Volume 1 v1.0

# DOGS OF WAR

# Hounds of Hell

**Alternative Modern Skirmish Combat based on the HERESY Miniatures Figure line**

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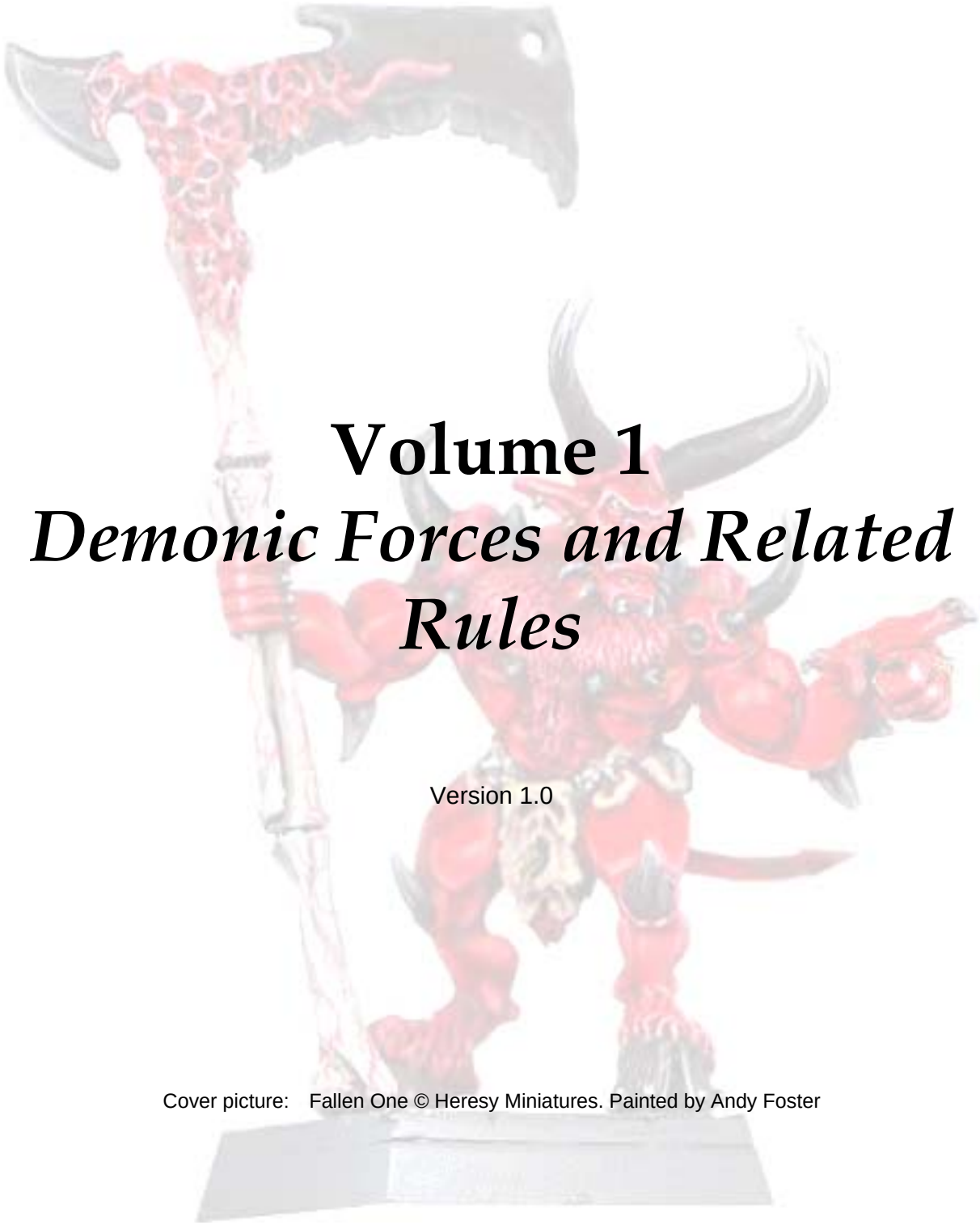

# Volume 1
# *Demonic Forces and Related Rules*

Version 1.0

Cover picture: Fallen One © Heresy Miniatures. Painted by Andy Foster

# Legal Notice

## About DOGS OF WAR

DOGS OF WAR is a skirmish miniatures game written by J.C. McDaniel. The basic rules of DOGS OF WAR are available from DEVIL DOG DESIGN and from a large number of independent suppliers. They are designed for use in the modern world, focusing on a four-man fire team's existence in modern day war.

www.devildogdesign.com

Also see the DOGS OF WAR Yahoo Group at **http://groups.yahoo.com/group/dogs_of_war_rules/**

*"DOGS OF WAR is a realistic small unit action war game that is easy to learn and relatively quick to play, while providing the depth needed to meet the players' needs for a realistic tactical tabletop miniatures game.*

*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 fire-fight of your life. The standard fire team is derived from the US Military Infantry Squad. For every squad there are three fire teams. In each team there are four soldiers: a fire team leader and three riflemen."*

- Taken from the DOGS OF WAR rulebook.

Possession of the DOGS OF WAR rulebook is necessary to use **DoW Hounds of Hell**.

DOGS OF WAR
MODERN SKIRMISH COMBAT

## Disclaimer

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## DoW Hounds of Hell

Copies of all or portions of **DoW Hounds of Hell** may be made for your own use and for distribution to others, provided that you do not charge any fee for such copies and further provided that each copy contains the LEGAL NOTICE in its entirety, whether distributed in print or electronically.

As the HERESY figure range increases and develops, supplemental rules are planned and shall be made available for use with these figures in your games. Planned future volumes include rules for having Angelic figures to aid Humanity, rules for fighting underground and…….. **sharp intake of breath** in Netherhell itself!!

# HERESY – The Company and their Products.

HERESY miniatures was started in December 2001 by Andy Foster.

*"HERESY miniatures are designed by a converter for people who like to convert. Basically, whilst working in the wargames industry for the last few years, I have realised that no company makes the kind of miniatures that I wanted. The sort of thing I was searching for were generic fantasy models that were dynamic and exciting but still affordable, and that offered plenty of scope for me to lop off limbs or weapons and upgrade my character model as he or she progresses in the role-play games I was doing. A keen fan of such sterling games as Dungeons + Dragons, Warhammer Quest, Heroquest and other RPG systems, I had a large collection of "28mm" scale (or thereabouts) miniatures already but no company was now making barbarians and suchlike that were the same size for me to use.*
*From here the idea formed in my mind to have a go myself. Some of you may know me as the former manager of Games Workshop's museum store, Warhammer World, and may have seen my articles in White Dwarf magazine. You may know that I love dramatic, dynamic models and it is this love that I have tried to convey into the models you'll see on my site. Some of them require a small degree of modelling skill due to the sheer number of parts. "* – Andy Foster

- Taken from the HERESY website:

www.heresyminiatures.com

## Acknowledgements

The author would like to thank the Broken Bayonets gaming group in Malaysia for quality input and extensive play-testing. A great bunch without whom this material would not have been completed.

http://brokenbayonets.tripod.com

Other valued contributions include the residents of Wolf's Games Shop in Malaysia, Todd and the guys at the Dog Pound Yahoo Group and the NapNuts gaming group in Singapore.

I would also like to thank Andy Foster - the owner of HERESY miniatures, and J.C. McDaniel, Jeff Valent - of DEVIL DOG DESIGN. Without their input, permission and production of excellent products, this game would not exist today.

Special thanks go to Jeff Strating, for his comments and recommendations.

Models featured within this material are © HERESY, © DEVIL DOG DESIGN

## About the Author

Scott 'Shinobi' Kirby was born in England, and after obtaining an Honours Degree in Aerospace Engineering, moved to Malaysia. Starting the gaming hobby with Dungeons and Dragons 1st Edition (© TSR, WOTC) and Warhammer 1st Edition (© Games Workshop), he then progressed into a much wider gaming field and today enjoys playing many fantasy, science fiction, and historical games. He is a recognised RPGA Gamesmaster, and an official Demo Team member for both DEVIL DOG DESIGN (Black Ops) and DARK AGE (Outcast). He currently works as a Manager and Principal Lecturer at an Engineering College in Kuala Lumpur, Malaysia.

