



# HELL DORADO

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### ANGELO'S DEN – HELL DORADO SCENARIO.

*Clandestine Lemure-fights are incredibly popular in colonised parts of Hell. The smuggler Angelo Casaviechi exploits the overwhelming interest in this hobby to make a fortune selling the best creatures to the wealthiest competitors. But everyone knows that Angelo keeps some unique specimens hidden in a secret lair to be used for more obscure purposes... Lured by this legend your backer, a compulsive gambler, managed to find Angelo's mysterious den and charged you with bringing some of these outstanding Lemures back to him. More than happy to earn some easy florins you effortlessly penetrated the smuggler's den with your men when weird shrieking emanating from the cages attracted your attention...*

#### INITIAL PLACEMENT

Each player's deployment zone is a 5 fathom strip of terrain parallel to their starting side. The player holding Dominance chooses which player places his units first.

#### DURATION

The game is played over 4 turns (fixed).

#### SPECIAL RULES

**\*Lemure's cage (special, Impassable - Opaque):** this element (size: equivalent to a big base - 40 mm ) contains a wild rabid Lemure. These cages are positioned before the "terraformation" phase and no other element can be overlaid with it. The Lemure miniatures are put to one side to be shared for this scenario. Players alternatively place one of the Lemures from the pool into a cage (see map) starting by the player who has Dominance. An imprisoned Lemure is never affected by any effect, attack (direct or templates), etc.

**\*Liberated rabid Lemure:** captive Lemures are particularly combative, and their excitation turned to rage when men penetrated Angelo's den. They will desperately try to knock over their cages so they can be free to attack the intruders... During step 4 of the Upkeep phase, the player who holds Dominance rolls 1 die for each cage that is still occupied. On a 5+ the Lemure manages to escape and may be activated during the Action phase. The liberated Lemure casts a spell randomly determined from the table below. The player who has Dominance rolls 1 die :

#### List of spells:

- **1 Explosion** : this spell creates an explosion (fire \* 5/2) centred on the Lemure.
- **2 Controlled** : affects a single unit in contact with the Lemure. The unit becomes controlled. It can cancel this effect by rolling a number of dice equal to its FTH stat. A result of 5 or 6 on at least one die means the spell is canceled. Note the controlled unit may roll 1 die even if its FTH stat is 0, but has to obtain a 6 for success.
- **3 Spitting** : affects a single unit in contact with the Lemure. The target suffers 1d6+1 Damage points (PR doesn't apply).
- **4 Lead-feet** : affects a single unit in contact with the Lemure. The target suffers a penalty of -1 DEF until the end of his next activation phase. During this time he cannot move. Even effects or capacities (Dodge for example) will not allow him to change position.
- **5 Counter Order**: affects a single unit in contact with the Lemure. The opposing player permanently losses a number of CMD points equal to twice the CMD value of the target.
- **6 Slanderous summon** : affects a single unit (Officer or Independent) in contact with the Lemure. It immediately becomes stunned. This has no effect on Troopers.

**\* To influence a liberated rabid Lemure (1CMD - Passive):** : during every activation phase, a player may try to influence a liberated Lemure by spending 1 CMD point to activate it. But Lemures are unstable and to represent this the opponent can attempt to block this activation. A player can try to influence **one and only one** liberated Lemure **per activation** phase during a turn. Additionally, a player can only make one attempt to influence a Lemure per activation phase during the turn. This special activation is free, which means it doesn't count towards the maximum number of activations. NOTE: A liberated Lemure can still be activated up to two times during the activation phase of a turn.

**\* Strangle (free - 1CMD)** : when your adversary spends 1 CMD point to influence a liberated Lemure you may also spend 1 CMD point to strangle it. In this case play a game of rock/scissors/paper. If the player trying to activate the Lemure wins then he can activate it. If the player trying to strangle the Lemure wins then his adversary does not activate the Lemure. In a case of a draw, play another round of rock/scissors/paper. A player with an Infernalist in his company wins in the case of a draw. If both players have an Infernalist forget this rule and play another round of rock/scissors/paper.

**\* Angelo Casaviechi** : when playing this scenario no player is allowed to include Angelo in his company.

#### VICTORY CONDITIONS

At the end of the game determine which player has Tactical control of each central square. Each of these squares controlled gives the player 1 point. The player with the most points wins the game as he has access to more cages because of the amount of ground occupied. If both players have the same score, a draw ensues.

Credits :  
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### MAP

