.

Darkness reduces a model's line of sight to only 10 inches (or 20 yards). If a model is equipped with Night Vision Goggles his line of sight capabilities are restored to normal, yet he may have a negative Weapon





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Proficiency modifier added to his To Hit rolls. He may also have a laser targeter attached to his weapon, which offsets this penalty.

Smoke also limits sighting checks. If a player tries to target a model which is in or on the opposite side of smoke there is a  $-3$  modifier to the models To Hit rolls. This  $-3$  modifier also affects models attempting to fire out of smoke.

Terrain in DOGS OF WAR is considered literal. Players will treat all terrain as it stands without adding or detracting from the piece. Assuming there are shutters on a window of a house, when in actuality there are not any on the terrain piece would be a violation of this principal. This prevents players who are moving through terrain denying an attacker's line of sight by declaring the terrain piece "if it was real" it would have this or that on it. If a player moves his models into terrain with the intent of remaining out of sight then he must take care in placing his model to ensure he is successful.

### **DECLARE TARGET**

Ranged combat can only take place when several things occur. One, your soldier must have sufficient ammunition, he must have LOS to his target in the current turn, and he must be physically able to fire his weapon – i.e. enough action points to use his weapon and no wounds causing him not to be able to fire. Once the player activates his fire team he may choose any member of that fire team to begin his actions. At this point the player can make a sighting check along any line of sight the current team member has. Once he has spotted a target he may declare his target. The activated model may have several available targets and the player may choose which one is the greatest threat or the best target for his tactical plan. Models may fire at any target outside of 10 inches. Any enemy models within 10 inches of the firing model must be targeted first. These enemy models are considered priority targets, and must be dealt with first! If there are multiple targets within 10 inches of the firing model he may choose between any of them, but may not choose any targets outside of ten inches. Once the player declares his target he will then measure the range to the target.

### **MEASURE RANGE**

Before a player measures the range to a target, he always declares what his target is and what he wants to do (e.g. fire an assault rifle on full auto, throw a grenade, etc.). He then measures the distance from the base of the attacking model to the base of the target. If for some reason terrain impedes the player's ability to measure accurately then hold the tape just above the model to gain an approximate measurement. Try to avoid moving







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the terrain during the game. Misplacing a piece of terrain even slightly may have adverse affects upon the game. Once the range has been measured, determine if there are any modifiers due to the distance measured. If by chance the distance to the target is out of range the attacking model still must make his attack and may not change targets. Even though the target can't be hit in this case, action points and ammo are still expended as declared.

### **ADD MODIFIERS**

#### **RANGE MODIFIER**

DOGS OF WAR is realistic in many ways. One of the most important is that it stays true to the effectiveness of real infantry weapons. One way of representing this is applying appropriate range modifiers to the weapons. Most weapons (especially rifles) have very long effective ranges. Someone without practical knowledge of infantry weapons could assume that by just looking at these long effective ranges that a soldier could stand 500 yards away from his target all day and be effective in a war. This unfortunately is not the case. Obviously the closer a soldier is to his target the easier it will be for him to hit his mark. Modifiers have been placed on every weapon to represent its average capabilities in combat. These modifiers can be found in the Weapon Chart.

#### **COVER MODIFIER**

Once a player has declared his target, measured the range, and taken the appropriate range modifier, and then rolled to hit, he must check to see if his target is taking advantage of any cover. Cover is defined as any object partially obscuring the attacker's LOS to his target. A shrub or branch from a tree can make a bullet stray wildly from its intended target. A brick wall can completely stop a round. The rule is that if a hit is scored on a target and the location of the hit is found to pass through cover to reach the target then a cover roll must be made by the attacking player. Cover Rolls are determined by two factors. The first is based on what type of cover is present, either soft or hard. The second is based on what type of weapon is being used. The weapons table lists all the appropriate cover rolls. Some types of cover may have modifiers added to the cover rolls to represent degrees of resistance within the cover. Cover rolls are performed by rolling a single D10 with a successful roll being less than or equal to the score listed in the weapons Chart.

#### **AIMED SHOT**

An aimed shot costs the model 2 action points but allows him to add a bonus of plus one to his To Hit roll.





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More importantly it allows a player to target any model that is covered by more than 50% cover. It also allows the player the option of subtracting one from the location rolled on to the Hit Location Chart.

### **PRONE**

If a model is prone it will gain a plus one offensive bonus to its “To Hit” roll due to the stability of firing while lying down. Being prone also makes a figure harder for enemy figures to hit in most cases. Enemy figures within 3 inches or whose base is at least half as high as the horizontal distance between the figures negate this defensive advantage. (For instance two figures are 4 inches apart and one of them is prone. Normally the prone figure would be harder to hit. However, if the other figure is in a position elevated by 2 inches or more, the prone defensive advantage is lost.)





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### RANGED COMBAT MODIFIERS

ACTION	MODIFIER	EXTRA ACTION POINT COST
Aimed Shot	+1 To Hit	2 AP/shot
Sniper Scope	+1 To Hit	2 AP/shot
Dedicated Spotter	+1 To Hit	5 AP/shot
Prone Firing	+1 To Hit	
Firing Burst	-1 To Hit	
Firing Fully Automatic	-3 To Hit	
Walking and Firing	-2 To Hit	
Running and Firing	-4 To Hit	
Target is Running	-2 To Hit	
Target is Walking	-1 To Hit	
Target is Prone	-1 To Hit	
Smoke Between You and Target	-3 To Hit	
Firing at Night at Targets Over 10 Inches Away	-3 To Hit	
Firing at Night at targets Less than 10 Inches Away	-1 To Hit	
Night Vision Goggles	-1 To Hit	
Laser Targeter	+1 To Hit	
Can only be used in conjunction with Night Vision Goggles		





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### ROLL "TO HIT" DICE

. The number dice rolled is determined by what type of weapon he is using, and whether it is semi-automatic, pump action, or capable of burst (3 shots) or fully automatic fire (5–10 shots depending on the weapon). One "To Hit" D10 is rolled for each shot. Unmodified rolls of 1 always hit and unmodified rolls of 10 always miss.

Target number = Attacker's WP + range modifier + ranged combat modifier(s)

Automatic weapons fire is important in that it creates a wall of lead flying down range. A model using full auto will produce a three-inch wide corridor of fire. Any models caught in the path of this hail of fire are subject to possible "to hit" rolls. The attacking player will declare a target model and from an inch and half on each side of the target model any models falling within that area will be subject to any to hit rolls. Any models behind or in front of the target model and within range of the weapon and not covered by any other models will also be subject to this fire. All cover and range modifiers apply.

### HIT LOCATION

After determining a Hit, the attacking player rolls a D10 on the location chart to determine which location is struck. If the model Aimed, he may subtract the same (-1) modifier from his location roll. If cover obstructs the location hit then the player must perform a cover roll before determining damage.

### ARMOR CHECK

An Armor Check is made if a model is wearing body armor in the location where the Hit was made. Otherwise the attacking player continues with his Damage Assessment. An Armor Check is performed by rolling a single D10 less than or equal to the model's AR score. In most cases this score will be modified by the attacker's weapon's Armor Rating Modifier (ARM).

