

Guerilla Warfare

Warmonger Cult. - The devilish Brethren 666 has rejoined the Border Wars now in service to Lilith, Greater Fiend and Advisor to General Ata'ru. She has given the rogue clone a demonic symbiote and the psychotic Brethren has taken squads of Dead Gunslingers into the Forests of Korpu. Dmitri of Korpu invited them into the lands of Korpu. Once the squads of Warmonger were in place, the Scarlet Hammer used crossbow bolts artificed with Light Leyas to snipe them from afar.

Trained to kill Kasanthian Vampires with precise heartshots, the Scarlet Hammer eliminated hundreds of Warmongers dead in the first few days. Hiding and passing between the trees, the Scarlet Hammer then moved in to disable the Warwalkers and Artillery.

The EEF- The Warmonger Cult's beach-heads were immediately subjected to artillery barrages that forced the Cambions to dig in. EEF Airstrikes pelted the Sea Kings, buying time for their forces to focus on the New Vorik Beachhead.

EEF sappers and Spec Ops Gremlins dug tunnels deep under enemy fortifications. Using explosives, the EEF dropped the enemy forces in the southern edge Beachhead into Energy Bridges into Kotrice. The Cambions were destroyed and their energy was recycled by the Universe. The EEF braced for a counter attack as Illuminated then responded by deploying a ring of Energy Bridges creating an effective wall against EEF advances.

I'tash- PeaceLord Nikolai and PeaceLord Carmine have responded to the loss of their entire force with surprisingly upbeat response. They have cleaned out the irradiated reservoir of Tal Hanon and restored water and power to much of the city.

PeaceLord Synfelt Von Groont personally led an attack into the heart of Kasanth. It is rumored he stole an ancient tome from the depths of Grand Magi Orloc's own keep. It is unknown what the book says, other than it was placed in the keep in Lurlock and brought back from the prison dimension.

Week 39 of 52

Demonic Special Trainings

(can only be learned from Demons)

Hell-gun New Special Training

The Psychic can focus his or her rage into a physical handgun. Each Hell-gun is unique to its creator but considered a dark art by most. This weapon is tied directly to the Psychic's spirit. It has unlimited rounds, but cannot be used by anyone other than the Psychic.

10 Energy Dmg(used as a normal weapon), No A.R. to Demons only
Always active. **Cost:** 20 points

POSSESS New Special Training

The Psychic can try and force an Earther, Olgog, K'iorn, K'iou, Baribur, Vorin, or Vlahadassi to follow your commands. Each command requires both Psychic and target to roll 1d10. Each adds their Will and whomever is higher wins. However if a Possessed person takes damage, the Psychic possessing them takes equal damage as No A.R.

(Bastards, Uth, Pelebor and Cambions are immune to this ability.)
Always Active **Cost:** 50 points

Accuser- The forces of the Accuser under Demagogue Elias have surrounded the Forrest of Haffah. The WarCouncil of S'vana prepared to repel their strike till the Demagogue announced they had an Earther Atomic, stolen from the Lions of Earth, primed to fire if the natives left their forest. More and more Church of One Paladins, led by possessed Inquisitors, now fill the lands outside of S'vana.

The Unity- The Unity narrowly avoided a disaster. Capturing an agent of the Sons of Yantuk, the Unity learned the location of a similar attempt to deploy an Earther Atomic near the Quantum Gate. The Atomic was nearly detonated, but a resourceful Cleansed Magus used his compliment of Oblivion Shades to annihilate it.

Rebels- The Warmonger Cult found their supply lines under attack. **Codename: Lucky Charms** stumbled upon the Blood Line, an artificed road paved with blood used by the Cult to transport Undead to the front lines. Using guerrilla tactics, **Codename: Lucky Charms** cut off an essential shipment of ammunition to the front, preventing the re-arming of Lilith's troops returning from their attack on the EEF.

The **Tarrisian Freedom League(TFL)** were able to raid a **Sons of Yantuk** supply depot, stealing tons of explosives, and two crates of detonators. Using these explosives the TFL, began a strategic set of bombings within territory controlled by **the Angels of Desolation**. The TFL bit off more than it could chew when a Tarrisian Overlord ambushed them.

In Northern Tarris **the Sons of Yantuk** released a Morrigan Nanoplague on the capital of Aku. Hundreds died before the Lions of Earth used an EMP grenade to destroy the Morrigan.

Eye of the Mimic

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Illuminated Special Training

The Illuminated is so in-tune with the universe that they can instantly replicate any Leyas ability or Skill that is successfully done in front of them for 2 combat rounds or 2 minutes afterwards (they must roll attacks and dodges as normal).

