

GAME MANUAL



SLITHERINE



HUNTED COW

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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I. INTRODUCTION

Hell is an epic fantasy game in which two powerful armies struggle for domination for the Kingdom of Gilrand. Hell is spread across two campaigns where you can play as both the Order of Radiance (Human) and Legions of Hell (Demon) armies. Utilise both special powers and the lay of the land itself to achieve victory as these two mighty forces clash in battle.

I.I SYSTEM REQUIREMENTS

MINIMUM SPEC

Windows® XP/Vista/7/8

Pentium 4 or equivalent

1GB RAM

128Mb DirectX video card

CD ROM Drive (not required for the digital version)

DirectX Compatible Sound Card

DirectX 9.0c or higher (included in installer)

RECOMMENDED SPEC

1GB RAM

256Mb DirectX 9 video card with shader model 2.0 or better

Please ensure your graphics and sound drivers are up to date before playing the game or you may experience graphical glitches or more serious errors. Check your manufacturer's website for the latest version, as new drivers are released regularly.

1.2 Installing the game

Please ensure your system meets the minimum requirements listed above. If you purchased from the Slitherine or Matrix site you will have been provided a download link for the games installer.

1.2 INSTALLING THE GAME

To install the game, either double click on the installation file you downloaded or if you have the boxed version, insert the Hell DVD into your DVD-ROM drive. If you have disabled the autorun function on your DVD-ROM. Follow all on-screen prompts to complete installation.

If you have redeemed a Steam key or purchased via Steam you can also launch the game on Steam.

1.3 UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows “Start” menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.4 PRODUCT UPDATES

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website (www.slitherine.com) and can also be downloaded quickly and easily by clicking on the “Update” link in your Game Menu or by using the “Update Game” shortcut in your Windows “Start” menu folder for the game. If you have the Steam version, Steam will update it according to your settings.

1.5 MULTI-PLAYER REGISTRATION

If you bought the game directly from us, we highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine’s website at:

www.slitherine.com/signup

This is because you will need a registered account to play Multiplayer games on Slitherine's PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue so it is worth registering!

Steam users cannot currently register though are able to play multiplayer.

1.6 GAME FORUMS

Our forums are one of the best things about Slitherine. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there.

Go to www.slitherine.com and click on the Forums hyperlink.

1.7 NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

1.8 TUTORIAL

It is advisable to play the tutorial campaign first before starting on the main campaigns in Hell. Follow the on-screen instructions as you proceed through the tutorial and you will learn about the most important aspects of the game. Once you have completed the tutorial you will be ready to begin your first campaign.

2. STARTING THE GAME

2.1 MAIN MENU

When you load the game the first screen will give you the following list of options:

Load – where you can continue your previously saved games or delete them if you no longer need them.

Campaigns – where you can access the Tutorial and the two main campaigns. More campaigns will be added to this game in the future.

Multiplayer – where you can play against other human players. You will need a Slitherine account to access this function.

Game Forum – which takes you out of the game completely and directly to the Hell section of the Slitherine website.

Editor – where you can create your own scenarios and campaigns.

Quit – which takes you out of the game.



In addition, there is an Options button in the top left hand corner which allows you to make many basic changes

to the set-up of the game including scrolling speed, game speed, special effects, music, game difficulty levels and load save games.



In the top right hand corner there is a Language Settings button which is comprised of English, French and German options.

2.2 SELECTING A CAMPAIGN

To start a campaign click on Campaigns and you will get the following three options:

- i) **Tutorial campaign** – Learn the basics of the game.
- ii) **“Defenders of Gilrand” campaign** – A darkness is preparing to sweep across the peaceful and bounteous realm of mankind. The demonic forces of Hell have managed to disable the ancient world Wards and created a massive Hell Gate. Through this all manner of hellspawn pour into our world. Now the Lord of Hell amasses his foul legions in the dark and malevolent places, preparing to strike. You must rally your forces and lead the defence against the evil tide that threatens to utterly consume the Kingdom of Men.



- iii) **“The Domain of Evil” campaign** – The invasion of Gilrand has been halted, the Order of Radiance was more powerful than originally thought. Now with momentum on their side in this vicious war the Order now bring the battle to the Domain of Evil, intent on ending the Demonic threat once and for all. The presence of these mortals in our lands will unify our forces, and awaken our ancient brethren. You must take command of our troops across our domain and turn the tide of this war.

More campaigns will be available to purchase in due course.

2.3 MULTI-PLAYER

Hell includes a very comprehensive and easy to use multi-player system. Select Multiplayer from the main game menu.



If you already have a Slitherine forum username or have previously played other multiplayer games on our server, choose the login option and enter your details.

If you are new to Slitherine, register your username and password in game. You can use these details to log in to the Slitherine forum and view statistics or chat to other players.

Slitherine have also created a “Unified Login System” for the Slitherine and Matrix Games websites and forums so you do not have remember a separate password for each of them. If you are an existing user, you can login to the “Unified Login System” using any of your credentials. Then you can merge the accounts together to create one unified login. If you have any problems logging in please do not hesitate to contact us at support@slitherine.co.uk

The full game allows you to play online using the revolutionary Slitherine online servers. Accept another player’s challenge, or create your own. Play games with other players in any time zone, and play turns at your own pace – without having to be online at the same time!

When you arrive in the Lobby, you will see that there are three tabs. The first tab, “My Games”, lists the games you currently have in progress. The second tab, “My Challenges” shows the games you have put on the system that are waiting for an opponent to begin, while the third tab, “Accept Challenge” lets you see if there are any challenges available from other players who are looking to start a new game. Any games displaying a padlock icon are private challenges only available to specific opponents.

If you want to initiate your own challenge, click the “Issue Challenge” button and you’ll see a list of available scenarios. Select the one you wish to play then select your army. Once you have an opponent, the game moves to “My Games”. If it is your turn you’ll be able to select the game and press Play. If not, you’ll have to wait for your opponent to take their turn. When your opponent has moved you’ll be notified by e-mail. It is very important that



you enter your real e-mail address when registering or you will not see the e-mail alerts when it is your turn.

2.4 THE EDITOR

Go through to the second screen and give your campaign its name and decide whether you want to make it campaign or multiplayer map. Once you have named it, you will be taken through to the editor itself and you can begin to create your scenario.

You will start off with a blank map and by using the toolbar on the left-hand side of the screen you will be able to place objects such as terrain features, buildings and roads on the map. You can then place the various units from each side in their starting positions and stipulate whether there are going to be reinforcements and what the victory conditions will be.