Target number = target location AR value + weapon's ARM

A roll of 1 is always a save on an Armor Check regardless of any modifiers (even if they reduce the target's AR below 1). (If a model doesn't have an AR of 1 or more in that location this rule doesn't apply.)

### DAMAGE ASSESSMENT (DPR)

The severity of all ranged combat damage as well as close quarters damage is determined by taking the







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weapon's Damage Potential Rating (DPR) and subtracting it from a D10 roll. This result will be indexed on the Location/Wound chart to determine the result.

Roll a D10 for location and a D10-DPR for the extent of the damage.

		Modified Roll of D10 minus weapon DPR Score			
Location Roll (D10)	0 or less	1 - 2	3 - 5	6 +	
1  <i>Head</i>	Target instantly killed.	Skull severely wounded, needs Immediate Medical Attention. Subtract 4 Health Points. Immobilized and Unconscious	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock Morale check or duck for cover.	
2 3  <i>Chest</i>	Major internal bleeding. Needs Immediate Medical Attention. Subtract 4 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Immobilized. Make a Shell Shock Morale check.	Chest severely wounded, needs Immediate Medical Attention. Subtract 3 Health Points. Movement costs are doubled, impossible to run.	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	
4 5  <i>Stomach</i>	Major internal bleeding. Needs Immediate Medical Attention. Subtract 3 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Immobilized. Make a Shell Shock Morale check.	Stomach severely wounded, needs Immediate Medical Attention. Subtract 3 Health Points. Movement costs are doubled, impossible to run.	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	
6  <i>Abdomen</i>	Major internal bleeding. Needs Immediate Medical Attention. Subtract 3 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Immobilized. Make a Shell Shock Morale check.	Abdomen severely wounded, needs Immediate Medical Attention. Subtract 2 Health Points. Movement costs are doubled, impossible to run.	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	
7  <i>Right Leg</i>	Major bleeding. Needs Immediate Medical Attention. Subtract 3 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Immobilized. Make a Shell Shock Morale check.	Leg severely wounded, needs Immediate Medical Attention. Subtract 2 Health Points. Movement costs are doubled, impossible to run.	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	
8  <i>Left Leg</i>	Major bleeding. Needs Immediate Medical Attention. Subtract 3 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Immobilized. Make a Shell Shock Morale check.	Leg severely wounded, needs Immediate Medical Attention. Subtract 2 Health Points. Movement costs are doubled, impossible to run.	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	
9  <i>Right Arm</i>	Major bleeding. Needs Immediate Medical Attention. Subtract 3 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Immobilized. Make a Shell Shock Morale check.	Arm severely wounded, needs Immediate Medical Attention. Subtract 2 Health Points. Can only manage one action per turn with arm due to pain	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	
10  <i>Left Arm</i>	Major bleeding. Needs immediate medical attention. Subtract 3 Health Points. Bleeding causes 1 Health Point loss each turn unless bandaged. Can only use single-hand weapons, wounded arm useless. Make Shell Shock Morale check.	Arm severely wounded, needs Immediate Medical Attention. Subtract 2 Health Points. Can only manage one action per turn with arm due to pain	Minor flesh wound. Subtract 1 Health Point	Near miss. Target must make Shell Shock check or duck for cover.	



# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### **KILL ZONE**

The Kill zone is referred to when models use blast weapons that have an area effect. A kill zone exists within the center of this area. Some kill zones are larger than others depending on the size of the blast. If a model or models are caught within the kill zone they are automatically killed. Blast weapons also have multiple wound rings within the area of effect. Weapons with blast areas will list the number of hits a model will take if caught within a particular ring.

## **DAMAGE DEFINITIONS**

### **HEALTH POINTS**

This is measure of how much torture and pain your team members can endure before they are rendered unconscious and/or die. This is also the ability for your soldier to go beyond unconsciousness into a negative state. This represents a “bleeding out” of your soldier as he slowly dies. Your soldier typically has 6 Health Points including zero. At zero Health Points he becomes unconscious and unable to use action points. Once unconscious he loses one HP per turn (removed at the start of the new turn) until he fails his survivability roll.

Combat Medics have the ability to restore Health Points in some cases. See Giving Aid.

Another option for players who wish to speed up their game is to ignore the survivability rolls and declare unconscious models as “out of action” for the duration of the game. Survivability rolls are very important for players to track when playing campaigns, due to the collection of points awarded to fallen models in combat versus models that are just wounded.

### **IMMEDIATE MEDICAL ATTENTION**

The model must bandage his wound at the first opportunity. The only other actions which may be taken before bandaging a wound are walking or crawling to a location providing cover.

### **BLEEDING CONTINUES**

If a model’s wounds have not been bandaged by the end of his activation, check to see if he succumbs to the shock effect of his wounds by making a Survivability Test with a D10.

Survivability Test target number = 10 + model’s HP number





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



If you roll less than or equal to the target number, subtract one Health Point. If you fail the roll, the model is automatically KIA due to shock. If the model reaches -10 Health Points he dies.

For example, if a model is at 2 HPs and is wounded for a loss of 3 HPs he is taken to -1 HP. At the start of the next turn he must roll less than a 9 on a D10. If no aid were given to him then on the next turn he would fall to a -2. He must now roll less than an 8 on a D10 in his next turn.

### **IMMOBILIZED**

The victim falls prone and may not move.

### **UNCONSCIOUS**

The victim falls prone and may not move. Models may be rendered unconscious in many different circumstances besides being wounded to zero HP. One example is being knocked out due to a close quarters fighting or the concussion from a grenade. The player may check in **subsequent** turns to see if the model regains consciousness. Roll a D10. If the number rolled is less than or equal to his current Health Points, he has regained consciousness. Checking for regained consciousness does not cost any action points. The victim can only make one check to see if he has regained consciousness at the beginning of his activation. Other models in base-to-base contact with the victim can spend 3 action points trying to wake him - this allows a -2 modifier to be applied to the number rolled. Combat Medics automatically awaken unconscious models when they spend 5 action points Giving Aid. **Note: Models that are at zero or less Health Points may not be awakened under any circumstances.**

### **GIVING AID**

When a model is seriously wounded he must be bandaged, or he will continue to lose one Health Point per turn until he fails his survivability roll. A wounded model may spend 5 action points to bandage his own wound as long as he has one good arm. If both his arms are incapacitated then he must have aid from another model in order to stop the bleeding. At 0 Health Points or less the model is unconscious and unable to bandage himself. Any model in base-to-base contact may spend 5 action points to apply a dressing to a wounded model in order to stop the bleeding and stabilize the victim's condition. Once stabilized the wounded model will no longer have to perform survivability rolls.





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## MODERN SKIRMISH COMBAT



In some cases, a fire team may be allowed to have a Combat Medic. Combat Medics are trained in field medicine and have the ability to make minor wound repairs. A Combat Medic in base-to-base contact can spend 5 action points to stop the bleeding, repair the wound, and allow the wounded model to regain a single Health Point. Note that Combat Medics do not negate wound effects (for instance being Immobilized). They can only restore Health Points and awaken unconscious models.

