

Demons

"I'll never forget that till the day I die. There we were guarding the gate, when suddenly, the air starts getting oily, the men start hearing whispers, and a smoky haze gathers. Then these hideous monsters start appearing out of nowhere- growling, and waving swords about for liberty's sake! Well, we opened fire of course, but they slaughtered us to a man. I didn't believe in demons before, but now they're all I see. Hey- get back you beast-!"

-Mike Sanders, ex-Colonel in the UNF liberation corps

Demons are strange, horrific creatures that sometimes appear from, and around gates. Incursions happen in a variety of sizes- some just a handful of creatures, others large enough to topple the entire planet. Demons are horrible beasts, wielding strange, arcane weapons, but with little apparent coordination or strategy. Whenever demons appear, the smell of sulphur fills the air, and a sense of dread descends over even the most disciplined army.

Demon armies are made up of large numbers of creatures, lead by a particularly large or powerful demon. These armies appear out of nowhere, defying the laws of reality through their mere existence, let alone their apparently magical abilities.

Units:

- Lord of slaughter
- Champion of hell
- Imps
- Riders of hell

Demons

Slaughter Lord										40 power
MS	RS	D	H	N	Special					
2+	2+	2+	12	2+	Hero, ambush, scary(3)					
Weapon:				R	A	AP	Special			
Butcher's axes				-	6	4	deadly(2)			
OR										
Whip of torment				12	D6+6	2				
OR										
Staff of damnation				-	3	4	Black magic			
OR										
Aura of pestilence				6	-	-	Whenever an enemy model unit comes within range, it must roll a D6 for every point of health in the unit. Any rolls less than 3 cause an automatic point of damage.			

Black magic- instead of attacking, this model may perform two of the following, taking D3 damage for each:

- Witch-bolt- one unit within 20" takes 1 hit with 4 AP, and deadly(D6).
- Regeneration- one model within 12" that is wounded, but not dead heals D3 health.
- Summon- one unit of imps within 6" receives D3 extra members.
- Terror- one unit within 12" must immediately make a morale check, with -2 to the roll.
- Enchant- one unit within 12" gains +1 to hit next time they fight in melee.

Champion of Hell										20 power
MS	RS	D	H	N	Special					
2+	2+	3+	3	2+	Hero, ambush, scary(2)					
Weapon:				R	A	AP	Special			
Flesh Carver				-	D3+3	3	Frenzy- when this model takes damage, it may immediately attack, even if it would die.			
OR										
Staff of sorrows				-	1	-	spells			
OR										
Toxic spit				D6	D3	1	Toxic- For every defence roll of 1 against this weapon, the unit takes an			

				extra point of damage.
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Spells- instead of attacking, this model may perform one of the following, taking 1 damage when it does so:

- Witch-bolt- one unit within 10" takes 1 hit with 4 AP, and deadly(D3).
- Regeneration- one model within 6" that is wounded, but not dead heals D3 health.
- Summon- one unit of imps within 6" receives D3 extra members.
- Terror- one unit within 12" must immediately make a morale check, with -1 to the roll.
- Enchant- up to 3 models within 6" gains +1 attack next time they fight in melee.

Imps (5 models)						20 power				
MS	RS	D	H	N	Special					
3+	3+	4+	1	2+	Ambush, scary(1)					
Weapon:				R	A	AP	Special			
Hellblade				-	2	3				
OR										
Fireballs				24	1	3				

Riders of Hell (3 models)						25 power				
MS	RS	D	H	N	Special					
3+	3+	3+	3	2+	Fast, impact(2), ambush, scary(1)					
Weapon:				R	A	AP	Special			
Hellblade				-	2	3				
OR										
Fireballs				24	1	3				