

Battleground Weird War II

by Brian Cottrell



Werewolves: Werewolves are humans that have been altered by supernatural means to transform and take the appearance and characteristics of a wolf on nights of a full moon. These are the creatures of legend and myth that have been recorded as early as 440 B.C. but were never proven to actually exist, until now. Recently there have been numerous reports of these creatures attacking during nights of a full moon all across Europe. Photographs of these creatures have appeared and one was even captured for a brief period by German forces before it broke loose and disappeared.

Though there lacks actual scientific study of the creatures, the common werewolf myths seem to apply. Myth states that a werewolf's victim that has survived a bite will then transform into a werewolf by the next full moon. These individuals develop heightened senses and immune systems and also suffer from night terrors, sleepwalking and memory loss during their time as a human. No one knows how these creatures came to be but it is certain that they do exist and present a clear and present danger to anyone who may cross paths with such a beast.

Werewolf Types: There are both male and female werewolves, but no werewolf pups have ever been observed. Hence, it is assumed that werewolves can not procreate via intercourse but only by injuring a human and spreading this "condition". All werewolves vary in size, color, sex and degree of human-like and wolf-like characteristics once transformed. Werewolves in human form look and act like any other human, with the exception of heightened senses and immune systems.

Werewolf Profile: All werewolves have 4 Actions per turn, which represents their superhuman speed, agility and strength. Werewolves can move up to 8", crawl 5" and leap up 6" per Action. Werewolves do not suffer any penalties when moving from prone to standing. Werewolves will only flee if they are

severely injured or sense extreme danger, so they are immune to all Morale Checks and Suppression results.

Due to their near fearlessness, werewolves are considered to have a Morale of 18. Werewolves also have a strange human/wolf sense that allows them to remember certain experiences and feelings as both human and wolf. This can be the comprehension of a booby-trap that they have discovered or even the recognition of a loved one or enemy. This isn't a result of complete understanding or even memories but is a kind of instinct that they have learned while human. For example, werewolves can comprehend that a rifle is a weapon but would never know how to use it. So, werewolves can not use or operate any weapons or equipment.

These hybrid instincts make werewolves extremely clever and cunning when hunting human game, however. Due to this instinct, a werewolf may perform rudimentary Actions such as anything that a trick dog or wolf could perform. Examples of this would be opening a door by using a doorknob or turning off a light by hitting the light switch. Actions like this are done by rolling a Skill Check with a +8 modifier, which represents the wolf-like characteristics hindering the human-like ones. If an Action is thought to be too difficult for a werewolf to perform, then a GM will decide if it is possible or a simple roll is made to see if it is allowed.

Once a human transforms into a werewolf, they lose any learned loyalties, knowledge or skills that they may have had as a human. However, this doesn't mean that they can't recognize someone they love or who caused them harm. In encounters with someone who may be recognized, it is best to have a GM run the games and they can guide any back story or role-playing aspect that may be needed. Werewolves have been known to ignore loved ones for other prey and even attack a leader amongst a group. This is done to weaken the others around making them easier prey for it or it's pack. This is done by observation and not so much as memory or they can sense the person is of no danger and can be ignored.

Wolf Pack: It is rare but not unknown for werewolves to hunt in small packs known as a Wolf Pack. Like their wolf cousins, werewolves are pack animals and have a chain of command within the pack. The dominant male within the pack is known as the Alpha-Male and is the leader of the pack. When a werewolf pack is encountered on the battlefield, the Alpha-Male will be considered the leader similar to that of a squad leader for game purposes. The Alpha-Male has Morale of 19-4 with a Command Range of 20" to other werewolves in their pack. If an Alpha-Male is killed then the normal squad rules apply. Multiple werewolf packs will never run with each other so there can only be one werewolf pack during a game.

Supernatural Phase: Werewolves take all their Actions in the Supernatural Phase, which is right after the Artillery Phase. It is at this time that all supernatural forces perform their Actions.

Werewolf Senses and Sighting Checks: Werewolves have superior sight, hearing and smell that benefit them greatly on the battlefields of Weird War II. These creatures will make all Sighting Checks as if during the day with a -3 column shift due to their enhanced senses and will not suffer from any Night Rules. These creatures also have the ability to see through fog, mist, heavy rain and snow without penalties however smoke obscures their sight as normal. A werewolf's hearing is such that allows them to hear up to double the normal distance. A werewolf's sense of smell is excellent, which allows them to hunt by smell alone.

A werewolf's bloodlust is such that it is able to hunt by the smell of blood alone, making any model that has been wounded trackable with a successful Skill Check each Action used to pursue them. If playing blind, the opposing player must make a trail via a red string or other such marker to where a wounded model has moved (if not spotted already). It is very hard to lose a werewolf once it has the scent of fresh blood.

