WAR
IN
HELL

The toy soldier game of Apocalyptic Conflict

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Introduction

This game is intended to be a Complete Fantasy Game, with unbelievable beings struggling for unattainable goals. The rules and structure aims only to be internally consistent, and players have to determine tactics and actions based solely on the briefings and rules presented to them - they have no 'historical reality' (whatever that is) to appeal to.

In other words YOYO (You're On Your Own).

The game draws heavily on Judeo-Christian source material - particularly medieval notions of hell and demonology - for its inspiration, but it is not intended to be a *realistic* depiction of the similar elements of that belief system, and any offence caused to Christians is entirely unintended and accidental. If you are offended by this piece of fun then we can only ask you to try to be forgiving - it is only a game, after all.

The ideas for entities used here are drawn largely from the 17th century Michaelis Herarchy and the older Enochian lists for 'demons', with some modern popular fiction added for good measure - most notably the seminal work '**Demon**' (issues 55-58) by Garth Ennis, and some serious research from some very strange internet web sites.

These rules were first developed as a result of a number of inspirational conversations with Mukul Patel.
His original concept for an 'Invasion of Hell' game has since been very much more fully developed in excellent 'The Invasion of Hell' political/card game by Mukel Patel and Jonathan Pickles, which has depth of play and a great deal more research in it.

These rules remain for a very silly toy soldier game, for those who like to be silly from time to time.

The key thing to remember in playing this game is that it takes place in an alien environment that is truly incomprehensible to mortal humans.
What you see and experience is only your feeble mind attempting to make sense of the unknowable.
If it seems like some sort of weird hallucinogenic dream then perhaps that is the nature of the world we are simulating.

We would wish you luck, but The Goddess Luck doesn't feature in this game (*she* wimped out at the last moment!)

Jim Wallman 2001

Game Layout

The game is played on a table-top using toy soldiers. Absolutely any toy soldiers can be used, from any period and any scale from ancient Egyptians to starship marines.
The terrain is a representation of the landscape of hell.

Hell is what you make it, so there are no guidelines - anything that fits your conception will do.

Sometimes we play using multiple tables, each representing a Circle of Hell - but much depends on how much space you plan to take up and how many players are taking part.

The Situation

There are two basic scenario types:

Invasion of Hell. The forces of Order have noticed that the governance of hell has become lax of late. Demons are not punishing with the fervour required, and it has been Decided that the forces of Light have to visit hell and provide it with the smack of firm government. A leading Heavenly Power and supporting Powers are leading a heavenly host to take control of the Throne of Hell and sort it out.

Struggle for Power. Lucifer has gone on his holidays. In his absence there is a struggle for control of the Throne of Hell. The players are major Demonic Entities with their own forces, sorting out who is to be in charge. This needn't result in a fight, of course. Reason and negotiation could prevail. Yeah, right!

The winning team in either of the above scenarios is whomever has possession of the Crown of Thorns and is acclaimed as undisputed Ruler of Hell at the end.

Level/Resolution & Scales

Level: Players represent Major Entities and are single individuals.

Resolution: Forces are represented by figures. This representation is different for different teams in the game:

- Major Entities (i.e. players) are separately represented as individuals
- Heavenly Hosts are represented by 1 figure = 100, and organised into *choirs* of roughly 10 figures.
- Hordes of Hell are represented as 1 figure = 1,000, and organised into *legions* of roughly 20 figures.

Time: Time has no meaning in the context of this conflict. However, to enable mortal players to grasp the enormity of the events depicted, we have converted events into linear time-slices of roughly equal length, known as 'EONS'

Distance: Distance is a flexible concept as well, but in order to allow mortal players to conceive of the enormity of the scale of this conflict, we have adopted a ground scale of 1"= A Certain Distance.

Command & Control

Each Eon, players can do *only one* of a number of things:

Direct the Movement of a Choir/Legion - One group of these are moved at the whim of the player in accordance with the movement rules, and might engage in some sort of combat.

Unleash a Personal Attack (using physical violence or one of the Entities personal abilities - see personal briefing for the rules for personal abilities). This can be directed at another player/entity or a legion/choir.

Conduct A Special Action: These vary according to the side:

Heavenly Entities	Entities of Hell
Pray for Divine Intervention : This may or may not enhance performance of choirs next EON. This might draw the attention of a Seraphim.	***RANT.*** Players are expected to gloat, rant or insult as vilely as possible. This might inspire legions to become more vicious.
Adopt a Holy Attitude: This builds up the entity's virtue. This might gain some advantage in battle.	***Arrogant Posturing:*** This builds up the entities self-esteem. This could help in the fight.

Heavenly Entities	Entities of Hell
Grow In Spirit : This allows the entity to regenerate SP by its allowed amount.	*Rise in Anger:* This allows the entity to regenerate SP by its allowed amount.

Followers

Followers will fight in the manner to which they are best suited.

Legions (of followers) will take many visual forms, each with particular characteristics, but they can be summarised into four key classes.

Type of Legion	Characteristics
Rending and Gnashing legion	Close-in violence involving tearing or chopping bits off their enemies.
Storm and Blast legion	Capable of launching attacks over a distance, using a variety of weapons.
Flying Attack Demon legion	Capable of flight and rapid movement, but will still close to chop, rend and tear their enemies.
Thunder And Lightning legion	Capable of flying and launching lighting or fireball attacks at a distance.
Legion of Lost Souls	These are damned souls condemned to fight in horrible bloody combat for eternity. This is a day out for them.

