

Brimstone

Miniature Wargaming System

Nefarious Powers Vie for the Control of Hell

A 15mm/28mm Skirmish Game

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Some Material May Be Inappropriate for Children Under 13



Welcome to *Brimstone*, the minis game for people going to Hell. Using this system, you shall wage war for control of the Nine Circles of Hell, commanding all the forces of nefariousness and villainy that you can possibly imagine.

The Prince of Darkness has been slain, and all of Hell has been thrown into chaos. The chief lieutenants of Satan, the **Aspirants**, have put aside all pretenses of unity and now engage in open warfare upon each other, sending forth hordes of demons and damned souls to slaughter the forces of other Aspirants, paving the way to Hell's throne with blood, bone, and those fiddly little pink bits that always hang off the entrails.

The ultimate prize is, of course, the throne of Hell, and the license to continue Hell's insidious cold war against Mankind and the forces of Heaven. But only if there's anything left after the fighting's done...

A note on the masculine pronoun:

I doubt that any women will have the poor taste to actually play this game, but if you do, you'll see the masculine pronoun used throughout the rules. Get over it. All the players are going to Hell anyway, so what's the big deal?

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Game Concepts

Brimstone uses some core concepts:

- **Actions.** Every character has two Actions with which to wreak havoc upon your enemies, whether through movement, combat, or the special magic of Hell known as Blaspheme.
- **Blaspheme.** This is what would be described as magic in an Earthly fantasy, or divine intervention if one was talking about heavenly things. In the case of *Brimstone*, it is the magic that draws its power from all things evil.
- **Brawling.** The measure of a character's hand-to-hand fighting ability.
- **Shooting.** This is the measure of a character's skill with ranged weapons – common firearms, military weapons, and the like. Not all characters have a **Shooting** rating, because some lack the intelligence to handle a ranged weapon and others feel that they're for uncouth simpletons.
- **Oomph.** This is a composite rating reflecting a character's general physical ability – stamina, hardiness, agility, and so forth. It's used as a measure of a character's ability to survive on the battlefield.
- **Mettle.** Legendary heroes overcome panic and distress through phenomenal courage and undaunted bravery. In Hell, they dispense with all that and stick to sheer orneriness. If there's any chance to stick it to the other guy, a denizen of Hell will overcome any degree of panic to find that chance.
- **Panic.** There's also no such thing as morale in Hell. Face it – to have morale, you really need to have such a thing as happiness. In Hell, there are really just shades of panic, hopelessness, and utter despair.
- **Lethality.** Weapons have a Lethality rating – the higher the number, the better the damage done.
- **d4, d6, d8, d10, d12, d20.** A “d4” means a 4-sided gaming die, as available at most Friendly Local Gaming Stores, and so forth. You may find that having at least one of each of these per player will be useful.
- **Clock direction.** To determine a clock direction, designate one edge of the game

board as 12 o'clock. Roll a d12; this will give you a random clock direction.

To play *Brimstone* you'll need some basic materials:

- Something to represent units (miniatures, markers, etc.). I envisioned 28mm or 15mm minis when I began to write the rules.
- Something to record unit information on (such as the **Damned Record Sheet** included in the Appendix)
- Some place to play (sand table, hex map, etc.)
- A handful of gaming dice – four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20), preferably one set per person
- A yardstick or measuring tape
- A piece of string is helpful for line-of-sight determination
- Another “nice to have” item is a “periscope” – a small box with openings on the top and side and a 45°-angled mirror inside, allowing a commander to have a battlefield view without having to plant his cheek onto the game table every time. An alternative is a dental mirror or cosmetics compact mirror.

The Armies of the Damned

Lost Souls: Lost Souls are those people who were just misguided folks while alive on Earth. They were minor thieves, embezzlers, neglectful caregivers, tax collectors, Games Workshop employees – everyone who's just bad enough to be condemned to Hell, but not truly evil people. They fight because they have no choice, and also for a chance to do some damage back to their persecutors for a change. Many are glad to be destroyed, as it means their eternal punishments are at an end.

Hellspawn: Hellhounds, imps, and harpies are the subhuman servants of the forces of Hell. They each have their own unique characteristics, but they all have one thing in common: they live, breath, and love evil. They are also generally quite stupid and tend to need a lot of supervision.

Vile Miscreants: Now, *here* are your mass murderers, serial killers, violent rapists, Nazis, suicide bombers, and the like. These are the people who *enjoyed* making other people suffer when they were alive, and reveled in terror and pain. They fight because they enjoy hurting people, and while they may not be the most skilled, they fight with gusto.

Demons: Existing at a level somewhere above Mankind but below a deity, demons are beings of darkness, emotion, and impurity. They fight less with their hands than with their minds, attempting to infiltrate the consciousness of their victims and subjugate their will.

Fallen Angels: God cast these angels out of Heaven for some infraction or other. They are often more misguided than evil, and may be fighting for the chance to escape from Hell and appeal their case to God. They are powerful, but not ruthless in the way a demon is, and thus may not always choose to take advantage of their most powerful attacks.

Ifreeti: No one knows why the Ifreeti exist, as their only motivation seems to be to torment Mankind. They are like Mack trucks driven by mischievous monkeys – whenever one comes into view, you can count on mayhem and destruction. However, they are also inflexible traditionalists, and resist change.

Devils: Devils form part of what little command structure exists within the armies of Hell. They fight with weapons, magic, and guile, but their greatest value is in their ability to influence and spur on their minions – often by really using spurs.

Archdevils: The evil geniuses that work to put Hell into order. They hate chaos, except as it serves their needs, and their extremely advanced mental powers give them command over great Eldritch powers. They rarely engage in physical combat, preferring instead to shape the forces of magic in such a way as to destroy their opponents.

Setup

You are an Aspirant – a devilish force aspiring to seize the throne of the Prince of Darkness.

Each Aspirant selects an army based either on the scenario, agreed-upon army limits, or the **Random Army Generator** (RAG). The RAG is included towards the end of this booklet.

Unlike some games that require you to keep squads homogeneous, *Brimstone* lets you mix and match to your heart's content. There are some restrictions, of course, which will be explained in a moment.

Individuals are formed into Broods of up to five characters each. One Brood always moves and fights together, and an individual must always be within a certain distance of at least one other individual from his Brood (this is explained more in the *Cohesion* section). You may mix characters within a Brood as much as you like, within certain constraints. For instance, no single Brood may contain more than:

3 Demons
3 Fallen Angels
2 Ifreeti
or
1 Devil

In addition, you have a Head Brood consisting of one Archdevil and his (or her) **two** bodyguards. More about that in the next section.

Caste Problems

In addition, some of the upper-class characters will refuse to associate with some of the lower-class characters, or even with some of their peers. At the beginning of each game, each Aspirant must roll two d20 on the following table to determine which characters have attitude problems and will not associate with each other. The results will tell you which characters cannot serve as part of the same Brood:

For example, your first roll may be a 12 (Demons), while your second may be 4 (Ifreeti). In this case, Demons and Ifreeti may not be part of the same Brood. You may notice that the

scale changes slightly between the top of the social dung heap and the bottom; this is because the higher-class creatures are more likely to be picky and the Lost Souls don't have a whole lot of say in their circumstances.

If you roll the same group twice, *keep* the roll if it was for Ifreeti, Fallen Angels, or Demons. If it was for Devils, Vile Miscreants, Hellspawn, or Lost Souls, make your second roll again to get a different group. Devils never associate with other Devils anyway, and the other upper-class characters may certainly choose not to associate with others of their type, but it would be too limiting if all your cannon fodder – Lost Souls, for instance – refused to serve together.

Note that Archdevils do not appear on the chart above. This is because an Archdevil will only ever associate with his **two** bodyguards, who must be Ifreeti or Fallen Angels (Devils are management types, not bodyguard types). The Head Brood will therefore only ever have three characters in it.

Using a record sheet, record each Brood by number, how many of what kind of character is in it, and what kind of weaponry each character has (weapon restrictions and tables are listed under the *Combat and Weapons* section). You may use the **Damned Record Sheet** provided at the end of the rules for this.

Caste Problems

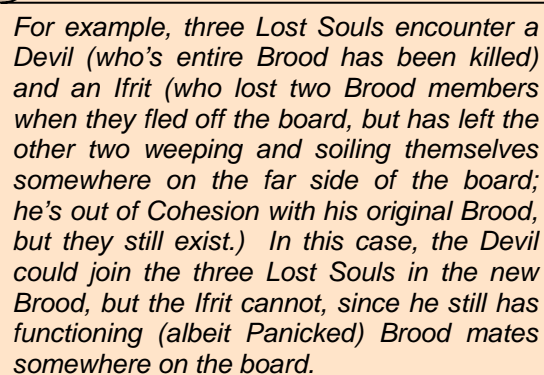
1 st d20 Roll	Creature	2 nd d20 Roll
1-4	Devils	1-2
5-8	Ifreeti	3-4
9-11	Fallen Angels	5-7
12-14	Demons	8-10
15-16	Vile Miscreants	11-13
18-19	Hellspawn	14-16
20	Lost Souls	17-20

Consolidation

It is possible to consolidate Broods that have been reduced by casualties and other misfortunes of war. You may consolidate stray characters into a single brood by simply moving them into *Cohesion* distance with each other (as per the *Cohesion* rules below), and declaring that they are now a Brood. There are only a few restrictions on consolidation:

- Characters that can't associate with each because of caste problems cannot consolidate into a Brood.
- The limits on specific character types in a single Brood still apply (for Demons, Fallen Angels, Ifreeti, and Devils).
- The characters must have lost the rest of their own Broods; you can't simply run a character from one Brood to another at will, or split up Broods to form new ones.

On the other hand, you may find it advantageous to keep some models operating separately, especially those which have considerable individual powers, such as Ifreeti or Fallen Angels.



For example, three Lost Souls encounter a Devil (who's entire Brood has been killed) and an Ifrit (who lost two Brood members when they fled off the board, but has left the other two weeping and soiling themselves somewhere on the far side of the board; he's out of Cohesion with his original Brood, but they still exist.) In this case, the Devil could join the three Lost Souls in the new Brood, but the Ifrit cannot, since he still has functioning (albeit Panicked) Brood mates somewhere on the board.

Sequence of Events per Turn

1. Aspirants roll for initiative.
2. Units make Panic checks.
3. Smoke grenades build up their clouds.
4. Each Aspirant moves and fires a single Brood at a time.
5. After the leading Aspirant's first Brood is moved, the next highest moves his first Brood, the next highest moves theirs, and the sides alternate thereafter.

Actions

Every character gets two Actions per round. One Action may consist of the following:

- Move base movement or some derivative thereof (running, crawling, jumping)
- Make one attack
- Use a non-weapon item/object
- Loot a dead body
- Rally
- Take cover/go prone
- Call Blasphemous Powers
- Call Holy Wrath (Fallen Angels only)
- Possess an enemy character (Demons only)
- Crack The Whip (Devils and Archdevils only)
- Administer Hard Drugs (Devils only)
- Go ethereal (Ifreeti only)

Some activities require more Actions than others; these will be outlined in their respective sections below.