**Notice:**
The use of the term "Netherhell" is in no way related to the games or other material produced by Heresy under the same name. It is merely used as an identifier to help relate this game supplement to the miniatures produced by HERESY.

# About DoW Hounds of Hell

Based on DOGS OF WAR © DEVIL DOG DESIGN, this game has been written to provide an alternative modern world that pits humanity's finest warriors against the denizens of Netherhell.

The game of DOGS OF WAR is without a doubt, one of my favourite miniature systems available today. The use of Action Points and the rules mechanisms themselves provide for a realistic and fun game that provides infinite scenario ideas and outcomes. The possibility and ease of using the rules for fantasy-based games drew me to write these rules. This is not a complete game. Possession of the DOGS OF WAR rules is necessary for play.

***Why design a game based on the HERESY figure range?***

Simple answer really… I love the figures! The designs are great, production quality is superb and they are just crying out for a game system of their own. I must also point out that Andy Foster has been one of the friendliest and efficient manufacturers that I have dealt with, and I hope that this game can really help to promote their products.

***Are you affiliated or linked with HERESY or DEVIL DOG DESIGN in any way?***

No. This game has been produced as an independent project, and is not endorsed by HERESY or DEVIL DOG DESIGN in any way.

***What makes this game different from others on the market?***

Well, to begin with it is free (something that all gamers like to hear!). Plus the game has been designed with a simple aim: to provide a set of rules that can incorporate modern historical and fantasy gaming with a solid rules foundation. I must stress that these rules cannot be used by themselves.

I hope you like the game, and that it provides you with many hours of enjoyment.

Cheers,

*Scott 'Shinobi' Kirby*

Also see the **DoW Hounds of Hell** Yahoo Group at
**http://groups.yahoo.com/group/DoW_Hounds_Of_Hell/**

# Contents

Title page ..... 1
Legal Notice ..... 3
About DOGS OF WAR ..... 3
Disclaimer ..... 3
HERESY – The company and their products ..... 4
Acknowledgements ..... 5
About the Author ..... 5
About DoW Hounds of Hell ..... 6
Table of Contents ..... 7
Hounds of Hell Setting ..... 8
Force Creation ..... 10
Attributes ..... 10
Innate Abilities & Special Rules ..... 10
Demonic General ..... 11
Demonic Force Lists ..... 14
Possessed Human ..... 15
Feral ..... 16
Feral Priestess ..... 17
Ogre ..... 19
Troll ..... 20
Minotaur ..... 21
Demonic Minion ..... 22
Vampire ..... 23
Lurker ..... 25
Charnel Hellbeast ..... 27
Fallen One ..... 28
Winged Fallen One ..... 30
Dark Lord ..... 32
Netherlord ..... 34
Fallen Santa ..... 37

DOW3001 Delta Force Command Team © Devil Dog Design

# Hounds of Hell Setting

## All things must come to an end …

**Earth, 2006:**

*Earth is beset by many conflicts. Some have been active for a number of years, others recently started. Individually the conflicts seem to be minor issues. Amongst them are: a civil war in the midst of Africa, a territory dispute in South East Asia, religious differences causing problems in the Middle East. The Western world has not escaped though. Crumbling economies in Eastern Europe has led to heated engagements with Russia and NATO. Even America has its own problems, with drug-lords now able to control large armies of mercenaries, and a growing racial divide causes a lot of friction amongst its population.*

*The UN has its hands full……*

**Colchester, England, June 3rd:**

*Located in Essex, England; Colchester is one of England's oldest towns. Settled by the Romans, it became a prosperous settlement. Today, on top of the site of an ancient Roman Keep there sits Colchester Castle, a Norman Keep in good condition and currently housing a museum.*

*It is in the Castle grounds that shadowy figures creep amongst the gardens, their movements careful and silent. Five figures in total, they all wear black clothing and carry large backpacks. They reach the Castle walls, and make their way around to the Roman Ruins area. It is here that one of their number removes something from his backpack, a book. As the book is opened carefully by the figure, silence envelops all. Where once there had been the sounds of traffic, owls, and insects…… now there was nothing. Outside of the immediate area all seemed normal. But inside the silent area, anticipation reigned supreme, nothing but the soft turning of pages could be heard.*

*Barely audible words are read by the figure holding the book. A strange red glow emerges slowly from the pages, giving features to the previously hidden face. He is an old man, maybe 65 years, his companions of similar age; their full attention drawn to the whispers of strange words and phrases.*

*The temperature within the immediate area dropped sharply, as the reader turns the page and continues to read, misty breath coming from his mouth.*

*They wanted power, they wanted immortality. They intend to mess with powers divine and terrible to behold. The ancient Romans were rumoured to have dealt with Demons in their day, obtaining desires and power at the price of their souls. One particular rumour dealt with such infernal pacts within the keep at Colchester.*

*Joseph McGready was the leader of the group. Already a rich and powerful businessman, he wanted more. Every night his dreams were of money and power. During the day, fantasies of riches dominated his life. These thoughts continued until one night, when a dream told him of how to obtain that which he desired for so much. The words he was to speak, the location at which he was to speak them was implanted within his memory. He remembered all the next morning. Every day that passed, the words rang more true, but somehow a feeling inside told him that he could not complete the task by himself. He would need four like minded people to aid him. Accepting this fact without question, he satisfied himself that when the power was gained, the other four could be removed easily enough.*

*Now the final words were being spoken, the red glow from the pages brighter and bloodier in colour. As the last word was spoken the red glow stopped. The book forced itself closed and fell from Joseph's hands to the ground. The five power-seekers stared at the book, then at each other, wondering what would happen next. They didn't have to wait long, for as they looked at each other they saw thin rivulets of blood start to seep from each others' eyes. They did not have a chance to scream or cry, their heads dissolved into blood, closely followed by their arms, their legs, and torsos until nothing was left except pools of blood slowly being soaked up by the ground. The book started to sink, as if in quicksand……*

**Netherhell comes. Humanity's days are numbers:**

*Where Colchester Castle once stood, there now exists a huge black sphere. Blood red lightning crackles on its surface, constant screams of pain and torture come from within, and the countryside for miles around has been transformed into a blackened wasteland. Shapeless creatures roam the once peaceful East Anglian countryside, hunting, killing, torturing, maiming. It is the nature of the beast to revert back to primitive instincts. These creatures are different though, for they come from a dimension where law and peace have no meaning. They come from a dimension where pain, strength and death are life…… pure and simple. For these are the denizens of Netherhell, and they have just been invited to Earth……. and plan on staying……. forever……*

Unless otherwise stated, the standard DOGS OF WAR rules should be followed.

# Force Creation

For games of **DoW Hounds of Hell**, at least one player must play the Demonic forces of Netherhell. It is perfectly feasible for both players to use Demonic forces, since the Demons themselves do not care about who they fight and kill!

For players who choose to play humanity's defenders, you should choose from amongst the fire team lists in the DOGS OF WAR rulebook.

This supplement only covers Demonic Forces. Future supplements will include Angelic forces and Miracles for Humans.

## *Attributes*

***DoW Hounds of Hell*** uses the same nine attributes as normal DOGS OF WAR:

**Weapon Proficiency, Weapon Knowledge, Close Quarters, Strength, Fortitude, Health Points, Armour Rating, Morale, Command & Control**

In the normal DOGS OF WAR game, these attributes have a maximum rating of 10. With DoW Hounds of Hell, the Demonic forces are supernatural in certain respects and may have attributes that are considerably higher than 10. The actual ratings are given in the Demonic Forces section of this document.

> Example:
>
> *A human Delta Force soldier typically has Strength of 5. A Fallen One Demon typically has Strength of 11. These ratings may be adjusted with Ability Modifiers dependent on the Demon in question.*

## *Innate Abilities & Special Rules*

***DoW Hounds of Hell*** has a large number of new Innate Abilities and Special Rules, explained below.

**Demonic General:** every Demonic creature has these Innate Abilities. Different Demons may have different levels.

**Demonic Specific:** specific types of Demon Creature have unique abilities that are not available to other Demons.

Demonic General abilities and rules are explained below.

Demonic Specific abilities and rules will be explained within the Demon descriptions themselves.