The editor will allow you to add every feature that is available in official campaigns to your own campaign, thereby letting you design single-player and multi-player scenarios of any size and complexity that you want to.

A comprehensive manual editor will be available in due course.

2.5 MODDING

Hell offers lots of modding opportunities. You may create new scenarios, alter stats, modify the campaign structure, and adjust the game rules and user interface.

For help with modding and creating scenarios, please visit the Hell modding forum at www.slitherine.com/forum.

3. USER INTERFACE

3.1 STARTING A SCENARIO

When you have chosen your campaign you are ready to start your first scenario. Each time that you are successful you will move on to the next scenario in the campaign. If you are defeated then you will have the opportunity to play that scenario again.

The first screen gives you a narrative to set the scene for the scenario. If you wish to return to a scenario you have already played in a campaign then just use either of the arrows situated either side of the Select button at the bottom of the screen.



The second screen shows you a map of the scenario and gives you a briefing to highlight key objectives in the scenario.



The third screen is where you sometimes have the opportunity to pick part of your force.



Some of your army will be picked for you but you can often add extra units. In this screen you are also to get details about the various characteristics of the units in your force.

Once you have completed your force selections then you are ready to start the battle.

3.2 THE MAP

The battlefield is divided up into tiles and important information about the various terrain features (forests, buildings, paths etc.) represented on the map can be accessed by moving the game cursor over each square. Terrain features that are not within sight of any of your units are depicted in grey.

You can use the mouse wheel to zoom in and out of the map and you can survey the map by moving the cursor to the appropriate map edge.

Superimposed on the main map there is a minimap that has the scenario objectives marked on it.

In the top left hand corner of the map you will find a button to quit the scenario and also another to bring up the settings menu which allows you to save the game and adjust various other options.

Below the buttons to the top left, you will see the current game turn as well as a list of scenario objectives. Note these can be toggled by pressing ‘O’.

At the top right, there is a circular symbol showing an ‘i’ icon that allows you to access a number of useful features including Next Unit, Toggle Top View, Battle Results, Toggle View Type, Show Unit Info and Show Combat Log.

Each unit represented in the battle always exactly occupies its own tile. Units never straddle tiles or share them with other units.

Buildings, forests and hills can block the line of sight of units and enemy units in grey areas of the map cannot be seen by you.

4. UNITS

4.1 MOVING UNITS



To move a unit you left-click on it to select it. Tiles that the unit can move to are shown as green squares.

If a unit can use ranged attacks, yellow tiles are shown to represent a tile that the unit can move to AND still perform its attacks.

The unit can sacrifice their combat ability for that turn to move further, these are highlighted as green squares.



Red diagonal lines indicate this is a Zone of Control tile, and you cannot enter this tile.

Green diagonal lines indicate this is a Zone of Control tile however you can enter this tile.

4.1.1 ZONE OF CONTROL



All units have a Zone of Control (ZoC) which extends to 1 tile around the unit. The ZoC can be used to give a great tactical advantage when positioning your units as it can prevent units breaking through your lines to get to weaker units behind.

When a unit moves into any enemy ZoC tile, all the units Movements Points (MP) are consumed.

A special type of movement called “Manoeuvre” is required when attempting to move within an enemy ZoC. It is represented by a different icon (instead of the standard move icon).

A unit can manoeuvre either out of the enemy ZoC or to another enemy ZoC tile but must first pass a manoeuvre test.

Attempting to manoeuvre consumes one of the units attacks regardless of whether it is successful or not and only one attempt to manoeuvre per unit can be performed in a turn.

If the manoeuvre test is failed the unit does not move and all its MP are consumed.

4.1.2 CHARGING

If a unit has not moved, it can perform a charge against an enemy unit whereby it will attempt to engage them via the most direct path. Charging confers a +1 bonus to their melee skill.

4.2 STATS

Units had a variety of stats that determine their strengths and weaknesses. Stats determine how far a unit can move, how effective it is in combat, how many wounds it can take etc. A summary of how each stat affects a unit can be seen in the ‘Unit Stats’ table and a full list of each units stats can be seen in section 8.3 and 8.4.

STAT	USED FOR...
Class	Defines the type of unit. The units class can confer passive abilities to the unit. See section 8.1 for details on each of the classes.
Movement Type	Determines the values used to traverse different terrain types. Note this can also make some types of terrain impassable. A summary of the movement types can be seen in section 8.2
Movement Points (MP)	How many tiles a unit can move per turn. Note the terrain affects a units movement depending upon their Movement Class. A table showing the MP required for various terrain can be seen in section 8.2
Hit Points (HP)	How many wounds a unit can sustain before being killed.

Attacks	How many attacks a unit can perform per turn. Note that some abilities can consume more than one attack.
Line of Sight (LoS)	How many tiles the unit can see around it.
Willpower	How resistant the unit is to breaking. Also used to determine the outcome of various abilities.
Melee Skill	Used to determine chance to hit in Melee combat.
Melee Strength	Used to determine chance to wound in Melee combat.
Ranged Skill	Used to determine chance to hit in Ranged combat.
Ranged Strength	Used to determine chance to wound in Ranged combat.
Range	Min / Max range in tiles.
Physical Armor	Used to determine if a unit is wounded in combat. The attacker must either equal or beat the armor value by rolling 2 x D6 and adding their attack strength.
Magic Armor	Used in the same way as Physical Armor, however some units are weaker and stronger vs. magical attacks, hence this value is used instead when working out the wounding rolls.

4.3 LEVELLING UP

As units in Hell complete actions such as damaging enemies and defending against attacks they will earn experience points. At certain thresholds shown next to their Unit Portrait they will gain a Level Up.

Upon each level up the unit will heal one hit point up to their initial maximum. Additionally units receive various stats increases as they level up. Details on the bonuses attained at each level can be seen in the 'Level Up Bonuses Table'. Units will also heal one HP point upon levelling up, back to the maximum initial HP value. (note there is no cap to levelling up, however bonuses stats apply as shown in the 'Level Up Bonuses Table')

LEVEL ACHIEVED	XP REQUIRED	BONUS APPLIED
2	50	+1 Melee and Ranged Skill. (Note these only applies if the units relative skill is > 0)
3	150	+1 Melee and Ranged Strength. (Note these only applies if the units relative skill is > 0)
4	300	+1 Armor

5. COMBAT

Combat in Hell can be either melee or ranged. In each type of combat uses the units relevant skill and strength to determine the 'chance to hit' and 'chance to wound'.