Initiative

At the beginning of each turn, every Aspirant rolls a d20; game play proceeds starting with the Aspirant who rolled the highest number and on down the line of rolls. The Aspirant who wins initiative may choose to *stall*, making the next highest Aspirant take his round first. The stalling Aspirant can then take his round at any point he chooses, inserting himself into the play queue between any two Aspirants or even waiting until everyone else has gone before going himself. This doesn't need to be declared beforehand; the Aspirant who won

initiative can speak up at any point and say that his round will be next.

Character Attributes

Each unit type has a few attributes that affect combat. These attributes are represented as die types; for instance, a Demon has an eight-sided die for its Mettle attribute.

Oomph is a measure of being able to both avoid and withstand damage. Imagine this as a general measure of the character's size, speed, toughness, and agility, with some elements balancing others out.

Mettle is a measure of willpower, how dependable a unit is under fire, and how quickly it recovers from morale failures. Very important for some magical applications.

Shooting is a character's ranged weapon proficiency.

Brawling is a character's melee fighting ability.

Here is a breakdown of the four attributes of each character type:

Creature	Oomph	Mettle	Shooting	Brawling
Archdevil	d6	d12	--	d8
Devils	d6	d8	d12	d6
Ifreeti	d10	d10	--	d10
Fallen Angels	d10	d8	--	d12
Demons	d6	d8	d8	d6
Vile Miscreants	d4	d6	d10	d6
Hellspawn:				
Hellhounds	d8	d8	--	d12
Imps	d4	d4	d8	d6
Harpies	d6	d6	--	d8
Lost Souls	d4	d4	d8	d4

You may occasionally see a shorthand set of states written "O/M/S/B = d4/d6/d10/d6". Now you know what that stands for, so you won't get confused, will you?

Movement and Cohesion

Broods must move together, but individual characters move at different rates; this is one of the challenges you must face when working with minions as stupid and vile as yours.

Creature	Base Move	Primary Move Type
Archdevil	6"	Ground
Devils	6"	Ground
Ifreeti	8"	Flight
Fallen Angels	8"	Ground
Demons	6"	Ground
Vile Miscreants	6"	Ground
Hellspawn:		
Hellhounds	10"	Ground
Imps*	4"/6"	Flight
Harpies*	5"/8"	Flight
Lost Souls	6"	Ground

*First number is Ground speed; second is Flying speed

The base move rate represents one Action; therefore, a Demon may use two Actions to move 12", or could move 6" and use one other Action.

Cohesion

Cohesion is very important to your Broods – it affects their effectiveness in combat and their overall morale. Therefore, characters need to stay within a certain distance of one another. You still have a lot of flexibility in how to maneuver your minions; you may have your Brood strung out in a line or pulled tightly together in a cluster, depending on your needs and requirements. How far a character can be from another depends on the type of character:

Creature	Cohesion Distance
Devils	6"
Ifreeti	6"
Fallen Angels	5"
Demons	4"
Vile Miscreants	3"
Hellspawn	3"
Lost Souls	2"

For example, you have a Brood with two Fallen Angels and three Lost Souls. Each Lost Soul must be able to look around himself and see that there's at least one character from his Brood within 2". The Fallen Angels, on the other

hand, can separate themselves from each other and the Lost Souls by up to 5".

Note: for the Brood itself to be considered "in cohesion", there can be no gap in the ranks greater than the highest cohesion distance of any one character. Thus, our two Fallen Angels may be within cohesion distance of each other, but at least one of them also needs to be within 5" of one of the Lost Souls.

When a Brood is out of cohesion, the *lowest ranking half of the members* must receive a Panic point at the beginning of each turn until cohesion is restored; in the previous example, it would be the two Lost Souls. No matter if you have five different types of character in a Brood – the lowest two or three characters would be the one(s) who must take a Panic point. They must continue to take a Panic point every turn they are out of cohesion, and they get worse as time goes on; take one additional point per lapsed turn (one point in the first turn they're out of cohesion, two the second, three in the third, etc.).

A Brood is not considered out of cohesion if the higher-ranking members are killed off; that condition merits its own effects. The Panic resulting from being out of cohesion comes from the sense among the lower-ranking members that they have been abandoned.

Terrain

Hell isn't a one-size-fits-all kind of place; no, they've tried hard to set up a variety of various torments and punishments that will effectively meet their clients' many diverse needs, and have been successful in leveraging the capabilities of their scalable and robust alternative-dimension platform. Thus, you may find yourself fighting in or on smoking brimstone, gigantic ice floes, rivers of lava, mounds of putrid flesh, islands of bone, carnivorous jungle, modern office buildings, or an entire continent made of Barney the Purple Dinosaur dolls.

Thus it may cost only 1" to move 1" on a street paved with bones, but would cost 2" to move 1" on a field that's littered with piles of bones. This is where the real advantage of flying creatures such as harpies, imps, and Ifreeti comes in – they pay nothing for crossing various types of terrain. However, they may suffer from other penalties, to be discussed in the combat section.

Heavy Foliage thicker than 2" completely blocks line-of-sight. Light Foliage thicker than 5" completely blocks line-of-sight. What's the difference? You can think of Light Foliage as being sparse trees, willows, sumac, and the like, while Heavy Foliage may consist of hedgerows, boscages, and dense masses of vines or bushes.

Taking Immediate Cover

Going into and recovering from the prone cost one Action each. Characters who are fired upon and have not yet used up their Actions for the turn are allowed to use one Action *immediately* to go prone if they so choose; this would be done after the first character firing at them has completed his two Actions, and before anyone else is allowed to fire upon them. This Action is removed from their total; when their round comes up, they will have only one Action with which to do anything.

Movement Types

Characters may crawl, walk, run, fly, or use one of their special abilities to move. Movement modifiers are as follows:

Movement Type	Distance Multiplier
Walk/Fly Normally*	1
Crawl**	½
Run/Fly Really Hard	1½

* If Flying is their primary means of movement

** Must be in the prone first

Terrain Movement Costs:

Terrain	Movement Cost per Inch of Terrain	Applies to Flying Creatures?
Open or Paved	1"	No
Rough/Broken	2"	No
Light Foliage	2"	Yes (if going through)
Heavy Foliage	3"	Yes (if going through)
Spongy/Slushy	2"	No
Shifting	3"	No
Steep Slope	2"	Yes
Fluid	3"	No
Trying to Eat You	3"	Ground: No; Foliage: Yes

So, if a character goes prone and crawls to a safer position, he will only be able to move at ½ his base rate; if he is standing and running, he can move half again as far as his base. A character's chosen movement type also affects his ability to fire and his ability to be shot.

Jumping and Leaping

If a character decides to jump or leap, it must be declared as such. Jumping can be done with one Action and propels a character at ½ his base movement in whatever direction is desired. This may be helpful for clearing obstacles such as ditches, ravines, lava, etc. The character also travels vertically, reaching a peak of ½" his movement. So a character with base move of 6" who needs to leap a 2" high wall can do so, since the highest his jump will take him is 3".

A leap is a running jump. The immediate prior Action must have been spent running (and for at least 3"), and the jump carries the character forward at a distance equal to his base movement. So our character with the base move of 6" could run with one Action, moving up to 9", then leap for 6" more inches. He still only travels 3" in the air vertically, and the leap must be in the same direction as the last 3" of the running head start was; characters cannot run in one direction and then leap in a direction at a severe angle away from that direction.

Ifreeti cannot jump or leap; they have no need.

Ethereal Movement

Some creatures – Ifreeti or a creature under the *Gaseous Form* spell – can diffuse themselves into gaseous form. This allows them to pass through terrain and obstacles without penalty (except for a steep slope, which still incurs the movement penalty). They cannot attack nor be attacked with physical means; however, they can be attacked by Blaspheme. It takes one Action to become ethereal or corporeal.

Tactics and Movement

You will need to find a good balance between speed and accuracy. Quite often you will find that some of your troops will need to dash in close while others take advantage of stable firing positions.

Beasts

Not everyone has to walk in *Brimstone*. Players may agree to equip each of their forces with a number of beast-mounts for their combatants to ride into battle upon – there are no cars or armored vehicles in Hell, as Satan, always the traditionalist, wouldn't allow them. Beasts will generally fall into the following categories:

Winged Horrors are flying creatures that refuse to walk, and therefore must face terrain accordingly (i.e., no cover bonuses, etc.).

If a character is mounted on a beast, he may take his attacks in addition to the beast's Actions. If a beast is running/flying hard, the character incurs the same penalty for firing as if *he* were the one running or flying hard. As it stands, firing from the back of a walking/flying normally beast incurs a -1 penalty to characters firing ranged weapons.

Other rules relating to beasts:

- It takes one Action to mount/dismount a beast.
- Beasts have two Actions and perform just as any other character.
- A beast may wear specially made armor – metal plate or hardened ceramic – using the armor rules.

- Beasts must make Panic checks in the same way that everyone else does.
- Beasts may not, by themselves, occupy or operate special objectives/artifacts.
- Beasts are dismally stupid and terribly disloyal. If no one is riding them, they will flee the battlefield at top speed.

Mount	Movement	Oomph	Mettle	Brawling
Dire Boar	7"	d8	d6	d6
Hellsteed	10"	d10	d8	d6
Winged Horror	10" (Flight)	d10	d8	d10

Combat and Weapons

To seize the throne of the Prince of Darkness, you must dispense with all competition; this generally means piling the naked skulls of all the other Aspirants at your feet. You mean to take the Throne for yourself, and there's no way as straightforward than by killing everyone else who might want it.

Your minions have varied attitudes towards combat, weapons, victory, and destruction (using "death" here doesn't make much sense). Some are supernatural beings who have existed for eons, using sword and spell to wreak their havoc; some are modern soldiers and gang members who just arrived yesterday, and have experience with the latest modern weaponry. Your forces will benefit from a healthy mix of ultramodern assault rifles and unbelievably ancient Eldritch weapons.

They also have different motivations for fighting. For instance, Hellspawn are mindless animals that simply love mayhem, Devils are fighting to increase their personal power, and Lost Souls fight only because they have to. Because of this, each unit type responds differently to combat, stress, and destruction, which will be covered later.

The table at right gives the kinds of weapons and attacks your minions may use.

At the beginning of the game, Aspirants select which weapon they want to arm their Archdevils, Devils, Ifreeti, and Fallen Angels with. Everyone else gets a random weapon or weapons, as selected on the **Things To Kill With** Table on the next page.

Note that any character armed with an Eldritch weapon can carry only that weapon – no firearms, melee weapons, etc. Anyone else gets to have a firearm from their approved list and a melee weapon. Switching from one to the other

is automatic and costs no Action. Bodies can be looted for allowed weapons using one Action. Looting a body does require that the old weapon of that type must be dropped; if you want that assault rifle, you have to drop your shotgun. Grenades are the exception; you don't have to drop your primary ranged weapon to loot Grenades off a body.

If someone rolls Hand Grenades as their firearm, they get to keep the grenades and roll again for a *second* firearm. Thus, a character may end up carrying grenades, a firearm, and a melee weapon. A character who rolls Hand Grenades gets four grenades for the battle; these need to be accounted for on your **Damned Record Sheet**. The character needs to decide at the beginning of the game how many of his grenades are Smoke Grenades (no Lethality, but produce Smoke) and how many are Frag Grenades.