### **CARRYING WOUNDED**

Carrying a wounded Team Member (or a bound or unconscious enemy model) is accomplished by having a capable team member move into base-to-base contact with the wounded figure and the player declaring he wants to carry the wounded soldier. The player must spend 5 action points picking up the wounded soldier and organizing his own gear and getting situated before he moves out. A Load check against Strength will be made at the beginning of each turn to determine if the team member carrying the wounded soldier can manage to run with his load. If the player rolls less than or equal to the team member's Strength score on a D10 he may run with his load. If he fails he may only walk. Movement costs are doubled due to the extra load. Walking costs 2 action points per inch of movement, running costs 6 action points per 5 inches. Note that it is not possible to jump while carrying a wounded soldier.

Whenever a model carrying another model is hit during combat, roll a D10 to determine who takes the damage. On a roll of 1-5, the figure being carried is hit. On a roll of 6-10 the carrying figure is hit. Roll for locations, armor, and damage as usual. The figures are not considered to block locations on each other. If the figures are in an area of effect for a blast weapon, roll for effects for each figure.

### **CLOSE QUARTERS COMBAT**

Compare CQ scores (Target number = 5 + opponent's CQ – your CQ)

Add modifiers

Roll dice

Close Quarters Combat is slightly different in mechanics to ranged combat in that you use the attacker's CQ value with any modified bonuses versus the defender's CQ value with any modifiers to determine a hit. In this way, the opponent has an opportunity to defend him or herself. Once modified CQ scores are determined, the attacking player subtracts the defender's score from his own and adds the difference to a base number of







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five. If the defender's CQ score is higher than the attacking player's CQ score then the difference between the two CQ numbers is subtracted from a base of five. This resulting score is the number that the attacking player must roll less than or equal to in order to make a successful hit. Action Point cost for close quarters combat begins once a player is within base-to-base contact with his opponent. An unarmed attack costs 2 Action Points. If the player uses a weapon such as a combat knife or a club, etc. those weapons will increase the point cost to make the attack.

Damage is assessed in the same way as ranged combat, with one exception. The DPR used in ranged combat is replaced with CQDPR. This number can be found for all applicable weapons on the weapons chart.

## CLOSE QUARTERS COMBAT MODIFIERS

### CHARGE

Plus one to CQ. Attacker must run at least three inches to declare a charge.

### CHARGING WITH FIXED BAYONET

Gain a plus one to CQ value. A bayonet may be attached to an appropriate weapon for a cost of two action points. This must be done before the model closes into base-to-base contact.

### HIGH GROUND

Either opponent with higher ground gains a plus one to CQ value. The High Ground bonus is given if the height difference is one inch or more.

### PRONE

If either opponent is prone it is at a minus one to their CQ value. If both models are prone there is no modifier.

### CHARGED IN COVER:

If the opponent being charged is in cover, he gets a plus one to his CQ value.

### TRAINED

If either opponent is trained in hand-to-hand combat, he gains a plus one to CQ value.





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### **DEADLY HANDS**

if either opponent is trained with Deadly Hands (Oriental Martial Arts) he gains a plus 2 to his CQ value. (Deadly Hands is never combined with the Trained bonus. Deadly Hands is a more intensive form of the Trained bonus.)

### **OPPONENT MADE RANGED ATTACK**

Gain a plus one to CQ value if your opponent was distracted from Close Quarters Combat in his last action in order to make a ranged attack.

### **KNOCK OUT**

For a model to knock out another model he must use a blunt object (rifle butt, club, etc...) and either be in Close Quarters battle or have his opponent subdued by a tackle. The attacking player must declare his intent to try and knock out his opponent before the combat begins. The player must score a one on his "To Hit" roll and a one on the location roll in order to successfully knock out his opponent in close quarters combat. If the defender is subdued, the attacking player just has to make a successful "To Hit" roll in order to score a knock out. Attacking players still must use the appropriate action points necessary to make their knock out attacks. If using a weapon such as a rifle or handgun as the blunt object the attacking player will add the appropriate action point cost. These action point values are found on the weapons chart.

### **TACKLING**

There may be situations in which your team needs to immobilize but not kill an opponent. One such instance is taking a prisoner or hostage. One way to incapacitate an opponent without killing him is to tackle and overpower him with your strength. To represent this, your model must be running and must make an opposed strength check. This is done by comparing the two Strength scores, taking the difference and adding or subtracting that difference to a base of five, and then rolling a single D10 to determine the outcome.

Opposed Strength Check Target = 5 + Your Strength – Opponent's Strength

If the attacking player rolls less than or equal to the Strength Check score he successfully tackles the defender and overpowers him. If he fails the Strength Check he also fails to tackle the defender, and is now in base-to-base contact with the defender. In order to subdue the opponent once he has been overpowered the attacking player can spend two action points to flex cuff or tie the defender's hands, or he may elect to try and knock out the defender.





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## MODERN SKIRMISH COMBAT



### **MOVING OUT OF CLOSE QUARTERS COMBAT**

For a model to move out of Close Quarters Combat means the model either had to beat his opponent in his last action or he may attempt to break free and risk taking an attack of opportunity by his opponent. If the model chooses to flee combat, and did not win the last CQ action, his opponent receives an attack of opportunity. An attack of opportunity allows the non-fleeing model three extra action points to make an immediate attack on the fleeing opponent.

### **FIRING INTO CLOSE QUARTERS COMBAT**

A model may fire into a close quarters battle but risks hitting friendly models. Any player choosing to fire into a close quarters combat between two models must roll a single D10 after he has rolled his To Hit roll. On a score of 5 or less the model hits his intended target. On a 6 to 10 the attacker has hit a friendly model and will work out damage accordingly. If there are multiple combatants being fired upon the number of models that are in the majority will have a modifier added or subtracted from the roll depending on whether they are friendly or enemy models.

*EXAMPLE: If a US Ranger fires into a melee and there are 3 friendly models and there are 2 enemy models, the roll needed to keep from hitting the friendly models is a 4 or less. Taking the difference between the two and subtracting that difference from a base of five to get the score needed to roll equal to or under. If the Rangers were outnumbered by 2 enemy models then the Ranger firing into the combat would need a 7 or less to hit an enemy model.*

### **FIRING OUT OF CLOSE QUARTERS COMBAT**

For a model to fire out of Close Quarters combat he must have beaten his opponent in his previous action of close combat. This represents the model knocking his opponent out of the way just long enough for him to make a ranged attack. Doing this allows the close quarters opponent to recover and have an advantage in his next attack. If the player chooses to make an attack outside of his current close quarters battle, his opponent in melee will gain a plus one bonus to his next To Hit roll.

### **TEMPLATES**

Templates for ranged weapons include the automatic weapons and all indirect fire weapons causing a blast effect. The shotgun and the Claymore are also included.