Choirs also have their own fundamental characteristics

Type of Choir	Characteristics
Sword of Righteousness choir	Close-in attacks smiting the foe mightily.
Burnished Bow choir	Capable of launching attacks over a distance.
Winged Choir of Angels	Capable of flight and rapid movement, will still close to smite their enemies.
Righteous Thunder choir	Capable of flying and launching lighting attacks at a distance.

Major Entities

Each of the major entities have a number of particular special Attributes.

The precise nature of these is given in their personal briefing.

A major entity is extremely difficult to discorporate. Each entity has a number of Spirit Points (SP) to start with (typically around 100).

Each time they are hit they lose these points. When they reach Zero SP or below they are out of action.

(Non-) Destruction of Entities

All the entities (including the followers) are, of course, immortal spirits and cannot be destroyed in the mortal sense.

They can, however, become seriously discorporated, and removed from the battle for a number of EONS proportional to the strength of their immortal spirit.

SP can be lost in an attack, and these continue to be removed even when this means an entity has *negative SP*.

Major entities (1st, 2nd and 3rd Hierarchies) can regenerate SP at a variable rate (usually around 10-20) per Eon.

Once the regenerate back up to positive SP they can join the action again.

Minor entities (4th Hierarchy) regenerate much more slowly, and once reduced below 0 SP will not regenerate with the period of the conflict.

Fighting Rules

Movement

Entity moving on the ground	15 cm
Entity moving along the ground quickly (i.e. mounted)	30 cm
Enitity moving through the air	45 cm

Shooting :

Roll 1d6 per entity shooting

Type & Damage	Range:	25 cm	50 cm	75 cm
Bows, crossbows, muskets, rifles, SMGs, LMGs, MMGs, hand lasers: **1d6 SP**		4,5,6	-	-
Catapulta, Cannons, Artillery, Howitzers, tank guns, AAA, SAM, SSM, ATGW, Heat Seekers, heavy blasters. **2d6 SP**		3,4,5,6	4,5,6	6
Lightning Bolts, HellFire, Radioactive breath, HellVomit™ **3d6 SP**		2,3,4,5,6	3,4,5,6	4,5,6
The Gaze of the Seraphim. **A large amount of SP**		Automatic	Automatic	Automatic

Score the value in the table to hit.

Command and Morale

All fighting troops must be commanded by a player, and must be allocated to that player for the fight. This grouping is called a *contingent*. Only the designated player may move those models.

The entire contingent is affected by the morale rules, whatever their type.

When the contingent falls below 50% of its start strength, roll 1d6 every Eon.

1 = Runs away from the enemy
2-4 = Will not advance closer to the enemy
5-6 = Will fight on as required.

Major Entities are not affected by these results.

Melee

Roll 1d6 per combatant per combat.

Highest score wins.

Win by 1+ is a push back on the loser

A win by 2 is a 2 SP Hit and a push back

A win by 3 is a 3 SP hit and a push back ...and so on

Factors in Melee :

Bigger than opponent +1	Mounted (on Beast or Chariot) +1
Major Entity (=player) +4	Outnumbered 2-1 -2
Outnumbered 3-1 -3	Outnumbered 4-1 -4

Some entities and creatures can inflict more SP when they win - The Fates will inform you when this is the case.

ANNEX A

<div style="background:red;color:white;text-align:center;font-weight:bold;font-size:1.3em;">HEIRARCHIES</div>

All the Entities fit into a similar hierarchical structure, albeit with very different orientations. This is based on the Michaelis hierarchy of the 17th century with some small additions.

It might seem odd to describe demons as angels - but that is what they are *fallen* angels. They retain their attributes, but in Hell.

RANK	Chaos Examples	Order Examples	SP
FIRST HEIRARCHY			
Seraphim (have four faces and six wings)	Lucifer, Beelzebub, Leviathan, Asmodeus	Seraphiel (leader), Abdiel, Michael	180
Cherubim	Balberith	Cherubiel, Ophaniel, Gabriel, Uriel, Raphael, and Zophiel	140
Thrones	Astaroth, Verrine, Gressil, Sonneillon	Borachiel, Alimiel, Phanuel, Israel, Uzziel	120
SECOND HEIRARCHY			
Powers	Satan, Carreau, Carnivean, Procel	Virchiel, Camael	100
Dominions	Oeillet, Roster	Hashmal, Zadkiel, Muriel, Zacharael.	80
Principalities	Verrier	Amael, Nisroch, Haniel	60
THIRD HEIRARCY			
Virtues	Belias	Uzziel, Tarshish, Sabriel, Peliel	40
Archangels	Olivier	Metatron, Barachiel, Jehudiel	30
Angels	Iuvart	Chayyliel, Phaleg, Adnachiel.	20
FOURTH HEIRARCHY			
Great Souls	Hitler, Attila, Stalin, Pol Pot	Saints Ghandi	3
Ordinary Souls			2
Lesser Souls	cacodaemons	Sprites and fairies	1

Useful reference: http://www.angelfire.com/ca/heart7/spirit/Top.html