Heavy machine guns (HMG) require two people to move and fire them; if a character rolls an HMG, then another character in his Brood must take only a pistol as his firearm (or no firearm) and be assigned as assistant gunner (AG) to the character who rolled the HMG. If the AG is killed or runs away, the HMG may be fired, but may not move.

Allowed Weapon Types per Character

Creature	Weapons/Attacks
Archdevil	Eldritch weapons, special attacks, Blaspheme
Devils	Eldritch weapons, simple firearms, military firearms, melee weapons, Blaspheme
Ifreeti	Eldritch weapons, Blaspheme
Fallen Angels	Eldritch weapons, special attacks
Demons	Simple firearms, melee weapons, special attacks
Vile Miscreants	Simple firearms, melee weapons, submachine guns, assault rifles
Hellspawn	Simple firearms (imps only), Special attacks
Lost Souls	Simple firearms, military firearms, melee weapons

Things to Kill With

Ranged Weapon	Weapon Type	Demons	Vile Miscreants	Imps	Lost Souls
Hand Grenades	Simple	1-3	1-3	1-3	1-2
Pistol	Simple	4-8	4-7	4-10	3-5
Shotgun	Simple	9-15	8-11	11-15	6-8
Sub-Machine Gun	Military		12-14		9-10
Hunting Rifle	Simple	16-20	15-18	16-20	11-12
Assault Rifle	Military		19-20		13-14
Flamethrower	Military				15
Grenade Launcher	Military				16
Sniper Rifle	Military				17
Light Machine Gun	Military				18
Heavy Machine Gun	Military				19
Anti-Tank Rocket	Military				20
Melee Weapon	Weapon Type	Demons	Vile Miscreants	Imps	Lost Souls
Sword	Melee	1-8	1-5	1-3	1-3
Chainsaw	Melee	9	6-9	4-6	4-5
Bat/Club	Melee	10-13	10-14	7-9	5-8
Pitchfork/Scythe	Melee	14-15	15-17	10-12	9-12
Knife	Melee	16-17	18	13-16	13-16
Chain	Melee	18-19	19	17-19	17-19
Unarmed	Melee	20	20	20	20

Ranged Combat

Many of your lesser minions will be armed with Earthly firearms; quite often, they are able to do as much damage to the enemy as your most powerful followers, which may be hard for your Ifreeti and Devils to stomach when it comes time to discuss raises and promotions. Here is how ranged combat is resolved.

All ranged weapons have a *Range* and *Lethality* value. Some do a little damage at a great distance; some are the opposite.

The attacker (the one doing the firing) measures the range to the target. The modifier to the firing character's To Hit roll is based on the range to the target and by the type of weapon being used:

Ranged Weapon... uh, Ranges Table

Weapon	Firearm Type	Short (+5)	Medium (+0)	Long (-5)	Extreme (-10)
Hand Grenade	Simple	Oomph + 5"			
Pistol	Simple	5"	10"	15"	20"
Shotgun	Simple	6"	12"	18"	--
Sub-Machine Gun	Military	10"	20"	30"	40"
Hunting Rifle	Simple	15"	30"	45"	60"
Assault Rifle	Military	15"	30"	45"	60"
Flamethrower	Military	5"	10"	--	--
Grenade Launcher	Military	15"	30"	45"	--
Sniper Rifle	Military	30"	60"	90"	120"
Light Machine Gun	Military	20"	40"	60"	80"
Heavy Machine Gun	Military	30"	60"	90"	120"
Anti-Tank Rocket	Military	30"	60"	90"	120"

Beyond the *Extreme* range class, the weapon isn't able to hit (well, the weapon probably could, but the shooter just doesn't have the skill).

Hand Grenades have a base and maximum range of thrower's Oomph roll plus 5". When a character elects to throw a grenade, roll their Oomph die and add 5; this is how many inches the grenade will travel. This is the only range class assigned to them (they can't be thrown any further), and is treated as *Medium* (i.e., no modifiers for range). They also have a 2" blast radius (everyone in the radius rolls for effect), so be careful how you employ them...

Once the range category has been determined, the following bonuses/penalties apply to his roll:

Range Category	Short	Medium	Long	Extreme
Roll Modifier	+5	0	-5	-10

Ranged attacks are made as individuals. Although this doesn't provide for the streamlined squad attacks made in other game systems, it is more realistic and flexible. If you don't like it, go to Hell. Oh, wait...

To Hit Modifiers

There are also modifiers to the firing character's To Hit roll that come from movement, terrain, cover, and morale (Panic status).

Firing Character Movement Modifiers

Firer's Previous Action Was Spent...	Firer's Roll Modifier
Standing Still	0
Prone	+5
Walking, Flying, Dismounting	-4
Running	-8
Riding a	-3
Walking/Flying Beast	
Riding a	-7
Running/Flying Hard	
Beast	

A target's movement and position also makes it harder to hit them. It's much easier to hit them if they're standing still than if they're flying, running, prone, etc.

Target Movement Modifiers

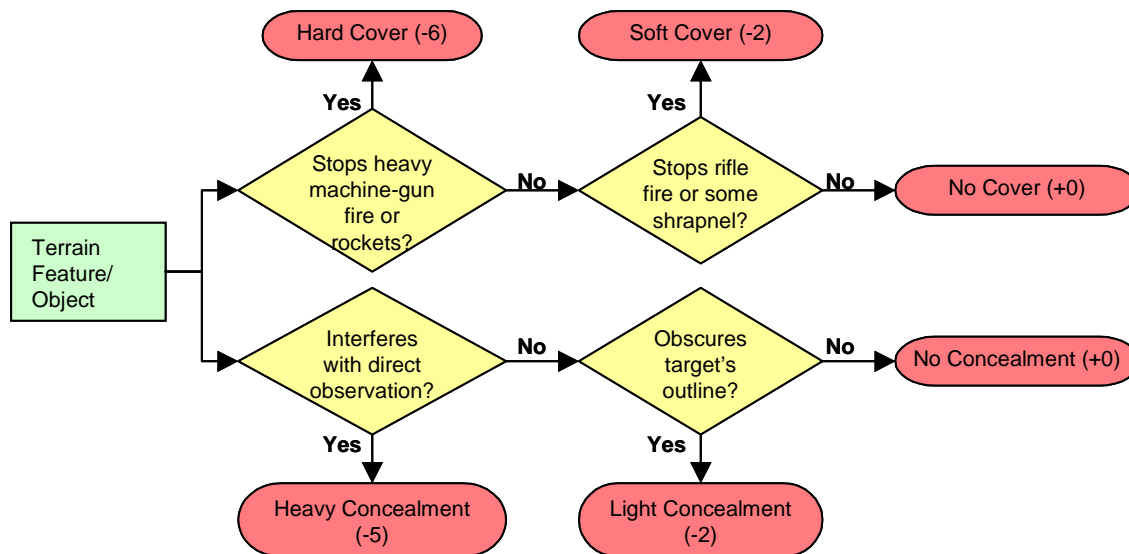
Target's Previous Action Was Spent...	Target's Roll Modifier
Standing Still	0
Prone	+4
Walking/Flying Normally	+2
Running/Flying Fast	+4
Magically accelerated	+5

The cover and concealment of the target being fired at also provides a modifier:

Terrain Type	To Hit Penalty
Weak Cover	+2
Strong Cover	+6
Light Concealment	+2
Heavy Concealment	+5
Smoke	+5

The difference between cover and concealment is that **cover** stops bullets, while **concealment** prevents observation. This chart takes into account the fact that something that covers, may not conceal (Plexiglas riot shield) and something that conceals, may not cover (a camouflage tarp). Smoke is great concealment, but poor cover (bullets go right through it), while a bulletproof window is great cover, but terrible concealment (everyone can see you).

You don't need to determine ahead of time what modifier a terrain feature has. When it comes time to determine an item's modifier, use this flow chart as a guide:



Note that flying creatures cannot take advantage of the terrain/cover modifiers if they are flying over top of the terrain in question. Thus, a harpy may be able to flit effortlessly over the tops of a stand of trees, but then she wouldn't get the bonus for cover and concealment that a grounded creature would receive.

The firing character's state of mind also comes into play when figuring out necessary To Hit rolls. The following table explains what the bonus/penalty is for a character that is suffering from adverse morale effects.

Panic Status	Target's Roll Modifier
Fearless	+3
Normal	0
Routed	Can't fire

Resolving Ranged Fire

Ranged attacks are resolved in a single die roll, which attempts to take into account range, weapon Lethality, the firer's actions, the target's actions, and the target's armor, all in one swell foop. This streamlines the process (hopefully) and speeds up game play (also hopefully). The rationale behind including the weapon's Lethality in the process is that some shots may graze a target without wounding, but the greater the Lethality, the less the chance of that occurring.

Ranged Weapon Lethality

Weapon	Lethality
Hand Grenade	d10
Pistol	d4
Shotgun	d8
Sub-Machine Gun	d6
Hunting Rifle	d6
Assault Rifle	d8
Flamethrower	d10
Grenade Launcher	d10
Sniper Rifle	d8
Light Machine Gun	d8
Heavy Machine Gun	d10
Anti-Tank Rocket	d12

To resolve weapons fire, the firing character rolls its **Shooting** die and the weapon's Lethality die and adds in any modifiers from Panic and movement; the target character rolls its Oomph die plus its Armor die, if wearing any armor, and adds in any bonus from movement or cover. Each Aspirant totals up their dice and modifiers.

Whichever modified die roll is highest, that character wins. The weapon's effects depend upon the difference in the two die rolls:

Ranged Weapons Outcome (Shooting+Lethality vs. Oomph+Armor)	Mathematical representation for true geeks	Effect
Shooter's score is twice Target's score or more	$S \geq 2T$	Target killed
Shooter's score is greater than or equal to Target's score, but less than twice Target's score	$2T > S \geq T$	Target wounded
Shooter's score is less than Target's score	$T > S$	No effect

Flamethrowers, Hand Grenades, and Anti-Tank Rockets all have a burst radius, within which every affected character must roll to survive. The Grenade's burst radius is 2"; the Flamethrower and Anti-Tank Rocket have a 3" radius. When characters are caught within these radii, each affected target character rolls against the firer's score to see what the effect was on that particular character.

Armor

Lost Souls and Vile Miscreants can take advantage of armor, which is of limited use against most weapons but may allow them to survive for an extra turn. Aspirants may equip 25% of their forces with armor, determined randomly by the table below, unless you want to distribute armor in accordance with a specific scenario.

Armor	Combat Bonus	Random Roll
Flak Vest	d4	1-7
Metal Plate	d6	8-12
Hardened Ceramic	d8	13-15
Body Armor		
Fireproof Suit	d4 (d8 vs. Fire)	16-20

Example of Ranged Fire

So a ranged attack may look like this: A Vile Miscreant, armed with a hunting rifle, walks around the corner of the Fifth Circle Abattoirs, where he spots an enemy Fallen Angel. His Shooting die is a d10, to which we add -4 because he was walking with his most recent Action (total bonus/penalty so far: -4). The two figures are separated by only 11", making this a *Short* range shot; the Vile Miscreant therefore gets a +5 bonus (total bonus/penalty so far: +1). His Panic status is *Normal*, so there is no penalty owing to morale. He is using a hunting rifle, which gives the shooter an additional d6 to add into his score. He rolls both dice and adds his modifier, resulting in a 7+3+1, or 11.