Higher values of skill, strength, armor, health and willpower confer a stronger character.

To 'hit' an enemy unit, a roll of equal or less than the relevant skill is required on 2 x D6 (standard 6 sided dice).

To 'wound' an enemy, your units relevant strength (Melee Strength or Ranged Strength) is added the result of 2 x D6. The total needs to be greater than or equal to the enemies Armor Value to deduct a Health Point (HP).

5.1 MELEE

The attacker always goes first in Melee combat and combat units adjacent to the target not in another hostile unit's ZoC can support the attack. Each unit that is supporting applies a +1 to the attacking units Melee Skill.

5.1.1 FLANKING

If the supporting unit is in any of the opposite 3 tiles as show in



the 'Flanking Diagram', they are classed as 'flanking' and will apply a +2 bonus instead of the normal +1.

5.1.2 REACTION

After the first attack the defender may react to the attack if they successfully pass a willpower check. After this reaction shot, assuming the attacker is still alive he can use any of his remaining attacks.

5.2 RANGED

When calculating chance to hit with a ranged attack, the ranged skill is modified by the following factors:

Range – Short range units that firing at a target at more than 25% of its range suffer a -1 modifier to their Ranged Skill. When over 50%, a -2 modifier applies instead.

Long range units (such as Longbowmen and the Catapult) have an optimal range of between 25% and 50%. When targeting a unit at below 25% of the range or between 50% and 75% a -1 modifier is applied. Above 75% a -2 modifier is applied.

	SHORT RANGED UNIT	LONG RANGED UNIT
Range	Modifier	
< 25%	0	-1
25% to 49%	-1	0
50% to 74%	-2	-1
> 75%	-2	-2

Status Effects – For example if the defender has the ‘Glimmer’ status effect active a -2 modifier to Ranged Skill is applied.

Line of Sight (LoS) – If a unit cannot see the enemy directly, but it is in the LoS of another friendly unit, a - 1 Ranged Skill modifier is applied. If targeting a tile that the unit and no other friendly unit can see, it is classed as a ‘blind shot’ and a - 2 Ranged Skill modifier is applied.

High Ground – For each level a unit is above the enemy unit, a +1 Ranged Skill modifier is applied.

In Combat – If the enemy unit is in a friendly units ZoC, a - 1 Ranged Skill modifier is applied.

5.3 WILLPOWER

At the end of the turn, all units that have taken more wounds than they have inflicted must pass a Willpower test. To pass a Willpower test the unit must roll less than or equal to their Willpower stat on $2 \times D6$.

If a unit is at or less than two thirds of their Hit Points a -1 modifier is applied to its Willpower. If the unit is at or less than one third of their Hit Points then a -2 modifier is applied instead.

Units that fail the Willpower test will become Broken.

5.4 BROKEN UNITS

When a unit becomes broken from failing a Willpower test it retreats by up to 50% of its Movement Points at the start of each turn. Broken Units can be moved by up half their Movement Points. If a Broken Unit has moved, it can sacrifice 1 attack to attempt to Rally. If a unit doesn't move then the Rally is guaranteed to be successful, however all the units Movement Points are consumed.

Note: Broken Units won't perform the automatic retreat if they are outnumbered by adjacent enemy units.

5.5 KNOCKBACK

An enemy unit can be knocked back if the roll to hit is within 3 of the best possible value for that roll. For example if a roll of 7+ was required on $2 \times D6$, a knockback would occur on a roll of 10, 11 and 12.

If a knockback is triggered, the knocked back unit will retreat after the attack if performed. If there is no possible retreat tile (i.e. the 3 tiles behind it are blocked) the attacking unit gets an additional free attack instead. The retreat and potential free attack are performed automatically.

When a unit is knocked back by the attacker, the attacker is given the option to follow up to the tile vacated by the enemy unit.

5.6 CRITICAL HIT

When rolling to hit, a roll of 12 is considered a Critical Hit and will always hit the target.

6. ABILITIES

Many units in Hell have special abilities that can be use both offensively and defensively. Using abilities costs a certain amount of attacks which can be seen either in the extended unit information panel or by hovering over a valid target for the attack.

Abilities can be used on your turn. The Knight's 'Shields Up' ability for example, will add +2 Armor. This stacks with his original 13 Armor, making him a significant 'tanking' unit. Although this is done at the price of an attack (as with all abilities), so a tactical decision has to be made.

Different abilities have different targeting methods. An explanation of each targeting method can be seen in the 'Targeting Method' table.

TARGET TYPE	DESCRIPTION
Single	Target a single enemy unit.
Single (Ally)	Target a single friendly unit.
Tile	Target a passible ground tile.
Self	Ability affects the caster.
AoE	Target a tile and the surrounding 8 tiles.
Line	Target a unit or tile next to the unit. Units in a line after the selected target are also affected.
Cone	Target a conical shape in front of the caster.



MELEE

Basic melee attack.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	n/a
Special Rules:	None		
Units:	All except Siege		



CHARGE

Basic melee attack that applies a +1 Melee Skill and Strength bonus.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Must be the first action for a unit in a turn. Calvary gain an additional +1 bonus to both Melee Skill and Strength.		
Unit:	All except Siege		



RANGED

Basic ranged attack.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Requires LoS to the target.		
Units:	All.		



BLIND SHOT

Basic ranged attack that can target enemies who are not in the units LoS, but are within the LoS of another unit.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Applies a -1 modifier to Ranged Skill		
Units:	All		



POT SHOT

Basic ranged attack that can target tiles that are outside all friendly units LoS.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Applies a -2 modifier to Ranged Skill		
Units:	All		



OVERWATCH

Enter a stance to react to enemies moving on the enemy turn within half the units maximum range.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Applies a -2 modifier to Ranged Skill.		
Units:	All		



TRAMPLE

Chance to kill a unit outright if a Wound is inflicted.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	n/a
Special Rules:			
Units:	Monstrous and Cavalry		



MOVE

Basic unit movement.

Target:	Tile	Range:	n/a
Attack Cost:	0	Cooldown:	n/a
Special Rules:	Requires MP and unit must not be in an enemy ZoC. Note other status effects such as 'Stunned' also prevent movement.		
Units:	All		



MANOEUVRE

Special type of movement used when in an enemy ZoC to move to another enemy ZoC tile or to move out of an enemy ZoC.

Target:	n/a	Range:	n/a
Attack Cost:	0	Cooldown:	n/a
Special Rules:	Units attempting to Manoeuvre must pass a Willpower test. Failing the test consumes all remaining Movement Points.		
Units:	All		



RALLY

Attempt to regroup a Broken Unit.

