

# The Dogs of War

## [Sniper Variant]

By Dale Johnson

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1. A dog can operate in two states; leashed and unleashed. A leashed Dog moves 9 Movement Points and the man on the other end of the leash can only utilize 9 of his normal Movement Points. (The rest are expended per Game Turn in keeping control of the dog.)

An unleashed dog can run 20 Movement Points per Game Turn. The main function of the dog is to scent and track soldiers. All the dogs in this variant are considered to be relatively well trained - following verbal commands and movement commands of their owners - unlike the unreliable dogs in the 20's gangster variant.

2. A dog can follow the trail of a man who has not yet been sighted. It will naturally follow said trail unless it is led away. To lead a dog away from a "hot" trail costs an extra 2 Movement Points. Trails left by men last 2 turns. A dog may not sight an enemy for a man, but a dog may be left in opportunity ambush, ready to leap through an aperture, at an enemy walking down the street, and proceed to "hand-to-

hand". Be careful - friendly men leave trails also. Every turn a trail is followed roll the die; if "1", the scent is lost for that Game Turn. Next turn it may be picked up again by rolling a 1, 2, 3, or 4.

3. A dog may only attack if he can see his master, or be within "earshot", i.e., 15 hexes unobstructed by walls - you may shout through windows, doors, etc., but every time your voice goes around a corner, it costs 5 hexes. If a man shouts, all enemy men within 25 hexes hear what he said, e.g. "Sic him ", and you must show the source of the shout to within 4 hexes - you don't have to occupy the center of the "4 shown hexes, just be in them (also see neo-dog variant in Space tactical rules).

The dog attacks on the "7" hand-to-hand combat scale. If an enemy tries to shoot at a dog, throw a grenade at it, etc. or any wanton act of violence which has no effect, or wounds it, the dog attacks on the next turn (or tries to) with an "8" on the hand-to-hand table (it is considered to be enraged). If a man plots direct fire

at a dog, and the dog makes an enraged attack, the direct fire is only executed if the man rolls a "1". This process can happen to anyone, not just enemy men. If a friendly man throws a grenade, and it scatters injuring the dog, the dog will attack on the next turn. This does not apply to the master due to their unique man-dog relationship.

Dogs suffer the same wounds as men.

A dog may not fire a gun, throw a grenade or satchel charge, run a tank, etc. A dog may jump vertical levels without the broken leg die roll, but only one floor level at a time, unless impact is softened by landing on a man. The man must roll for the wounding effect before the "hand-to- hand," but if the dog misses the man, it is automatically stunned for one Game Turn.

- Dale Johnson