The Fallen Angel has an Oomph die of d10, representing his overall physical prowess (agility, hardiness, etc.). He is standing behind a waist-high pile of flayed entrails, which counts as both Light Concealment and Weak Cover: +2 and +2 to the target's die roll (target's total so far: +4). If he had armor on, he could roll whatever die pertained to that particular armor type, but since Fallen Angels are too stuck up to wear anything so mundane, he loses out on that particular bonus. The Fallen Angel rolls a 5 and adds his +4 modifier, resulting in a 9.

The Fallen Angel is wounded, suffering from the effects thereof. If the Fallen Angel had rolled a 5 or less (which would have made the Vile Miscreant's score twice his), he would have been killed.

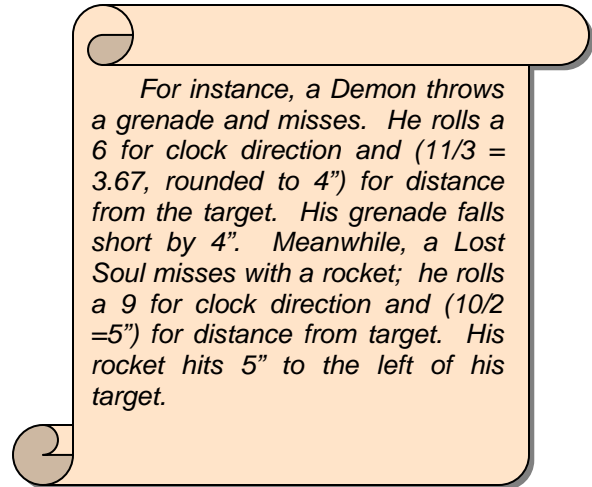
Rocket and Grenade Launchers in Combat

Rocket and grenade launchers are notoriously slow to reload. Thus, it takes one Action to fire and a second Action to reload these weapons.

Scatter

Grenade and rocket attacks which miss must end up *somewhere*. If you miss with a rocket or grenade, roll for scatter by rolling d12 twice. The first roll is the clock direction it deviated from the target, and the second (divided by 2 for rockets and 3 for grenades, rounded up) is the number of inches it was off-course by.

And as mentioned before, a character caught in the "splash" effect must roll to see if it has been killed or wounded. This even holds true in the case of a missed shot that deviates very little and still catches the originally-targeted character.



Smoke

Some items will produce smoke, which provides a measure of concealment. Flamethrowers, Smoke Grenades, and Anti-Tank Rockets each produce a cloud of smoke that's as wide and high as their burst templates. The Smoke Grenade produces another cloud at the beginning of each turn for two consecutive turns following the initial pop; at the beginning of each turn, roll for clock distance and place a smoke cloud touching that edge of the original cloud.

Smoke doesn't dissipate in this game; it's just too hard to keep track of.

Melee Combat

While your lesser minions may be enthralled with Earthly firearms, there are those in your ranks who consider themselves above such, and stick to the traditional barbed spear, dire sword, and flaming whip. The dreaded Congressional Subpoena has even been seen once or twice on the battlefields of Hell.

When creatures meet in hand-to-hand combat, the important skill becomes the Brawling skill. This represents the speed, skill, strength, and brutality (there's no such thing as "below the belt" in this realm!) with which your characters fight. To engage in melee, the fighting characters must be within ½" of each other (or be touching bases, if using models).

Melee is similar to ranged fire. Each character that is involved calculates their melee combat modifier as:

**Brawling Die
+ Weapon Die
+ Armor Die
– Panic Modifier**

Each character rolls their dice and adds their bonuses as appropriate; whoever has the highest result, wins the melee. Below is the outcome of melee combat between two characters, "A" and "B":

Melee Outcome	Effect
A wins by twice B's score or more	B killed
A wins by less than twice B's score	B wounded
Tie	No effect

In this case, a tie represents one character parrying the other, and has no effect on either combatant.

Panic Modifier (Melee):

Panic Status	Melee Modifier
Fearless	+5
Normal	0
Routed	-5

Below are the weapons which characters may use in melee:

Melee Weapons Table

Weapon	Type	Lethality	Special
Eldritch Sword	Eldritch	d6	Can force enemy to re-roll attack
Eldritch Axe	Eldritch	d8	Ignores Armor
Eldritch Hammer	Eldritch	d6	Double Panic points for enemy
Eldritch Spear	Eldritch	d6	2x Lethality vs. Mounted or Running opponents
Eldritch Flail	Eldritch	d4	2x Lethality vs. unarmored opponents
Eldritch Whip	Eldritch	d4	Disarm enemy if enemy's score tied or wounded.
Eldritch Greatsword	Eldritch	d10	Wielder can't use Blaspheme in turn attack is made
Sword	Melee	d6	
Chainsaw	Melee	d10	Double Panic points for enemy
Bat/Club	Melee	d4	
Pitchfork/Scythe	Melee	d6	
Knife/	Melee	d4	
Chain	Melee	d4	Successful wound entangles enemy – can't move with next Action
Unarmed	Melee	--	

Eldritch Weapon Effects

Eldritch weapons are made of sheer malevolence – literally: they are creations of Blaspheme (the dark magic practiced in Hell) that feed on the energies of the underworld. They cannot exist anywhere else.

Because they are crafted from the raw hateful power of Hell, Eldritch weapons tend to have unreliable but interesting side effects when they strike an opponent. Whenever a character using an Eldritch weapon kills an enemy character by more than 11 (a "vivisect" hit) or on a hit roll of a natural 20, roll a d20 on the following table:

Eldritch Weapons Effects

d20 Roll	Special
1-2	<i>Thunderclap</i> : All characters within 5" radius are <i>Stunned</i> (no Actions for rest of turn)
3-4	<i>Oobleck</i> : Enemy reduced to 1" x 1" puddle of noxious goo (d12 melee attack on anyone who touches it)
5-6	<i>Go Boom</i> : Character explodes; roll effect as for a grenade for all characters caught in blast radius
7-8	<i>Absorption</i> : Weapon that made the kill consumes the soul of target, receiving a permanent upward die shift to Lethality (for example, from d6 to d8, max of d12)
9-10	<i>Banshee's Wail</i> : 3 Panic points to all characters within 5"
11-12	<i>Bloodlust</i> : Winning character becomes <i>Fearless</i>
13-14	<i>Flashfire</i> : All enemy characters within 5" burst into flame; roll for weapons effects as a flamethrower
15-16	<i>Rampage</i> : Target killed, but winning character randomly attacks any character within reach with next possible Action
17-18	<i>Maelstrom</i> : Target character becomes a planar vortex, sucking in and destroying the weapon that killed it before disappearing forever
19-20	<i>Reverb</i> : Winning character's weapon attacks him; roll for melee combat as normal, weapon's Lethality vs. character's Brawling skill; if character wins, weapon returns to normal, if he loses, use melee effects table for result.

In addition to these random effects, each Eldritch weapon has a special ability unique to that weapon type:

- **Eldritch Sword.** These swords are fast, as sharp as the scythe of Death himself, and able to turn an enemy's attack once per turn. In combat, the character wielding the Eldritch Sword can force the other player to re-roll his attack (the players are stuck with the new roll, for better or worse).
- **Eldritch Axe.** The Axe, because of its ability to cleave right through armor, ignores Armor bonuses when figuring out the melee combat roll – opponent doesn't get to roll their Armor die.
- **Eldritch Hammer.** The Hammer is a huge and brutal weapon. It incites fear and terror in those facing it, resulting in doubled Panic points for the enemy.
- **Eldritch Spear.** This weapon can be set in the ground to receive a mounted enemy; it thus gets to roll *two* of its type of Lethality dice against mounted opponents and those who are running.
- **Eldritch Flail.** The Flail is a cruel weapon, biting deeply into exposed flesh. The fiend wielding this weapon rolls *two* of its type of Lethality dice against an unarmored opponent.
- **Eldritch Whip.** The Whip is able to seize an enemy's weapon and disarm him. Should the brute fighting with an Eldritch Whip tie or

wound his opponent, the opponent's weapon is ripped from his grasp and lost.

- **Eldritch Greatsword.** The Greatsword is a huge weapon capable of sadistic damage, but its great size is its greatest drawback as well. It is so huge and difficult to handle that a character wielding one cannot make Blaspheme attacks in the same turn as he makes melee attacks.

Wounds

Characters that are wounded fight more poorly – they suffer from ½ movement, -5 to their attack rolls, and ½ their Blaspheme rolls (1 for Ifreeti, 1 for Devils, 3 for Archdevils). A character that is wounded twice is destroyed.

A wounded character can only be restored to full functionality by use of Blaspheme or Hard Drugs. Hard Drugs are carried only by Devils (five doses per Devil) and are able to intoxicate the senses of the recipient so as to feel no pain. It takes one Action to drug up another character, and once they are drugged they will ignore pain completely (there is also a Panic bonus, explained later). The character may still be bleeding, missing limbs, etc., but they don't know about it.

Note that a wounded-and-drugged character will be killed by the next wound they receive. There are physical limits to what drugs can do, after all.

Special Abilities and Attacks

Much of what makes each character type unique and challenging is its special abilities and attacks. We will look at each here.

Archdevils and Devils: Crack the Whip, Spell Immunity

As previously mentioned, these are your management types. They have the ability to spur action in others – the *Crack the Whip* ability, which will be explained in the *Panic* section – and they are the most adept at controlling the forces of Blaspheme.

Archdevils and Devils can also spur on their minions to great achievements by transferring their Actions to another character (imagine them using their Action to exhort another character to perform extraordinary feats). If they so choose, they may use one Action to increase a target character's Actions to three, but three is the maximum; you can't have a group of Devils team up and pump some guy full of ten Actions. A Devil can, however, do this for two different characters during his turn; he simply expends both Actions and allows the two beneficiaries to gain one additional Action each. The recipient creature must be within 12" of the Devil or Archdevil.

A Devil, because of professional jealousies, will never transfer an Action to another Devil or an Archdevil.

Archdevils are immune to the effects of *Befuddle* and *Impel* spells (see the Blaspheme section for more information) and cannot be Possessed by enemy Demons.

Ifreeti: Gaseous Form

Ifreeti are chaos incarnate. They could care less about what everyone else is doing, and may often abandon their Brood to meet the enemy head-on in hand-to-claw combat.

One thing that helps them in this is the fact that they float over the terrain instead of walk – thus they pay no movement penalty for anything other than foliage, barriers, and slopes. They also can assume a Gaseous Form, as described in the earlier section on ethereal movement.

Fallen Angels: Holy Wrath

Even though they have fallen out of divine favor to such an extent as to merit damnation, Fallen Angels still retain some of their former divine abilities. They can channel the stored energies of their previous good deeds, in a phenomenon called Holy Wrath (known to the citizens of Hell as "Holy Shit!"). The mechanics are similar in manner to Blaspheme, but without the points and flexibility. Instead, Fallen Angels must roll to see what random effects occur as they try to draw the ire of God onto the diabolical battlefield.