Target:	Self	Range:	n/a
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Guaranteed to Rally if this action is performed before a unit moves. Consumes all Movement Points if successful.		
Units:	All		



SNARE BREAK

Chance to remove Snared status effect from a unit.

Target:	Self	Range:	n/a
Attack Cost:	1	Cooldown:	n/a
Special Rules:	Willpower test used to determine success.		
Units:	All		



NIGHTMARE

Attempt to wound and break an enemy with horrific visions.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Ranged Skill used to hit, Willpower test on the enemies Willpower used to determine if a wound is inflicted. Units hit by Nightmare are Broken.		
Units:	Arachne & Revenant		



STING

Melee attack with the added chance to Stun.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Units hit by Sting are Stunned for 2 turns.		
Units:	Arachne		



TANGLED WEB

Throws a web onto multiple units, causing them to become Stunned if hit.

Target:	AoE	Range:	Ranged
Attack Cost:	1	Cooldown:	2 turns
Special Rules:	Targets are hit and fail a Willpower test are Stunned for 2 turns.		
Units:	Arachne		



FLAMING ROCK

Throw a giant flaming rock at multiple enemies.

Target:	AoE	Range:	Ranged
Attack Cost:	1	Cooldown:	2 turns
Special Rules:	A -1 modifier is applied to Ranged Skill when calculating hits on units adjacent to the tile hit.		
Units:	Catapult & Spine Cannon		



AIMED SHOT

Deadly accurate shot.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Calculates chance to hit with a +4 modifier to Ranged Skill.		
Units:	Catapult		



CONVICTION

Inspire nearby allies.

Target:	Self	Range:	Self
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Applies Conviction status to the casting unit and adjacent allies for 1 turn. Conviction confers a +3 modifier to Willpower and Armor.		
Units:	Battle Priest		



HEALING LIGHT

Restore an ally with divine healing.

Target:	Single (Ally)	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Always hits. Target unit is healed by 1 Hit Point.		
Units:	Battle Priest		



HOLY STRIKE

Melee attack which uses the power of the impact to heal self and nearby allies.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	If attack hits, the caster and adjacent allies gain 1 Hit Point.		
Units:	Battle Priest		



FLAMING BREATH

Breathe an intense inferno upon the enemy.

Target:	Cone	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Hits automatically and stuns units hit by it for 2 turns.		
Units:	Cerber		



REIGN OF FIRE

Unleash a hail of fiery arrows upon an area.

Target:	AoE	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Targets that are hit and fail a Willpower check gain the Burning status effect which causes them to lose 1 Hit Point per turn for 2 turns.		
Units:	Demon Archer		



EVIL EYES

Inflict a curse which reduces your enemies change to hit when in melee and also for ranged combat.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Units hit are inflicted with the Evil Eyes status which applies a -2 modifier to Melee and Ranged Skill for 2 turns.		
Units:	Gloom Imp		



GLIMMER

Create an illusion on an ally making them harder to target in both Ranged and Melee combat.

Target:	Single (Ally)	Range:	Melee
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Always hits. Applies Glimmer for 2 turns which causes attacking units to apply a -2 skill modifier when attempting to hit the target.		
Units:	Gloom Imp		



WHIRLWIND

Spinning attack that damages adjacent enemies.

Target:	Self (AoE)	Range:	Melee
Attack Cost:	2	Cooldown:	4 turns
Special Rules:	Attacks all adjacent enemy units. Any unit hit is Stunned for 2 turns.		
Units:	Gryphon Rider		



HELL HOWL

A willpower shattering shriek.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Targets that are hit and fail a Willpower check are Broken.		
Units:	Hellhound		



MAUL

Powerful melee attack that also has a chance to damage the most powerful adjacent unit.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Can only be used if enemy has another enemy adjacent.		
Units:	Hellion		



BLOOD CRY

Enraged attack that weakens the enemy while strengthening the caster.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Applies the Blood Cry Buff to the caster which confers a +2 to Melee Skill and +2 Ranged Skill for 2 turns. On a successful attack, the target gets inflicted with Blood Cry which applies a -2 modifier to Armor for 2 turns.		
Units:	Horned Demon		



SOUL EAT

Melee attack that leeches life from the enemy.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	On a successful attack, the caster gains a Health Point.		
Units:	Horned Demon		



UNHOLY RESOLVE

Bolster the casters resolve so it cannot be broken.

Target:	Single	Range:	Self
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Always hits. Applies Unholy Resolve status to the caster which makes them immune to Willpower checks for 2 turns.		
Units:	Horned Demon		



SHIELDS UP

Create a magical shield for the caster.

Target:	Single	Range:	Self
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Always hits. Applies a +2 Armor modifier for 2 turns.		
Units:	Knight		



BREAK THROUGH

Smash through the enemy lines while disorientating them.

Target:	Line	Range:	Melee
Attack Cost:	2	Cooldown:	3 turns
Special Rules:	Targets that are hit and fail a Willpower check are Stunned for 2 turns.		
Units:	Knight		



LUNGE

Melee attack that can smash through armor.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Calculates chance to wound with a -2 modifier to the enemy's Armor.		
Units:	Lesser Demon		



SPRINT

Infuses the unit with a burst of speed.

Target:	Self	Range:	Self
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Always hits. Adds 8 additional Movement Points.		
Units:	Lesser Demon		



PIERCING BOLT

A high powered shot that can do additional damage to an enemy.

Target:	Single	Range:	Range
Attack Cost:	2	Cooldown:	3 turns
Special Rules:	Chance to take an additional wound when a wound is inflicted.		
Units:	Longbowmen		



CELESTIAL BARRIER

Fortifies the armor of friendly units around the caster.

Target:	Single (Ally)	Range:	Range
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Always hits. Applies Celestial Barrier status which gives a +1 Armor modifier for 3 turns to the caster all adjacent friendly units.		
Units:	Mage		



CONFUSION

Confuse the target making it difficult for them to hit anything.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	2 turns
Special Rules:	Targets that are hit and fail a Willpower check are inflicted with the Confusion status for 2 turns which reduces both Melee and Ranged Skill to 1.		
Units:	Mage		



CURE

Clear ill effects from a friendly unit.

Target:	Single (Ally)	Range:	Melee
Attack Cost:	1	Cooldown:	2 turns
Special Rules:	None		
Units:	Mage		



MIGHTY AURA

Aura which prevents enemy units supporting melee attacks.