### **GRENADES**

Throwing a grenade costs 3 action points and can be done until a player has used all of his action points or





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available grenades. Determining if a hit is made is done by using the model's WP score and applying any appropriate modifiers to that roll due to range and/or a difficult throw. Examples of difficult throws are throwing a grenade through a window or doorway from over 5 inches away, or lobbing a grenade over a small building. Grenades produce a blast effect and in some cases release shrapnel and other nasty things. In the weapons chart you will notice several things such as Grenade type, its range (which is standard for all hand grenades), its Damage Potential Rating, Armor Rating Modifier, and its effects.

To throw a grenade a model must possess the type of grenade to be thrown. He must pick a target whether it is a vehicle, person, or a spot on the ground. For an attacker to place a grenade inside a vehicle he must be in base-to-base contact with that vehicle. If the target is not a vehicle then the player will measure the range and determine if there is a range penalty. Then he will determine if it is a difficult throw. Anything other than throwing a grenade into open terrain is a difficult throw. This means if the target is behind a wall or in a building or on a roof, in a bunker, etc. To insure that a grenade makes it through a door or window or bunker slit the attacker must be adjacent to that opening. Otherwise he must take a range penalty to his To Hit roll. Once the player has determined the To Hit value he makes his roll. If he scores less than or equal to that roll he lands the grenade exactly on his mark. If he rolls over that score his grenade has deviated. The player must now roll a D10, which will determine the direction of the grenade by using the point of the die, and a D6 which will give the distance it deviated. If the target was less than ten inches away from the attacker the D6 is halved for the distance it deviated.

### DIFFICULT THROW MODIFIERS

RANGE TO TARGET	TO HIT MODIFIER
2-5 INCHES	-1 TO HIT
6-9 INCHES	-2 TO HIT
10-15 INCHES	-3 TO HIT

Determining a wound is the same as ranged attacks. Take the DPR of the grenade and subtract it from a D10 roll and consult the wound chart.

Note that the DPR of a grenade varies based on the distance from the point of explosion. For example, a Fragmentation grenade has a Blast number of 3 producing a 3-inch radius blast. It has a DPR of 5 in its 1-inch radius and 4 in its 2-inch radius, and lastly a DPR of 3 in its 3-inch radius.







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A grenade or any blast weapon can cause multiple wounds. The Kill Zone is the smallest ring in the weapon's blast template. In this case the 1-inch radius of the Frag grenade is its Kill Zone and if a target is inside this zone he will take not one wound roll but two. Other blast-type weapons such as mortars and artillery fire can cause instant kills and/or several wound rolls extending into other rings. On the weapon chart grenades and other blast type weapons will have a Blast number. This represents the radius of the blast. All frag grenades will cause two wound rolls within its 1-inch radius. Rockets will cause 2 wound rolls within the 1 and 2 inch radius etc.

### **STRUCTURAL DAMAGE**

Buildings are capable of withstanding only a certain amount of damage before they are destroyed and become a pile of rubble. In some cases structures may be destroyed instantly. Only certain weapons in DOGS OF WAR can damage and destroy structures. These weapons all have a blast radius. As models have Health Points, structures have Structure Points associated with their ability to withstand damage. Determining damage is done the same way as described earlier, except the player will use the appropriate Structural DPR value when rolling for damage. Structures also have a limited number of Structure Points before they are destroyed. Buildings must take direct hits by blast weapons or the blast must originate from the interior of the building in order for the structure to take damage. Players should determine the type of structures placed on the gaming table and their Structure Points before the game begins. Buildings also are easier to hit with ranged weapons, therefore a bonus of plus one To Hit is granted to the attacker for each level of the building. This table lists a number of different types of buildings and their Structure Points.

Once a structure has been reduced to 0 structural points it collapses. Any levels above a destroyed level will also collapse. Any models within a collapsed building will be automatically hit and sustain a damage roll with a DPR modifier equal to half of the total number of structural points (rounded up) that collapsed. If a model is on the ground floor of a two story concrete building and it collapses, then he will take a single hit and a damage roll with a DPR of 8.

<b><u>Building Type</u></b>	<b><u>Structure Points</u></b>
Wood	4 per level
Stone	6 per level
Concrete	8 per level
Steel	9 per level





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## MORALE

Morale checks are taken by the player for his team members when they have reached their team breakpoint or something overwhelming has happened to one or more of his teammates which forces the player to roll a morale check. The break-point for most fire teams is when fifty percent of the team is incapacitated and/or killed. (In general incapacitated means a model is unable to perform offensive operations. For instance unconscious or captured soldiers are incapacitated.) This of course is not always true, as many fire teams are trained to complete the mission assigned no matter the cost. In other words some teams are immune to fear and will not take morale checks unless they themselves are wounded.

Another case is shell-shock. Shell-shock is produced in a team member in two situations. One is if he witnesses a team member being killed. The second is if he himself is wounded and a Shell Shock check is indicated on the wound chart. To check for morale, roll a single D10 with any modifiers listed. If the score is less than or equal to the soldier's Morale score with any modifiers then he passes and can continue fighting. If he fails he must seek the nearest cover away from the enemy. He will move using all his action points running towards that cover. If he cannot retreat from the enemy (incapacitated) or is surrounded he will surrender to the enemy once they have entered a five-inch radius and the opponent has declared his intentions. The broken model's player will continue to roll a morale check on this model at the beginning of the models activation until he has passed, or been captured.

Quartering by a player is simply the taking of prisoners and is done by capturing his opponent's models. This is done by moving within five inches of an enemy model and telling your opponent you demand his surrender. If the player being asked is in a broken status he must surrender.

## TYPES OF MORALE CHECKS

### TEAM MORALE CHECKS

This is taken for the whole team and is done when the team has been reduced to its break-point. A single D10 will be rolled using the team's highest morale score.

### SHELL SHOCK

This is an individual morale check made when a team member is wounded or witnesses another team





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member being killed.

### MORALE MODIFIERS

- Minus one for Team or individual member if they witnessed a Leader being killed.
- Minus two for a member losing his entire team in one turn.

NOTE: Reworking this section to have one Special Equipment Description Section, and then a listing of that special equipment available to each type of team. This will reduce rules size quite a bit.

## US ARMY AIRBORNE

### Airborne Fire Team ..... 250 Points

- Fire Team Leader ..... M4/M203 Grenade Launcher
- Point Man/Scout ..... M4 Carbine
- Machine Gunner ..... M249 Squad Automatic Weapon PARA Version
- Assistant Machine Gunner ..... M4Carbine

### STANDARD EQUIPMENT

- Kevlar Helmet/Goggles – provides AR 5 for Head
- Ranger Body Armor – provides AR 5 for Chest and Stomach
- Combat Knife
- Bayonet
- Two M67 Frag grenades
- 210 Rds 5.56 mm each





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## MODERN SKIRMISH COMBAT



- Four 40mm Grenades for the Fire Team Leader
- 400 Rds Extra Ammo carried by Assistant MG

*Any other weapons and equipment may be bought from the Weapons Chart excluding the following:*

### AVAILABLE SPECIAL EQUIPMENT

*Motorola Hand Held Communications* ..... 25 Point

This allows friendly Fire Team Leaders to communicate with each other. Reserved for Fire Team Leaders only.

*Global Positioning System (Hand Held)* ..... 30 Points

Used primarily by long range reconnaissance patrols, this device allows the model to fix his position down to the meter anywhere in the world.