## Demonic General

**Demonic Control**
Some Demons count as if they had mobile communication devices (as per human Special Forces). This is due to their commands being given by Telepathy. Thus, the range for Command & Control Tests is considered to be the whole battleground and no LOS is needed unless stated.

**Demonic Fear**
Some Demons cause fear in humans. There are different levels of Fear depending on the type of Demon. Obviously the more powerful and terrifying the Demon, the greater Fear it will cause.

**Fear Tests:** a human faced by a Demonic enemy that has the Demonic Fear ability must make a Fear Test when attempting to move within 2" of the creature, whether to attack in Hand-to-Hand combat, or simply to move close to the creature for other reasons. A human must also make a Fear Test when a Demon moves within 2" of them, again whether the Demon is moving into Hand-to-Hand combat or for any other reason.

Fear Tests are made against the human's Morale attribute, with modifiers based on the Demon's Fear level:

**Target Number = 5 + Human's ML – Demon's Fear Level**

For Fear Tests there are no automatic passes or fails based on dice rolls. If the Target number is higher than 10 then assume that the creature is not frightening enough for the brave soldier to fear.

If a human fails a Fear Check, he must roll D10 on the following table:

| | |
|---|---|
| 1-5 | Loses remainder of AP for this turn (or ½ AP next turn if current turn is Demons). |
| 6 | Loses all AP for the model's next turn. |
| 7 | Must spend this turn and the next running away from the Demon. |
| 8 | Human must use all remaining AP firing his weapon in a random direction. |
| 9 | Loses Sanity. Human model is under the control of the Demon player for the next turn. Also takes 1 HP damage. |
| 10 | Human dies from heart attack. Out of the game. |

If a human passes the Fear Test, he may continue as normal. Also, he does not need to make a Fear Test when dealing with a Demon with the same or lower Demon Fear Level for the rest of the game. If he encounters a creature with a higher Demon Fear Level he must make a Fear Test again.

**Demonic Magic**
Some Demons possess the ability to warp reality and produce innate 'magical' effects.

*Demonic Magic (xx)* – where xx indicates the maximum number of spells the model may possess.

The lesser Demons may only have a single 'spell', whereas the 'Demon Lords' may have up to three or more. The specific 'spells' and their effects are listed under the Demon descriptions. A Demon that has the Demonic Magic (xx) ability does not have to have a spell. You can always elect to have zero spells for any such creature if you so wish.

Here are the general rules for Demonic Magic use:

> **'Spell Use'**: when a Demon wishes to use a 'spell' he must first expend the AP listed with the specific spell. Then the Demon must make a Weapon Proficiency (WP) test on D10.
>
> If the roll fails, nothing happens and the AP used are lost.
> If the roll succeeds, then follow the description of the particular 'spell' found under the Demon's description.

**Demonic Regeneration**
Some Demons possess the ability to regenerate wounds whilst in Earth's dimension. Depending on the type of Demon, the amount of damage regenerated is different.

> **Regeneration**: in order to regenerate wounds, at the beginning of each Demon's activation, each wounded Demon must make a Fortitude (FT) test on D10.
>
> If the roll fails, nothing happens and the wounds stay in effect.
> If the roll succeeds, then the Demon regenerates the number of wounds stated under his description.
>
> This test costs no AP.

> Example:
>
> *A Demonic Minion has Demonic Regeneration (1). This means that with a successful Fortitude test, the creature regenerates 1 HP at the beginning of his activation.*

**Demonic Stability**
Since the Earth is not the Demon's home dimension, they are more sensitive to existence here. Netherhell creatures cannot have HP less than zero (0). As soon as a Demon's HP reaches 0 it disappears back to Netherhell. It can come back, of course, but the Demons part in that particular battle is ended. The only way to fully destroy a Demon is to kill it within the Netherhell dimension.

**Demonic Creature Categories**

There are a number of elements in this supplement that refer to a type of Demonic creature. Below you can find the different categories and the specific creatures that fall under each:

| | |
|---|---|
| **Netherhell Denizens:** | Possessed Human, Feral, Feral Priestess |
| **Monsters:** | Ogre, Troll, Minotaur |
| **Minor Demons:** | Demonic Minion, Lurker, Charnel Hellbeast |
| **Major Demons:** | Vampire, Fallen One, Winged Fallen One, Dark Lord |
| **Demon Lords:** | Netherlord |

**Natural Attacks for Demonic Creatures:**

| | | | |
|---|---|---|---|
| **Netherhell Denizens:** | No natural weapons (must use weapons) | | |
| **Monsters:** | ***Claws:*** | DPR 4, ARM -1, AP 3 | **-** Troll |
| | ***Bite:*** | DPR 3, ARM -1, AP 2 | - Troll |
| | ***Horns:*** | DPR 4, ARM -1, AP 3 | - Minotaur |
| **Minor Demons:** | ***Claws:*** | DPR 4, ARM -1, AP 3 | **-** Lurker, Charnel Hellbeast |
| | ***Bite:*** | DPR 3, ARM -1, AP 2 | - Charnel Hellbeast |
| **Major Demons:** | ***Claws:*** | DPR 4, ARM -1, AP 3 | **-** Fallen One, Winged Fallen One, Dark Lord |
| **Demon Lords:** | ***Claws:*** | DPR 6, ARM -2, AP 4 | **-** Netherlord |

# HOUNDS OF HELL FORCE LISTS

# Possessed Human

## Points …… 30 Points each

These are unfortunate humans that have been captured by the forces of Netherhell and possessed by minor Demons. These are pitiful creatures with no will of their own, and are guided to kill and torture their own kind. These creatures have lost much of their previous knowledge, and are usually armed with Close Quarters weapons only.

- Possessed humans are normally found in groups of four (4) models.

Painted by Chris Webb

## Standard Equipment:

*Close Quarters weapon* – DPR 2, ARM 0, AP 3

## Demonic Abilities:

*Demonic Control (none)*
*Demonic Fear (3)*
*Demonic Magic (none)*
*Demonic Regeneration (1)*
*Demonic Stability*

*Insanity* – Model is affected by Frenzy when in CQ combat: May not leave CQ combat, cannot parry.
*Regain Control* – At the start of every turn, roll a D10. If you roll a '10', the other player may control the figure for this turn as the human within regains temporary control of his body (the model only has half AP whilst in the control of the other player).

## Ability Modifiers:

Demonic Strength / *gain a +1 to ST* …… 5 Points
Demonic Resilience / *gain a +1 to FT* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (4)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 4
**WK**: Weapon Knowledge …… 3
**CQ**: Close Quarters Combat …… 5
**ST**: Strength …… 5
**FT**: Fortitude …… 5
**HP**: Health Points …… 5
**AR**: Armour Rating …… 0
**ML**: Morale …… 4
**CC**: Command & Control …… 5 / LOS
**AP**: Action Points …… 10

# Feral

**Points …… 35 Points each**

These are the non-Demonic denizens of Netherhell and one of the more populous creature found there. Bestial in nature, these creatures worship the Demons as their gods, and are more than happy to carry out orders from their Demon masters. They appear as gruesome hybrids of humans and beasts.

- Ferals are normally found in groups of four models.

Painted by Andy Foster

## Standard Equipment:

*Close Quarters weapon* – DPR 3, ARM 0, AP 3
*Shield* – provides AR 3 for Left Arm, Chest and Stomach

## Demonic Abilities:

*Demonic Control (none)*
*Demonic Fear (3)*
*Demonic Magic (none)*
*Demonic Regeneration (0)*
*Demonic Stability*

## Ability Modifiers:

Bestial Strength / *gain a +1 to ST* …… 5 Points
Bestial Resilience / *gain a +1 to FT* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (4)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 3
**WK**: Weapon Knowledge …… 3
**CQ**: Close Quarters Combat …… 5
**ST**: Strength …… 5
**FT**: Fortitude …… 6
**HP**: Health Points …… 6
**AR**: Armour Rating (*with Shield*) …… 0 / 3
**ML**: Morale …… 5
**CC**: Command & Control …… 5 / LOS
**AP**: Action Points …… 10

# Feral Priestess

## Points …… 40 Points each

These are the magic-using leaders of the Ferals. Bestial in nature, these female creatures worship the Demons as their gods, and are more than happy to carry out orders from their Demon masters. They appear as gruesome hybrids of humans and beasts.

- Feral Priestesses are normally found leading groups of Ferals.
- Only one Priestess may be taken per force.