Target:	Self	Range:	Self
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Always hits. Applies the Mighty Aura status to the caster which prevents enemy units receiving any support bonus when attacking.		
Units:	Paladin		



PRAYER OF UNITY

Rally friendly troops adjacent to the caster.

Target:	Self	Range:	Self
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Always hits. Rallies any Broken friendly units that are adjacent to the caster.		
Units:	Paladin		



SWORD OF VALOUR

Very powerful melee attack.

Target:	Single	Range:	Melee
Attack Cost:	1	Cooldown:	5 turns
Special Rules:	Applies a +2 Melee Skill modifier for the attack and has chance to inflict an additional wound if the attack was successful.		
Units:	Paladin		



TELEPORT

Teleport to a target tile.

Target:	Tile	Range:	Ranged
Attack Cost:	0	Cooldown:	4 turns
Special Rules:	Target tile must within 4 tiles and be in LoS of a friendly unit.		
Units:	Revenant		



TERRORISE

Cause terror to multiple enemy units to break their willpower.

Target:	AoE	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Targets that are hit and fail a Willpower check are inflicted with the Terrorise status for 2 turns which applies a -2 modifier to Willpower.		
Units:	Revenant		



LANCE

Damage multiple units directly in front.

Target:	Line	Range:	Melee
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	None		
Units:	Spearmen		



IMPALE

Ranged attack that can pin enemies to the ground.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Applies Snared status on target for 2 turns on a successful attack.		
Units:	Spine Cannon		



BEACON OF HOPE

Heal units around the caster with divine power.

Target:	Self	Range:	Melee
Attack Cost:	2	Cooldown:	5 turns
Special Rules:	Always hits. Heals the caster and all adjacent units by 1 Hit Point.		
Units:	Valkyrie		



SPEARHEAD

Special charge that can inflict extra damage.

Target:	Single	Range:	Melee
Attack Cost:	2	Cooldown:	5 turns
Special Rules:	Same effect as a Charge, however has a chance to inflict an extra wound on a successful attack.		
Units:	Valkyrie		



FLURRY

Less accurate melee attack that can wound multiple targets.

Target:	Line	Range:	Melee
Attack Cost:	2	Cooldown:	3 turns
Special Rules:	Calculates hit chance with a -2 modifier to Melee Skill.		
Units:	Vanguard		



PIERCING STRIKE

Powerful attack that ignores armor

Target:	Single	Range:	Melee
Attack Cost:	3	Cooldown:	5 turns
Special Rules:	Automatically wounds the target upon a successful hit.		
Units:	Vanguard		



HEX

Curse the enemy to reduce their willpower.

Target:	Single	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Targets that are hit and fail a Willpower check are inflicted with the Hex status which applies a -2 to their Willpower for 2 turns.		
Units:	Wretched Hag		



PURGE

Prevent enemies gaining support bonuses.

Target:	Single (Ally)	Range:	Melee
Attack Cost:	1	Cooldown:	4 turns
Special Rules:	Always hits. Applies the Purge status which prevents enemies gaining a support bonus vs. the target unit for 2 turns.		
Units:	Wretched Hag		



REDEEM

Clears negative statuses from the target unit.

Target:	Single (Ally)	Range:	Ranged
Attack Cost:	1	Cooldown:	3 turns
Special Rules:	Always hits. Removes all negative status from the target.		
Units:	Wretched Hag		

7. TRAITS

Many units have traits which confer passive bonuses to them. For example, the Spearmen's Defensive Stance will insure that the Spearmen get a free attack against a charging opponent. This is particularly effective against Cavalry units. A full list of the traits can be seen in the 'Traits' table.

TRAIT	SPECIAL RULE
Determination	Always pass Willpower checks when testing for successful Manoeuvre.
Defensive Stance	React with a melee attack when an enemy moves adjacent.
Fearless	Unit cannot be Broken
Leadership	+1 Willpower to all allies within 2 tile radius.
Phalanx	+1 Armor against Ranged attacks.
Relentless	+1 Armor against Melee attacks.
Regeneration	Chance to regain +1HP every turn.

8. ARMIES

The Order of Radiance (Human) and Legions of Hell (Demon) armies both contain a large variety of units to crush your opponent. Each unit has a class and a movement type which defines which apply additional rules for the units and movement penalties and bonuses respectively.

8.1 UNIT CLASSES

CLASS	SPECIAL RULES
Elite	Immune to movement impairing Status Effects
Light	None
Heavy	+1 Melee Skill & Strength vs Light & Wizard Classes
Monstrous	Hit targets roll Willpower for Monstrous penalty – 8MP on next turn
Siege	Chance to Pin any hit target for 1 turn, Hit targets roll Willpower for – 8MP penalty on next turn
Wizard	+1 Melee & Ranged Strength vs Light & Heavy Classes

8.2 UNIT MOVEMENT TYPES

The following tables show each movement type along with the cost in Movement Points for traversing each terrain type.

CAVALRY

Open	2 MP	Vegetation	8 MP	Forest	Impassable
Road	2 MP	Stream	8 MP	Rough	Impassable
Track	4 MP	Marsh	12 MP	Building	Impassable
Mud	8 MP	Cliff	Impassable	Dune	Impassable
Rocky	Impassable	Water	Impassable		

FLIGHT

Open	4 MP	Vegetation	8 MP	Forest	Impassable
Road	4 MP	Stream	4 MP	Rough	4 MP
Track	4 MP	Marsh	4 MP	Building	Impassable
Mud	4 MP	Cliff	4 MP	Dune	4 MP
Rocky	4 MP	Water	4 MP		

INFANTRY

Open	4 MP	Vegetation	4 MP	Forest	4 MP
Road	2 MP	Stream	8 MP	Rough	8 MP
Track	4 MP	Marsh	8 MP	Building	8 MP
Mud	4 MP	Cliff	Impassable	Dune	4 MP
Rocky	8 MP	Water	Impassable		

MONSTROUS

Open	4 MP	Vegetation	4 MP	Forest	Impassable
Road	4 MP	Stream	4 MP	Rough	4 MP
Track	4 MP	Marsh	8 MP	Building	Impassable
Mud	8 MP	Cliff	12 MP	Dune	8 MP
Rocky	12 MP	Water	Impassable		

SIEGE

Open	4 MP	Vegetation	8 MP	Forest	Impassable
Road	4 MP	Stream	8 MP	Rough	12 MP
Track	4 MP	Marsh	Impassable	Building	Impassable
Mud	8 MP	Cliff	Impassable	Dune	8 MP
Rocky	Impassable	Water	Impassable		

8.3 ORDER OF RADIANCE ARMY LIST

The Order of Radiance has protected the Kingdom of Gilrand for ages uncounted. Made up of a variety of units ranging from Brave Knights dressed in thick armor to swift and deadly Vanguard whose razor sharp short blades have been the bane of many a foe. These brave soldiers do not go alone however, keen eyed Longbowmen, Holy Battle Priests and powerful Mages support them in their mighty endeavours. These valiant men and women stand defiant in the face of any evil that threatens the Kingdom of Gilrand.