*Night Vision Goggles* ..... 25 Points Each

Allows the wearer to see during the night. However due to reduced depth perception, and green distortion, as well as the inability to bring the weapon up to look through the sights, the wearer has a -2 modifier "To Hit".

*Laser Designator for ranged weapons* ..... 25 Points Each

When used in association with the Night Vision Goggles the wearer reduces the 'To Hit' penalty by one.

*Anti-Personnel Mines (2 Each)* ..... 25 Points

Small disk shaped mine that can be placed just below the surface and is detonated when pressure is placed upon it. Has the same blast template as the M67 Fragmentation grenade.

*Shaped Charge* ..... 20 Points Each

A shaped charge is used by a model to breach a doorway which is too strong to be kicked down or forced open. The charge is rolled tightly and placed in a circular pattern on the door or wall. A fuse is used to ignite the charge and may be set at varying lengths to delay the blast. It costs the model three action points to set the charge and he must be at least three inches from the charge before it blows or risks being injured. The player may declare when he wants the charge to blow, meaning either the same







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turn as it was set or a later turn. Only models with the Combat Engineer ability may use the shaped charge.

*C4* ..... 25 Points per lb

C4 is a solid explosive and is used for many different purposes. It will cause a blast and is used primarily in dismantling or destroying structures or vehicles. Only a model trained with the Combat Engineering ability may effectively use C4. Other elite forces may use C4 if listed within their Unit list. To use C4 a model must spend 3 action points preparing a quarter piece of the explosive and setting up the charge. In other words if the model wanted to use a pound of C4 he would have to use 12 action points preparing the C4 and placing the charge. A quarter pound of C4 will cause a blast radius of 4 inches with the kill zone being the 2-inch radius, and the multiple wound radius extending out to 3 inches. As each quarter pound of C4 is added the blast radius is expanded. So a half pound charge of C4 will have a blast radius of 6 inches with a kill zone out to 3 inches and multiple wounds out to 4 inches. Any charge over a pound does not increase in blast radius, but the kill zone becomes larger. For each quarter pound of C4 used over a full pound, the kill zone increases one inch. Consult the C4 chart below for quick reference.

<i>Quarter Pound</i>	Kill Zone 2-Inch Radius	Multiple Wound 3 to 4-Inch radius	Blast Radius 4-Inches
<i>Half Pound</i>	Kill Zone 3-Inch Radius	Multiple Wound 4 to 6-Inch radius	Blast Radius 6-Inches
<i>Three Quarters</i>	Kill Zone 4-Inch Radius	Multiple Wound 5 to 8-Inch radius	Blast Radius 8-Inches
<i>Full Pound</i>	Kill Zone 5-Inch Radius	Multiple Wound 6 to 10-Inch radius	Blast Radius 10-Inches

*Claymore* ..... 20 Points Each

A Claymore is an anti-infantry explosive that is placed in the ground connected by wire to a hand-held detonating device also known as a clacker. The wire will extend up to 10 inches away. The Claymore is filled with an explosive and small round pellets similar to 00 buckshot. It produces a cone-shaped blast with a kill zone up to 30 feet away (5 inches) and a wound zone up to 60 feet away (10 inches). A model may deploy the Claymore and then set an ambush for an unsuspecting enemy. A Claymore may be triggered via the clacker as an Op-Fire attack. Consult the weapons chart and template for the blast effects.





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### INNATE ABILITIES

### SPECIAL RULES

AIRBORNE: allowed to enter game using Para-Air Assault rules  
 UH-60 Black Hawk support available for no cost

### ABILITY MODIFIERS *(Each of these ability perks can be bought only once per Ranger.)*

- Dedicated Marksman *I gain a plus one to WP* ..... 30 Points Each
- Gun Nut *I gain a plus one to WK* ..... 20 Points Each
- Close Combat Expert *I gain a plus one to CQ* ..... 30 Points Each
- Golds Gym Member *I gain a plus one to ST* ..... 20 Points Each
- OCS Candidate *I gain a plus one to CC* ..... 20 Points Each
- Combat Engineer *I carries shaped charge, and 1 lb of C4* ..... 30 Points Each

### ABILITIES

- WP:** Weapon Proficiency ..... 6
- WK:** Weapon Knowledge ..... 7
- CQ:** Close Quarters Combat ..... 5
- ST:** Strength ..... 5
- FT:** Fortitude ..... 5
- HP:** Health ..... 5
- AR:** Armor Rating *(with body armor and helmet)* ..... 0/5
- ML:** Morale ..... 8
- CC:** Command & Control ..... 7/LOS





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## MODERN SKIRMISH COMBAT



### US RANGERS

## Ranger Fire Team .....250 Points

- Fire Team Leader ..... M16A2/M203 Grenade Launcher
- Point Man/Scout ..... M16A2 Assault Rifle
- Machine Gunner ..... M249 Squad Automatic Weapon or M60E3 "PIG"
- Assistant Machine Gunner ..... M16A2 Assault Rifle

### STANDARD EQUIPMENT

- Kevlar Helmet – provides AR 5 for Head
- Ranger Body Armor – provides AR 5 for Chest and Stomach
- Combat Knife
- Bayonet
- Two M67 Frag grenades
- 210 Rds 5.56 mm each
- Four 40mm Grenades for the Fire Team Leader
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*Any other weapons and equipment may be bought from the Weapons Chart excluding the following:*

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### INNATE ABILITIES

**Expert Rifleman**—A Ranger model may re-roll a single missed “to hit” roll once per game.

**Disciplined**—All Rangers ignore their first morale check.

### SPECIAL RULES

**Airborne Rangers:** allowed to enter game using Para–Air Assault rules.

**UH-60 Black Hawk support** available for no cost.

### ABILITY MODIFIERS *(Each of these ability perks can be bought only once per Ranger.)*

**Dedicated Marksman** *gain a plus one to WP*..... **30 Points Each**

**Gun Nut** *gain a plus one to WK*..... **20 Points Each**

**Close Combat Expert** *gain a plus one to CQ*..... **30 Points Each**

**Gold's Gym Member** *gain a plus one to ST*..... **20 Points Each**

**OCS Candidate** *gain a plus one to CC*..... **20 Points Each**

**Combat Engineer** *carries shaped charge, and 1 lb of C4*..... **30 Points Each**





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### ABILITIES

<b>WP:</b> Weapon Proficiency .....	6
<b>WK:</b> Weapon Knowledge .....	7
<b>CQ:</b> Close Quarters Combat .....	5
<b>ST:</b> Strength .....	5
<b>FT:</b> Fortitude .....	5
<b>HP:</b> Health .....	5
<b>AR:</b> Armor Rating <i>(with body armor and helmet)</i> .....	0/5
<b>ML:</b> Morale .....	8
<b>CC:</b> Command & Control .....	7/LOS

## Special Forces Group (SFG) GREEN BERETS

### Green Beret Fire Team ..... 250 Points

*Weapons are Player's Choice purchased from the Weapons Chart. Weapons and equipment will be added to total point value.*

- Fire Team Leader .....
- Rifleman .....
- Machine Gunner .....
- Assistant Machine Gunner .....