A Fallen Angel can use one Action to summon Holy Wrath, which affects all characters within a 12" long, 60° arc (or you can cut out a template that's a triangle with 12" per side) in front of the Fallen Angel. When Holy Wrath is called, roll on the following Holy Shit! Effects Table:

d10 Roll	Holy Wrath (Holy Shit!) Effect
1	All firearms fuse together and are unusable
2	All characters burst into flame (roll as Flamethrower attack)
3	All characters stunned – no Actions allowed this turn
4	All enemy characters go berserk, attack nearest character this turn
5	All Eldritch weapons dissolve for one turn, return to normal next turn
6	All characters turn into Lambs for two turns (O/M/S/B = d4/d4/--/d4)
7	Wall of force: all characters knocked Prone
8	All Eldritch weapons attack their owners; roll as for Eldritch weapon effect <i>Reverb</i>
9	All characters take one Wound and two Panic points
10	Breath of God: Enemy Hellspawn/Demons/Ifreeti simply drop dead, Devils/Archdevils take one wound, Lost Souls/Vile Miscreants are Routed. No effect on Fallen Angels.

As you can see, Fallen Angels have powerful abilities, but they can also wreak havoc on friendly as well as enemy forces. This demands careful planning before cutting your Fallen Angels loose! Note, however, that Fallen Angels are sensitive to the extreme effects their holy powers can cause; whenever you choose to make a Holy Wrath attack, roll the Fallen Angel's Mettle die (a d8) against a target of 4. If you roll below a 4, they have had a fit of pity for their victims and refuse to use Holy Wrath. They may use their Action to attack normally and try to use Holy Wrath again in their next turn.

There is one final possible effect of Holy Wrath. Anytime Lost Souls are caught by Holy Wrath, roll against Mettle for each survivor. If they fail, they leave whichever side they are fighting for and join a special Brood centered around the Fallen Angel, as they see him as the closest thing to God in this whole misbegotten place. They will fight alongside the Fallen Angel until killed or torn away by another Fallen Angel, Blaspheme (*Restore*), Demonic Possession, or Panic. This Brood is the only kind of Brood that may contain more than five characters.

Demons: Possession

For eons, Demons have practiced the art of Possession – slipping into the mind of an Earthly mortal in order to wreak havoc, make kids projectile vomit, start polka bands, etc. This ability is what makes them feared on the battlefield – they can Possess an enemy character using one Action, and force it to do anything they wish (a Demon can expend two Actions, making a single enemy character take its two Actions or two enemy characters take one Action each).

To possess an enemy character, a Demon must have line of sight, be within 36" of the target, be in a *Normal* or better state of morale, and expend one Action on the attempt. The target character must roll against its Mettle score; if it fails, it is Possessed. The Demon can now make that character take a single Action. If it chooses, it can keep a hold on the Possessed character for a second Action without having to make another Mettle roll.

On the next turn, the Demon will need to try to re-Possess the target if the Demon desires to continue controlling it.

Possessed characters who are released from the hold of the Demon feel mentally raped and highly vulnerable; they must take a Panic point after coming out of Possession.

A target character who passes out of line of sight of the Demon escapes Possession. For instance, a possessing Demon tells its victim to run into a pit of lava and die. The lava is far enough away that it will require 2 Actions to get there, which is fine with the Demon. However, at the end of the first Action, the character has passed behind a mountain of severed limbs, and the Demon cannot see it at all – at this point, Possession is lost. Chalk up a Panic point for the formerly Possessed character, and allow the Demon to take its second Action.

Demons cannot Possess other Demons or Archdevils.

Hellspawn: Other Stuff Designed to Make Them Unique

Each of the Hellspawn types has its own special attack, although they may be weaker than anything else on the battlefield.

Hellhounds generally attack by biting and clawing. If they successfully bite (i.e., they roll a Wound result in melee), they hold on, and the character they are fighting cannot run away or do anything else with its subsequent Actions except either engage in melee with the Hellhound again or use Blaspheme/Holy Wrath against it.

Imps are smallish humanoid flying creatures; they are about two feet tall with a wingspan of about two feet. They can dodge quickly and are hard to track. Therefore, anyone trying to engage a *flying* Imp with a ranged weapon gets a –3 modifier to his or her roll. Again, this only applies to flying Imps.

Harpies are nasty creatures – they smell like a dirty chicken coop, they have terribly sharp claws, and they shriek constantly when attacking. They also like to claw the face and eyes in melee. Because of all this, they inflict double Panic on an opponent in melee, and even an opponent who wins and kills the Harpy must take a Panic point because of the unsettling experience.

Panic and Mettle

Your minions are usually fairly willing to mix things up, but some days are worse than others, especially when the guy next to them has just had his brains sucked out through his nose by a slaving Demon.

In combat, your characters may find themselves unwilling to advance, scared spitless, running in abject fear... all these things are related to the *Panic check*, which is made at the beginning of each turn for each character with at least one Panic point. During the course of the game, characters will accumulate Panic points, which may force the character to act out of fear rather than conscious decision.

Creature	Mettle
Archdevil	d12
Devils	d8
Ifreeti	d10
Fallen Angels	d8
Demons	d8
Vile Miscreants	d6
Hellspawn:	
Hellhounds	d8
Imps	d4
Harpies	d6
Lost Souls	d4

Panic Points

A character gains a single Panic point whenever the follow events take place:

- A character is wounded
- A Brood loses cohesion (only the lowest members of the Brood gain a Panic point)
- Blaspheme or Eldritch weapon effects require it
- The character is shot at with a ranged weapon, even if the attack misses
- A member of the character's Brood is killed
- The character recovers from Demonic Possession

Some events result in more Panic points than others:

- The character's Archdevil is slain (3 Panic points for all characters within 12")
- The character is shot at with a Rocket Launcher or Flamethrower (2 points)

Panic Checks

When a Panic check is required, simply roll the character's Mettle die; if the die roll is equal to or greater than the character's current accumulated Panic points, the character has resisted the impulse to Panic. If it is less than the character's Panic points, the character has panicked and must roll on the Panic Response table. A roll of 1 always fails a Panic check.

If a character fails a Panic check (his Mettle roll is under his Panic score), roll on the following possible actions:

d10 Roll	Panic Response
1-2	<i>Take Cover:</i> Character runs for cover (any direction) with next allowed Action; can use remaining Action for any purpose
3-4	<i>Defend:</i> Halt forward movement; go prone; attack only with ranged weapons or Blaspheme; fight in melee only if attacked
5-6	<i>Cower:</i> Halt movement; go prone; use available actions to crawl towards cover; no attacks possible
7-8	<i>Retreat:</i> Character moves backwards at Walk/Fly movement rate for one Action; goes prone at that spot with second Action
9-10*	<i>Rout:</i> Character spends two Actions running away from any visible enemy*

* If Lost Souls are Routed, roll again; a second failed Panic check means that they go Suicidal and run towards the enemy at their best possible rate, hoping to be destroyed. They will not check for Panic again until the next turn

If a character begins a turn with a Panic point level that is higher than his Mettle die type (such as 7 points for a character with a d6 Mettle die), the character automatically suffers a Panic Response; roll on the table above.

Fearlessness

Some characters can be rendered immune to fear and panic. These characters are said to be *Fearless*, and they can only get that way with the help of powerful magic or strong drugs. A *Fearless* character receives bonuses to his attacks and is immune to all Panic points that turn, except for those resulting from a

Blaspheme attack. If the Blaspheme is successful, he has returned to a *Normal* state and must roll for Panic as normal from that point on. A *Fearless* character may *not* take advantage of the automatic *Take Immediate Cover* maneuver, as they are simply too jazzed to duck.

Rout

A character which is *Routed* cannot make any attacks except to defend himself in a melee situation. No ranged attacks or Blaspheme are allowed. A *Routed* character fighting in melee does so at a penalty, because he's quite distracted and really just wants to get away.

Note that Lost Souls who are *Routed* must roll against their Panic score again; if they fail the second time, they become Suicidal. The affected character will use both of his Actions this turn to **run** straight at the nearest enemy, hoping to be destroyed and thus be released from their eternal suffering. This state only lasts one turn, and can be stopped by Hard Drugs or Blaspheme (*Restore* spell).

Reducing Panic

Characters will have their Panic levels reduced by 2 points each turn, which is subtracted from their score before they make any Panic checks.

Characters who are *Routed* are allowed to roll another Panic check at the beginning of the next turn; if it is successful, they stop where they are and resume normal operations again. Characters whose Panic rolls forced them to go prone, cower, hide, etc., can resume normal operations in the new turn; the effects of those Panic responses aren't residual.

There are four other ways to reduce Panic: Rallying, Cracking the Whip, Hard Drugs, and Blaspheme.

Rallying. Characters who are not *Routed* but who are suffering from other Panic results, or who are facing a huge number of Panic points, can steel themselves using one Action per turn. Using one Action, the character may reduce their Panic level by an amount equal to a Mettle die roll, or can decrease their Panic results by two levels per Action (for example, from *Cower* to *Take Cover*). This may

be useful if you have a particular minion that you don't want to see suffer an adverse Panic result and who has already raked up a considerable number of Panic points for the following turn. If Rallying reduces the number of incurred Panic points to less than zero, then the character now has zero, and cannot "store" the extra reduction against future Panic checks that may be incurred against him.

Cracking the Whip. Devils can reduce Panic (or spur action) by a unique ability known as *Cracking the Whip*, which involves screaming, shouting, cajoling, and, occasionally, cracking a real whip. This Action reduces the Panic level of all friendly creatures within 12" – these characters are restored to a *Normal* state, or have their Panic levels reduced by a number of points equal to the Devil's Mettle die roll (just roll once for all the affected creatures). A character cannot become *Fearless* through this avenue.

Hard Drugs. Hard drugs can be administered to lesser beings to decrease their fear. Demons, Vile Miscreants, Hellspawn, and Lost Souls can be drugged up to become completely immune to the effects of Panic. This takes one Action on the part of the Devil doing the drugging (only Devils carry drugs and each carries only 5 doses, although doses can be looted from the bodies of the slain). Drugs reduce the Panic level of the receiver to zero, or by one full Panic Response category: a recipient whose Panic state is *Panicked* (no matter what type of Panic Response he's suffering from) becomes *Normal*, while a recipient who is *Normal* automatically becomes *Fearless*. The character then receives the bonuses and penalties that attend *Fearlessness*. A Devil or Archdevil could use two Actions to dose a character up from *Panicked* to *Fearless*.

Blaspheme. Finally, characters that can wield Blaspheme can inject diabolical courage into other beings. Archdevils, Devils, and Ifreeti can use Blaspheme to simply crush the fear of destruction in an individual, thus converting them into an unfeeling fighting machine, temporarily. Using one Action, the caster can attempt to cast the **Impel** spell *Fearlessness* upon a particular character; that character and all friendly ones around him for 4" will have their Panic states suddenly reduced to *Fearless*, even from being *Routed*.