Painted by Andy Foster

## Standard Equipment:

*Close Quarters weapon* – DPR 3, ARM 0, AP 3

## Demonic Abilities:

*Demonic Control (none)*
*Demonic Fear (4)*
*Demonic Magic (2)*
*Demonic Regeneration (0)*
*Demonic Stability*

## Ability Modifiers:

High Priestess / *gain a +1 to WK* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (5)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 4
**WK**: Weapon Knowledge …… 4
**CQ**: Close Quarters Combat …… 5
**ST**: Strength …… 4
**FT**: Fortitude …… 6
**HP**: Health Points …… 5
**AR**: Armour Rating …… 0
**ML**: Morale …… 6
**CC**: Command & Control …… 8 / LOS
**AP**: Action Points …… 10

## Feral Priestess Spells:

*Summon Ferals* – AP 8 …….. ……. … 10 Points

This spell requires the Feral Priestess to sacrifice a Netherhell Denizen (or higher level of Demonic creature) in base-to-base contact in an attempt to summon D3 Ferals. If successful, the Ferals appear within 2" of the caster and will join the nearest Feral unit already in play. If no Feral unit is currently in play, the newly summoned Ferals form a new unit.

*Strength of the Demon Masters* – AP 3 ……. … 5 Points

Gives the Priestess or a single Feral model within 2" of the Priestess +1 ST and +1 DPR in CQ combat for this turn.

*Missile Immunity* – AP 3 ……. … 5 Points

This spell makes the Priestess harder to hit with missile weapons (including guns!) for the current Demonic players turn and the next Human players turn. All shots made against the Priestess suffer a -2 to hit modifier.

# Ogre

**Points …… 70 Points each**

These beasts appear as huge humans with certain bestial characteristics such as tusks or small horns. They are vicious and bad tempered brutes, relying on their great strength to accomplish the tasks given to them by their Demonic masters.

- Ogres are usually found on their own or in rare cases in groups of two.

Painted by Peter Bell

## Standard Equipment:

*Close Quarters weapon* – DPR 4, ARM -2, AP 4

## Demonic Abilities:

*Demonic Control (none)*
*Demonic Fear (4)*
*Demonic Magic (none)*
*Demonic Regeneration (1)*
*Demonic Stability*

## Ability Modifiers:

Bestial Strength / *gain a +1 to ST* …… 5 Points
Bestial Resilience / *gain a +1 to FT* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (5)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 3
**WK**: Weapon Knowledge …… 3
**CQ**: Close Quarters Combat …… 6
**ST**: Strength …… 6
**FT**: Fortitude …… 7
**HP**: Health Points …… 8
**AR**: Armour Rating …… 0
**ML**: Morale …… 6
**CC**: Command & Control …… 5 / LOS
**AP**: Action Points …… 10

# Troll

## Points …… 80 Points each

These foul beasts are terrifying to see and also terrible to fight against since they are so hard to kill. Only by the use of Fire or Acid can they be taken out of the game. Attacking with two huge clawed hands and with a vicious bite, they should be avoided at all costs.

- Trolls are usually found in groups of two or three creatures.

Painted by Andy Foster

## Standard Equipment:

*Claws* – DPR 4, ARM -1, AP 3
*Bite* – DPR 3, Arm -1, AP 2

## Demonic Abilities:

*Demonic Control (none)* *Demonic Magic (none)* *Demonic Stability*
*Demonic Fear (5)* *Demonic Regeneration (3)*

*Regeneration* – Trolls are supremely resistant to damage, hence their high Demonic Regeneration ability. However, they cannot regenerate wounds from Fire or Acid attacks.
*Troll CQ combat* – Trolls attack with their claws. If they get two Claw attacks hitting in a single round, they have the option of making an additional attack with their Bite (as long as they have enough AP left!).
*Tough Skin* – The skin of a Troll is very tough and provides limited protection. All hit locations of a Troll count as having AR 3.

## Ability Modifiers:

Unnatural Strength / *gain a +1 to ST* …… 5 Points
Unnatural Resilience / *gain a +1 to FT* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (6)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 2
**WK**: Weapon Knowledge …… 2
**CQ**: Close Quarters Combat …… 6
**ST**: Strength …… 6
**FT**: Fortitude …… 8
**HP**: Health Points …… 10
**AR**: Armour Rating (*Tough Skin*)…… 3
**ML**: Morale …… 4
**CC**: Command & Control …… 5 / LOS
**AP**: Action Points …… 10

# Minotaur

## Points …… 75 Points each

These are frenzied monsters of pure muscle and bad attitude. They are normally armed with a large axe or a pair of serrated swords; they are also known to use their long horns to skewer unfortunate opponents before consuming their flesh.

- Minotaurs are usually found alone, since they tend to kill each other on sight.

Painted by Stuart Witter

## Standard Equipment:

*Horns* – DPR 4, ARM -1, AP 3
*Close Quarters weapon* – DPR 5, Arm -1, AP 4

## Demonic Abilities:

*Demonic Control (none)* *Demonic Magic (none)* *Demonic Stability*
*Demonic Fear (5)* *Demonic Regeneration (1)*

*Blood Frenzy* – Model is affected by Frenzy when in CQ combat: May not leave CQ combat, cannot parry.
*Minotaur Horns* – A Minotaur may use his horns normally in CQ combat. If the creature charged into combat (i.e. the move that took him into base-to-base contact was a Run move), then there is a DPR modifier of +1 for the first Horn attack only.
*Feasting* – Minotaurs are not allowed to Consolidate after killing an enemy model. The creature is too busy eating the remains!

## Ability Modifiers:

Unnatural Strength / *gain a +1 to ST* …… 5 Points
Unnatural Resilience / *gain a +1 to FT* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (6)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 2
**WK**: Weapon Knowledge …… 2
**CQ**: Close Quarters Combat …… 7
**ST**: Strength …… 7
**FT**: Fortitude …… 8
**HP**: Health Points …… 12
**AR**: Armour Rating …… 0
**ML**: Morale …… 8
**CC**: Command & Control …… 5 / LOS
**AP**: Action Points …… 10

# Demonic Minion

## Points …… 40 Points each

Demonic minions are the lowest form of Demon in Netherhell, but make up the majority of the Demonic Legions. Evil to the core, they swarm around their enemies, using force of numbers to win the battle.

- Minions are usually found in groups of four to six models.

Painted by Andy Foster

## Standard Equipment:

*Nether Sword CQ weapon* – DPR 4, Arm -1, AP 3

## Demonic Abilities:

*Demonic Control (full)*
*Demonic Fear (4)*
*Demonic Magic (1)*
*Demonic Regeneration (1)*
*Demonic Stability*

*Swarm* – Minions are motivated when in large groups, but less so when on their own. Each minion must make a ML Test at the start of every turn that they begin more than 6" away from another Demonic Minion. If the test is failed they lose half their AP for this turn.

## Ability Modifiers:

Unnatural Resilience / *gain a +1 to FT* ……..5 Points
Terrifying Appearance / *gain Demonic Fear (5)* …… 5 Points
Acidic Blood / *when a Minion with this ability is injured, all models (including other Demons) within 2" take an automatic hit from the Acid (DPR 3, AP 0)*…… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 3
**WK**: Weapon Knowledge …… 3
**CQ**: Close Quarters Combat …… 5
**ST**: Strength …… 5
**FT**: Fortitude …… 5
**HP**: Health Points …… 5
**AR**: Armour Rating …… 0
**ML**: Morale …… 5
**CC**: Command & Control …… 5
**AP**: Action Points …… 10

## Spells:

*Blindness* – AP 5 …… 5 Points
One enemy model within 6" is the target of this spell. The target must make a FT Test to resist, otherwise they are counted as being Blind for 1 turn (only allowed to move or shoot – both having random directions!)

*Dodge Attack* – AP 3 …… 25 Points
This spell gives the Minion an equivalent AR of 5 for all hit locations. It lasts for 1 turn and represents the Minions dodging blows and missiles (yes, even bullets)! This spell does not protect from blast effects.

# Vampire

## Points …… 75 Points each

Vampires are the stuff of legend, but are actually a form of Demon. There have been occasions when these seductive creatures have found access to Earth previously, but the amount of energy needed to stay here has sent them back to Netherhell quickly. Now that a portal has been opened on Earth itself, they are free to wander and stay as they choose. Not a good thing!!