### STANDARD EQUIPMENT

- Kevlar Helmet – provides AR 5 for Head
- Ranger Body Armor – provides AR 5 for Chest and Stomach
- Motorola Earpiece and Throat Communications





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



- Combat Knife
- Bayonet
- Four M67 Frag grenades
- Two Mini M67 Frag grenades
- 210 Rds of appropriate ammunition for weapon
- Four 40mm Grenades for the Fire Team Leader
- 400 Rds Extra Ammo carried by Assistant MG

### AVAILABLE SPECIAL EQUIPMENT

*Global Positioning System (Hand Held) ..... 30 Points*

Used primarily by long range reconnaissance patrols, this device allows the model to fix his position down to the meter anywhere in the world.

*Night Vision Goggles ..... 25 Points Each*

Allows the wearer to see during the night. However due to reduced depth perception, and green distortion the wearer has a -1 modifier "To Hit" instead of the normal -3 To Hit value at targets over 10 inches away.

*Laser Designator for ranged weapons ..... 25 Points Each*

When used in association with the Night Vision Goggles the wearer does not have any penalties "To Hit" due to the night or the use of goggles only.

*Anti-Personnel Mines (2 Each) ..... 25 Points*

Small disk shaped mine that can be placed just below the surface and is detonated when pressure is placed upon it. Has the same blast template as the M67 Fragmentation grenade.

*Shaped Charge ..... 20 Points Each*

A shaped charge is used by a model to breach a doorway which is too strong to be kicked down or forced open. The charge is rolled tightly and placed in a circular pattern on the door or wall. A fuse is





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



used to ignite the charge and may be set at varying lengths to delay the blast. It costs the model three action points to set the charge and he must be at least three inches from the charge before it blows or risks being injured. The player may declare when he wants the charge to blow, meaning either the same turn as it was set or a later turn. Only models with the Combat Engineer ability may use the shaped charge.

*C4* ..... 25 Points per lb

C4 is a solid explosive and is used for many different purposes. It will cause a blast and used primarily in dismantling or destroying structures or vehicles. Only a model trained with the combat engineering ability may effectively use C4. Other elite forces may use C4 if listed within their Unit list. To use C4 a model must spend 3 action points preparing a quarter piece of the explosive and setting up the charge. In other words if the model wanted to use a pound of C4 he would have to use 12 action points preparing the C4 and placing the charge. A quarter pound of C4 will cause a blast radius of 4 inches with the kill zone being the 2-inch radius, and the multiple wound radius extending out to 3 inches. As each quarter pound of C4 is added the blast radius is expanded. So a half pound charge of C4 will have a blast radius of 8 inches with a kill zone out to 3 inches and multiple wounds out to 5 inches, and a full pound of C4 will have a Blast radius of 16 inches. Any charge over a pound does not increase in blast radius, but the kill zone becomes larger. Consult the C4 chart below for quick reference.

*Claymore* ..... 20 Points Each

A Claymore is anti infantry explosive that is placed in the ground connected by wire to a hand held detonating device also known as a clacker. The wire will extend up to 10-inches away. The Claymore is filled with an explosive and small round pellets similar to 00 buckshot. It produces a cone shaped blast with a kill zone up to 30 feet away (5 inches) and a wound zone up to 60 feet away (10 inches). A model may employ the Claymore and then set an ambush for an unsuspecting enemy. A Claymore may be triggered via the clacker as an Op-Fire attack. Consult the weapons chart and template for the blast effects.

*C4* ..... 25 Points per lb

## INNATE ABILITIES

*Expert Rifleman*—A Special Forces model may re-roll a single missed “To Hit” roll once per game.

*Disciplined*—All Special Forces model may ignore their first Morale check.







# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### SPECIAL RULES

SPECIAL FORCES: allowed to enter game using Para-Air Assault rules.  
UH-60 Pave Hawk Support available for no cost.

**ABILITY MODIFIERS** *(Each of these ability perks can be bought only once per Special Forces model.)*

- Dedicated Marksman *gain a plus one to WP* ..... 30 Points Each
- Gun Nut *gain a plus one to WK* ..... 20 Points Each
- Close Combat Expert *gain a plus one to CQ* ..... 30 Points Each
- Gold's Gym Member *gain a plus one to ST* ..... 20 Points Each
- OCS Candidate *gain a plus one to CC* ..... 20 Points Each
- Combat Engineer Carries shaped charge, and 1 lb of C4 ..... 30 Points Each
- Mountaineering Equipped to repel and fastrope ..... 30 Points Each

### ABILITIES

- WP:** Weapon Proficiency ..... 7
- WK:** Weapon Knowledge ..... 8
- CQ:** Close Quarters Combat ..... 6
- ST:** Strength ..... 5
- FT:** Fortitude ..... 6
- HP:** Health ..... 5
- AR:** Armor Rating *(with body armor and 2 with helmet)* 0/5
- ML:** Morale ..... 8
- CC:** Command & Control ..... 8





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### Delta Force

### Delta Force Fire Team..... 300 Points

*Weapons are Player's Choice purchased from the Weapons Chart. Weapons and equipment will be added to total point value.*

- Fire Team Leader .....
- Rifleman .....
- Machine Gunner .....
- Assistant Machine Gunner .....

### STANDARD EQUIPMENT

- Plastic Hockey Helmet – provides AR 2 for Head
- Ranger Body Armor – provides AR 5 for Chest and Stomach
- Motorola Earpiece and Throat Communications
- Combat Knife
- Bayonet
- Four M67 Frag grenades
- Two Mini M67 Frag grenades
- 210 Rds of appropriate ammunition for weapon
- Four 40mm Grenades for the Fire Team Leader
- 400 Rds Extra Ammo carried by Assistant MG

### AVAILABLE SPECIAL EQUIPMENT

*Global Positioning System (Hand Held)..... 30 Points*

Used primarily by long range reconnaissance patrols, this device allows the model to fix his position down to the meter anywhere in the world.

*Night Vision Goggles ..... 25 Points Each*

Allows the wearer to see during the night. However due to reduced depth perception, and green distortion the wearer has a -1 modifier "To Hit" instead of the normal -3 To Hit value at targets over 10 inches away.





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



*Laser Designator for ranged weapons* ..... 25 Points Each

When used in association with the Night Vision Goggles the wearer does not have any penalties "To Hit" due to the night or the use of goggles only.

*Anti-Personnel Mines (2 Each)* ..... 25 Points

Small disk shaped mine that can be placed just below the surface and is detonated when pressure is placed upon it. Has the same blast template as the M67 Fragmentation grenade.

*Shaped Charge* ..... 20 Points Each

A shaped charge is used by a model to breach a doorway which is too strong to be kicked down or forced open. The charge is rolled tightly and placed in a circular pattern on the door or wall. A fuse is used to ignite the charge and may be set at varying lengths to delay the blast. It costs the model three action points to set the charge and he must be at least three inches from the charge before it blows or risks being injured. The player may declare when he wants the charge to blow, meaning either the same turn as it was set or a later turn. Only models with the Combat Engineer ability may use the shaped charge.