Blaspheme

The arcane forces of Hell are nearly as tangible as the wind is on Earth, and some creatures have learned how to shape and direct these forces to use against their enemies. However, the very fabric of Hell itself is composed of the same dire energy that fuels the hexes and curses of the Blasphemer, and use of the diabolical art is unpredictable and dangerous.

There are three character types that can use Blaspheme – Archdevils, Devils, and Ifreeti. When a model is going to use Blaspheme, the player must declare which Form of Blaspheme he wants to draw his power from. The player then rolls one or more d20 on the Blaspheme Spell Table (depending on what type of character is summoning it) to see what spell actually popped into existence. While the player may *want* a specific spell to appear, the shifting forces of power that fuel Blaspheme are such that no one, not even the Archdevils, can be certain as to what will happen when a spell is summoned.

Each caster receives a number of **d20 rolls** to use each turn: five d20 for Archdevils, three d20 for Devils, and one d20 for Ifreeti. Each character can cast only one spell, but the advantage of rolling multiple dice is that you have a better chance of getting the spell you had in mind when you decided to call Blaspheme in the first place. If a player rolls multiple dice and two or more come up with the same result, too bad – Blaspheme is a fickle mistress.

Casting Blaspheme upon a target always requires line of sight. However, some spells have an area effect, and those caught within the periphery of an area-effect spell do not need to be within the caster's line-of-sight, so long as the target figure is.

Blasphemous casting can take five Forms: Assail, Deflect, Impel, Befuddle, and Summon.

Assail spells are those calculated to do direct physical damage to an opponent or group of opponents. These spells require significant amounts of energy, but do have the benefit of being able to kill off large numbers of enemy minions at one time.

Deflect spells are those cast upon friendly minions (or the caster himself) that are meant to shield them from other Blaspheme. They do not shield the recipients from Holy Wrath.

Impel spells make people want to do things – either run screaming away from the battle, run screaming *towards* the battle, lie down and suck their thumb, attempt to eat their neighbor, etc.

Befuddle spells confuse their victims, send them into a berserker rage, make them think they're silly things such as toy poodles, and generally mess with their minds in such a way as to make them unable to effectively fight.

Summon spells allow the caster to conjure up swarms of insects, terrain features, Eldritch weapons, Leonardo DiCaprio films, or any other items intended to make life miserable for the enemy.

Spell descriptions are available on the next few pages. Bear in mind that there is no maximum effective range of Blaspheme – as long as the caster has line of sight to a target, he can cast a hex against it. Of course, this creates interesting possibilities for the use of smoke...

Blaspheme Spell Table

Blaspheme	d20 Roll	Effect
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Assail

Hellfire	1-2	Ball of flame strikes victim. Roll as flamethrower attack, affects all others within 2" radius from target.
Lightning Strike	3-4	Lethality d8 ranged attack; jumps to every figure within 2" of target figure until no one is left to jump to.
Frappe	5-6	Character's internal organs are liquefied; can be saved by <i>Restore</i> spell if cast before turn ends.
Soul Flayer	7-8	Affected characters simply drop dead unless they can roll their Oomph or below.
Crippler	9-10	½ Movement for target characters until <i>Restored</i> .
Dire Blast	11-12	Victim explodes violently (roll blast effects as for Hand Grenades). Successful Mettle roll versus caster's Mettle roll negates effect.
Banishment	13-14	Victim simply disappears into the void, with all his equipment. No Oomph roll is allowed.
Foul Chains	15-16	Ghastly chains rise from the ground and wrap around victim. Victim will die at end of turn, but may make one Oomph roll against caster's Mettle roll per remaining Action to escape.
Constrict	17-18	All victim's muscles contract violently; roll victim's Mettle versus caster's Mettle to negate. Failed roll means victim dies, and if carrying a ranged weapon, triggers it one time against one model directly in front of the victim. Roll to hit and damage as normal.
Viagrax	19-20	Victim is turned to stone, no saving throw allowed. Equipment cannot be recovered.

Deflect

Foul Mirror	1-3	Reflect all Blaspheme attacks against target character back on source.
Victimizer	4-6	Deflect Blaspheme effects against any character onto random character within 10".
Dissipate	7-9	Incoming spell simply disappears. Incoming spell must be targeted at caster.
Absorb	10-12	Target adds incoming spell's Action to his own; incoming spell effect is negated.
Gaseous Form	13-15	Turns a character Ethereal for one turn.
Stasis	16-18	Character is frozen in time for one full turn and can neither act nor be affected by any other character during that time.
Recall	19-20	Character is teleported from position to a spot 2" from the caster.

Blaspheme	d20 Roll	Effect
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Impel

Restore	1-3	Reduces character's Panic to <i>Normal</i> , repairs wounds, restores control.
Fearless	4-6	Makes all characters within 4" of target <i>Fearless</i> .
Wicked	7-9	Doubles friendly characters' Brawling rolls for the rest of the turn; all models within 3" radius of target affected.
Cannibalize	10-12	Target character can take up to 2 Actions away from any character(s) within 6" and use them himself. Cannot be cast more than once per turn.
Spur	13-15	Give target 1 extra Action, Movement rate tripled, for one turn.
Slasher	16-18	Target gets triple Brawling roll against one character type, as selected by caster. Lasts for remainder of turn.
Erasure	19-20	Turns one target character invisible for three turns; receives a melee Armor bonus of d8 and cannot be targeted with ranged weapons, Blaspheme, or special attacks (although area-effect weapons and spells still have an effect).

Befuddle

Confusion	1-3	Creature moves 1 Action in random clock direction and makes one Melee attack on a random creature, if possible. Lasts one turn.
Berserk	4-6	Target creature attacks nearest random creatures for rest of turn.
Pestiferous Bane	7-9	Target character makes one Melee attack upon himself.
Horror	10-12	Increases target character's Panic points by d20.
Stupefy	13-15	Character becomes too stupid to use a firearm or Blaspheme. Lasts one turn.
Lethargy	16-18	Characters within 4" of target only get 1 Action and ½ movement for rest of turn.
Coma	19-20	Target loses consciousness for one turn; figure awakes in Prone position.

Summon

Swarm	1-3	Giant wasps and hornets attack the target; if he dies, they attack the next closest target, etc., for remainder of game. Brawling skill of d6, Oomph d4.
Mound	4-7	Creates a terrain feature of 8" diameter and 6" height. Characters on it will be pushed out of the way in random direction. Permanent.
Earth-Eater	8-11	2" x 2" patch of ground tries to eat target (Brawling skill of d8); if target wins melee, he can run, but patch cannot be destroyed and stays there for rest of game to attack the unwary.
Summon/Banish Eldritch Weapon	12-15	Caster summons an Eldritch weapon into the hands of himself or a friendly character capable of using but who isn't already holding one. An enemy targeted by this spell will see his weapon vaporized. (<i>Range: Line of sight</i>)
Grapplegrass	16-18	Creates a 4" x 4" square of clinging tendrils that slow movement to ½
Gash	19-20	Creates a 6" long by 2" wide bottomless crevasse, with endpoints and orientation determined by the caster. Enemy units on the spot the crevasse is created will be sucked down and lost forever, unless they can fly.

To cast a spell, a caster must first announce two things: The Form, and the target(s). No attack roll is needed for casting Blaspheme against your heathen enemies (and they're *all* heathens, aren't they?), unless called for by the specific spell.

If a Blasphemer casts a *Deflect*-type spell upon a character, it cannot be broken for that turn. It dissipates at the end of the turn, however, and will need to be re-cast the following turn.

There are only two spells that may be specifically summoned – *Restore* and *Summon Eldritch Weapon*. Applying these spells only requires one Action, unless an enemy Blasphemer attempts to Counterspell. Otherwise, no d20 roll is necessary.

Counterspelling

Blasphemers can fight the casting of a hex by trying to warp the energies of Hell to prevent its completion. In order to Counterspell, a character must have one Action available and line of sight to the caster.

When an Aspirant announces that one of his characters is going to use Blaspheme, he must state what he's going to do (what Form he will call) and who he's going to cast it on (the target character), as stated above. At this point, any other Aspirant can declare an intention to cast a Counterspell. He must state which character will be doing the Counterspelling and how many Actions he intends to devote to the Counterspell Roll.

If, for instance, a Devil with two Actions left decides to Counterspell an enemy, he could use one Action to roll one Mettle die or two Actions to roll two Mettle dice (in the Devil's case, that would be d8). Once the first Aspirant has been informed that he's being Counterspelled, he must roll a Mettle die, and can also dedicate an additional Action to the Counterspell Roll, doubling the number of Mettle dice he's allowed to roll. Each Aspirant then rolls their dice and totals up the scores; the winner is the character with the highest result. In case of a tie, re-roll all the dice until someone wins.

If the original caster wins, he proceeds with his Blaspheme as previously intended. The additional Action he may have dedicated to the

Counterspell Roll is considered used up. If the Counterspelling player wins, the Blaspheme is stopped in its tracks, but the player has used up the Actions he dedicated to the Counterspell Roll; that character is done for this turn.

For example, an Archdevil declares a Blaspheme attack upon a group of lesser minions. After declaring the target and Form of the spell, an enemy Devil declares his intent to fight the spell. The Archdevil decides not to expend an additional Action defeating the Counterspell, so he will only roll one Mettle die; the challenging Devil decides to spend an additional Action on his Counterspell, so he will roll two Mettle dice. The Archdevil rolls an 11; the Devil rolls a 5 and 7, for a total of 12. The Devil wins, and the Blaspheme attack dissipates harmlessly into the atmosphere.

It is now the Archdevil's turn again, to use his second Action, while the Devil has used up all his Actions and will not be able to do anything else for this turn. Characters which have already used up their Actions previously in the turn may not Counterspell or participate in a group Counterspelling effort.

Group Counterspelling

A group of Blasphemers may elect to Counterspell a character's attempt at Blaspheme. The mechanics are nearly the same as above, except that the group's total dice are added up and rolled against the spell-caster. There is only one Counterspell Roll made, and it costs everyone in the group at least one Action each to participate in the effort, although each character may decide to use their second Action to add an additional Mettle die to the effort. They must all have line-of-sight to the caster.

In our example above, a group of two Devils and an Ifrit challenges the Archdevil. Each Devil and the Ifrit must dedicate one Action (or may dedicate both Actions) to the Counterspell, so the group Counterspelling roll may have up to four d8 and two d10 for the roll (one d8 per Action per Devil plus one d10 per Action for the Ifrit). However the roll turns out, the Devils and Ifrit are now down one or both Actions each.

There can only be one effort to Counterspell a particular spell. If an individual challenges and fails to stop a particular spell,

other individuals or groups cannot challenge it a second time; it has successfully been cast as soon as the first Counterspelling effort fails.

Appendix

This appendix contains a few playing aids and some tables for use in generating random terrain and objectives. They're all entirely optional – you are encouraged to use your imagination as much as possible. Go on. Be cruel.

Random Army Generator

If you need help coming up with beginning forces, you may find the below tables useful. The first is a random army generator using die rolls to determine starting forces. Since this is totally random, it is conceivable that one player could wind up with 14 characters and the other with 81 characters plus 25 beasts. Hey, life is Hell. You can balance forces out using a point system or scenario-driven setup, which might be preferable.