MEN AT ARMS

The Men At Arms are the backbone of the Kingdom. These volunteers come from all corners of the lands and are outfitted with an Axe and basic armor. However neither durable nor strong these men answer the call to defend the realm.



Class:	Light	Move Type:	Infantry
Melee Skill:	6	Ranged Skill:	-
Melee Str:	4	Ranged Str:	-
Hit Points:	2	Range:	n/a
Movement:	16	Armor vs Phys:	10
Attacks:	1	Armor vs Magic:	8
Sight:	6 tiles	Willpower:	4
Traits:	None		
Special Abilities:	None		

SCOUT

Knowledge is a powerful weapon in any battle. To this end the Scout uses his speed and quick of wits to seek out and locate enemy forces. What they lack in combat they make up by being able to fade from sight.



Class:	Light	Move Type:	Infantry
Melee Skill:	4	Ranged Skill:	7
Melee Str:	3	Ranged Str:	4
Hit Points:	1	Range:	Short (2 – 6)
Movement:	20	Armor vs Phys:	7
Attacks:	1	Armor vs Magic:	5
Sight:	8 tiles	Willpower:	3
Traits:	None		
Special Abilities:	None		

CROSSBOWMEN

Armed with a heavy crossbow these men must be protected from melee combat, but at short range their attacks are extremely deadly. Used wisely to support others units, they can be invaluable to any commander's battle-force.



Class:	Heavy	Move Type:	Infantry
Melee Skill:	4	Ranged Skill:	9
Melee Str:	4	Ranged Str:	10
Hit Points:	3	Range:	Short (2 – 4)
Movement:	16	Armor vs Phys:	10
Attacks:	1	Armor vs Magic:	8
Sight:	6 tiles	Willpower:	4
Traits:	None		
Special Abilities:	None		

SPEARMEN

These highly disciplined warriors are veterans of many battles. They have the strength and nerve to face down and repel the fiercest cavalry charge with their heavy plate and razor edge long spears.

Class:	Heavy	Move Type:	Infantry
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Melee Skill:	8	Ranged Skill:	-
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Melee Str:	7	Ranged Str:	-
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Hit Points:	3	Range:	n/a
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Movement:	12	Armor vs Phys:	11
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Attacks:	2	Armor vs Magic:	9
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Sight:	6 tiles	Willpower:	5
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Traits:	Defensive Stance		
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Special Abilities:	Lance		
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WARHORSE

The Warhorse Riders of Whitecliff are revered across the realms. Although lightly armored, what they lack in armor they make up with speed and precision. Deployed commonly to flank enemies and take out their weaker unprotected ranged units the cavalry are deadly effective.

Class:	Light	Move Type:	Cavalry
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Melee Skill:	8	Ranged Skill:	-
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Melee Str:	6	Ranged Str:	-
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Hit Points:	3	Range:	n/a
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Movement:	28	Armor vs Phys:	11
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Attacks:	2	Armor vs Magic:	10
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Sight:	6 tiles	Willpower:	4
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Traits:	None		
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Special Abilities:	Trample		
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LONGBOWMEN

The Kingdom's yew Longbow is famed for its great range and power. But only those with a keen eye and steady hand are trained as Longbow men for they must also spot an enemy as well as deliver accurate fire support.



Class:	Light	Move Type:	Infantry
Melee Skill:	4	Ranged Skill:	8
Melee Str:	3	Ranged Str:	7
Hit Points:	2	Range:	Long (2 – 10)
Movement:	16	Armor vs Phys:	10
Attacks:	2	Armor vs Magic:	8
Sight:	6 tiles	Willpower:	4
Traits:	None		
Special Abilities:	Piercing Bolt		

KNIGHT

Mighty feasts and merriment proceed any battle of these valiant Knights for they say, "Live now for tomorrow we die!" In thick plate the Kingdom Knights stride fearlessly into the heart of battle and defy anyone to oppose them.



Class:	Heavy	Move Type:	Infantry
Melee Skill:	7	Ranged Skill:	-
Melee Str:	7	Ranged Str:	-
Hit Points:	4	Range:	n/a
Movement:	16	Armor vs Phys:	13
Attacks:	2	Armor vs Magic:	12
Sight:	6 tiles	Willpower:	5
Traits:	Phalanx		
Special Abilities:	Shields Up, Break Through		

VANGUARD

Graceful and deadly fighters, the Vanguard cut down their foes with their flawless silver short blades. History speaks of many a battle where the Vanguard have turned the tide from ignominious defeat to glorious victory.



Class:	Heavy	Move Type:	Infantry
Melee Skill:	8	Ranged Skill:	-
Melee Str:	7	Ranged Str:	-
Hit Points:	2	Range:	n/a
Movement:	20	Armor vs Phys:	10
Attacks:	3	Armor vs Magic:	10
Sight:	6 tiles	Willpower:	5
Traits:	None		
Special Abilities:	Flurry, Piercing Strike		

BATTLE PRIEST

A bastion of truth and righteousness, the Battle Priest stands with those brave and steadfast soldiers on the front-line. They not only heal those faithful protectors but also deal swift judgement upon the evil threatening the Kingdom of Men.



Class:	Wizard	Move Type:	Infantry
Melee Skill:	8	Ranged Skill:	-
Melee Str:	8	Ranged Str:	-
Hit Points:	3	Range:	n/a
Movement:	16	Armor vs Phys:	12
Attacks:	2	Armor vs Magic:	13
Sight:	6 tiles	Willpower:	7
Traits:	None		
Special Abilities:	Conviction, Healing Light, Holy Strike		

MAGE

It's from the Pale Citadel in the Western lands of Fulhomset where the haunting winds blow that the Kingdom's most talented spell weavers come. These Mages steeped in arcane knowledge can deliver powerful damaging spells as well as strengthen those around them.