They may also learn any ability they see done at the normal costs in Advancement points, but Illuminated never require a mentor or teacher.

Cost: 20 pts (Illuminated Only)

Cleansed Magus

contributed by
Ryan LaRanger

Oblivion Shades

Cleansed Magus

Organic Transmitter

H.P. 18

F.S. 8 # of Attacks: 3

A.R.Cleansed Power Armor

vs. Melee 10

vs Missile 10

vs Energy 5

vs Chill 0

Move 5, 15 Fly (Hover Engine)

Immune to Pain/Poison attacks.

x2 dmg from Chill & Acid

Restores 1 Oblivion Shade to 10 H.P.

Technomancy lvl 4

Cleansed are hulking figures fully clad in dark, hermetically sealed power armor. Their smooth face-plates are marked with 6 glowing red optics and they carry metal quarter staves, which act as technomantic foci. Each Cleansed's armor carries a series of fusion generators which produce enough transmittable power to restart huge numbers of Oblivion Shades, as well as transmitting equipment which allows the Magus to control 5-20 Shades.

Oblivion shades look to be dark ghosts covered in loose tatters. They are actually clouds of nanites programmed to take shape and follow the will of the Unity. Armed with spectral greatswords formed by nanites programmed to consume all matter they touch, these fast and fragile constructs quickly fly to targets, attempting to deconstruct them with wild abandon. When under the command of a Cleansed, the Oblivion Shades become much more dangerous.

Oblivion Shade

Nano-Plague Ghost

H.P. 10

F.S. 5 # of Attacks: 1

Immune to Melee, Missile, and Energy dmg

Chill dmg is always No A.R. and does x2 dmg.

+1 Bonus to hit and +1

Dodge T# for each Oblivion Shade in a pack

Nano-plague Greatsword-

10 (No A.R.) dmg

Lowers V.A.R. & S.A.R. by 10. Countered by Chill and EMP Shields & attacks.

Tarrisian Overlord

contributed by
Lindsay Desylva

Tarrisian Overlord

Legion-infected Cambion Adept

H.P. 24

F.S. 8 # of Attacks: 2

A.R.Giant's Armor

vs. Melee 12(20)

vs Missile 8

vs Energy 5 (Half dmg)

vs Chill 2

Move 8, 12(Burrow) **+10 A.R. vs Leyas Attacks**

Immune to Pain/Poison attacks. x2 dmg to Chill & Acid

Demon Slayer Claw- 3d8 (No A.R.) Melee dmg,

x2 dmg to Demons; Lesser and Greater Evils

While many have sought to control the Legion larva, a former Angel of Desolation has developed a true symbiote using a modified Overlord larva. Implanting the larva into a captured Cambion prisoner has resulted in the perfect anti-demon technomancer. Necroteching the claw of a Annihilator and allowing the blood of the Cambion to flow into it creates a weapon able to banish the demonic back to its own realms.

Overlord: Tarrisian Overlords can hack Legion, Minion, Akunan, Plague Giants, LPTs, Maggot Tanks, Saggitae and any uplinked creatures. Cleansed, Cleansed Magus, Unfettered and Prototypes are immune to this effect. An Overlord can be invisible to all hacked enemies. An Overlord can control only 1 hacked enemy each round.

Technomancy lvl 4, Earth lvl 4, Shadow lvl 4

Morrigan Model Nanoplague

contributed by
Henry Lugo

Morrigan

Sentient Nanoplague

H.P. 30

F.S. 5 # of Attacks: 1

A.R.Three Bodies

vs. Melee 3

vs Missile 3

vs Energy 3

vs Chill 0

Move 10 (Float)

Half dmg from Missile attacks.

Special Abilities:

Immune to Melee, Missile, Energy, Gas, Poison, Pain attacks. Chill always counts as No A.R. EMP attacks will automatically destroy Morrigan.

Aura of the Morrigan- 30 (No A.R.) dmg, City Effect (+15 Dodge T#)

Cannot be healed while Morrigan is active

Does Half dmg to Legion, Cleansed, Minion and Overlords.

Does No dmg to Vehicles and Structures, No dmg to Mekanoids

Does No dmg to Undead or Nightmares

This sentient cloud of Nanites will form into the image of three beautiful Earther women. These women will walk through the battlefield and people will seem to fall dead at their feet. In fact, Morrigan Model Nanoplague is actively sending nanites to sever the brain stems of neaby creatures. Rather than breaking down creatures to component molecules like other Nanoplagues, the Morrigan acts more like a biological agent. This prevents the problem of rampaging nanites, and also allows the Sons of Yantuk to resurrect the slain to be used later as slaves.