- Vampires are usually found leading Demonic Minions.
- Only one Vampire may be taken per force.

Painted by Stuart Atkins

## Standard Equipment:

*Nether Sword CQ weapon* – DPR 5, Arm -2, AP 3

## Demonic Abilities:

*Demonic Control (full)*
*Demonic Fear (4)*
*Demonic Magic (2)*
*Demonic Regeneration (2)*
*Demonic Stability*

*Domination* – Vampires are masters of mind control and persuasion. They may attempt to mentally attack a model. (AP 5, range 6", target must make a ML Test or fall under the Demonic players control for 1 turn).

*No Reflection* – It is well known that Vampires cast no reflection. In DoW Hounds of Hell, this provides an ability to be undetectable to Night Vision Goggles, Infra Red Detection equipment and the like. They can only be seen with the naked eye.

## Ability Modifiers:

Unnatural Resilience / *gain a +1 to FT* ……5 Points
Intimidation / *gain Demonic Fear (5)* ……5 Points
Unnaturally Fast / *the Vampire halves all AP cost for movement (round down)*……30 Points

## Abilities:

**WP**: Weapon Proficiency …… 6
**WK**: Weapon Knowledge …… 5
**CQ**: Close Quarters Combat …… 7
**ST**: Strength …… 7
**FT**: Fortitude …… 7
**HP**: Health Points …… 10
**AR**: Armour Rating …… 0
**ML**: Morale …… 8
**CC**: Command & Control …… 8
**AP**: Action Points …… 10

## Vampire Spells:

*Teleport* – AP 6 …… … 30 Points

By using this spell, the Vampire can move very quickly to avoid attacks and gain objectives. When teleporting, the Vampire has control over the direction of travel but not much control over distance. The Vampire player may choose the direction, but distance much be selected from 2D6", or 2D10". The distance rolled will be the actual distance travelled.

Travelling this way is safe unless the end position is in / on / under etc a solid terrain piece (e.g. a wall, a well etc). Movement can pass through these things but it cannot end in them. If a model would have an end position inside a solid terrain piece, roll D10. On a roll of "1-8" the model is placed beside the solid terrain piece on the edge facing the original position of the model. On a roll of "9-10" the model is forcefully ejected from the solid terrain piece, suffering 1 HP damage and placed as mentioned above.

*Blood Manipulation* – AP 6 …… … 20 Points

This spell is extremely dangerous to enemies within 6" that have been injured. If the target has previously been wounded in the battle, this spell makes the wound worse. The target must make a FT Test. If the model fails, the model loses a further 2 HP.

If the model is brought to below 0 HP by this spell, the model collapses appearing dead in all respects (even if the players know what is happening, their characters don't and shouldn't be allowed to desecrate the dead). However the model is not out of the game yet…

At each subsequent activation of the Vampire, make a Consciousness test (see Unconscious section in the DOGS OF WAR rules) as if he had his full HP. However, when he awakens he returns as a Zombie under the control of the Vampire. As a Zombie, the model is now controlled by the Netherhell player, with all current equipment. The Zombie has all abilities and characteristics at -2 of the original scores to a minimum of 1. The Zombie cannot re-load any weapons nor do anything that involves much thought (referee discretion here).

There is one minor problem with this spell though. If the target rolls a "1" on his FT test, the target is fine, but the Vampire suffers the effects instead! If this would take the Vampire below 0 HP, then the Vampire is considered killed.

Example:

*A British Royal Marine is currently suffering from a Minor Flesh Wound to his Abdomen (3-5 column on table). A nearby Vampire casts "Blood Manipulation" on him. The Marine fails his FT Test and the wound becomes Severely Wounded (1-2 column on the table). He now needs Immediate Medical Attention, subtracts 2 more HP, movement costs are doubled, and it is impossible for him to run.*

*Dodge Attack* – AP 3 …… … 25 Points

This spell gives the Vampire an equivalent AR of 5 for all hit locations. It lasts for 1 turn and represents the Vampire dodging blows and missiles (yes, even bullets)! This spell does not protect from blast effects.

# Lurker

## Points …… 80 Points each

Lurkers are the unseen, stealthy warriors of the Demonic legions. They can appear from nowhere and attack with such speed that enemies can be taken completely by surprise. Supreme senses also give them excellent hunting abilities.

- Lurkers are always found operating on their own.
- A maximum of two Lurkers may be taken per force.

Painted by Andy Foster

## Standard Equipment:

*Claws* – DPR 4, ARM -1, AP 3

## Demonic Abilities:

*Demonic Control (full)*
*Demonic Fear (6)*
*Demonic Magic (1)*
*Demonic Regeneration (1)*
*Demonic Stability*

*Ambush* – Lurkers always start the game in Ambush (as per the DoW rules).
*Camouflage* – Thanks to their excellent hiding abilities and chameleon skin, Lurkers count as having AR 5 for all hit locations against ranged missile combat only. When dealing with close quarters attacks and blast effects, Camouflage has no effect (AR 0).
*Unnaturally Fast* – Lurkers always halve AP cost for movement (round down).

## Ability Modifiers:

Unnatural Strength / *gain a +1 to ST* …… 5 Points
Unnatural Resilience / *gain a +1 to FT* …… 5 Points
Terrifying Appearance / *gain Demonic Fear (7)* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 4
**WK**: Weapon Knowledge …… 4
**CQ**: Close Quarters Combat …… 8
**ST**: Strength …… 7
**FT**: Fortitude …… 5
**HP**: Health Points …… 10
**AR**: Armour Rating (*Camouflage*)…… 0 / 5
**ML**: Morale …… 6
**CC**: Command & Control …… 5
**AP**: Action Points …… 10

## Lurker Spells:

*Rapid Attack* – AP 3 …… … 15 Points
This spell allows the Lurker to make blindingly fast attacks with its Claws. During the turn that this spell is cast, the AP cost for Claw attacks is 2 instead of 3.

*Poisoned Talons* – AP 3 …… … 10 Points
This spell gives the Lurker more dangerous Claw attacks during the turn the spell was cast. With Poisoned Talons, Claw attacks are DPR 5 instead of 4.

# Charnel Hellbeast

## Points …… 75 Points each

Hunters of Netherhell and guardians of the Demon Lords, these creatures are to be avoided at all costs. Fast, deadly and expert trackers, nobody is safe from their attentions.

- Hellbeasts are usually found in groups of four models.

Painted by Andy Foster

## Standard Equipment:

*Claws* – DPR 4, ARM -1, AP 3
*Bite* – DPR 3, ARM -1, AP 2

## Demonic Abilities:

*Demonic Control (full)*
*Demonic Fear (6)*
*Demonic Magic (none)*
*Demonic Regeneration (1)*
*Demonic Stability*

*Superior Senses* – Hellbeasts can spot Hidden models when within 6" rather than the normal 2" as per DoW rules.
*Camouflage* – Thanks to their excellent hiding abilities and fast speed, Hellbeasts count as having AR 5 for all hit locations against ranged missile combat only. When dealing with close quarters attacks and blast effects, Camouflage has no effect (AR 0).
*Unnaturally Fast* – Hellbeasts always halve AP cost for movement (round down).

## Ability Modifiers:

None

## Abilities:

**WP**: Weapon Proficiency …… 0
**WK**: Weapon Knowledge …… 0
**CQ**: Close Quarters Combat …… 8
**ST**: Strength …… 6
**FT**: Fortitude …… 7
**HP**: Health Points …… 10
**AR**: Armour Rating (*Camouflage*)…… 5
**ML**: Morale …… 6
**CC**: Command & Control …… 5
**AP**: Action Points …… 10

# Fallen One

**Points …… 100 Points each**

Fallen Ones are one of the elite Demon types found in the Netherhell dimension. They are deadly warriors; each is more than a match for a human soldier.

- Fallen Ones are either found leading lower class Demon troops, or in groups of 2-4 models.
- A maximum of four Fallen Ones may be taken per force.