Creature	Number
Archdevil	1
Devils	2 to 5 (d4 + 1)
Ifreeti	0 to 5 (d6-1)
Fallen Angels	1 to 10 (d10)
Demons	1 to 10 (d10)
Vile Miscreants	5 to 15 (d10 + 5)
Hellspawn	5 to 15 (d10 + 5)
Lost Souls	1 to 20 (d20)
Dire Boar	1 to 8 (d8)
Hellsteed	1 to 8 (d8)
Winged Horror	0 to 3 (d4-1)

For those who don't care for random army generation or scenario-driven forces, you may decide to build your armies using point values. That's fine – choose your own method of unholy slaughter. Here are some possible point values for each character:

Each player gets “X” number of points in the beginning – say, 75 – and is constrained only by his Brood structure, Caste Problems, etc. There is one universal constraint: **You only get ONE Archdevil per game, period.** You also have to remember your Brood restrictions.

So long as both sides agree upon it, you can use whatever army lists you choose.

Creature	Point Value
Archdevil	7
Devils	6
Ifreeti	5
Fallen Angels	4
Demons	4
Vile Miscreants	3
Hellspawn	2
Lost Souls	1
Dire Boar	3
Hellsteed	4
Winged Horror	5

Terrain and Scenario Generator

The following generators – terrain, extra objects, and the like – are completely optional. They are simply included to give you some ideas or starting points. Roll a d20:

d20 Roll	Terrain
1	Volcanic Fields
2	Ice Floes
3	Putrid Flesh
4	Boneyard
5	Gigantica
6	Void
7	Urban Wasteland
8	Suburban Wasteland
9	Carnivorous Jungle
10	Boiling Oil
11	House of Mirrors
12	Candymanland
13	Loopholes
14	Burning Sands
15	No. 13 Elm Street, Amityville
16	Red River
17	Dork's Rift
18	Rubik's Cruel Cube
19	Rite Angles
20	Up Your Alley

1. Volcanic Fields. No vegetation, but lots of rocky outcroppings to hide behind. Because of the danger of flying rock chips, rockets and grenades get a Lethality bonus of d6 and d4, respectively.

2. Ice Floes. Broken chunks of ice floating in a freezing ocean. Characters on foot can jump across a 2" gap using one Action (4" if immediate prior Action was Running movement). Characters who are Walking or Running must make a d20 check against slipping and falling Prone – 18 or above for Walking, 14 and above for Running.

3. Putrid Flesh. The surface is a vast plain of rotting, putrid flesh. The spongy surface lowers all ground-based movement by 1". Characters going Prone must roll against Mettle or spend one Action vomiting. No foliage here,

either, although giant pimples and pus-filled sores provide some Soft Cover.

4. Boneyard. A valley made entirely of bones, which shift and roll underfoot. Same chances of slipping as with #2 (Ice Floes). Same Lethality bonuses for rockets and grenades as in #1 (Volcanic Fields).

5. Gigantica. A gigantic house, in which the characters are approximately 1/48th (or 1/100th, if you're using 15mm miniatures) the size they should be. You know the characteristics of things found in a typical house; adjust accordingly.

6. Void. The armies have to fight while falling down into a bottomless pit. Movement is either by flight or by swimming motions – characters "swimming" through the air move at ½ normal rate (flying characters move normally). Explosions displace affected characters by d10" away from source of explosion. Large objects may also be falling with them, which may be used for cover.

7. Urban Wasteland. The battlefield is framed by destroyed buildings and littered with urban debris – burnt-out cars, rubble, and the inevitable burning barrel.

8. Suburban Wasteland. This battlefield is littered with the detritus of suburban life – burnt-out SUV's, dried-up swimming pools, and the inevitable burning Starbucks.

9. Carnivorous Jungle. A wonderful place to vacation, if you don't mind having a chunk or two taken out of you by the flowers. Approximately 25% to 50% of the surface of this battlefield is covered with plants that actively attack anyone who treads on them (Brawling score of d10). Players should take turns placing chunks of foliage.

10. Boiling Oil. Just below the dried crust of this locale is a sea of boiling oil. Every turn, all players roll three d20; any results of 18-20 mean that a 3"-radius oil explosion has taken place. Total up the number of explosions and drop that many pieces of wadded-up paper onto the board from a height of 5 feet. Wherever they land, that's where the explosion has taken place. Roll for effects as a flamethrower attack. There is no foliage here, although the terrain is rough and irregular.

11. House of Mirrors. A land of glass, which is bulletproof and spell-proof. The terrain itself is perfectly flat and crisscrossed with panes of thick impenetrable glass. Players take turns placing 4" high lengths of cardboard (or real glass/plastic, if you've got it!) made to stand upright on the table, like walls of a glass labyrinth (or you can simply place strips of masking tape to show where the walls exist). Everyone has line of sight to everywhere, and no one may go over the glass except flying creatures. No one can shoot or cast Blaspheme through the glass.

12. Candymanland. Imagine a land of lollipop trees, meadows of spun sugar, chocolate rivers, gumdrop mountains... and hot fiery death. At random intervals, oompaloompas pop up and attack whomever's closest. Treat them as non-flying Imps with firearms (use the Lost Souls column on the **Things to Kill With** table, ignoring machine guns and anti-tank rockets). Use the technique from #10 (Boiling Oil) to determine if and where each oompaloompa pops up.

13. Loopholes. This is a normal rural battlefield, complete with trees, hills, bushes, etc. However, it's also riddled with subspace ruptures. At the beginning of each turn, roll a d20 for each Brood; on a roll of 17 to 20, the Brood has slipped through a wormhole and appeared on a random place on the battlefield. Roll a d12 to get the clock direction, then 2d12" distance. The Brood appears in the same basic formation as before, and cannot be teleported off the board.

14. Burning Sands. A classic desert combat zone. There are high rolling dunes, but no vegetation and no water obstacles. Characters who are Wounded die at the end of the following turn from burning heat and dehydration.

15. No. 13 Elm Street, Amityville. This is a quiet suburban setting – houses, trees, cars, etc. – where it is perpetually night. Any character that loses cohesion with its Brood must roll a d20 each turn it is separated. On a 20, the character simply disappears with a scream. Double all Panic checks while in this terrain. Also, because it is perpetually nighttime, this game is best played by flashlight.

16. Red River. The ceremonial priests have been busy – so many living sacrifices have been made that the land is running with blood. Rivers of blood flow from one side of the board to the other – say, six or so, all overlapping. They ebb and flow according to a cycle: they all start at 3" wide, then widen the next turn by two inches to 5" wide, then subside to 3", then shrink to 1" wide, then back to 3", and so on. Anyone wounded while crossing a river drowns and is considered dead. Colored wrapping ribbon or crepe paper rolls make good rivers of blood, for this scenario.

17. Dork's Rift. Imagine a world created by M.C. Escher, Dr. Seuss, and Hannibal Lecter. Place whimsical random objects – pieces of oddly cut wood, Styrofoam, kitchen implements, tin foil sculptures – upon a normal playing surface and arrange them so that no one can get at the enemy without some skilled maneuvering (players should take turns placing objects). Now imagine that whirring blades, giant hypodermic needles, and jets of flame erupt from the ground at random times. Each turn, Aspirants roll a d20 for each enemy Brood on the board; Broods that roll a 18-20 must have one character roll to survive against a Lethality d8 melee attack.

18. Rubik's Cruel Cube. The battlefield is ever shifting and reshaping itself. Make some standard terrain – rocks, trees, hills, etc. – on four or six 24" x 24" square pieces of cardboard. Put these pieces together in random order to create a square or rectangular playing area (2x2 or 2x3), and deploy your armies. Each turn roll a d20 for each piece of terrain; on 1 to 10, the piece rotates in place (d4 turns clockwise), on 11 to 20, it swaps positions with one of its neighbor pieces (roll to determine which piece).

19. Rite Angles. The world is upside-down and helter-skelter. Push your terrain table up against a wall (or into a corner) and tape some of your terrain features (foliage, rivers) to the wall itself. Ground-based characters can move normally on either surface (double-sided tape may help here), with flying characters being able to move in a straight line from a point on one board to a point on the other. Range and line-of-sight are calculated by straight-line distance.

20. Up Your Alley. Use a typical terrain setup – urban suburban, rural, it doesn't matter – and place on it 10 glass marbles per player. During play, these marbles take on a life of their own, as they careen about the battlefield, running people over. Roll clock direction and d20" distance for each marble at the beginning of the turn; if they hit a character, that character is killed. If they hit foliage, that foliage is destroyed. If they hit each other, both are destroyed.

Nefarious Objectives Generator

Hell is littered with objects that have been birthed as the result of either deliberate experimentation or the convergence of arcane forces. Such objects may give great advantages to those who possess them. Feel free to include one on your battlefield, if the players agree that it would be appropriate. Again, these are optional. Roll a d20:

D10 Roll	Objective
1	Altar of Osiris
2	Popping Wood
3	Pool of Hot Fiery Death
4	Breath of Zuul
5	The Wretch's Hovel
6	Stone of Nowhere
7	The Virgin's Downfall
8	Maypole
9	Wollyhood Stars
10	Anvil of Sundering

1: Altar of Osiris. If any character is touching this altar, he may use one free Blaspheme attack per turn (or one additional one, if he's already a Blasphemer). This may be used for Blaspheme or Counterspelling, as the user sees fit. If the user isn't normally a Blasphemer or is an Ifrit, he gets only one d20 to roll on the appropriate spell table; Devils and Archdevils get their normal three or five d20.

2: Popping Wood. This is a sapling tree imbued with a great dose of Blaspheme. Anyone who grips it in one hand will be able to impart extraordinary speed and motion in anyone he can see – once per turn, the user (who must be in base-to-base contact with the sapling) can give any character within line-of-sight 4 extra Actions and double his movement values. The downside: the recipient's body will be utterly expended by the experience, and the character will fall dead at the end of the turn.

3: Pool of Hot Fiery Death. This is a low-set ring of stones filled with a shallow pool of bluish water. When a character scoops up a handful, and casts it away from him, it develops into a ball of flame that travels along a straight line as far as the eye can see. Using two

Actions, a character can cast a ball of rolling fire in a straight line away from him, which cuts a swath 4" wide and 20" long, and does damage to everyone caught by it as per a Flamethrower attack. It destroys foliage, but cannot penetrate solid barriers – it will dissipate if it hits a rock outcropping, stone wall, etc. Each time it is used, roll a d20 – on a 19 or 20, the fire has gathered too quickly and you must roll an attack on the person trying to cast it.

4: Breath of Zuul. This is a gigantic curving Alpine horn – it's so big that it would take a dozen men to carry it, if it weren't fused to the ground. When a character blows on the horn, it causes a cone of sound to travel outward (60° arc, 24" range) that knocks over all characters in its path – those characters are considered Prone and must take two Panic points as well. The character can choose where to direct the cone.