All werewolves will smell any supernatural or natural living or dead creature within 15". This sense of smell can also be a hindrance if they are around very pungent odors that can obscure their prey's scent.

Examples of such odors are fuels, chemicals and other very power smelling elements. If a werewolf is within 12" of such exposed chemicals, then it cannot use its sense of smell special rules.

Killing a Werewolf: Werewolves have been present in human myth since before recorded time and in almost every culture in the world. They have gone under numerous names and their physical traits have varied as well, but the one thing that is constant and proven to be fact is that it is extremely difficult to kill a werewolf. Because these creatures are supernatural in nature, it has been found that these creatures will die from the following methods:

The only way to kill a werewolf is to wound it with a weapon made or coated in pure silver, to burn or incinerate it with flame or to cause such trauma to the beast that it is literally ripped into dozens of tiny pieces.

If a werewolf is attacked with something made or coated with pure silver, they will sustain damage as normal but with a -5 modifier to the score. This represent the degree of lethality silver has against a werewolf.

When using flame-based weapons, werewolves will only be effected if they are touched by the A ring of a template. Due to the supernatural nature of a werewolf, all A ring hits will be reduced to the B ring. Any damaged sustained by these types of weapons will stand for the remainder of the battle. If a werewolf sustains a Light Wound then it will only have 3 Actions per turn with a +3 modifier to any rolls made. Heavy Wound will decrease a werewolf's Actions to 2 with a +5 modifier.

If a werewolf sustains a KIA or Gory Death from a silver-based or flame-based weapon then they are killed. If a werewolf suffers a GD result from any other kind of weapon, they will die on a D20 result of 14+. This represent the sheer damage the attack has caused could have literally ripped the creature apart. If the roll failed to kill the werewolf then the werewolf is considered to be HW for the remainder of the game with only 2 Actions a turn and with the normal +5 to any dice rolls. Werewolves will only suffer from wounds and never from Suppressions or Morale Checks.

Werewolves in Close Combat: A werewolf's speed, strength and razor-sharp claws make it a truly deadly fighter and it is when they get in close with their prey that their ferocity is shown. Werewolves fighting in close combat roll 4 dice then choosing the best to add to their final Combat Score. Werewolves often succumb to their blood lust and immediately feast on their prey, even though there may still be enemies near.

If a 1 is rolled, the werewolf succumbs to its hunger and feeds off its victim immediately for D4 turns, unless there are other enemies in base-to-base contact with the creature in which it will finish fighting them off before returning to its meal. Only one 1 result per game will cause this effect. A werewolf that rolls a 20 result and still wins the battle will immediately move 2 Actions away after it takes a non-lethal bite in their opponent. The victim is considered HW but will recover from their wounds within D20 turns. Werewolves do this to propagate its species and the victims have been chosen by that werewolf to become one itself. That werewolf and others from its pack will now ignore that victim for the remainder of the battle but lone werewolves or others from a different pack will not.

Killing a werewolf is extremely difficult but not impossible. If an opponent wins against a werewolf in close combat, two results can happen. If they posses a weapon that is lethal to werewolves then the creature has succumbed to its wounds and dies, reverting back to its human form. If the opponent wins but doesn't possess a weapon that can kill a werewolf, then the creature has sustained such a wound that it will flee in pain D4 Actions away immediately. Once it has made its move it will lose its next turn as it nurses its wound but then can act as normal. The only way to kill a werewolf in close combat is with a fire-based weapon or one made from silver. These are the only two ways to kill a werewolf in close combat and are extremely rare or hard to manage so close.

Werewolf Close Combat Modifiers

Silver-Weapon	-10
---------------	-----

Fire-Based Weapon	-5
Using A Flame-Based Weapon	+2

Bite Survivor: Anyone who is bitten by a werewolf, as indicated above, and survives the battle is altered substantially. These people are automatically elevated to an Elite Morale stat with a -3 modifier. The survivor will never make Morale, Gut or Skill Checks or be suppressed as well as gains a +1 to their movement and ignore their first two Light Wound results or a single Heavy Wound result. The bitten will recover from any Light Wound or Heavy Wound result after D20 turns. Any KIA result will become a HW instead and all GD results will stand. The victim will also gain a -1 column shift for all Sighting Checks night or day and can hear up to 5" further then their normal range. These augmented skills and senses are due to the werewolf's bite and this person will transform into one the next full moon.

The Transformation: When a survivor of a werewolf attack encounters a full moon, they will immediately transform into a werewolf for the remainder of the night. If a werewolf victim is present on the game table when a full moon arises, then they will fall prone and expend 2 Actions to transform during the first turn the moon rises. The transformer can do nothing else at this time but scream and wither in pain. During their transformation they will scream and howl causing anyone within 2" of them to make a Morale Check with a +5 modifier as they witness the sheer horror of the transformation. Once the transformation is complete, they will be bound by all werewolf rules from then on.