Painted by Andy Foster

## Standard Equipment:

*Demonic Weapon of Wounding* – DPR 5, ARM -3, AP 3
*Claws* – DPR 4, ARM -1, AP 3

## Demonic Abilities:

*Demonic Control (full)*
*Demonic Fear (7)*
*Demonic Magic (2)*
*Demonic Regeneration (2)*
*Demonic Stability*

*Tough Skin* – The skin of a Fallen One is very tough and provides limited protection. All hit locations of a Fallen One count as having AR 5.
*Blood Lust* – Fallen Ones must always attempt to move towards the enemy. This reflects the fact that they only think of combat and killing others!! They are not stupid however, and will use cover as normal.
*Evil Incarnate* – Due to their appearance being the traditional Demon look common to humans, all humans must make **two** Demonic Fear Tests when in base-to-base contact with a Fallen One.

## Ability Modifiers:

Unnatural Strength / *gain a +1 to ST* …… 5 Points
Unnatural Resilience / *gain a +1 to FT* …… 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 5
**WK**: Weapon Knowledge …… 5
**CQ**: Close Quarters Combat …… 8
**ST**: Strength …… 11
**FT**: Fortitude …… 8
**HP**: Health Points …… 10
**AR**: Armour Rating (*Tough Skin*) …… 5
**ML**: Morale …… 8
**CC**: Command & Control …… 7
**AP**: Action Points …… 10

## Fallen One Spells:

*Chains of Suffering* – AP 3 …… … 25 Points

The target of this spell must be within 12" of the Fallen One. Upon casting the spell, cruel barbed chains erupt from the ground around the target and attempt to hook into him, tearing flesh and ripping muscles. Target must make a ST Test to avoid being struck by these infernal chains. If the Test is successful, move the target 2" in a random direction to represent the dodging movement. If the test is failed then the target suffers D6 DPR 3, ARM 0 wounds. If any of the chains cause damage, the target is also considered Immobilised for their next turn.

Chains do not stay in play after being created; they disappear after the spell is cast.

*Suffer the Meek* – AP 5 …… … 20 Points

This spell causes all humans within 6" radius to question their faith. All humans in range must make a ML Test at -1. If they succeed nothing happens. If they fail the Test the model drops all weapons and other hand held equipment as they realise that their religion has failed them. For D3 turns afterwards they count as Immobilised.

*Nether Flames* – AP 3 …… … 10 Points

This spell causes the Fallen Ones skin and weapons to burst into flames. Any model in base-to-base contact suffers a DPR 2, ARM -1 hit every turn. The flames last for D3 turns. Any Fallen One with active flames cannot hide and enemies get a +1 modifier to hit the Demon.

*Call Charnel Hellbeasts* – AP 8 …… … 40 Points

The caster sacrifices a Minor Demon (or higher level of Demonic creature) in base-to-base contact to attempt to summon D3 Charnel Hellbeasts. If successful, the Hellbeasts appear within 2" of the caster and will join the nearest Hellbeast unit already in play. If no Hellbeast unit is currently in play, the newly summoned Hellbeasts form a new unit.

# Winged Fallen One

## Points …… 120 Points each

Winged Fallen Ones are high ranking Demons in the Netherhell dimension. They are Fallen Ones who have found the favour of the Netherlords and are used mainly as the personal guards for Dark Lords or Netherlords.

- Winged Fallen Ones are only found leading lower class Demon troops.
- A maximum of two Winged Fallen Ones may be taken per force.

Painted by Chris Webb

## Standard Equipment:

*Demonic Weapon of Wounding* – DPR 5, ARM -3, AP 3
*Claws* – DPR 4, ARM -1, AP 3

## Demonic Abilities:

*Demonic Control (full)*
*Demonic Fear (8)*
*Demonic Magic (2)*
*Demonic Regeneration (3)*
*Demonic Stability*

*Tough Skin* – The skin of a Winged Fallen One is very tough and provides limited protection. All hit locations of a Winged Fallen One count as having AR 5.
*Wings* – Winged Fallen Ones may move freely over any terrain, but must end their turn on terrain that can support them (e.g. cannot end their turn movement on a river section).
*Evil Incarnate* – Due to their appearance being the traditional Demon look common to humans, all humans must make **two** Demonic Fear Tests when in base-to-base contact with a Winged Fallen One.
*Diving Attack* – If the Winged Fallen One charged into combat (i.e. the move that took him into base-to-base contact was a Run move), then there is a DPR modifier of +1 for the first attack only.

## Ability Modifiers:

Unnatural Strength / *gain a +1 to ST* …… 5 Points
Unnatural Resilience / *gain a +1 to FT* …… 5 Points
Blessing of the Netherlord / *gain +2 to HP* …… 20 Points

## Abilities:

**WP**: Weapon Proficiency …… 5
**WK**: Weapon Knowledge …… 5
**CQ**: Close Quarters Combat …… 8
**ST**: Strength …… 12
**FT**: Fortitude …… 8
**HP**: Health Points …… 10
**AR**: Armour Rating (*Tough Skin*) …… 5
**ML**: Morale …… 8
**CC**: Command & Control …… 8
**AP**: Action Points …… 10

## Winged Fallen One Spells:

*Chains of Suffering* – AP 3 …… … 25 Points

The target of this spell must be within 12” of the Fallen One. Upon casting the spell, cruel barbed chains erupt from the ground around the target and attempt to hook into him, tearing flesh and ripping muscles. Target must make a ST Test to avoid being struck by these infernal chains. If the Test is successful, move the target 2” in a random direction to represent the dodging movement. If the test is failed then the target suffers D6 DPR 3, ARM 0 wounds. If any of the chains cause damage, the target is also considered Immobilised for their next turn.

Chains do not stay in play after being created; they disappear after the spell is cast.

*Suffer the Meek* – AP 5 …… … 20 Points

This spell causes all humans within 6” radius to question their faith. All humans in range must make a ML Test at -1. If they succeed nothing happens. If they fail the Test the model drops all weapons and other hand held equipment as they realise that their religion has failed them. For D3 turns afterwards they count as Immobilised.

*Nether Flames* – AP 3 …… … 10 Points

This spell causes the Winged Fallen Ones skin and weapons to burst into flames. Any model in base-to-base contact suffers a DPR 2, ARM -1 hit every turn. The flames last for D3 turns. Any Winged Fallen One with active flames cannot hide and enemies get a +1 modifier to hit the Demon.

*Call Charnel Hellbeasts* – AP 8 …… … 40 Points

The caster sacrifices a Minor Demon (or higher level of Demonic creature) in base-to-base contact to attempt to summon D3 Charnel Hellbeasts. If successful, the Hellbeasts appear within 2” of the caster and will join the nearest Hellbeast unit already in play. If no Hellbeast unit is currently in play, the newly summoned Hellbeasts form a new unit.

# Dark Lord

## Points …… 70 Points each

Dark Lords act as the eyes and ears of the Netherlords, they are the 'Officers' of the Netherhell Legions. Their commands are followed by Demons without question, and their magical ability is much feared (even by the Fallen Ones). The Dark Lords are not warriors or soldiers; they are more akin to mages and advisors.

- Dark Lords are only found leading Demon troops.
- A maximum of one Dark Lord may be taken per force.

Painted by Stuart Atkins

## Standard Equipment:

*Claws* – DPR 4, ARM -1, AP 3

## Demonic Abilities:

*Demonic Control (full)* *Demonic Magic (3)* *Demonic Stability*
*Demonic Fear (5)* *Demonic Regeneration (2)*

*Tough Skin* – The skin of a Dark Lord is very tough and provides limited protection. All hit locations of a Dark Lord count as having AR 2.

*Soul Drain* – If a Dark Lord wounds an enemy with his claws, the target must make a FT Test at -2, or suffer an additional hit of DPR 3, ARM -1. This represents the Dark Lords claws draining the soul.

*Evil Incarnate* – Due to their appearance being so much like that of humans, all humans must make **two** Demonic Fear Tests when in base-to-base contact with a Dark Lord.

*Protective Sphere* – The Dark Lord is surrounded by a sphere of Nether-Energy than may protect him from ranged attacks. There is a catch…… the Dark Lord must be able to see the ranged attack. The sphere gives no protection if the attack is from behind, from heavy cover or if he is concentrating on something else! The Sphere gives an additional AR 3 to all locations against 'seen' ranged attacks only.