5: The Wretch's Hovel. This is an outhouse made of stone (yes, the proverbial "brick shithouse" itself) that gives off a feeling of impending, smelly doom. Any character who occupies the Hovel can use an Action to steal and "flush" an enemy character's Blaspheme ability. If an enemy Blasphemer is in line-of-sight, the Hovel user can use an Action to roll 5 Mettle dice against the target's Mettle die; if successful, the target cannot use any Blaspheme this turn. This can be done by the character immediately following the "roll for Panic check" phase and before any other characters get to take their Actions, regardless of who has the initiative. The Hovel provides Hard Cover and Light Concealment to the character inside (I guess we could call it a "hovel tank").

6: Stone of Nowhere. This is a marble slab set into the ground, atop a small rise. Anyone standing on this slab is completely invisible – they cannot be targeted with ranged weapons, Blaspheme, or special attacks, and they receive a melee Armor bonus of d8. They do suffer the full effects of area-effect weapons – grenades, anti-tank rockets, and Blaspheme spells that have a burst effect.

7: The Virgin's Downfall. This crystal sphere is permanently anchored in the air by invisible threads – no one can move it from its spot on the battlefield. A character that is touching the sphere can use an Action to charm

all enemies within a 60° cone 18” on a side. Affected characters must roll their Mettle die against double the user’s Mettle die or else become the immediate servant of the person touching the sphere, doing everything that character commands. The effect is only broken when the person controlling the sphere is removed from the sphere (i.e., killed or displaced).

8: Maypole. Set deeply into solid rock, this gaily-striped pole is both inviting and menacing. Whoever is touching the Maypole can incite others to sing and dance themselves into oblivion. Using one Action, the Maypole user can cause up to four creatures within a 6” diameter circle within line of sight to start simply moving in random directions with each of their Actions; affected creatures roll for clock direction, move that way for their maximum Walking movement, then roll clock direction again and move in the same manner. This condition continues until they are released by a *Restore* spell or the Maypole user is removed from the pole.

9: Wollyhood Stars. A massive, smooth golden statue of a featureless man with his legs together and hands clasped in front of him atop a sword is half-buried in the ground at this spot. The character who rubs it is imbued with extraordinary courage; all the character needs to do is move to a point touching the idol and he will become *Fearless* for two full turns. He also spouts stupid one-liners as he fights, such as “*He had to split,*” “*I’m your worst nightmare,*” and “*Remember when I said I’d kill you last? I lied!*” However, any character who touches the idol must roll a d20; on a 19-20 result, he has had a nervous breakdown and kills himself on the spot.

10: Anvil of Sundering. A black iron anvil and hammer stand alone in the middle of ring of rocks. When a character picks up the hammer and strikes the anvil with it, *things* happen. Using one Action, the character strikes the anvil; one character within his line of sight (any character, friendly or enemy) will split into two new characters along the following table:

Target Creature	New Creatures
Archdevil	Unaffected
Devil	Two Ifreeti
Ifrit	Two Fallen Angels
Fallen Angel	Two Demons
Demon	Two Vile Miscreants
Vile Miscreant	Two Hellspawn
Hellspawn	Two Lost Souls
Lost Soul	Two more Lost Souls

The new characters will have no Blaspheme ability until next turn. If the target character possessed an Eldritch weapon, each new character will have a random Eldritch weapon. If it possessed a firearm or melee weapon, one of the new characters will have the weapons and the other will be unarmed. If a character changes from a type that could use a specific weapon to a type that can’t, that weapon is simply lost. This change is permanent.

Damned Record Sheet

Brood	Character	Oomph	Mettle	Shooting	Brawling	Weapon 1	Weapon 2	Grenades		Armor	Hard Drugs	Wounded	Fearless	Routed	Panic Level
								Frag	Smk						
1															
2															
3															
4															
5															
6															

This is just a sample record sheet. Feel free to make up whatever one is best for your particular needs. You know you will anyway!

Counters and Markers

[Here There Shall Be Counters!]

Ranged Weapons Table

Weapon	Firearm Type	Range Modifier				Lethality
		Short (+5)	Medium (+0)	Long (-5)	Extreme (-10)	
Hand Grenade	Simple	Oomph + 5"				d10
Pistol	Simple	5"	10"	15"	20"	d4
Shotgun	Simple	6"	12"	18"	--	d8
Sub-Machine Gun	Military	10"	20"	30"	40"	d6
Hunting Rifle	Simple	15"	30"	45"	60"	d6
Assault Rifle	Military	15"	30"	45"	60"	d8
Flamethrower	Military	5"	10"	--	--	d10
Grenade Launcher	Military	15"	30"	45"	--	d10
Sniper Rifle	Military	30"	60"	90"	120"	d8
Light Machine Gun	Military	20"	40"	60"	80"	d8
Heavy Machine Gun	Military	30"	60"	90"	120"	d10
Anti-Tank Rocket	Military	30"	60"	90"	120"	d12

Firing Character Movement Modifiers

If Previous Action Was Spent...	To Hit Roll Modifier is...
Standing Still	0
Prone	+5
Walking, Flying, Dismounting	-4
Running	-8
Riding a Walking/Flying Beast	-3
Riding a Running/Flying Hard Beast	-7

Target Movement Modifiers

Target Movement	To Hit Modifier
Standing Still	0
Prone	+4
Walking/Flying Normally	+2
Running/Flying Fast	+4
Magically accelerated	+5

Target Terrain Modifiers

Terrain Type	To Hit Modifier
Weak Cover	+2
Strong Cover	+6
Light Concealment	+2
Heavy Concealment	+5
Smoke	+5

Panic Modifiers

Panic Status	To Hit Modifier
Fearless	+3
Normal	0
Routed	Can't fire

Ranged Weapons Outcome (Shooting+Lethality vs. Oomph+Armor)	Mathematical representation for true geeks	Effect
Shooter's score is twice Target's score or more	$S \geq 2T$	Target killed
Shooter's score is greater than or equal to Target's score, but less than twice Target's score	$2T > S \geq T$	Target wounded
Shooter's score is less than Target's score	$T > S$	No effect

Brawling Die
 + Weapon Die
 + Armor Die
 – Panic Modifier

Melee Combat

Melee Weapons Table

Weapon	Type	Lethality	Special
Eldritch Sword	Eldritch	d6	Can force enemy to re-roll attack
Eldritch Axe	Eldritch	d8	Ignores Armor
Eldritch Hammer	Eldritch	d6	Double Panic points for enemy
Eldritch Spear	Eldritch	d6	2x Lethality vs. Mounted or Running opponents
Eldritch Flail	Eldritch	d4	2x Lethality vs. unarmored opponents
Eldritch Whip	Eldritch	d4	Disarm enemy if enemy's score tied or wounded.
Eldritch Greatsword	Eldritch	d10	Wielder can't use Blaspheme in turn attack is made
Sword	Melee	d6	
Chainsaw	Melee	d10	Double Panic points for enemy
Bat/Club	Melee	d4	
Pitchfork/Scythe	Melee	d6	
Knife/	Melee	d4	
Chain	Melee	d4	Successful wound entangles enemy – can't move with next Action
Unarmed	Melee	--	

Panic Modifiers (Melee)

Panic Status	Melee Modifier
Fearless	+5
Normal	0
Routed	-5

Armor Bonuses

Armor	Oomph or Melee Bonus	Random Roll
Flak Vest	d4	1-7
Metal Plate	d6	8-12
Hardened Ceramic Body Armor	d8	13-15
Fireproof Suit	d4 (d8 vs. Fire)	16-20

Melee Outcome	Effect
A wins by twice B's score or more	B killed
A wins by less than twice B's score	B wounded
Tie	No effect

Eldritch Weapons Effects

d10 Roll	Special
1	<i>Thunderclap:</i> All characters within 5" are <i>Stunned</i> (no Actions for rest of turn)
2	<i>Oobleck:</i> Enemy reduced to 1" x 1" puddle of noxious goo (d10 Lethality against all who touch it)
3	<i>Go Boom:</i> Character explodes; roll effect as for a grenade for all characters caught in blast radius
4	<i>Absorption:</i> Weapon that made the kill consumes the soul of target, receiving a permanent upward die shift to Lethality (for example, from d6 to d8, max of d12)
5	<i>Banshee's Wail:</i> 3 Panic points to all characters within 5"
6	<i>Bloodlust:</i> Winning character becomes <i>Fearless</i>
7	<i>Flashfire:</i> All enemy characters within 5" burst into flame; roll for weapons effects as a flamethrower
8	<i>Rampage:</i> Target killed, but winning character randomly attacks any character within reach with next possible Action
9	<i>Maelstrom:</i> Target character becomes a planar vortex, sucking in and destroying the weapon that killed it before disappearing forever
10	<i>Reverb:</i> Winning character's weapon attacks him; roll for melee combat as normal, weapon's Lethality vs. character's Brawling skill; if character wins, weapon returns to normal, if he loses, use melee effects table for result.

d10 Roll	Holy Wrath (Holy Shit!) Effects
1	All firearms fuse together and are unusable
2	All characters burst into flame (roll as flamethrower attack)
3	All characters stunned – no Actions allowed this turn
4	All enemy characters go berserk, attack nearest character this turn
5	All Eldritch weapons dissolve for one turn, return to normal next turn
6	All characters turn into Lambs for two turns (O/M/S/B = d4/d4/--/d4)
7	Wall of force: all characters knocked Prone
8	All Eldritch weapons attack their owners; roll as for Eldritch weapon effect <i>Reverb</i>
9	All characters take one Wound and two Panic points
10	Breath of God: Enemy Hellspawn/Demons/Ifreeti simply drop dead, Devils/Archdevils take one wound, Lost Souls/Vile Miscreants are Routed. No effect on Fallen Angels.

Panic Roll Outcomes

d10 Roll	Panic Response
1-2	<i>Take Cover:</i> Character runs for cover (any direction) with next allowed Action; can use remaining Action for any purpose
3-4	<i>Defend:</i> Halt forward movement; go prone; attack only with ranged weapons or Blaspheme; fight in melee only if attacked
5-6	<i>Cower:</i> Halt movement; go prone; use available actions to crawl towards cover; no attacks possible
7-8	<i>Retreat:</i> Character moves backwards at Walk/Fly movement rate for one Action; goes prone at that spot with second Action
9-10*	<i>Rout:</i> Character spends two Actions running away from any visible enemy*

* If Lost Souls are Routed, roll again; a second failed Panic check means that they go Suicidal and run towards the enemy at their best possible rate, hoping to be destroyed. They will not check for Panic again until the next turn

Creature	Oomph	Mettle	Shooting	Brawling	Movement
Archdevil	d6	d12	--	d8	6"
Devils	d6	d8	d12	d6	6"
Ifreeti	d10	d10	--	d10	8"
Fallen Angels	d10	d8	--	d12	8"
Demons	d6	d8	d8	d6	6"
Vile Miscreants	d4	d6	d10	d6	6"
Hellspawn:					
Hellhounds	d8	d8	--	d12	10"
Imps	d4	d4	d8	d6	4"/6"
Harpies	d6	d6	--	d8	5"/8"
Lost Souls	d4	d4	d8	d4	6"
Mount	Oomph	Mettle	Shooting	Brawling	Movement
Dire Boar	d8	d6	--	d6	7"
Hellsteed	d10	d8	--	d6	10"
Winged Horror	d10	d8	--	d10	10" (Flight)