

Claustrophobia

DELIVER US FROM EVIL CAMPAIGN

FRANCESCO "THE TROGLODYTE SCOURGE"

Francesco est un frère rédempteur dont le désintéret pour l'étude des écrits divins, la diplomatie ou encore le prosélytisme l'ont conduit à rester au bas de l'échelle de la hiérarchie vaticane. Passionné par les armes et la guerre, il intégra de bonne grâce les premiers corps expéditionnaires chargés de coloniser les Enfers. Il démontra maintes fois sur le champ de bataille qu'il était un guerrier pugnace et qu'il maîtrisait bien mieux son marteau de guerre que les vèpres.

REDEEMER

- Leader
- Smite the Evil Ones
- Aura of Precognition
- Battle Fury

Francesco may use his combat action to eliminate all troglodytes on the same tile as him. Troglodytes thus eliminated earn no BT. Battle Fury may be used for free once per scenario. Subsequent uses cost 5 BT.



THEODORE "THE THICK SKINNED"

A great admirer of Saint Blaise, Theodore ardently wished to become, like him, a skillful doctor. Unfortunately, his parents forced him to become a priest and he had, at first, set aside his dream. Unable to deny his passion, he secretly studied medicine by testing on himself various cures and therapies, to the point where, over time, he developed a natural resistance to infections.

REDEEMER

- Leader
- Aura of Healing
- Gather Round!
- Supernatural Healing

Once per game, during the initiative phase, Theodore may heal himself and regain all of his canceled lines of action.



JACEK "THE EXALTED"

Jacek deeply hates the Adversary and is ready to sacrifice everything to weaken his influence. A gifted preacher, he handles the religious word with passion and conviction. His warrior sermons are so eloquent that his audience often transforms into a fanatic mob invested with divine might.

REDEEMER

- Leader
- Aura of Blessing
- Gather Round!
- Sermon

Once per game, during the initiative phase, Jacek can galvanize his men. All Condemned Warriors gain +2 CBT until the beginning of the next initiative phase.



JACOB "THE PROTECTOR"

In his youth, Jacob lived through a trauma which has made him the man he now is. Youngest of the family, he witnessed, powerlessly, the murder of his elder brother by highwaymen. Convinced that the Adversary is behind that event, he has sworn to protect his fellow men from the dark plans of evil.

REDEEMER

- Leader
- Aura of Courage
- Aura of Blessing
- Divine Rampart

During the initiative phase, Jacob may regain one canceled line of action of his choice and gains +1 MOV, +2 DEF as well as the talents Elusive and Bodyguard until the beginning of the next initiative phase. Divine Rampart can be used for free once per game. Subsequent uses of this power cost 5 BT.



CLEMENT "THE TRIGGER"

Clement managed to get Baptiste Valombre's attention during a battle in which he killed a neausea-inducing Damned of Gluttony (whose obesity was due in part to the digestion of an unfortunate mercenary) with a single blunderbuss shot. Of course, the unfortunate mercenary didn't survive the lead shower, but at least he was spared the horrible pain caused by the slow digestion...

CONDEMNED BLADE FOR HIRE

- Elusive
- Itchy Trigger (3 BT)

Clement must be equipped with the Blunderbuss item to be able to use the Itchy Trigger talent. The number of hits caused by the Blunderbuss are doubled. The human player must declare the use of Itchy Trigger before rolling his combat dice and does not earn BT if any hits are caused by this talent.



JOSEPH "THE COWARD"

In the summer of 1634, Joseph had enrolled in the advance guard of Francisco Vargas' Christian army, whose objective was to lay claim to the Göt-Walle swamps, in order to have a foothold in a new circle of hell. Trapped by demons, the humans suffered heavy losses and Joseph witnessed horrible massacres in which he lost many brothers-in-arms. Despite that, he miraculously escaped the demonic creatures by developing survival skills he never knew he had, which allowed him to safely reach the troops of Baptiste Valombre, based in the Garden of Torments...