Class:	Wizard	Move Type:	Infantry
Melee Skill:	4	Ranged Skill:	8
Melee Str:	2	Ranged Str:	8
Hit Points:	2	Range:	Short (2 – 5)
Movement:	16	Armor vs Phys:	9
Attacks:	2	Armor vs Magic:	11
Sight:	6 tiles	Willpower:	6
Traits:	None		
Special Abilities:	Celestial Barrier, Confusion, Cure		

VALKYRIE

The Valkyrie are revered as some of the Kingdom's finest warriors. It is said that the most talented of Vanguard take a pilgrimage to the Altar of Radiance and if worthy are granted the blessed wings of the Valkyries. Both fast and heavily armored, the Valkyrie can be deployed in multiple roles across the Battlefield..



Class:	Heavy	Move Type:	Flight
Melee Skill:	9	Ranged Skill:	-
Melee Str:	7	Ranged Str:	-
Hit Points:	4	Range:	n/a
Movement:	24	Armor vs Phys:	13
Attacks:	2	Armor vs Magic:	12
Sight:	6 tiles	Willpower:	5
Traits:	Fearless		
Special Abilities:	Beacon of Hope, Spearhead		

GRYPHON RIDER

Some Mages are more dedicated than others. The order of the Pale Citadel gives these outstanding students a majestic Gryphon as a reward for their diligence. These powerful Wizards fly unobstructed across the land, a symbol of strength and power.

Class:	Wizard	Move Type:	Flight
Melee Skill:	8	Ranged Skill:	8
Melee Str:	6	Ranged Str:	8
Hit Points:	3	Range:	Short (2 – 4)
Movement:	28	Armor vs Phys:	11
Attacks:	3	Armor vs Magic:	13
Sight:	6 tiles	Willpower:	6
Traits:	None		
Special Abilities:	Whirlwind		

PALADIN

A pale temple sits atop the highest peak in the Lorsilan Mountains it is here that the Paladins receive their calling by the Most High to protect the Kingdom. They can heal their comrades as well as destroy their enemies.

Class:	Elite	Move Type:	Infantry
Melee Skill:	10	Ranged Skill:	-
Melee Str:	9	Ranged Str:	-
Hit Points:	5	Range:	n/a
Movement:	16	Armor vs Phys:	14
Attacks:	3	Armor vs Magic:	15
Sight:	6 tiles	Willpower:	7
Traits:	Leadership		
Special Abilities:	Mighty Aura, Prayer of Unity, Sword of Valour		

CATAPULT

The Catapults of Fulhomset are a capable of launching deadly boulders great distances with frightening accuracy. Manned by a small crew of men they are extremely vulnerable in melee combat and must be deployed strategically onto the battlefield.



Class:	Siege	Move Type:	Siege
Melee Skill:	-	Ranged Skill:	10
Melee Str:	-	Ranged Str:	7
Hit Points:	2	Range:	Long (2 – 10)
Movement:	8	Armor vs Phys:	8
Attacks:	1	Armor vs Magic:	10
Sight:	6 tiles	Willpower:	5
Traits:	None		
Special Abilities:	Flaming Rock, Aimed Shot		

8.4 LEGIONS OF HELL ARMY LIST

From the eternal nightmare of the burning lands, crawls the Legion of Hell. Under the heartless command of the Infernal One, the Legion leads its assaults with the fiery darts of the Demon Archers supporting the raw strength of the Hellion that mauls anyone foolish enough to fight them. If that were not enough, the evil demons also wield insidious powers to make their chosen prey falter. The Wretched Hag curses her victims with her Hex, sapping their very strength. Whilst terror is sown by the vindictive Revenant, driving the bravest soldier screaming from the very battle lines. Striding over all this mayhem is the accursed Horned Demon, this evil monstrosity saps the life from the very hearts of men or simply crushes them into the dust with it hideous hammer at will. In the face of such power and terror, all hope is surely lost.



GLOOM IMP

A keen eyed and malicious spirit, the Winged Imp is critical to the success of the Demonic Legions. Its pale wings carry it silently over the battlefield and almost nothing can hide from its baleful gaze.

Class:	Light	Move Type:	Infantry
Melee Skill:	4	Ranged Skill:	7
Melee Str:	2	Ranged Str:	5
Hit Points:	2	Range:	Short (2 – 4)
Movement:	28	Armor vs Phys:	8
Attacks:	1	Armor vs Magic:	7
Sight:	8 tiles	Willpower:	3
Traits:	None		
Special Abilities:	Evil Eyes, Glimmer		



WRETCHED HAG

An insidious demon, the twisted crone delights in picking off the weak or empowering her brethren with her evil hexes. The crone is never happier when she is plotting the destruction of the living.

Class:	Wizard	Move Type:	Infantry
Melee Skill:	4	Ranged Skill:	8
Melee Str:	3	Ranged Str:	4
Hit Points:	2	Range:	Short (2 – 3)
Movement:	16	Armor vs Phys:	7
Attacks:	1	Armor vs Magic:	9
Sight:	6 tiles	Willpower:	5
Traits:	None		
Special Abilities:	Hex, Purge, Redeem		



LESSER DEMON

Spawning from the upper regions of the pit, the Lesser Demon is a minor irritation. Although a pitiful warrior, a swarm of these fast moving spirits can sow misery upon the living.

Class:	Light	Move Type:	Infantry
Melee Skill:	6	Ranged Skill:	6
Melee Str:	4	Ranged Str:	4
Hit Points:	2	Range:	Short (2 – 3)
Movement:	20	Armor vs Phys:	9
Attacks:	2	Armor vs Magic:	8
Sight:	6 tiles	Willpower:	3
Traits:	None		
Special Abilities:	None		



HELLHOUND

These Hounds of Hell are born from the dark recesses of the underworld. They are quick to sniff out any weakness and love to charge when their prey least expects it. Their high movement speed make them a serious threat on the battlefield.

Class:	Light	Move Type:	Cavalry
Melee Skill:	8	Ranged Skill:	-
Melee Str:	7	Ranged Str:	-
Hit Points:	2	Range:	n/a
Movement:	24	Armor vs Phys:	9
Attacks:	3	Armor vs Magic:	8
Sight:	6 tiles	Willpower:	5
Traits:	None		
Special Abilities:	Hell Howl, Trample		



ARACHNE

This wicked and detestable demon crawls up from the depths of Hell and weaves her loathsome dark magic to lethal effect upon the living. She is deadly in both melee and ranged combat.