## Ability Modifiers:

Blessing of the Netherlord / *gain +2 to HP* …….. 20 Points

## Abilities:

**WP**: Weapon Proficiency …….…… 8
**WK**: Weapon Knowledge …… 6
**CQ**: Close Quarters Combat …… 5
**ST**: Strength …….. 10
**FT**: Fortitude …….. 6
**HP**: Health Points …… 10
**AR**: Armour Rating (*Tough Skin / Sphere*) …… 2 / 5
**ML**: Morale …… 8
**CC**: Command & Control …… 9
**AP**: Action Points ……..... 10

## Dark Lord Spells:

*Protect Me* – AP 3 …… 10 Points

The target of this spell must be within 2" of the Dark Lord and must be on the same force. When cast, the target model will act as a 'living shield' for the Dark Lord for 1 turn. Any attacks aimed at the Dark Lord (CQ combat or ranged) have a % chance of hitting the 'living shield' model instead (50% for CQ, 30% for Ranged).

*Gateway to Hell* – AP 8 …… 50 Points

This spell requires the caster to sacrifice a Minor Demon (or higher level of Demonic creature) in base-to-base contact to attempt to open the Gateway.

This spell creates a temporary gateway to the Netherhell dimension. Travel is 2-way. The gateway last for D3 turns and covers a 2" sphere anywhere within 6" of the Dark Lord. Every turn that the gateway is open (including the turn in which it was created) there is a 20% chance of something from Netherhell coming through and joining the Dark Lords army.

*Roll percentage: D3 Ferals (01-50%), D3 Minions (51-80%), D3 Charnel Hellbeasts (81-95%) or 1 Fallen One (96-00%).*

Any model (human or Demon) that is forced or moved through the gateway is transported into Netherhell, and can only try to return on the following turn. If the gateway closes before the model can return to Earth, that model is lost forever.

*Nether Flames* – AP 3 …… 10 Points

This spell causes the Dark Lords body to burst into flames. Every model in base-to-base contact suffers a DPR 2, ARM -1 hit every turn. The flames last for D3 turns. While the flames are active, the model cannot hide and enemies get a +1 modifier to hit the Demon.

*Call Charnel Hellbeasts* – AP 8 …… 40 Points

The caster sacrifices a Minor Demon (or higher level of Demonic creature) in base-to-base contact to attempt to summon D3 Charnel Hellbeasts. If successful, the Hellbeasts appear within 2" of the caster and will join the nearest Hellbeast unit already in play. If no Hellbeast unit is currently in play, the newly summoned Hellbeasts form a new unit.

*Teleport* – AP 6 …… 30 Points

By using this spell, the Dark Lord can move very quickly to avoid attacks and gain objectives. When teleporting, the Dark Lord has control over the direction of travel but not much control over distance. The Dark Lord player may choose the direction, but distance much be selected from 2D6", or 2D10". The distance rolled will be the actual distance travelled.

Travelling this way is safe unless the end position is in / on / under etc a solid terrain piece (e.g. a wall, a well etc). Movement can pass through these things but it cannot end in them. If a model would have an end position inside a solid terrain piece, roll D10. On a roll of "1-8" the model is placed beside the solid terrain piece on the edge facing the original position of the model. On a roll of "9-10" the model is forcefully ejected from the solid terrain piece, suffering 1 HP damage and placed as mentioned above.

*Chains of Suffering* – AP 3 …… 25 Points

The target of this spell must be within 12" of the Dark Lord. Upon casting the spell, cruel barbed chains erupt from the ground around the target and attempt to hook into him, tearing flesh and ripping muscles. Target must make a ST Test to avoid being struck by these infernal chains. If the Test is successful, move the target 2" in a random direction to represent the dodging movement. If the test is failed then the target suffers D6 DPR 3, ARM 0 wounds. If any of the chains cause damage, the target is also considered Immobilised for their next turn.

Chains do not stay in play after being created; they disappear after the spell is cast.

# Netherlord

**Points …… (**Special*) Points each**

The ultimate Demon. The ultimate enemy. The ultimate evil. These are the Lords of Netherhell, and as such should be treated with respect and maximum force. Games including these beasts should be very rare and typically the finale of a grand campaign

- Netherlords are only found leading Demon armies.
- A maximum of one Netherlord may ever be taken per force.
- * No point value has been assigned to the Netherlord since it should be used only for special scenarios and not for normal games.

Painted by Stuart Witter

## Standard Equipment:

*Claws* – DPR 6, ARM -2, AP 4

*Either:*
*Axe of Ashtaroth* – DPR 8, ARM -6, AP 5
*Or:*
*Sword of Ashtaroth* – DPR 9, ARM -5, AP 5

## Demonic Abilities:

*Demonic Control (full)* *Demonic Magic (4)* *Demonic Stability*
*Demonic Fear (10)* *Demonic Regeneration (4)*

*Tough Skin* – The skin of a Netherlord is very tough and provides limited protection. All hit locations of a Dark Lord count as having AR 5.
*Soul Drain* – If a Netherlord wounds an enemy with its claws, the target must make a FT Test at -4, or suffer an additional hit of DPR 4, ARM -2. This represents the Netherlords claws draining the soul.
*Evil Incarnate* – Due to its appearance being the traditional Demon look common to humans, all humans must make **two** Demonic Fear Tests when within 6" of a Netherlord.
*The Devil* – Demonic Fear for the Netherlord has a 6" range rather than the usual 2" range.
*Protective Sphere* – The Netherlord is surrounded by a sphere of Nether-Energy than may protect him from ranged attacks. There is a catch…… the Netherlord must be able to see the ranged attack. The sphere gives no protection if the attack is from behind, from heavy cover or if he is concentrating on something else! The Sphere gives an additional AR 3 to all locations against 'seen' ranged attacks only.
*Large Target* – Because of the Netherlords size, all Ranged attacks have a +2 modifier.

## Ability Modifiers:

None

## Abilities:

**WP**: Weapon Proficiency …… 10
**WK**: Weapon Knowledge …… 7
**CQ**: Close Quarters Combat …… 10
**ST**: Strength …… 20
**FT**: Fortitude …… 10
**HP**: Health Points …… 20
**AR**: Armour Rating (*Tough Skin / Sphere*) …… 5 / 8
**ML**: Morale …… 10
**CC**: Command & Control …… 10
**AP**: Action Points …… 10

## Netherlord Spells:

*Protect Me* – AP 3 …… 10 Points

The target of this spell must be within 2" of the Netherlord and must be on the same force. When cast, the target model will act as a 'living shield' for the Netherlord for 1 turn. Any attacks aimed at the Netherlord (CQ combat or ranged) have a % chance of hitting the 'living shield' model instead (50% for CQ, 10% for Ranged).

*Gateway to Hell* – AP 8 …… 50 Points

This spell requires the caster to sacrifice a Minor Demon (or higher level of Demonic creature) in base-to-base contact to attempt to open the Gateway.

This spell creates a temporary gateway to the Netherhell dimension. Travel is 2-way. The gateway last for D3 turns and covers a 2" sphere anywhere within 6" of the Netherlord. Every turn that the gateway is open (including the turn in which it was created) there is a 20% chance of something from Netherhell coming through and joining the Netherlords army.

*Roll percentage: D3 Ferals (01-50%), D3 Minions (51-80%), D3 Charnel Hellbeasts (81-95%) or 1 Fallen One (96-00%).*

Any model (human or Demon) that is forced or moved through the gateway is transported into Netherhell, and can only try to return on the following turn. If the gateway closes before the model can return to Earth, that model is lost forever.

*Nether Flames* – AP 6 …… 20 Points

This spell causes the Netherlords body to burst into flames. Every model in base-to-base contact suffers a DPR 4, ARM -1 hit every turn. The flames last for D3 turns. While the flames are active, the model cannot hide and enemies get a +1 modifier to hit the Demon.

*Call Winged Fallen One* – AP 8 …… 50 Points

The caster sacrifices a Minor Demon (or higher level Demonic creature) in base-to-base contact to attempt to summon a single Winged Fallen One. If successful, a Winged Fallen One appears within 2" of the caster. He has no spells of his own.

*Nature's Blight* – AP 8 …… 25 Points

This spell may only be cast <u>once</u> per battle.

The denizens of Netherhell do not react well with nature. The Netherlord can cause natural terrain to wither and die, crumble to the ground or simply vanish.