*C4* ..... 25 Points per lb

C4 is a solid explosive and is used for many different purposes. It will cause a blast and is used primarily in dismantling or destroying structures or vehicles. Only a model trained with the Combat Engineering ability may effectively use C4. Other elite forces may use C4 if listed within their Unit list. To use C4 a model must spend 3 action points preparing a quarter piece of the explosive and setting up the charge. In other words if the model wanted to use a pound of C4 he would have to use 12 action points preparing the C4 and placing the charge. A quarter pound of C4 will cause a blast radius of 4 inches with the kill zone being the 2-inch radius, and the multiple wound radius extending out to 3 inches. As each quarter pound of C4 is added the blast radius is expanded. So a half-pound charge of C4 will have a blast radius of 8 inches with a kill zone out to 3 inches and multiple wounds out to 5 inches, and a full pound of C4 will have a Blast radius of 16 inches. Any charge over a pound does not increase in blast radius, but the kill zone becomes larger. Consult the C4 chart below for quick reference.

*Claymore* ..... 20 Points Each

A Claymore is an anti-infantry explosive that is placed in the ground connected by wire to a hand-held detonating device also known as a clacker. The wire will extend up to 10 inches away. The Claymore is filled with an explosive and small round pellets similar to 00 buckshot. It produces a cone-shaped blast with a kill zone up to 30 feet away (5 inches) and a wound zone up to 60 feet away (10 inches). A model may deploy the Claymore and then set an ambush for an unsuspecting enemy. A Claymore may be





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



triggered via the clacker as an Op-Fire attack. Consult the weapons chart and template for the blast effects.

C4 ..... 25 Points per lb

### INNATE ABILITIES

### SPECIAL RULES

DELTA FORCE: allowed to enter game using Para–Air Assault rules.  
 UH-60 Pave Hawk support available for no cost.

### ABILITY MODIFIERS *(Each of these ability perks can be bought only once per Delta Operator.)*

- Dedicated Marksman/*gain a plus one to WP* ..... 30 Points Each
- Gun Nut/*gain a plus one to WK* ..... 20 Points Each
- Close Combat Expert/*gain a plus one to CQ* ..... 30 Points Each
- Gold's Gym Member/*gain a plus one to ST* ..... 20 Points Each
- OCS Candidate/*gain a plus one to CC* ..... 20 Points Each
- Combat Engineer Carries shaped charge, and 1 lb of C4 ..... 30 Points Each
- Mountaineering Equipped to repel and fastrope ..... 30 Points Each

### ABILITIES

- WP: Weapon Proficiency ..... 7
- WK: Weapon Knowledge ..... 8
- CQ: Close Quarters Combat ..... 6
- ST: Strength ..... 5
- FT: Fortitude ..... 6
- HP: Health ..... 5
- AR: Armor Rating *(with body armor and 2 with helmet)* ..... 0/5
- ML: Morale ..... 8
- CC: Command & Control ..... 8/Radio







# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### United States Marine Corps

### Regular Infantry Fire Team.....250 Points

- Fire Team Leader ..... M16A2/M203 Grenade Launcher
- Rifleman ..... M16A2 Assault Rifle
- Machine Gunner ..... M249 Squad Automatic Weapon or M60E3 "PIG"
- Assistant Machine Gunner ..... M16A2 Assault Rifle

### STANDARD EQUIPMENT

- Kevlar Helmet – provides AR 5 for Head
- Interceptor Multi Threat Body Armor – provides AR 5 for Chest and Stomach
- Gas Mask
- Combat Knife
- Bayonet
- Two M67 Frag grenades
- 210 Rds 5.56 mm each
- Four 40mm Grenades for the Fire Team Leader
- 400 Rds Extra Ammo carried by Assistant MG

*Weapon selection is fixed for this fire team. The player may upgrade to MEU SOC Team or Marine Force Recon Team for the points listed below.*

### Upgraded Marine Fire Team:

**MEU SOC (Marine Expeditionary Unit Special Operations Capable):** Same base point cost with weapon selection not fixed for this fire team. All weapons are available except the Soviet Block weapons.

**Marine Force Recon:** Same base point cost with weapon selection not fixed for this fire team. All weapons are available including the Soviet Block weapons.

### AVAILABLE SPECIAL EQUIPMENT

*Global Positioning System (Hand Held)..... 30 Points*

Used primarily by long-range reconnaissance patrols, this device allows the model to fix his position down to the meter anywhere in the world.





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



*Night Vision Goggles* ..... 30 Points Each

Allows the wearer to see during the night. However due to reduced depth perception, and green distortion the wearer has a -1 modifier "To Hit" instead of the normal -3 To Hit value at targets over 10 inches away.

*Laser Designator for ranged weapons* ..... 30 Points Each

When used in association with the Night Vision Goggles the wearer does not have any penalties "To Hit" due to the night or the use of goggles only.

*Anti-Personnel Mines (2 Each)* ..... 25 Points

Small disk shaped mine that can be placed just below the surface and is detonated when pressure is placed upon it. Has the same blast template as the M67 Fragmentation grenade.

*Shaped Charge* ..... 20 Points Each

A shaped charge is used by a model to breach a doorway which is too strong to be kicked down or forced open. The charge is rolled tightly and placed in a circular pattern on the door or wall. A fuse is used to ignite the charge and may be set at varying lengths to delay the blast. It costs the model three action points to set the charge and he must be at least three inches from the charge before it blows or risks being injured. The player may declare when he wants the charge to blow, meaning either the same turn as it was set or a later turn. Only models with the Combat Engineer ability may use the shaped charge.

*C4* ..... 25 Points per lb

C4 is a solid explosive and is used for many different purposes. It will cause a blast and used primarily in dismantling or destroying structures or vehicles. Only a model trained with the combat engineering ability may effectively use C4. Other elite forces may use C4 if listed within their Unit list. To use C4 a model must spend 3 action points preparing a quarter piece of the explosive and setting up the charge. In other words if the model wanted to use a pound of C4 he would have to use 12 action points preparing the C4 and placing the charge. A quarter pound of C4 will cause a blast radius of 4 inches with the kill zone being the 2-inch radius, and the multiple wound radius extending out to 3 inches. As each quarter pound of C4 is added the blast radius is expanded. So a half-pound charge of C4 will have a blast radius of 8 inches with a kill zone out to 3 inches and multiple wounds out to 5 inches, and a full pound of C4 will have a Blast radius of 16 inches. Any charge over a pound does not increase in blast radius, but the kill zone becomes larger. Consult the C4 chart below for quick reference.

*Claymore* ..... 20 Points Each

A Claymore is an anti-infantry explosive that is placed in the ground connected by wire to a hand-held





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



detonating device also known as a clacker. The wire will extend up to 10 inches away. The Claymore is filled with an explosive and small round pellets similar to 00 buckshot. It produces a cone-shaped blast with a kill zone up to 30 feet away (5 inches) and a wound zone up to 60 feet away (10 inches). A model may deploy the Claymore and then set an ambush for an unsuspecting enemy. A Claymore may be triggered via the clacker as an Op-Fire attack. Consult the weapons chart and template for the blast effects.