Class:	Heavy	Move Type:	Monstrous
Melee Skill:	9	Ranged Skill:	9
Melee Str:	8	Ranged Str:	6
Hit Points:	2	Range:	Short (2 – 4)
Movement:	28	Armor vs Phys:	9
Attacks:	2	Armor vs Magic:	8
Sight:	6 tiles	Willpower:	5
Traits:	Determination		
Special Abilities:	Nightmare, Sting, Tangled Web, Trample		



HELLION

An iniquitous denizen of the unfathomable burning depths, the Hellion's only desire is to bring pain and carnage upon the mortal realm. These brutal enemies deliver devastating damage in close combat and are assault their enemies relentlessly.

Class:	Heavy	Move Type:	Infantry
Melee Skill:	8	Ranged Skill:	-
Melee Str:	7	Ranged Str:	-
Hit Points:	3	Range:	n/a
Movement:	20	Armor vs Phys:	11
Attacks:	2	Armor vs Magic:	11
Sight:	6 tiles	Willpower:	3
Traits:	None		
Special Abilities:	Maul		

DEMON ARCHER

The vicious and cunning nature along with a cursed dark bow makes this little Demon a menacing foe. With precision attacks at a long range they are certainly a fearsome part of Hell's vile legions. It's said that 'Kill the Archer first', is a mantra of many a veteran soldier.



Class:	Light	Move Type:	Infantry
Melee Skill:	5	Ranged Skill:	7
Melee Str:	4	Ranged Str:	7
Hit Points:	2	Range:	Short (2 – 8)
Movement:	16	Armor vs Phys:	9
Attacks:	2	Armor vs Magic:	11
Sight:	6 tiles	Willpower:	7
Traits:	None		
Special Abilities:	Reign of Fire		

HELLION KNIGHT

These demons were bred with one purpose, war. Large and slow but extremely heavily armored, not many foes can stand toe-to-toe with these evil monstrosities.



Class:	Heavy	Move Type:	Infantry
Melee Skill:	7	Ranged Skill:	-
Melee Str:	6	Ranged Str:	-
Hit Points:	4	Range:	n/a
Movement:	12	Armor vs Phys:	14
Attacks:	2	Armor vs Magic:	13
Sight:	6 tiles	Willpower:	6
Traits:	Relentless		
Special Abilities:	None		

CERBER

A huge murderous Demon dog that rampages across the land tearing apart anything alive it finds. Its size belies its considerable speed and stamina, many an unwary foe has been surprised by a sudden and deadly Cerber assault.



Class:	Heavy	Move Type:	Cavalry
Melee Skill:	9	Ranged Skill:	-
Melee Str:	8	Ranged Str:	-
Hit Points:	3	Range:	n/a
Movement:	24	Armor vs Phys:	12
Attacks:	3	Armor vs Magic:	11
Sight:	6 tiles	Willpower:	6
Traits:	Fearless		
Special Abilities:	Ashen Cloud, Flaming Breath, Trample		

PYRO IMP

These pesky little demons are both fast and deadly, their demonic missiles can pierce even the toughest of armor. If protected by the larger demons they can quickly cripple enemy units.



Class:	Heavy	Move Type:	Flight
Melee Skill:	4	Ranged Skill:	9
Melee Str:	4	Ranged Str:	9
Hit Points:	3	Range:	Short (2 – 4)
Movement:	20	Armor vs Phys:	10
Attacks:	1	Armor vs Magic:	9
Sight:	6 tiles	Willpower:	4
Traits:	None		
Special Abilities:	None		



REVENANT

The Revenant walks the earth and brings ruin to the mortal world whenever the whim takes her. She has no use for schemes of skulking, her powerful sorceries can simply destroy all before her.

Class:	Wizard	Move Type:	Monstrous
Melee Skill:	5	Ranged Skill:	8
Melee Str:	5	Ranged Str:	8
Hit Points:	3	Range:	Short (2 – 8)
Movement:	16	Armor vs Phys:	10
Attacks:	2	Armor vs Magic:	12
Sight:	6 tiles	Willpower:	5
Traits:	Relentless		
Special Abilities:	Nightmare, Teleport, Terrorise, Trample		

HORNED DEMON

A tyrannical terror of Hell, the Horned Demon looks down upon all it surveys. As the diabolical horror looms over the earth, few can stand against it.



Class:	Elite	Move Type:	Monstrous
Melee Skill:	10	Ranged Skill:	-
Melee Str:	9	Ranged Str:	-
Hit Points:	5	Range:	n/a
Movement:	20	Armor vs Phys:	13
Attacks:	3	Armor vs Magic:	13
Sight:	6 tiles	Willpower:	7
Traits:	Regeneration		
Special Abilities:	Blood Cry, Soul Eat, Unholy Resolve, Trample		



SPINE CANNON

The monstrous demon lumbers slowly across the battlefield, it delights in destroying its foes with the large spines fired from a powerful demonic cannon attached to its back. These spines can maim even the toughest opponents.

Class:	Siege	Move Type:	Siege
Melee Skill:	-	Ranged Skill:	7
Melee Str:	-	Ranged Str:	8
Hit Points:	4	Range:	Long (2 – 14)
Movement:	8	Armor vs Phys:	9
Attacks:	2	Armor vs Magic:	10
Sight:	6 tiles	Willpower:	4
Traits:	None		
Special Abilities:	Flaming Rock, Impale		

9. ACHIEVEMENTS AND BATTLE SUMMARIES

Most missions have a number of tougher objectives, beyond simply winning the battle, that better players will have a chance of achieving. These achievements can include such things as capturing additional objectives, or successfully defending a certain number of secondary positions from the enemy.

When a mission is over, you will get a report of the battle that shows a breakdown of the losses of each category of units for each side.

10. USEFUL HOT KEYS

W, A, S, D	Scroll the map.
Q, E	Rotate the map.
R, F	Zoom the map.
M	Toggle overhead map.
O	Toggle objectives.
Shift-3	Action camera.
CTRL + left click on unit	Detailed information on the unit.
N	Next unit.
TAB	Next unit with MP remaining.
Left click on unit	Select the unit
Right click	Deselect a unit
1	With a unit selected, show unit movement tiles
2	With unit selected, show unit Line of Sight.
3	With unit selected, show unit firing range. Green = Optimal, Orange = Medium (-1 to hit), Red = Long (-2 to hit)
Space	Toggle options menu.
K	Casualties' popup.
F1	List hotkeys
F2	Takes a screenshot and dumps it to My Docs\My Games\Hell
ESC	Opens load, save and exit options.

II. CREDITS

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