CONDEMNED BLADE FOR HIRE

- Elusive
- Flee (3 BT)

The Flee talent is used in the demon player's action phase. When a demon player's warrior moves to a tile on which Joseph is, the latter can immediately use his Flee talent to immediately move to an adjacent already explored tile. He ignores the blocking rule but must respect the tunnel size rule when performing this movement.



LEON "THE CHUTZPAH"

A price was placed on the Leon "the chutzpah's" head had after he'd stolen the jewels and decency of a New Jerusalem's notable's daughter, despite not having had much trouble getting in her skirts. He demonstrated his outstanding fencing skills during an oft-discussed skirmish with Helle Möller, the famous female bounty hunter, during which he barely escaped her club and her long sword! Slightly boastful, he likes to tell everyone who'll believe him that he and the pretty lady are now lovers.

CONDEMNED BLADE FOR HIRE

- Elusive
- Dodge (2 BT)

Leon can use the Dodge talent to force the demon player to reroll any dice which have caused hits during a combat action against him. Rerolls caused by Dodge are performed after any rerolls granted by the Frantic talent.



THOMAS "THE DO-GOODER"

Thomas is the son of a famous healer whose talents as a thaumaturge are known all over the évenole territory. He inherited the skills and knowledge of his father, but his thirst for adventure led him to leave his birthplace to "go see the world" and live fabulous adventures... However, he did not expect to end up in Hell!

CONDEMNED BLADE FOR HIRE

- Elusive
- First Aid (3 BT)

At the end of his activation, Thomas can use the First Aid talent to allow another human warrior on the same tile as him to regain a canceled line of action. First Aid is not an action and Thomas cannot use it on himself.



BY PHILIPPE VILLÉ

PIERROC "BLESS'ED ASS"

No one will ever be able to claim that Pierrot has ever sinned, mainly because no one would believe it. Pierrot is really one of a kind, his nose always deep in holy writing, and so invested by faith that he could convince an atheist champion that God exists. His companions even claim that he has the Holy Father's undivided attention! Exalted madman or blessed by God, it still seems that the forces of the Adversary seem to weaken in his presence.

CONDEMNED BLADE FOR HIRE

- Elusive
- Pious Wishes (3 BT)

At the end of his activation, Pierrot can use the Pious Wishes talent to force the demon player to discard 2 TP.



KARL "THE ARROW"

Karl is of Bavarian origin and, as everyone knows, the 30 year war has spared few people in Germany. At the age of 8, he lost his parents when his village was razed by a band of ruthless mercenaries. Barely avoiding death, he lived for years on what he could steal and murder for, and learned during those years to move swiftly to avoid the militias of wealthy local merchants.

CONDEMNED BRUTE

- Bodyguard
- Impressive
- Fast (3 BT)

Karl gains +1 MOV during his movement. The human player must declare the use of the Fast talent before beginning the movement.



REMI "THE TOP"

Remi is the most popular adventurer of the band. He became famous for his specialty move with which he can cut to ribbons a half-dozen troglodytes by spinning about with a strange bladed weapon of his conception. Despite being made from junk metal, this odd axe is terribly efficient in Remi's hands, to the point where his companions argue who'll stay by his side during dangerous missions.

CONDEMNED BRUTE

- Bodyguard
- Impressive
- Spinning Attack (3 BT)

Remi gains +2 CBT until the end of the current action phase. The human player must declare the use of the Spinning Attack talent before rolling the combat dice and does not gain any BT if hits are made with the use of this talent.



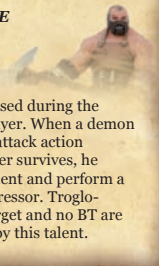
HANZ "RICOCHET"

Hanz is Karl's best buddy and we can honestly say that they've been through Hell and high water together before joining Baptiste's ranks. While Karl is easygoing, Hanz is quick to anger and carries grudges. One day, after an innkeeper sold him bootlegged wine which had given him the most terrible headache of his existence, he decided to get revenge in the most brutal way possible. He forced the innkeeper to drink half a keg of his foul brew and crushed his stomach by kicking him until the liquid flowed from each of his orifices. Ever since that story's been heard around town, Hanz has never had a reason to complain about the wine served to him.