### INNATE ABILITIES

- Expert Rifleman*—A Marine model may re-roll a single missed “To Hit” roll once per game.
- Disciplined*—All Marines ignore their first Morale check.
- Go Faster*—Marines are well known for their running ability. Ignore Battle Fatigue Checks.

### ABILITY MODIFIERS (Each of these ability perks can be bought only once per Marine.)

Dedicated Marksman	<i>gain a plus one to WP</i>	30 Points Each
Gun Nut	<i>gain a plus one to WK</i>	10 Points Each
Close Combat Expert	<i>gain a plus one to CQ</i>	20 Points Each
Gold's Gym Member	<i>gain a plus one to ST</i>	20 Points Each
Hard Corps	<i>allowed to re-roll second failed Morale Check</i>	30 Points Each
OCS Candidate	<i>gain a plus one to CC</i>	20 Points Each
Combat Engineer	<i>carries shaped charge, and 1 lb of C4</i>	30 Points Each

### ABILITIES

<b>WP:</b> Weapon Proficiency	6
<b>WK:</b> Weapon Knowledge	7
<b>CQ:</b> Close Quarters Combat	5
<b>ST:</b> Strength	5
<b>FT:</b> Fortitude	5
<b>HP:</b> Health	5
<b>AR:</b> Armor Rating <i>(with body armor and helmet)</i>	0/5
<b>ML:</b> Morale	8
<b>CC:</b> Command & Control	7/LOS





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### Somalia Militia

**Somalia Militia ..... 100 Points**

- Team Leader ..... AK-47 Assault Rifle
- Scout ..... AK-47 Assault Rifle
- Machine Gunner ..... RPD-46 Machine Gun/RPK
- Assistant Machine Gunner ..... AK-47 Assault Rifle

### STANDARD EQUIPMENT

- 60 rds of 7.62mm ammunition each

### SPECIAL EQUIPMENT

- RPG ..... 50 Points for Tube and one round/25 Points for extra rds
- Fragmentation Grenade (*Soviet*) ..... 20 Points each

### INNATE ABILITIES

*Khat: Roll a D10 at the beginning of each turn, on a 1–5 they are high 6–10 they are not. Once they succeed they will ignore all Battle Fatigue Tests and Morale Checks.*

*May not take advantage of Aimed Shots.*

### ABILITY MODIFIERS

### ABILITIES

- WP:** Weapon Proficiency ..... 5
- WK:** Weapon Knowledge ..... 5
- CQ:** Close Quarters Combat ..... 4







# DOGS OF WAR

## MODERN SKIRMISH COMBAT



<b>FT:</b> Fortitude .....	4
<b>HP:</b> Health .....	5
<b>AR:</b> Armor Rating .....	0
<b>ML:</b> Morale .....	6
<b>CC:</b> Command & Control .....	5/LOS

## Somalia Armed Civilians

### Somalia Civilians ..... 50 Points

Team Leader .....	AK-47 Assault Rifle
Scout .....	AK-47 Assault Rifle
Machine Gunner .....	RPD-46 Machine Gun
Assistant Machine Gunner .....	AK-47 Assault Rifle

### STANDARD EQUIPMENT

- 30 rds of 7.62mm ammunition each

### SPECIAL EQUIPMENT

RPG .....	50 Points for Tube 25 Points for extra rds
Fragmentation Grenade (Soviet) .....	20 Points each 50% Explosive Failure

### INNATE ABILITIES

May not take advantage of Aimed Shots.





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### ABILITY MODIFIERS

### ABILITIES

<b>WP:</b> Weapon Proficiency .....	4
<b>WK:</b> Weapon Knowledge .....	4
<b>CQ:</b> Close Quarters Combat .....	3
<b>ST:</b> Strength .....	4
<b>FT:</b> Fortitude .....	4
<b>HP:</b> Health .....	5
<b>AR:</b> Armor Rating .....	0
<b>ML:</b> Morale .....	6
<b>CC:</b> Command & Control .....	5/LOS

## Al Qaeda Terrorist Fire Team ..... 200 Points

Team Leader .....	AK-74 Assault Rifle
Scout .....	AK-74 Assault Rifle
Machine Gunner .....	RPK-74 Machine Gun
Assistant Machine Gunner .....	AK-74 Assault Rifle

### STANDARD EQUIPMENT

- 100 rds of 5.45mm ammunition each

### SPECIAL EQUIPMENT

RPG .....	50 Points for Tube 25 Points for extra rds
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# DOGS OF WAR

## MODERN SKIRMISH COMBAT



- Fragmentation Grenade (Soviet) ..... 20 Points Each
- Kevlar Vest/*provides AR 4 for Chest and Stomach* ..... 30 Points Each

### ABILITY MODIFIERS

- Soviet War Veteran/*gain a plus one to CQ* ..... 30 Points Each
- Desert Survival/*gain a plus one to FT, but a minus one to HP* ..... 20 Points Each
- Jihad/*never take a morale test, will die fighting* ..... 40 Points Each
- Every second model w/Jihad (round down) in a fire team wears the equivalent of 1/4 lb of C4 w/deadman trigger.
- Al Qaeda Camp Trained/*gain a plus one to WP* ..... 30 Points Each

### ABILITIES

- WP: Weapon Proficiency ..... 5
- WK: Weapon Knowledge ..... 5
- CQ: Close Quarters Combat ..... 5
- ST: Strength ..... 4
- FT: Fortitude ..... 4
- HP: Health ..... 5
- AR: Armor Rating ..... 0
- ML: Morale ..... 7
- CC: Command & Control ..... 6/LOS

## Regular Taliban Infantry Fire Team ..... 150 Points

- Team Leader ..... AK-47 Assault Rifle
- Scout ..... AK-47 Assault Rifle
- Machine Gunner ..... RPK Machine Gun
- Assistant Machine Gunner ..... AK-47 Assault Rifle





# DOGS OF WAR

## MODERN SKIRMISH COMBAT



### STANDARD EQUIPMENT

- 60 rds of 7.62mm ammunition each

### SPECIAL EQUIPMENT

RPG ..... 50 Points for Tube, 25 Points for extra rds  
 Fragmentation Grenade (Soviet) ..... 20 Points each

### ABILITY MODIFIERS

Al Qaeda Camp Trained / *gain a plus one to WP* ..... 30 Points Each:  
 Soviet War Veteran / *gain a plus one to CQ* ..... 30 Points Each:  
 Desert Survival / *gain a plus one to FT, but a minus one to HP* ..... 20 Points Each:  
 Jihad / *never take a morale test, will die fighting* ..... 40 Points Each:

### ABILITIES

**WP:** Weapon Proficiency ..... 5  
**WK:** Weapon Knowledge ..... 5  
**CQ:** Close Quarters Combat ..... 5  
**ST:** Strength ..... 4  
**FT:** Fortitude ..... 4  
**HP:** Health Points ..... 5  
**AR:** Armor Rating ..... 0  
**ML:** Morale ..... 6  
**CC:** Command & Control ..... 5/LOS







# DOGS OF WAR

MODERN SKIRMISH COMBAT