This spell requires the caster to sacrifice a Minor Demon (or higher level of Demonic creature) in base-to-base contact to attempt to blight a section of the game board.

Upon casting the spell, the Netherlord player selects a single terrain piece within 24". That terrain piece must then be removed from the game. Any models in / on / touching the terrain piece in question, must make a FT Test or suffer a single DPR 3 / ARM 0 wound.

Terrain that cannot be affected by this spell includes: sea, river, large hills (small hills can be destroyed), buildings larger than 6" square floor area.

*Chains of Suffering* – AP 3 …… 25 Points

The target of this spell must be within 12" of the Netherlord. Upon casting the spell, cruel barbed chains erupt from the ground around the target and attempt to hook into him, tearing flesh and ripping muscles. Target must make a ST Test to avoid being struck by these infernal chains. If the Test is successful, move the target 2" in a random direction to represent the dodging movement. If the test is failed then the target suffers D6 DPR 3, ARM 0 wounds. If any of the chains cause damage, the target is also considered Immobilised for their next turn.

Chains do not stay in play after being created; they disappear after the spell is cast.

***And for those who want a fun seasonal game……..***

# Fallen Santa

**Points …… 80 Points each**

This creature is every childs nightmare. The Fallen Santa does have a large belly and big appetite, he does have a large sack and a big beard, but his motives are dark indeed…….. He doesn't give presents to children, he takes children (and parents if they get in the way) as presents for the Lords of Netherhell.

- The Fallen Santa is a unique creature, therefore only one may be taken.
- The Fallen Santa is classed as a **Major Demon**.
- He may be equipped with a Netherhell Sled pulled by a Charnel Hellbeast.
- The rest of the Netherhell force must be made up of Ferals or Demonic Minions.

Painted by Andy Foster

## Standard Equipment:

*Grotto Knife* – DPR 3, ARM -1, AP 3
*Nether Sled* – May be given to Fallen Santa at additional points cost. See below for details.
*Santa's Clothes* – provides AR 3 for Head, Chest and Legs

## Demonic Abilities:

*Demonic Control (none)* *Demonic Magic (2)* *Demonic Stability*
*Demonic Fear (5 / 8 children)* *Demonic Regeneration (2)*

*Insanity* – Fallen Santa is affected by Frenzy when in CQ combat: May not leave CQ combat, cannot parry.
*Sack of Souls* – The large sack that the Fallen Santa carries, contains the souls of all children he has kidnapped for his dark masters. When attacked by Ranged weapons, the souls of the children emerge from the sack to intercept the bullets etc. In game terms, this gives the Fallen Santa a 50% chance of avoiding successful Ranged attacks.

## Ability Modifiers:

Demonic Strength / *gain a +1 to ST* …… 5 Points
Demonic Resilience / *gain a +1 to FT* …….. 5 Points

## Abilities:

**WP**: Weapon Proficiency …… 6
**WK**: Weapon Knowledge …… 6
**CQ**: Close Quarters Combat …… 7
**ST**: Strength …… 6
**FT**: Fortitude …… 7
**HP**: Health Points …… 8
**AR**: Armour Rating …… 0 / 3
**ML**: Morale …… 7
**CC**: Command & Control …… 5 / LOS
**AP**: Action Points …… 10

## Spells:

*Childhood Memories* – AP 3 …… …20 Points

The target of this spell must be within 12" of the Fallen Santa. Upon casting the spell, the target must make a ML Test to avoid being affected. If successful, nothing happens. If the test is failed, the model becomes confused, seeing the Demon as the jolly Santa all children love. For the affected models next turn, it may not attack the Fallen Santa.

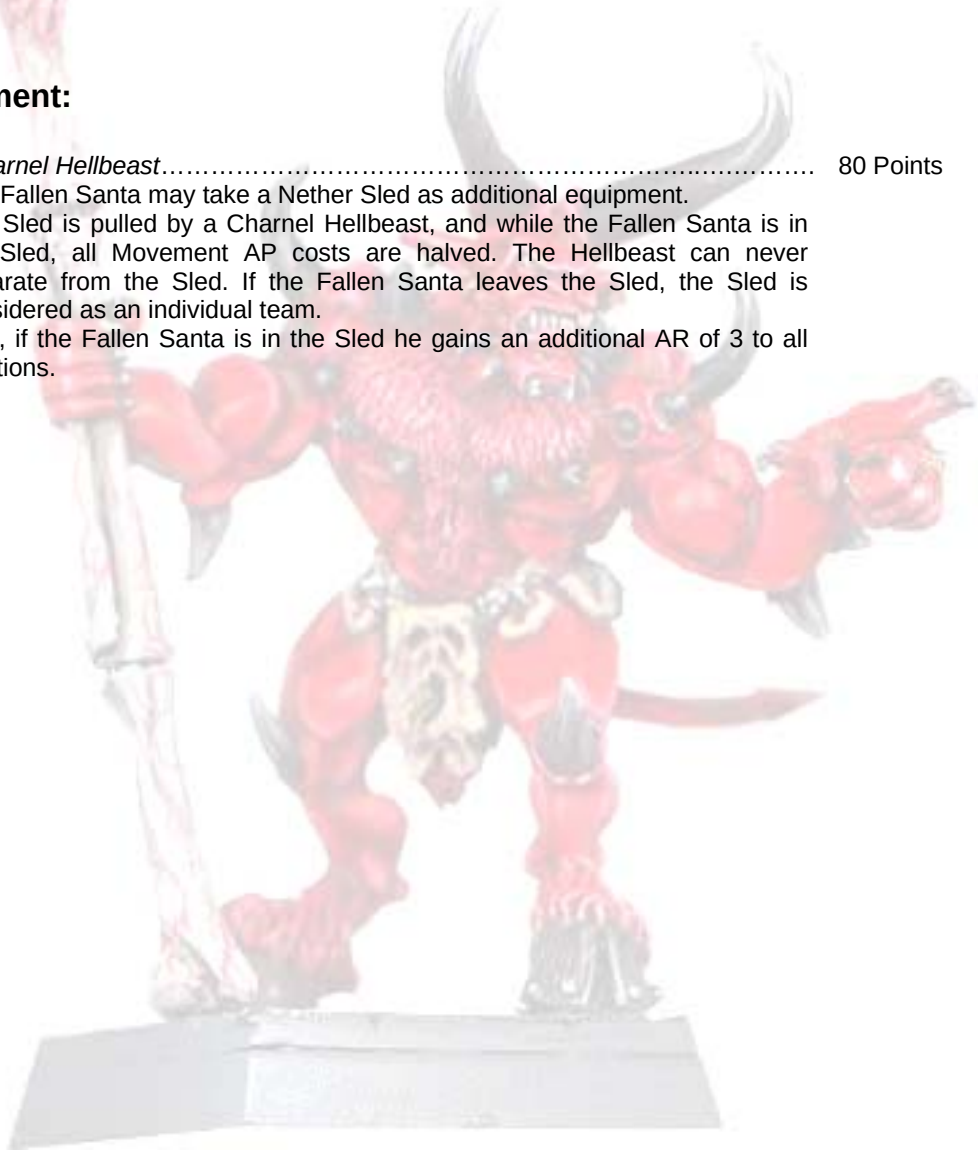
*Sack Attack* – AP 5 …… … 25 Points

By using this spell, the souls of the children within the sack may be used as a Ranged attack (SS, Range 2 / 6 / 10, DPR 3, ARM -2, Cover Penetration 5 / 2).

*Nether Flames* – AP 3 …… … 10 Points

This spell causes the Fallen Santa's skin and weapons to burst into flames. Any model in base-to-base contact suffers a DPR 2, ARM -1 hit every turn. The flames last for D3 turns. While the flames are active, the Fallen Santa cannot hide and enemies get a +1 modifier to hit the Demon.

## Special Equipment:

*Nether Sled with Charnel Hellbeast*…….…….… 80 Points

- The Fallen Santa may take a Nether Sled as additional equipment.
- The Sled is pulled by a Charnel Hellbeast, and while the Fallen Santa is in the Sled, all Movement AP costs are halved. The Hellbeast can never separate from the Sled. If the Fallen Santa leaves the Sled, the Sled is considered as an individual team.
- Also, if the Fallen Santa is in the Sled he gains an additional AR of 3 to all locations.