CONDEMNED BRUTE

- Bodyguard
- Impressive
- Counter-attack (3 BT)

The Counter-attack talent is used during the action phase of the demon player. When a demon player's warrior performs an attack action against Hanz and that the latter survives, he can use the Counter-attack talent and perform a combat action against his aggressor. Troglodytes still count as a single target and no BT are earned if any hits are caused by this talent.



STANISLAV "BONE BREAKER"

Born in Warsaw, Stanislaw is a great amateur cook of Kluski na parze, a Polish specialty dish, which he serves with a bit too much sauce and various fatty meats. His weight problem is due to years of gluttony. However, he's learned how to turn that physical flaw to his advantage. When Stanislaw puts his 240 lbs into a charge, his belly all distended while screaming a ton of bird names, one can see a certain glint of anxiety in the frog-like eyes of troglodytes.

CONDEMNED BRUTE

- Bodyguard
- Impressive
- Charge (3 BT)

If Stanislaw moves before performing his combat action, he gains +2 CBT. The human player must declare the use of the Charge talent before starting his movement.



GARETH "THE CAC"

Gareth has foiled death many times and the impressive scars covering his body bear witness to an eventful and adventurous past. On his nights out on the town, he likes to show the one he's most proud of, gained during a Dante-esque encounter with a Great Damned of Wrath, at the hands of which he almost lost his ninth life...

CONDEMNED BRUTE

- Bodyguard
- Impressive
- Tough (3 BT)

The Tough talent is used at the end of Gareth's activation. During the demon player's next turn, Gareth will ignore the first hit scored against him.



Manipulative Demon

MOV 2

Health

3

CBT 2

DEF 4



Manipulation

Galvanizing glare

Dark healing

Tracking Demon

MOV 1

Health

5

CBT 3

DEF 4



Track

Fierce

Go fetch!

Demon of Slaughter

MOV 1

Health

5

CBT 3

DEF 4



Impressive

Extermination

Vicious

Bilious Demon

MOV 2

Health

4

CBT 3

DEF 4



Elusive

Stream of Bile

Bilious Ball

Sprint

• Bilious Ball

Once per game, the demon expels a large ball of bile. This counts as a ranged attack. Choose a tile adjacent to the demon's. Attack each warrior on the chosen tile by rolling 3 combat dice.

• Dark healing

At the end of the threat phase, this demon regains 1d3 health points (roll a six-sided die, divide the result by two and round up). His health cannot exceed 4.

• Extermination

This talent can only be used once per game and must be declared before a combat action. All hits caused during this demon's combat action are doubled.

• Fierce

When this demon no longer has all 5 of his health points, he gains +2 CBT.

• Galvanizing glare

This talent can only be used once per game and must be declared at the end of the threat phase. All troglodytes gain

+2 DEF until the beginning of the next threat phase.

• Go fetch!

Once per game, at the end of the threat phase, all troglodytes gain +1 MOV for the upcoming action phase.

• Manipulation

This talent can only be used once per game and must be declared at the end of the threat phase. This demon can move two condemned warriors to an adjacent tile, ignoring the blocking rule.

• Sprint

Once per game, at the end of the threat phase, this demon may gain +2 MOV for the upcoming action phase.

• Stream of Bile

The demon can attack an opponent on a tile adjacent to the one he is on.

• Track

This demon gains +1 MOV. After having made such an extra movement, he must perform a combat action. If the additional +1 MOV will not allow him to

perform a combat action, he cannot use this ability this turn.

• Vicious

This talent can only be used once per game and must be declared after having scored hits in combat but before they are allocated. The demon player chooses which action lines are canceled on his target as a result of his combat action.